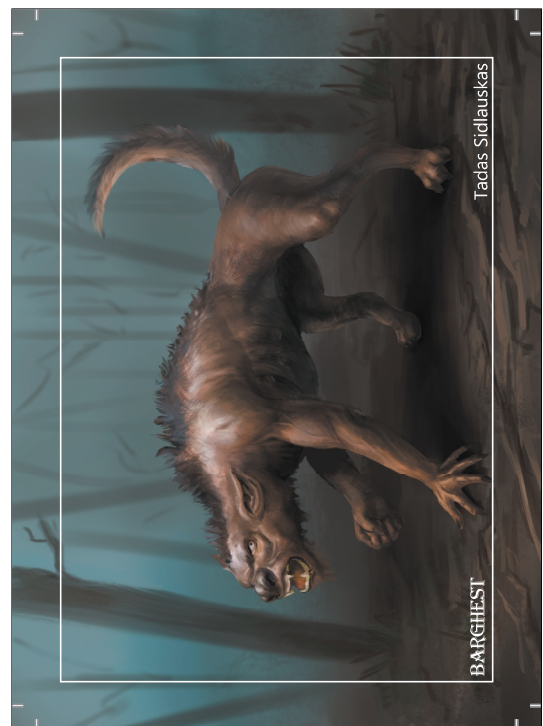
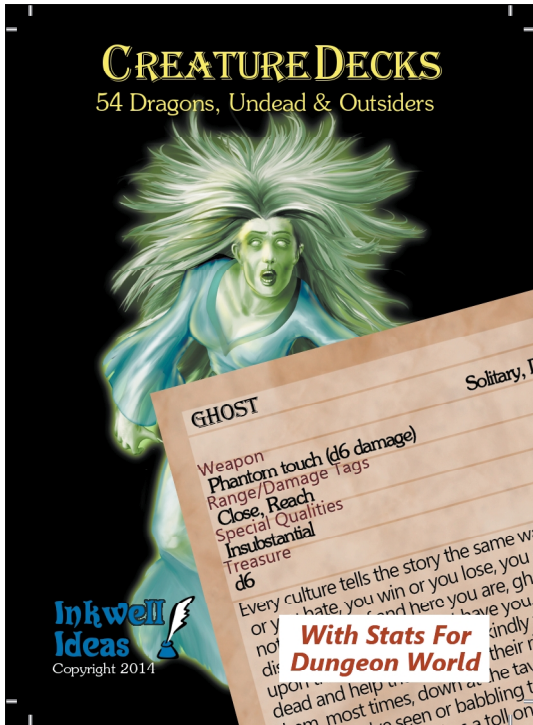




AASIMAR

Group, Divine, Magical, Organized, Intelligent, Planar
Weapon Longsword (1d8+2 damage, 1 piercing)
Range/Damage Tags Close
Special Qualities Protection from acids, cold and electricity
Treasure d8 + sign of deity + 1 strange or magical item

Aasimars are not just one separate species, it is a term to qualify several types of beings. Whatever the specifics, there is someone in their ancestry born from an angel or another good or lawful outsider. Aasimars tend to be powerfully charismatic beings who inspire people around them.

Churches tend to attach Aasimars to their services because of this quality and of their ancestry. They are also powerful warriors which leads them to reach leading positions in religious military orders. When serving the god their ancestry relates to, they develop powers similar to those of the god's priests. *Instinct:* To crush Evil

- Radiate daylight
- Excite followers
- Channel divine energy

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

01

CHECKLIST

01. Aasimar	19. Elemental, Earth	37. Phantom Armor
02. Banshee	20. Elemental, Fire	38. Pseudodragon
03. Barghest	21. Elemental, Water	39. Rakshasa
04. Couatl	22. Faceless Stalker	40. Salamander
05. Devourer	23. Genie, Djinn	41. Shadow
06. Dracolich	24. Genie, Efreeti	42. Shadow, Greater
07. Dragon, Black	25. Genie, Janni	43. Skeletal Champion
08. Dragon, Blue	26. Genie, Marid	44. Skeleton
09. Dragon, Green	27. Genie, Shaitan	45. Spectre
10. Dragon, Red	28. Ghost	46. Tiefling
11. Dragon, White	29. Ghoul	47. Triton
12. Dragon, Brass	30. Hell Hound	48. Vampire
13. Dragon, Bronze	31. Kytton	49. Wendigo
14. Dragon, Copper	32. Lich	50. Wight
15. Dragon, Gold	33. Mohrg	51. Wraith
16. Dragon, Silver	34. Mummy	52. Wyvern
17. Dragon Turtle	35. Night Hag	53. Xill
18. Elemental, Air	36. Nightmare	54. Zombie

Note: Moves & tags in parentheses were added to creatures from the core Dungeon World book.

Writer: Bastien Wauthoz Editor: Joe Wetzel

Contains content from Dungeon World, by Sage LaTorra and Adam Koebel

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

00

BARGHEST

Solitary, Large, Magical, Devious, Planar, Terrifying
Weapon Claws/bite (d8+1 damage)
Range/Damage Tags Close, Reach, Near
Special Qualities Immune to mundane weapons, Keen vision and scent
Treasure d8, +1 strange or magical item, +1 thing not of this earth

There are many type of werebeasts around the world, or even the planes. The barghest is the foulest and one of the most dangerous. It doesn't like to hunt, it likes to kill. It is a master of souls who loves eating them. It can take different forms: a large powerful goblin, a stout ferocious wolf, or a terrifying thing in between. Under goblin form, it can rally a tribe and send it into war. Under wolf form, it can lead a pack of dire wolves or worgs into a deathly hunt. In hybrid form, it is always alone craving for souls to increase its power. *Instinct:* To kill and eat souls

- Charm or confuse a foe
- Leave no trace while in wolf form
- Travel between dimensions
- Fly into a lethal rage
- Devour a soul to become more powerful

Custom Move: When a Barghest tries to charm you, ROLL+WIS. On a 10+, you shrug his spell off. On a 7-9, choose 2:

- You are confused by his presence.
 - You don't want to fight it anymore.
 - You have to Defy danger before attacking it.
- On a 6-, you obey his commands.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

03

BANSHEE

Solitary, Magical, Intelligent
Weapon Scream (d10 damage)
Range/Damage Tags Near
Special Qualities Insubstantial
Treasure d10 + 1 strange or magical item

Come away from an encounter with one of these vengeful spirits merely deaf and count yourself lucky for the rest of your peaceful, silent days. Often mistaken at first glance for a ghost or wandering spirit, the banshee reveals a far more deadly talent for sonic assault when angered. And her anger comes easy. A victim of betrayal (often by a loved one) the banshee makes known her displeasure with a roar or scream that can putrefy flesh and rend the senses. If you can help her get her vengeance, they say she might grant rewards. Whether the affection of a spurned spirit is a thing you'd want, well, that's another question. *Instinct:* To get revenge

- Drown out all other sound with a ceaseless scream
- Unleash a skull-splitting noise
- Disappear into the mists
- (Sense a heartbeat)

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

02



DEVOURER

Solitary, Large, Intelligent, Hoarder Tags
HP 16 Armor 1
Weapon
Smash (d10+3 damage)
Range/Damage Tags
Close, Reach, Forceful
Special Qualities

Treasure
b2d10

Most folk know that the undead feed on flesh. The warmth, blood and living tissue continue their unholy existence. This is true for most of the mindless dead, animated by black sorcery. Not so the devourer. When a particularly wicked person (often a manipulator of men, an apostate priest or the like) dies in a gruesome way, the dark powers of Dungeon World might bring them back to a kind of life. The devourer, however, does not feed on the flesh of men or elves. The devourer eats souls. It kills with a pleasure only the sentient can enjoy and in the moments of its victims' expiry, draws breath like a drowning man and swallows a soul. What does it mean to have your soul eaten by such a creature? None dare ask for fear of finding out. *Instinct:* To feast on souls

- Devour or trap dying soul
- Bargain for soul's return

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

05

COUTAL

Solitary, Intelligent, Devious Tags
HP 12 Armor 2
Weapon
Light ray (d8 damage, ignores armor)
Range/Damage Tags
Close
Special Qualities
Wings, Halo
Treasure
d8+1d4

As if in direct defiance of the decay and filth of the world, the gods granted us the coutal. As if to say, "there is beauty, even in this grim place." A serpent in flight on jeweled wings, these beautiful creatures glow with a soft light, as the sun does through stained glass. Bright, wise, and calm, a coutal often knows many things and sees many more. You might be able to make a trade with it in exchange for some favor. They seek to cleanse and to purge and to make of this dark world a better one. Shame we have so few. The gods are cruel.

