



ANIMATED OBJECT

Weapon	Group, Small, Organized, Construct, Amorphous	Tags
Pre-defined mechanisms (d8 damage)	HP 9	Armor 2
Range/Damage Tags		
Close		
Special Qualities		
Powered by magic, Mundane appearance, Infinite patience		
Treasure		
d8		

We don't know who created the first animated objects. Some really old examples can be found in tombs of forgotten civilizations. It appears their use has changed over time. The first animated objects served their master and made his life easier. Then we have the animated battle-ram and catapults created for the fallen Gorlan Empire. They are still in use and they have lost nothing of their accuracy. Modern animated objects are more often designed for security. Their functions are less delicate and their tasks simpler than in old times. Looks like wizards today neglect this art-form. *Instinct:* To obey orders

- Play its part in a defined scheme
- Burst into animation
- Act upon a pre-set trigger
- Reveal a secret

CHECKLIST

01. Animated Statue	19. Gray Ooze	37. Scarecrow
02. Ape, Man-Eating	20. Gremilin, Jirkin	38. Shambling Mound
03. Assassin Vine	21. Homunculus	39. Shoggoth
04. Basidiroid	22. Iron Cobra	40. Slime Mold
05. Bat, Giant	23. Lion, Giant	41. Slithering Tracker
06. Black Pudding	24. Mite	42. Sprite
07. Boar, Giant	25. Moonflower	43. Tiger, Giant
08. Crocodile, Giant	26. Nymph	44. Treant
09. Dryad	27. Ochre Jelly	45. Vegepygmy
10. Flytrap, Giant	28. Phycomid	46. Violet Fungus
11. Gelatinous Cube	29. Pixie	47. Werebadger
12. Goblin Dog	30. Quickling	48. Werebear
13. Golem, Clay	31. Quickwood	49. Wereboar
14. Golem, Flesh	32. Rat, Giant	50. Wererat
15. Golem, Ice	33. Redcap	51. Weretiger
16. Golem, Iron	34. Retriever	52. Werewolf
17. Golem, Stone	35. Roc	53. Wolf, Dire
18. Golem, Wood	36. Satyr	54. Yellow Musk Creeper

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

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

ASSASSIN VINE

Weapon	Solitary, Stealthy, Amorphous	Tags
Thorns (d10 damage, 1 piercing)	HP 15	Armor 1
Range/Damage Tags		
Close, Reach, Messy		
Special Qualities		
Plant		
Treasure		
d10		

Among the animals there exists a clear division 'tween hunter and hunted. All it takes is a glance to know—by fangs or glowing eyes or claws or venomous sting—which of the creatures of this world are meant to kill and which stand to be killed. Such a split, if you have the eyes to see it, cuts the world of leaves and flowers in twain, as well. Druids in their forest circles know it. Rangers, too, might spot such a plant before it's too late. Lay folk, though, they wander where they oughtn't—paths into the deep woods covered in creeping vines and with a snap, these hungry ropes snap tight, dragging their meaty prey into the underbrush. Mind your feet, traveller. *Instinct:* To grow