Instinct: To cleanse

- Pass judgement on a person or place
- Summon divine forces to cleanse
- Offer information in exchange for service

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

04

DRAGON, BLACK

Solitary, Huge, Magical, Stealth, Organized, Intelligent, Terrifying Tags
HP 16 Armor 4
Weapon
Claws/jaws/tail (b2d12)+7 damage, 3 piercing
Range/Damage Tags
Reach, Forceful, Messy
Special Qualities
Wings, Good swimmer, Immune to acids
Treasure
b2d12+1d4, +1 strange or magical item

A black dragon can be a dangerous foe. But he will be immensely more so when swamp dwellers worship him and are ready to defend him. A black dragon only reveres raw strength and power. He is also a quite cunning and treacherous foe. A hunting party will not have any problem finding a black dragon because of all the acid burns he leaves behind. But these can lead them into an ambush, though this tactic is even more common from his blue cousin. If things don't turn his way, the dragon will flee and hide in a deep pond. *Instinct:* To take by force

- Blind with magical darkness and attack
- Turn nature to his side by magic
- Conjure worshippers at his side
- Flee to the air or deep underwater
- Breathe cone of acid breath

Custom Move: When you face the breath of a black dragon, ROLL+DEX. On a 10+, you're safe. On a 7-9, a few acid drops touch you. Choose 1:

- Your weapons don't melt.
- Your armor is not covered with strong hot acid.
- You're not disfigured.

On a 6-, your body melts down.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

07

DRACOLICH

Solitary, Huge, Magic, Organized, Intelligent, Terrify, Amorphous Tags
HP 23 Armor 4
Weapon
Claws (d12+7 damage, 3 piercing)
Range/Damage Tags
Close, Reach, Forceful, Messy
Special Qualities
Phylactery, Keen senses, Supreme intelligence
Treasure
b2d12+2d4, +1 strange or magical item

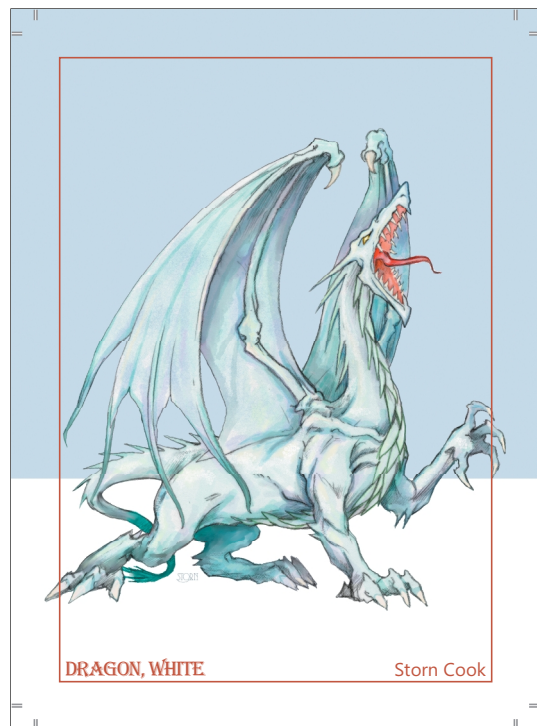
Have I ever told you of the most powerful lich? When a sorcerer abandons his human nature to become an ophidian form of unlife? His ultimate goal is then to embody the corpse of a dragon and thus gain a large part of his power. You know the legend of the Order of the Un-sorcerers seeking the secret dragon cemetery as the first part of the Rise of the Dracolich Lords. Those were bitter times and this is why we, The Boneseekers, hunt for the tombs of the powerful to destroy their corpses—including dragon ones.

Instinct: To gain power

- Cast any spell
- Animate undead allies
- Dragon breath (specific type depends on dragon type)
- Seduce with the promise of power
- Reveal a scheme within a scheme

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

06



DRAGON, GREEN

Weapon	Solitary, Huge, Magical, Stealth, Organized, Intelligent, Terrifying	Tags
Claws/jaws/tail (d12+5 damage, 1 piercing)	HP	Armor
Range/Damage Tags	20	4
Reach, Messy		
Special Qualities		
Wings, Immune to poison gases		
Treasure		
b[2d12]+1d4, +1 strange or magical item		

Green dragons love moderate and high temperature forests and they are the most malignant chromatic dragons. They revel in plotting nets of deceit among forest people and they enjoy seeing adversaries tear each other apart. They love to gather many slaves or "allies"—tricking them with their court games. Their opponents are killed, directly or more often indirectly. Hunting green dragons can be a dangerous game. Even though not quite loyal, their allies will tend to defend them. Not for the love of them, but for the sake of their own interest. *Instinct:* To plot and deceive

- Persuade someone against his allies
- Control nearby vegetation
- Force his clients to fight for him
- Interrogate a prisoner
- Breathe a cloud of chlorine gas

Custom Move: When you inhale the chlorine gas of a green dragon, ROLL+CON. On a 10+, you keep breathing. On a 7-9, you choose 1:

- You don't take -1 ongoing until your lungs are healed.
- You are not temporarily blind.
- You don't have to Defy Danger +CON to act.

On a 6-, you die suffocating.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

09

DRAGON, BLUE

Weapon	Solitary, Huge, Magical, Stealth, Intelligent, Terrifying	Tags
Claws/jaws/tail (d12+5 damage, 1 piercing)	HP	Armor
Range/Damage Tags	20	4
Reach, Forceful, Messy		
Special Qualities		
Wings, Immune to electricity		
Treasure		
b[2d12]+2d4, +1 strange or magical item		

The blue dragon is a playful hunter. When prey enters his domain, he will first observe and ponder the threat. He will prepare an ambush, using his knowledge of the terrain and sometimes transform it into a deadly trap. Then he will lure his prey into it, play with it for hours or even days. Only then will he finish the work with his terrible lightning breath. Collecting trophies is the other pleasure a blue dragon finds in hunting. Some can be an important part of their hoard, particularly when taking on brass dragons. *Instinct:* To hunt for pleasure

- Take advantage of his knowledge of the terrain
- Create a convincing illusion
- Control winds and sandstorms
- Lightning Breath

Custom Move: When you face the lightning breath of a blue dragon, ROLL+CON. On a 10+, it flows harmlessly through you. On a 7-9, you are shocked and choose 2:

- Your weapons and/or armor deal b[2d8] Damage (Ignores armor) to you.
- A valuable piece of equipment turns to ashes.
- You're shocked into paralysis.

On a 6-, you're electrocuted dead.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

08

DRAGON, WHITE

Weapon	Solitary, Huge, Magical, Terrifying	Tags
Claws/jaws/tail (b[2d12]+3 damage +3 Piercing)	HP	Armor
Range/Damage Tags	16	4
Reach, Messy		
Special Qualities		
Wings, Immune to cold		
Treasure		
b[2d12]+1d4, +1 strange or magical item		

In cold desolate regions and high mountain peaks hunt the white dragons. They are so cold blooded that moderate temperature can send them into lethargy. They are not very intelligent dragons and they tend to act instinctively and without foresight. However, they are bright enough to favor ambush to frontal assault, particularly when fighting mountain or frost giants. They are not hunters, because giants like to capture and turn them into guardians or mounts. Giants use fire as a bait because white dragons abhor it and attack anything wielding some at first sight. *Instinct:* To hunt

- Manipulate ice and cold
- Set up an ambush
- Swallow a frozen prey
- Breathe a cone of cold

Custom Move: When you face the freezing breath of a white dragon, ROLL+DEX. On a 10+, you dodge it. On a 7-9, you choose 2:

- You are slowed down until properly warmed up.
- One of your limb is totally frozen.
- You are frost burnt (b[2d8] damage ignores armor).

On a 6-, you are turned into an ice cube.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

11

DRAGON, RED

Weapon	Solitary, Huge, Magical, Intelligent, Terrifying	Tags
Claws/jaws/tail (b[2d12]+7 damage, 3 piercing)	HP	Armor
Range/Damage Tags	20	4
Reach, Forceful, Messy		
Special Qualities		
Wings, Immune to fire, Resistant to magic		
Treasure		
b[2d12]+2d4, +1 strange or magical item		

Legends say all dragons descend from the Apocalypse Dragon. Though some say they were his minions. Other stories say the Father of Dragons was a red Great Wym. And this is probably why the red dragons are so arrogant and self confident. A dragon's lust for gold and jewels is well known—the red dragon's lust is unparalleled. It is so strong a red dragon knows each piece of his hoard. Nowadays, red dragons live in high places like lonely hills towering over large plains or high mountains. More proof of their superiority complex. *Instinct:* To hoard treasures

- Cast a powerful destructive spell
- Choose a prey and don't give it up
- Turn a foe against his allies
- Dive from up high
- Burn those who approach it
- Breathe a cone of fire

Custom Move: When a dragon breathes his mystic fire at you, ROLL+WIS. On a 10+, you find suitable cover. On a 7-9, you dodged but choose 2 anyway:

- Your weapon melts on your hand.
- Your armor burns and leaves you breathless for a while.
- Say goodbye to your backpack.

On a 6-, you turn to ashes.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

10



DRAGON, BRONZE

	Solitary, Huge, Magical, Intelligent, Terrifying		Tags
Weapon		HP	Armor
Claws/jaws/tail (d12+5 damage)	20	4	
Range/Damage Tags			
Reach			
Special Qualities			
Wings, Immune to electricity			
Treasure			
b2d12+1d4, +1 strange or magical item			

Like most metallic dragons, the bronze ones love the contact of humans. They are most fond of riddles and jokes like their copper cousins. They also crave petty challenges, among which they recognize skirmishes. They love to provoke such challenges and there is one tragic example where this led to a war. They usually live near coastlines and ports because they are heavily populated and because they love swimming. More than that, they love diving in search of treasures inside shipwrecks. *Instinct:* To be curious

- Manipulate the elements
- Shapeshift into a human or animal
- Let a defeated enemy live
- Breathe repulsive gas or lightning bolt

Custom Move: When you inhale the repulsive gas of a bronze dragon, ROLL+WIS. On a 10+, you don't flee. On a 7-9, you choose 1:

- You are not temporarily stunned.
 - You don't drop what you're carrying.
 - Your friends don't have to talk you into the combat.
- On a 6-, you run away.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

13

DRAGON, BRASS

	Solitary, Huge, Magical, Intelligent, Terrifying		Tags
Weapon		HP	Armor
Claws/jaws/tail (d12+3 damage)	16	4	
Range/Damage Tags			
Reach			
Special Qualities			
Wings, Immune to heat			
Treasure			
b2d12+1d4, +1 strange or magical item			

The brass dragons love sunbathing on hot stone beds. But when daydreaming, they are particularly vulnerable to a sneaky blue dragon attack. The second most favorite pastime of brass dragons is meeting and people or caravans and chatting with humans. They are chatty and egotistical and they love nothing more than hear themselves talking. However, offering a valuable present can help turn the discussion towards topics of interest and alliance. Brass dragons love talking so much they can take prisoners just for the discussion. Fortunately, they don't show the same love of riddles that bronze dragons do. *Instinct:* To indulge in idleness

- Manipulate (hot) winds and desert storms
- Summon a djinn at his side
- Bury someone neck high and interrogate
- Parlay with riddles or gossip
- Breathe a cloud of sleeping gas or heated air

Custom Move: When you face the sleeping gas of a brass dragon, ROLL+INT. On a 10+, you shake it off. On a 7-9, you choose 1:

- You lose your next chance to ack.
 - You take -1 ongoing until you rest.
- On a 6-, you fall asleep.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

12

DRAGON, GOLD

	Solitary, Huge, Magical, Organized, Intelligent, Terrifying		Tags
Weapon		HP	Armor
Claws/jaws/tail (d12+7 damage, 1 piercing)	20	4	
Range/Damage Tags			
Reach, Forceful, Messy			
Special Qualities			
Wings, Resistant to magic			
Treasure			
b2d12+1d4, +1 strange or magical item			

When teaming up against evil, a gold dragon will be a better ally than a silver one. He is more powerful and more vindictive against evil. However, he can be so blinded with hate that he would miscalculate his opponent's intentions.

They always closely protect those they work with and they will negotiate before using violence. Similarly, they will use all their magical arsenal before anything else. Gold dragons often live in isolated areas or far-flung parts of the world.

They are wise and benevolent and will help people if asked selflessly, particularly when an evil dragon is involved. *Instinct:* To fight evil

- Cast a rare or powerful spell
- Rally allies
- Negotiate a term of agreement
- Find a non-violent solution
- Protect his allies
- Breathe a cone of fire or weakening gas

Custom Move: When you inhale the weakening gas of a gold dragon, ROLL+CON. On a 10+, you shake the weakness off. On a 7-9, choose 2:

- Your weapon falls from your hands.
- Your Strength temporarily falls by 3.
- You are hardly able to fight.

On a 6-, you faint.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

15

DRAGON, COPPER

	Solitary, Huge, Magical, Stealthy, Intelligent, Terrifying		Tags
Weapon		HP	Armor
Claws/jaws/tail (d12+5 damage +1 piercing)	16	4	
Range/Damage Tags			
Reach, Forceful, Messy			
Special Qualities			
Wings, Immune to acid			
Treasure			
b2d12+1d4, +1 strange or magical item			

While the bronze dragon is quite a good sport at jokes or riddle challenges, the copper dragon is a sore loser. They definitely favor being the only one making jokes, tricks, or asking riddles. This is more than a bad habit, it's also clearly a way to test people. All in all, it's worth getting to know them.

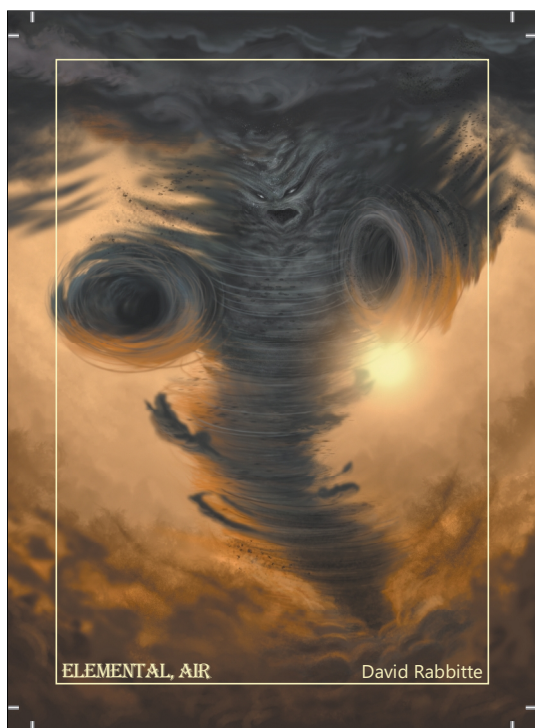
They do indeed make great allies (building and maintaining city defenses for example.) Most copper dragons show a marked preference for high plateaus and mountain areas where they compete with red or white dragons for lairs and hunting grounds. *Instinct:* To make (bad) jokes

- Push a foe into mud; transform it into stone
- Manipulate the earth elements
- Mock his enemies
- Jump out of reach
- Breathe an acid cloud or slowing gas

Custom Move: When you face the slowing gas breath of a copper dragon, ROLL+DEX. On a 10+, you're safe. On a 7-9, you suffer -3 to DEX until you rest. On a 6-, you can not run or move quickly and suffer -3 to DEX until you rest.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

14



DRAGON TURTLE

Weapon	Solitary, Huge, Cautious	Tags
Bite (d10+3 damage)	HP	Armor
Range/Damage Tags	20	4
Reach		
Special Qualities		
Shell, Amphibious		
Treasure		
d10 +1d4		

Bakunawa has a brother. Where she is quick to anger and hungry for gold, he is slow and sturdy. She is a knife and he is a shield. A great turtle that lies in the muck and mire for ages as they pass, mud piled upon his back—sometimes trees and shrubs. Sometimes a whole misguided clan of goblins will build their huts and cook their ratty meals on the shell of the dragon turtle. His snapping jaws may be glacier-slow, but they can rend a castle wall. Careful where you tread. *Instinct:*

- To resist change
- Move forward implacably
- Bring its full bulk to bear
- Destroy structures and buildings
- (Track by scent)

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

17

DRAGON, SILVER

Weapon	Solitary, Huge, Magical, Organized, Intelligent, Cautious, Timid	Tags
Claws/tails/tail (d12+5 damage, 1 piercing)	HP	Armor
Range/Damage Tags	20	6
Reach, Messy		
Special Qualities		
Wings, Immune to cold, Resistant to magic		
Treasure		
b2d12+1d4, +1 strange or magical item		

Silver dragons are the worst enemy of red dragons and they often compete for the best lairs and hoards. Silver dragons are not the strongest, not at all, but they are more social and they team with others to kill a red dragon and share his treasure. They are benevolent and helpful to humanoids. Many are known to have befriended a human and lived a life beside him. Though there always were some times when he would disappear for a while, living his dragon life. A silver dragon can be a powerful ally to answer an evil threat.

- Instinct:* To get close to humans
- Walk on/through clouds
 - Team up with humans for the greater good
 - Take the shape of a human or of an animal
 - Breathe a cone of cold or a cloud of paralyzing gas
 - Reverse gravity, then catch falling foes

Custom Move: When you inhale the paralyzing gas of a silver dragon, ROLL+CON. On a 10+, you keep going. On a 7-9, you choose 1:

- You don't take -1 ongoing until you rest.
 - Your movements are not slowed down.
 - A part of your body is not paralyzed.
- On a 6-, you're paralyzed until cured.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

16

ELEMENTAL, EARTH

Weapon	Solitary, Huge, Planar	Tags
Smash (d10+5 damage)	HP	Armor
Range/Damage Tags	27	4
Reach, Forceful		
Special Qualities		
Made of stone		
Treasure		
d10, +1 thing not of this earth		

Our shaman says that all the things of the world have a spirit. Stones, trees, a stream. Now that I've seen the earth roil under my feet and fists of stone beat my friends half to death I'd like to believe that crazy old man. The one I saw was huge—big as a house! It came boiling up from a rockslide out of nowhere and had a voice like an avalanche. I pay my respects, now. Rightly so. *Instinct:* To show the strength of earth

- Turn the ground into a weapon
- Meld into stone

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

19

ELEMENTAL, AIR

Weapon	Solitary, Huge, Planar, Amorphous	Tags
Missiles via wind (b2d10+5 dmg, ignores armor)	HP	Armor
Range/Damage Tags	23	1
Near, Far, Forceful		
Special Qualities		
Made of air		
Treasure		
d10, +1 thing not of this earth		

When I was young I saw a tornado. It was majestic. Then I saw the wreckage it left behind. It was dreadful. For many years I thought this was the most powerful thing of the elements.

Then I saw it! A whirling disaster of tremendous size, a vile spirit wrecking havoc, a crying being of loud wrath. No one should invoke such terrible and unmastered power! I saw it picking up trees, cattle and humans high into the air. Then throwing them beyond the horizon, or crashing them against the ground, rocks, and cliffs. *Instinct:* To show the power of winds

- Move fast and adapt
- Hurl with extreme violence
- Take their breath away
- Create a whirling vortex

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

18



ELEMENTAL, WATER

Solitary, Huge, Stealthy, Planar, Intelligent, Amorphous Tags
Weapon **Water spear/sword (d10+5 damage, 2 piercing)** HP 23 Armor 1
Range/Damage Tags
Near, Forceful, Messy
Special Qualities
Made of water
Treasure
d10, +1 thing not of this earth

Of all the elements, water is the most adaptable. Therefore, when summoning a water elemental, be aware it will do anything, anything!, to free himself from your grasp. Released earth elementals would disappear in the ground, air elementals would vanish in the air and fire elementals would turn against you. Water elementals will surround you and lock you up in water. Then it will delight in your fear and slow death. A vengeful and patient element, for sure. But, of all elements, it is the most useful because of the infinite possibilities a controlled water ally offers you. *Instinct:* To fulfill its task

- Rush out of water
- Overwhelm foes
- Drown others in water
- Create a water whirlpool

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

21

ELEMENTAL, FIRE

Solitary, Large, Stealthy, Planar, Amorphous Tags
Weapon **Tongues of fire (1/2d10)+3 dmg, 2 pierc, ignr armr)** HP 19 Armor 1
Range/Damage Tags
Close, Reach, Messy
Special Qualities
Made of fire
Treasure
d10, +1 thing not of this earth

I have seen things you people wouldn't believe. Attack ships on fire off the shore of Orderon. I watched firestorm lightning the night at the Tornhouse gate. I endured all those moments because I forced my bidding on fire elementals I called forth. Giant fires burning the grass as they flew a few inches above, melting stone and steel as if they were ice, turning flesh into ashes at the touch of their fiery fingers. What power they unleashed for my greater glory! Now is the time I pay the price and give myself up to their thirst! *Instinct:* To consume and destroy

- Encircle with small flames
- Fuel flames from an extraplanar source
- Spread an existing fire
- Choke out all oxygen in an area
- Attack with fiery rage

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

20

GENIE, DJINN

Group, Large, Magical, Planar Tags
Weapon **Flame (d8+1 damage, ignores armor)** HP 14 Armor 4
Range/Damage Tags
Close, Reach
Special Qualities
Made of flame
Treasure
d8, +1 strange or magical item, +1 thing not of this earth

"Stop rubbing that lamp, you idiot. I do not care what you have read, it will not grant you wishes. I brought you here to show you something real, something true. See this mural? It shows the ancient city. The true city that came before. They called it Majilis and it was made of brass by the spirits. They had golem servants and human lovers and, in that day, it was said you could trade them a year of your life for a favor. We are not here to gather treasure this night, fool, we are here to learn. The djinn still sometimes come to these places, and you must understand their history if you are to know how to behave. They are powerful and wicked and proud and you must know them if you hope to survive a summoning. Now, bring the lamp here and we will light it, it grows dark and these ruins are dangerous at night." *Instinct:* To burn eternally

- Grant power for a price
- Summon the forces of the City of Brass
- (Create an illusion)

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

23

FACELESS STALKER

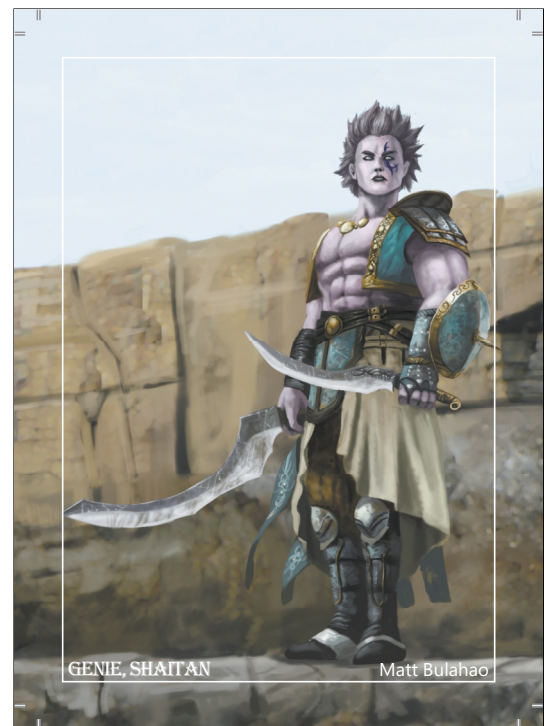
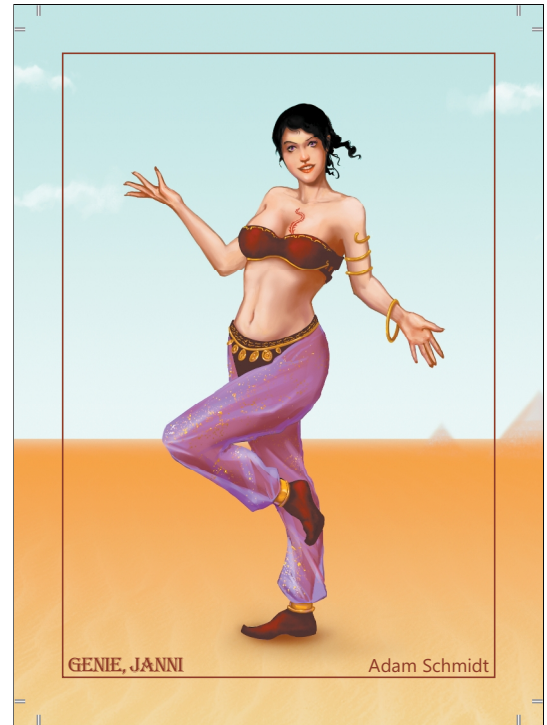
Group, Devious, Intelligent Tags
Weapon **Common melee weapons (d6 damage)** HP 6 Armor 0
Range/Damage Tags
Close
Special Qualities
Shapeshifting
Treasure
d6

The faceless stalkers are another species left behind by the Titan Wars. Made by the aboleths to infiltrate important humanoid cities, they proved too frail and unstable for the task. Indeed, too great a stress would instantly turn them back into their natural shape. Nowadays they hide in swamps and other wetlands because their skin needs moistening. Quite characteristically they don't eat but only drink. And blood is their favored drink. Some vampire stories in remote areas are just a rogue faceless stalker who takes the place of a villager and feeds on the community. *Instinct:* To hide in plain sight

- Drain blood with its tongue
- Shapeshift into a specific humanoid (takes several minutes)
- Return to normal form under stress
- Squeeze through small spaces

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

22



GENIE, JANNI

Group, Magical, Organized, Intelligent, Planar Tags
Weapon **High quality sabres (w/2d10)+2 damage, 1 piercing** HP 6 Armor 0
Range/Damage Tags
Close, Near, Forceful
Special Qualities
Telepathy
Treasure
d10, +1 strange or magical item, +1 thing not of this earth

Did I ever tell you about my special knife, sonny? No, I don't talk much about your mother either... I was guiding this caravan through the great sand desert when we stumbled upon these nomads. They had the most beautiful tents, pots, knives and tools we'd ever seen. They offered us hospitality, with kind and kingly manner. I soon suspected something was wrong seeing how strong and intelligent they were.

They were Janni, lesser genies some call them. But there is nothing lesser about them, trust me. And trust your late mother too. Because that is where I met her. *Instinct:* To offer hospitality

- Change the size of things
- Appear at the right time
- Travel to other planes (with guests)
- Turn into an intangible form
- Ask for a return of a favor

Custom Move: When you can't return a favor to a Janni, ROLL+CHA. On a 10+, he understands your point. On a 7-9, choose 1:

- He gives you a delay.
 - He accepts a lesser return.
 - He understands but you lose his friendship.
- On a 6-, prepare to face his wrath.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

25

GENIE, EFREETI

Solitary, Magical, Intelligent, Planar, Amorphous Tags
Weapon **Small fireballs (f/2d12)+4 damage, ignores armor** HP 19 Armor 5
Range/Damage Tags
Close, Reach, Near, Messy
Special Qualities
Made of solid flames, Flying
Treasure
d12, +1 strange or magical item, +1 thing not of this earth

The spirits of fire roam the plane of chaos and the plane of fire they rule. Among them the most civilized are the efreeti.

Their grand kingdoms wage war upon one another in the name of freedom of will. Some wizards bind them with powerful spells to do the wizards' bidding which is more like slave work to efreeti eyes. No wonder the efreeti one meets are very angry and will do whatever they deem necessary to reclaim their freedom and return to their fiery plane. *Instinct:* To unbind the spells that bind them

- Rob his enemy of an important equipment or talent
- Control fire under all forms
- Hide in the smallest of flame
- Make a double-edged deal to win his freedom
- Become angry without warning

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

24

GENIE, SHAITAN

Solitary, Large, Magical, Intelligent, Planar, Amorphous Tags
Weapon **Long scimitar in a rare metal (b/2d12)+3 damage** HP 23 Armor 1
Range/Damage Tags
Close, Reach, Forceful
Special Qualities
Made of rare stone
Treasure
b/2d12, +1 strange or magical item, +1 thing not of this earth

In the cities of the southern waste, there is a marketplace where one can find the most beautiful and purest gems.

They are called the Shaitan's Eyes in memory of the tale of Madibagda and the twenty genies. Madibagda was a powerful mage who summoned shaitans and had them killed by skillful monster hunters to trade the gems found on their remains. Then came the day the pasha of the unfortunate shaitans answered the call. He used his power over the earth elements to turn Madibagda and his hunters into statues and trade them for the gems of his kin. *Instinct:* To go back to their plane

- Bend earth elements to its will
- Transport to another plane, with companions
- Manipulate metal and rust
- Shove a foe into stone
- Grant a wish for a price

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

27

GENIE, MARID

Solitary, Huge, Magical, Intelligent, Planar, Amorphous Tags
Weapon **Water attacks (b/2d12)+5 damage** HP 27 Armor 1
Range/Damage Tags
Near, Far, Forceful
Special Qualities
Telepathy, Immune to water and ice
Treasure
d12, +1 strange or magical item, +1 thing not of this earth

Once I saw a dragon fighting against a marid, a giant genie of water. The tremendous clash of power was breathtaking and their fury was horrible. The genie won, and quite easily if you want my word. You know that tale of the marid and the invoker? How this magician thought he would outsmart the genie into slavery and was himself enslaved? That is why the marid won so easily, he outsmarted the dragon! Don't fool around a being more powerful, intelligent, and vicious than a dragon. Unless you don't get easily tired of hearing unending boasts. *Instinct:* To rule lesser beings

- Master the power of water
- Transport to another plane
- Weaponize water
- Listen to tales of his grandeur and bravery
- Cast a water magic spell
- Fill enemy lungs with water

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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GHOUL

Weapon		Tags
Talons (d8 damage, 1 piercing)	HP 10	Group 1
Range/Damage Tags		
Close, Messy		
Special Qualities		

Treasure
d8

Hunger. Hunger hunger hunger. Desperate clinging void-stomach-emptiness hunger. Sharp talons to rend flesh and teeth to tear and crack bones and suck out the soft marrow inside. Vomit up hate and screaming jealous anger and charge on twisted legs—scare the living flesh and sweeten it ever more with the stink of fear. Feast. Peasant or knight, wizard, sage, prince, or priest all make for such delicious meat. *Instinct:* To eat

- Gnaw off a body part
- Gain the memories of their meal
- (Paralyze with a touch)

Custom Move: When you are touched by a ghoul, ROLL+CON. On a 10+, you keep going. On a 7-9, you choose 1:

- You don't take -1 ongoing until you rest.
- Your movements are not slowed down.
- A part of your body is not paralyzed.

On a 6-, you're paralyzed for one minute.

GHOST

Weapon		Tags
Phantom touch (d6 damage)	HP 16	Solitary, Devious, Terrifying 0
Range/Damage Tags		
Close, Reach		
Special Qualities		
Insubstantial		
Treasure		
d6		

Every culture tells the story the same way. You live, you love or you hate, you win or you lose, you die somehow you're not too fond of and here you are, ghostly and full of disappointment and what have you. Some people take it upon themselves, brave and kindly folks, to seek out the dead and help them pass to their rightful rest. You can find them, most times, down at the tavern drinking away the terrors they've seen or babbling to themselves in the madhouse. Death takes a toll on the living, no matter how you come by it. *Instinct:* To haunt

- Reveal the terrifying nature of death
- Haunt a place of importance
- Offer information from the other side, at a price

KYTON

Weapon		Tags
Crush (d10 damage, ignores armor)	HP 12	Solitary, Planar 3
Range/Damage Tags		
Close, Reach		
Special Qualities		

Treasure

d10 + thing not of this earth

(Also known as a chain devil.) Do you think the phrase "drag him to hell" means nothing? It is unfortunately literal, in the case of the chain devil. Appearing differently to each victim, this summoned creature has but a single purpose: to wrap its victim up in binding coils and take it away to a place of torment. Sometimes it will come as a man-shaped mass of rusting iron, hooks and coils of mismatched links. Other times, a roiling tangle of rope or kelp or twisted bloody bedsheets. The results are always the same. *Instinct:* To capture

- Take a captive
- Return to whence it came
- Torture with glee
- (Move three-dimensionally using control of chains)

HELL HOUND

Weapon		Tags
Fiery Bite (d8 damage)	HP 10	Group, Planar, Organized 1
Range/Damage Tags		
Close		
Special Qualities		
Hide of shadow		
Treasure		
d8 + thing not of this earth		

When one reneges on a deal, does not the debtor come for payment? Does the owed party not send someone to collect what is due? So too with the Powers Below. They only want what is theirs. A howling pack of shadows, flame and jagged bone, driven by the hunting horn. They will not cease, they cannot be evaded. *Instinct:* To pursue

- Follow despite all obstacles
- Spew fire
- Summon the forces of hell on their target
- (Slip away to another plane)



MOHRG

Weapon	Tags
Bite (d8 damage)	Group
Range/Damage Tags	HP Armor
Close	10 0
Special Qualities	

Treasure
d8

You never get away with murder. Not really. You might evade the law, might escape your own conscience in the end and die, fat and happy in a mansion somewhere. When the gods themselves notice your misdeeds, though, that's where your luck runs out and a mohrg is born. The mohrg is a skeleton—flesh and skin and hair all rotted away. All but their guts—their twisted, knotted guts still spill from their bellies, magically preserved and often wrapped, noose-like, about their necks. They do not think, exactly, but they suffer. They kill and wreak havoc and their souls do not rest. Such is the punishment, both on them for the crime and on all mankind for daring to murder one another. The gods are just and they are harsh. *Instinct:* To wreak havoc

- Rage
 - Add to their collection of guts
 - (Paralyze with a touch of its tongue)
- Custom Move:** When you are touched by a mohrg's tongue, ROLL+CON. On a 10+, you keep going. On a 7-9, you choose 1:
- You don't take -1 ongoing until you rest.
 - Your movements are not slowed down.
 - A part of your body is not paralyzed.
- On a 6-, you're paralyzed for a minute.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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LICH

Weapon	Tags
Magical Force (d10+3 damage, ignores armor)	Solitary, Magical, Intelligent, Cautious, Hoarder, Construct
Range/Damage Tags	HP Armor
Near, Far	16 5
Special Qualities	
(Phylactery, Supreme intelligence)	
Treasure	
d10+2d4, +1 strange or magical item	

"At the end, they give you a scroll and a jeweled medallion to commemorate your achievements. Grand Master of Abjuration, I was called, then. Old man. Weak and wizened and just a bit too senile for them—those jealous halfwits. Barely apprentices, and they called themselves The New Council. It makes me sick, or would, if I still could be. They told me it was an honor and I would be remembered forever. It was like listening to my own eulogy. Fitting, in a way, don't you think? It took me another ten years to learn the rituals and another four to collect the material and you see before you the fruits of my labor. I endure. I live. I will see the death of this age and the dawn of the next. It pains me to have to do this, but, you see, you cannot be permitted to endanger my research. When you meet Death, say hello for me, would you?" *Instinct:* To un-live

- Cast a perfected spell of death or destruction
- Set a ritual or great working into motion
- Reveal a preparation or plan already completed
- (Shake off a weak or moderate spell's effects)

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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NIGHT HAG

Weapon	Tags
Claws and bite (d8 damage, 1 piercing)	Solitary, Magical, Devious, Organized, Intelligent
Range/Damage Tags	HP Armor
Close, Messy	12 0
Special Qualities	
Magical senses, Immune to mundane weapons	
Treasure	
d8, +1 strange or magical item	

Some say hags haunt their dreams. This can be so true with a night hag. It loves causing nightmares and feeds on them. Night hags are a powerful enemy in the corporeal world and a cunning foe in the ethereal world. It's harder to overpower them in the first, and beware their demonic venom! But it is more difficult to confront them in the second, and beware their treachery! The best tactics still consist of luring them to attack you in the ethereal world. But this achievement will take a brave warrior and a learned sorcerer. *Instinct:* To haunt dreams

- Instill magical sleep
- Inject a demon fever
- Call the coven forth
- Turn ethereal
- Create nightmares
- Magically locate objects

Custom Move: When a night hag haunts your dreams, ROLL+WIS. On a 10+, just bad dreams. On a 7-9, choose 1:

- The GM chooses a disability.
- The night hag won't return.

On a 6-, both occur.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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MUMMY

Weapon	Tags
Smash (d10+2 damage)	Solitary, Divine, Hoarder
Range/Damage Tags	HP Armor
Close	16 1
Special Qualities	

Treasure

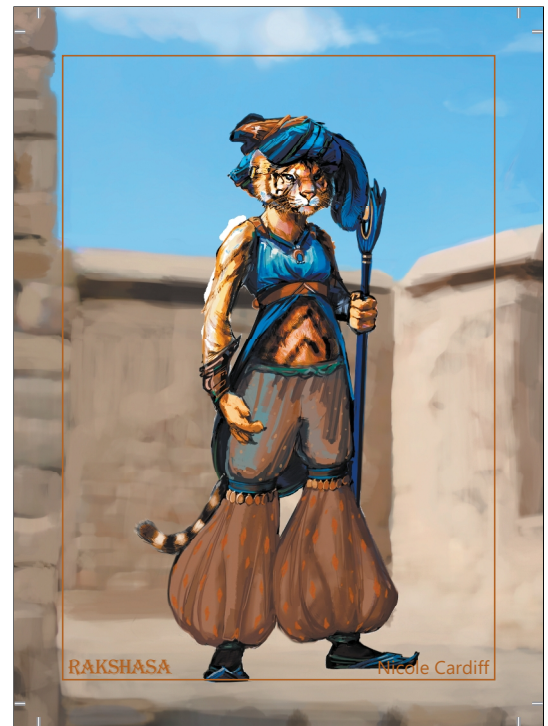
b(2d10), +sign of deity

There are cultures who revere the dead. They do not bury them in the cold earth and mourn their passing. These people spend weeks preparing the sacred corpse for its eternal rest. Temples, pyramids, and great vaults of stone are built to house them and are populated with slaves, pets and gold. The better to live in luxury beyond the Black Gates, no? Do not be tempted by these vaults—oh, I know that greedy look! Heed my warnings or risk a terrible fate, for the honored dead do not wish to be disturbed. Thievery will only raise their ire—don't say I did not warn you! *Instinct:* To enjoy eternal rest

- Curse them
- Wrap them up
- Rise again

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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PHANTOM ARMOR

Weapon **Solitary, Stealthy, Amorphous** Tags
Large melee weapons (d10 damage) HP Armor
 Range/Damage Tags 15 4
Close
 Special Qualities
Slow walking
 Treasure
 d10

Those who live with honor and die by treachery deserve vengeance. We all know these words but few would guess they can be so true! Alas, this was the fate of most phantom armor and this is why they haunt our world, seeking revenge. And this revenge can extend beyond he who dealt the fatal and treacherous blow. Indeed, some phantom armor have been known to kill relatives, whole bloodlines and even entire tribes. On the other hand they may be the work of a necromancer. In this case they are called guardians because they are bound by powerful sorcery to guard an item or location. *Instinct:* To seek revenge OR To guard

- Hide as an suit of armor
- Seek vengeance on those who betrayed him
- Attack living obstacles

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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NIGHTMARE

Weapon **Horde, Large, Magical, Terrifying, Planar** Tags
Trample (d6+1 damage) HP Armor
 Range/Damage Tags 7 4
Close, Reach
 Special Qualities
Flame and shadow
 Treasure
 d6, +1 strange or magical item + thing not of this earth

The herd came from a pact made in the days when folk still inhabited the Blasted Steppes. Horselords, they were, who travelled those lands. Born in the saddle, it was said. One of theirs, in a bid to dominate his peers, made a black pact with some fell power and traded away his finest horses. He had some power, sure—but what's a thousand year dynasty when a life is so short? Now the fiends of the pit ride on the finest horses ever seen. Coats of shining oil and manes of tormented flame: these are steeds of hell's cavalry. *Instinct:* To ride rampant

- Sheath a rider in hellish flame
- Drive them away
- (Transport to another plane.)

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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RAKSHASA

Weapon **Group, Stealthy, Magical, Organized, Intelligent** Tags
Elegant weapons (d8 damage) HP Armor
 Range/Damage Tags 6 0
Close
 Special Qualities
Immune to mundane weapons, Vulnerable to holy weapons
 Treasure
 b[2d8] +1d4, +1 strange or magical item

The rakshasa are a very social kind of demons. They like to live among people in a life of luxury. Their favored activity is to lure people into their intricate plans in order to force them into evil deeds. Their interest is not only in perversity but also in weaving plans within plans... and boast about those plans when its victim can do nothing to avoid their fulfillment. They relish to see the despair in their eyes. One way to avoid a rakshasa plot: don't trust anybody. Particularly if they have canines! *Instinct:* To trick people into evil acts

- Make an ally, despite its true intent
- Weave realistic illusions
- Activate its evil network
- Use a minor spell
- Reveal a plan within a plan

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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PSEUDODRAGON

Weapon **Group, Tiny, Magical, Devious, Intelligent** Tags
Poison sting, Tiny claws (w/2d6-2, ignores armor) HP Armor
 Range/Damage Tags 6 2
Hand
 Special Qualities
Extraordinary senses, Telepathy
 Treasure
 d6, +1 strange or magical item

Brahil is the best monster handler around. He can get any beast you want. You'll recognize him easily. He's always with this tiny dragon-like monster on his shoulder. This critter is more dangerous than it looks. I've seen it sting birds in plain sight with it's long tail. This is a poisonous tail, you know. Brent, the carpenter's son, can testify it will put you into a death-like sleep. It also looks like the beast protects Brahil. There was this sorcerer who tried to spellbind Brahil without success. He left crying Brahil would not always have his pseudodragon around. *Instinct:*

- Hard to notice when silently guarding
- Flee
- Put foe to sleep with tail venom
- Communicate telepathically with spellcasting companion
- Choose a suitable companion

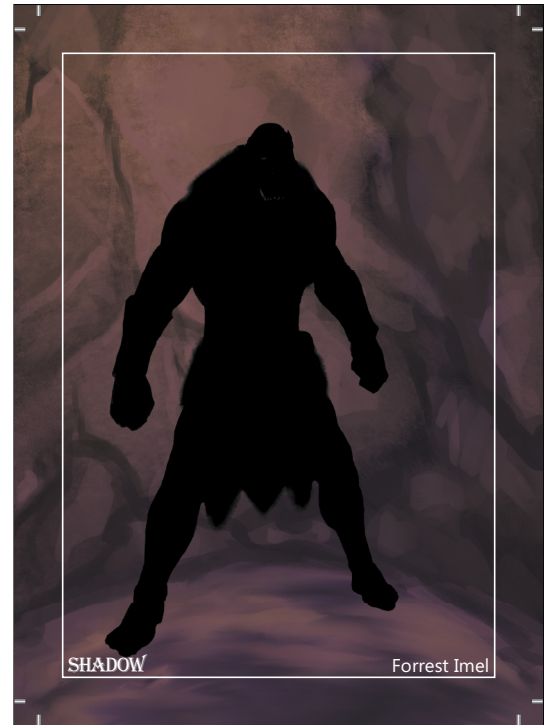
Custom Move: When you are stung by a pseudodragon, ROLL+CON. On a 10+, what a big mosquito! On a 7-9, choose 1:

- You don't fall sound asleep.
- You don't get -1 ongoing until you make camp.

On a 6-, you fall into a death-like sleep.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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SHADOW

	Tags	
	Horde, Large, Magical, Construct	
Weapon		
Shadow touch (d6+1 damage)	HP	Armor
Range/Damage Tags	11	4
Close, Reach		
Special Qualities		
Shadow form		
Treasure		
d6 + 1 strange or magical item		

We call to the elements. We call on fire, ever-burning. We summon water, life-giving. We beseech the earth, stable-standing. We cry to the air, forever-changing. These elements we recognize and give our thanks but ask to pass. The elemental we call upon this night knows another name. We call upon the element of Night. Shadow, we name you. Death's messenger and black assassin, we claim for our own. Accept our sacrifice and do our bidding 'til the morning come. *Instinct:* To darken

- Snuff out light
- Spawn another shadow from the dead
- (Rush to the heat of life)
- (Flee from bright light)

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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SALAMANDER

	Tags	
	Horde, Large, Intelligent, Organized, Planar	
Weapon		
Flaming spear (1f2d6+3 damage)	HP	Armor
Range/Damage Tags	7	3
Close, Reach, Near		
Special Qualities		
Burrowing		
Treasure		
d6 + thing not of this earth		

"The excavation uncovered what the reports called a basalt gate. Black stone carved with molten runes. When they dug it up, the magi declared it inert but further evidence indicates that was an incorrect claim. The entire team went missing. When we arrived, the gate was glowing. Its light filled the whole cavern. We could see from the entrance that the area had become full of these creatures—like men with red and orange skin, tall as an ogre but with a snake's tail where their legs ought to be. They were clothed, too—some had black glass armor. They spoke to each other in a tongue that sounded like grease in a fire. I wanted to leave but the sergeant wouldn't listen. You've already read what happened next, sir. I know I'm the only one that got back, but what I said is true. The gate is open, now. This is just the beginning!"

- Instinct:* To consume in flame
- Summon elemental fire
 - Melt away deception

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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SKELETAL CHAMPION

	Tags	
	Solitary, Organized, Intelligent	
Weapon		
Old-fashioned weapons (1f2d10) damage)	HP	Armor
Range/Damage Tags	16	2
Close		
Special Qualities		
Death energy, Vulnerable to blunt weapons & holy energy		
Treasure		
d10+1d4		

Skeletons don't rise spontaneously. They need a necromancer to animate them. Skeletal champions are a different kind. These are great warriors who deeply desire to come back and go on fighting... when they come back, they bring back a part of their soul. And along with it a spark of life, their experience, and their charisma. With all these qualities, some can infiltrate the living when properly cloaked. They make for excellent assassins and spies, untiring and relentless. Others put their experience as leaders at the service of a dark master, turning a flock of mindless undead into a powerful army. *Instinct:* To bring death

- Organize undead into an army
- Conceal itself under a cloak
- Target an enemy spellcaster
- Provoke an error

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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SHADOW, GREATER

	Tags	
	Solitary, Large, Stealth, Devious, Organized, Intell, Amorph	
Weapon		
Shadow grasp (d8+1 damage, ignores armor)	HP	Armor
Range/Damage Tags	19	1
Close, Reach		
Special Qualities		
Incorporeal		
Treasure		
d8+1d4		

O master, we investigated the abandoned mines as asked. We found lots of dead bodies. We don't find ore. We found shadows you told us about. Some jumped at us. Some ate our heat and strength. We fight back with strange swords you gave. Some dies. We drive them back. We go deeper. We finds bigger shadow. Bigger shadow tells us to come to her and turn against master. We laugh. We attacked by shadows. Too many of them. Each of us who falls become shadow. We drives back to tell master. *Instinct:* To feed on life

- Hide in their victim's shadow
- Drain life
- Raise a new shadow from its victim
- Rush to the heat of life
- Flee from bright light

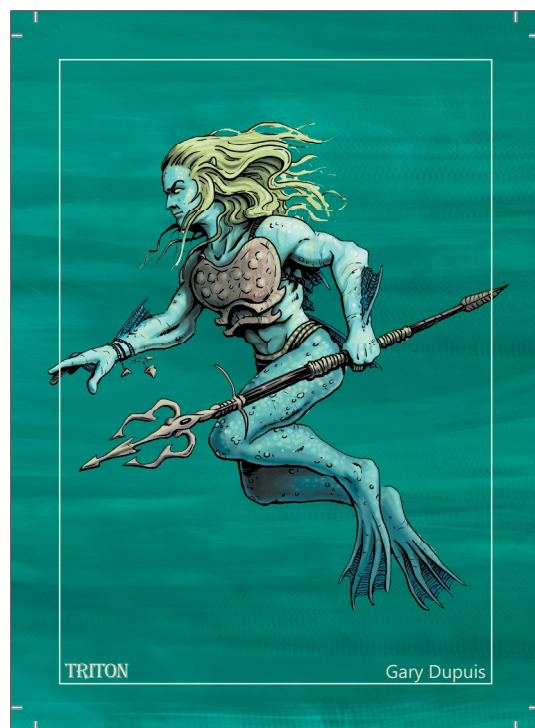
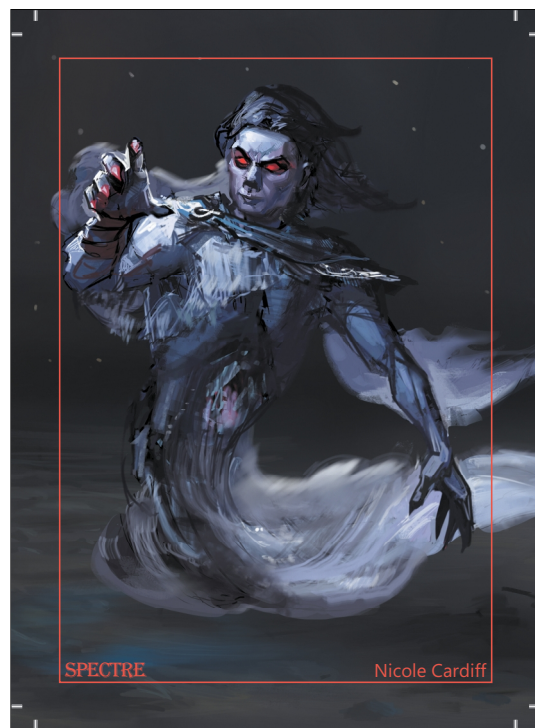
Custom Move: When a shadow drains life from you, ROLL+CON. On a 10+, it fails On a 7-9, choose 2:

- Take half damage.
- Take -1 ongoing until you Make camp.
- Lose 1 point of Strength.

On a 6-, suffer all three.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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SPECTRE

Weapon **Withering touch (d10 damage)**
 Range/Damage Tags **Close**
 Special Qualities **Insubstantial**
 Treasure **b(2d10)**

Tags **Solitary, Hoarder**
 HP **12** Armor **0**

For some folk, when they pass, Death himself cannot release their grip on the places they love most. A priest whose devotion to the temple is greater than that of his god. A banking guild official who cannot bear to part with his vault. A drunk and his favorite tavern. All make excellent spectres. They act not out of the usual hunger that drives the undead, but jealousy. Jealousy that anyone else might come to love their home as much as they do and drive them out. These places belong to them and these invisible spirits will kill before they'll let anyone send them to their rest. *Instinct:* To drive life from a place

- Turn their haunt against a creature
- Bring the environment to life
- (Drain life and strength)

Custom Move: When a spectre drains life from you, ROLL+CON. On a 10+, it fails. On a 7-9, choose 2:

- Take half damage.
 - Take -1 ongoing until you make camp.
 - Loose 1 point of Strength.
- On a 6-, all three take effect.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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SKELETON

Weapon **Slam (d6 damage)**
 Range/Damage Tags **Close**
 Special Qualities

Tags **Horde**
 HP **7** Armor **1**

Treasure **d6**

Dem bones, dem bones, dem dry bones. *Instinct:* To take the semblance of life

- Act out what it did in life
- Snuff out the warmth of life
- Reconstruct from miscellaneous bones

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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TRITON

Weapon **Trident (w/2d10 damage)**
 Range/Damage Tags **Close, Near**
 Special Qualities **Aquatic**
 Treasure **d10**

Tags **Solitary, Stealthy, Intelligent, Organized**
 HP **12** Armor **2**

A fishing village caught one in their net, some time ago. Part man and part some scaly sea creature, it spoke in a broken, spy-learned form of the common tongue before it suffocated in the open air. It told the fishermen of a coming tide, an inescapable swell of the power of some deep-sea god and that the triton empire would rise up and drag the land down into the ocean. The tale spread and now, when fishermen sail the choppy seas, they watch and worry that the dying triton's tales were true. That there are powers deep below that watch and wait. They fear the tide is coming in.

Instinct: To spy on the surface world

- Reveal their secrets
- Strike at weakness
- (Tell lore of the sea)

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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TIEFLING

Weapon **Short sword (d4 damage)**
 Range/Damage Tags **Close**
 Special Qualities **Sign of demonic kinship**
 Treasure **d4, +1 sign of a deity**

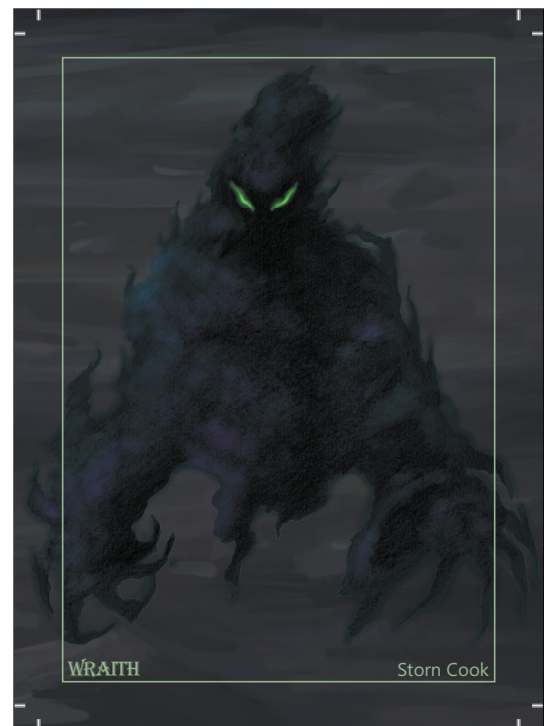
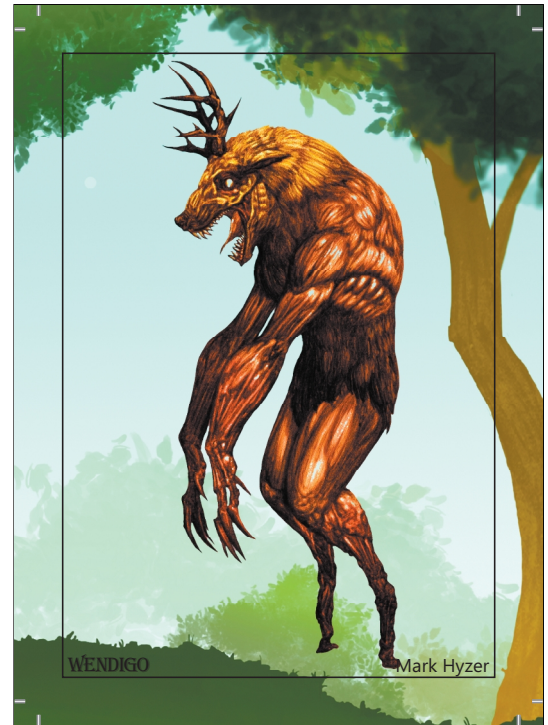
Tags **Horde, Stealthy, Divine, Magical, Devious, Organized, Intelligent**
 HP **5** Armor **0**

You know them! Some walk among us! They are the devil's spawn, the Tieflings. Look at the sign of the demon, it is there! They were touched by it and they are just as vicious and repulsive. Better for them to hide in their retreat and go pervert themselves to the bone. Don't trust them anymore than they do. Which means you shouldn't at all! They will tell you they are different, that they didn't choose the demon's path. Don't believe it! They will steal from you, lie to you. There's nothing they love more than turning the innocent into a depraved shell! *Instinct:* To mistrust

- Turn a foe's strength against himself
- Create magical darkness
- Poison with a weapon
- Set up an ambush

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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WENDIGO

	Tags	
	Solitary, Large, Stealth, Magic, Devious, Organized, Intelligent	
Weapon		
Ice breath (d8+1 damage, ignores armor)	HP	Armor
Range/Damage Tags	16	0
Close, Reach		
Special Qualities		
Invisible, Insubstantial		
Treasure		
d8 +2d4, +1 strange or magical item		

When traveling the icy wastelands, the adventurer should be aware his every move is scrutinized. The Wendigo, the higher spirit of the cold, watches! He is the ultimate hunter. Falter just a bit and his icy howl will unleash the hunt! He will drive his pack to harass his prey, day and night, relentlessly, until it falls with exhaustion. It will drive its prey crazy with hurling winds and whistling blizzard. Then will come the starvation and the unstoppable urge for food that can only be satiated with the flesh of comrades. And here starts the way to damnation... *Instinct:* To starve and to damn

- Attack in dreams
- Despoil food
- Whisper terrible thoughts from within another's mind
- Regenerate
- Amplify want and hunger

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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VAMPIRE

	Tags	
	Group, Stealthy, Organized, Intelligent, (Magical)	
Weapon		
Supernatural force (d8+5 damage, 1 Piercing)	HP	Armor
Range/Damage Tags	10	2
Close, Forceful		
Special Qualities		
Changing form, ancient mind		
Treasure		
d8 +2d4, +1 strange or magical item)		

We fear them, because they call to us. So much like us, or how we hope to be: beautiful, passionate, and powerful. They are drawn to us for what they cannot be: warm, kind, and alive. These tormented souls can only hope, at most, to pass their dreadful curse along. Every time they feed they run the risk of passing along their torture to another and in each one lives the twisted seed of its creator. Vampires beget vampires. Suffering begets suffering. Do not be drawn in by their seduction or you may be given their gift—a crown of shadows and the chains of eternal undying grief. *Instinct:* To manipulate

- Charm someone
- Feed on their blood
- Retreat to plan again
- (Turn into a bat or gaseous)
- (Drain life and strength)

Custom Move: When a vampire drains life from you, ROLL+CON. On a 10+, it fails On a 7-9, choose 2:

- Take half damage.
- Take -1 ongoing until you make camp.
- Loose 1 point of Strength.

On a 6-, all three take effect.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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WRAITH

	Tags	
	Solitary, Stealth, Divine, Devious, Construct, Terrify, Amorphous	
Weapon		
Incorporeal weapons (d8+2 damage, ignores armor)	HP	Armor
Range/Damage Tags	17	1
Close		
Special Qualities		
Incorporeal, Vulnerable to silver and magic, Death energy		
Treasure		
d8, +1 sign of a deity		

There are worse things than shadows or wights in the realm of the undead. Wraiths are among the most powerful undead. Not only because of their power, but also their unquenchable thirst for magic or divine energy. Even the tiny spark any living creature bears sparks their thirst, anger and hate. There are two kinds of wraith. A powerful necromancer created first generation wraiths to serve as lieutenants or powerful assassins. Wraiths touching drained bodies made the second generation wraiths. Thus, a lone wraith may rapidly become a multitude. *Instinct:* To feed on magical energy

- Shake people with tainted truths
- Wound to drain Constitution (1 point)
- Flee from bright light or holy energy
- Attack magic wielder first
- Create a wraith from a dead body

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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WIGHT

	Tags	
	Group, Stealthy, Devious, Organized, Intelligent, Terrifying	
Weapon		
Fists and claws (d6 damage Ignores Armor)	HP	Armor
Range/Damage Tags	6	0
Close		
Special Qualities		
Treasure		
d6+1d4		

There was this ruin we were in, deep in its dungeons. We had found this old catacomb and were investigating the first tombs. Then everything went dark. Then appeared the eyes. Two glowing, malevolent, eyes. And they asked whether we would freely serve it or die. We refused. Then more eyes appeared. Our cleric brought his holy light forth. It made the rotten horrors shudder. Then they rushed him and he fell. We did not take much heed at first. But he quickly stood up as another rotten horror. Looking at our fallen comrade, we ran away. *Instinct:* To drain life

- Create magical darkness
- Drain life and strength
- Lead other undead
- Turn a fresh corpse into a wight

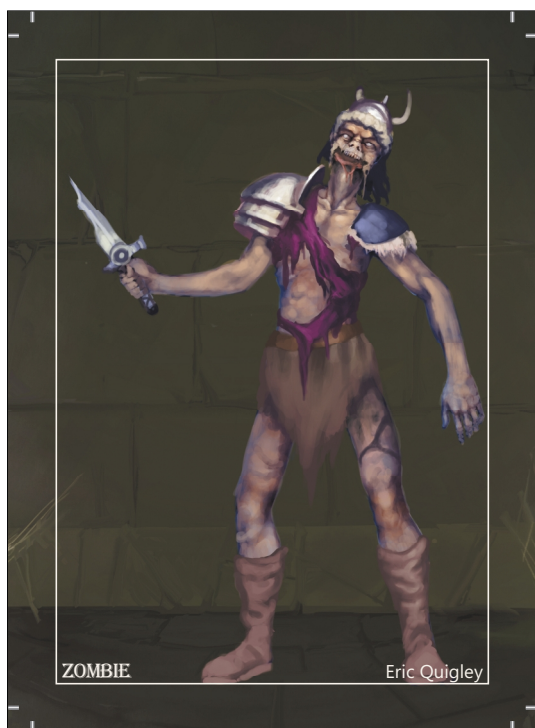
Custom Move: When a wight drains life from you, ROLL+CON. On a 10+, it fails On a 7-9, choose 2:

- Take half damage.
- Take -1 ongoing until you make camp.
- Loose 1 point of Strength.

On a 6-, all three take effect.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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XILL

Group, Stealthy, Devious, Organized, Planar

Weapon
4 poisoned swords (1d2d6 damage, 1 piercing)

Range/Damage Tags
Close

Special Qualities

Treasure
d6, +1 thing not of this earth

I once stumbled into this remote village where people looked kind of sick to me. They asked for my help and those strange red creatures burst out of corners to attack me. They were no match for me and I thought I had saved the people. But they told me I would know in time. That night they all began to suffer unbearably and hundreds of small red creatures hatched from their bodies. It took me all night to clean this nightmare and I left a dead village behind. My worst night ever. *Instinct:* To perpetuate and conquer

- Hide between dimensions
- Implant a paralyzed prey with an egg
- Coordinate fight to isolate a prey
- Escape into other dimensions with implanted prey

Custom Move: When you are implanted with xill eggs, ROLL+CON. On a 10+, your body rejects the eggs. On a 7-9, choose 1:

- A few eggs don't escape the purge.
- You don't feel sick for 90 days.
- You don't take -1 until all eggs are purged.

On a 6-, you'll die in 90 days when the eggs hatch.

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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WYVERN

Solitary, Large, Defensive, Stealthy

Weapon
Claws (d10 damage, 2 piercing)

Range/Damage Tags
Close, Reach, Messy

Special Qualities
Powerful wings

Treasure
d10 +1d4

When you meet a wyvern you know why this beast inspired most of the scary winged serpent legends and myths. A hideous head with jaws full of sharp teeth, a long wriggling scaly body, large bat-like wings and a long, pointy, venomous sting. It is as quick as it is large, and as wild as it is cold blooded. When it dives from the sky, you can be sure it is for a kill. If its primary prey escapes, it will turn to an unwary one. While soaring away, it will sting it to death. *Instinct:* To care for its fledglings

- Pierce with its poison sting
- Swoop down on prey
- Release them from incredible heights
- Fly away at full speed
- Bite a victim in half

Dragons, Undead & Outsiders compatible with the Dungeon World RPG

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ZOMBIE

Horde

Weapon
Bite (d6 damage)

Range/Damage Tags
Close

Special Qualities

Treasure
d6

When there's no more room in Hell... *Instinct:* Braaaaaains

- Attack with overwhelming numbers
- Corner them
- Gain strength from the dead, spawn more zombies

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Tentamort from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Mike Roberts.

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Wood Golem from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Albie Fiore.

Yeti from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Zombie, Juju from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

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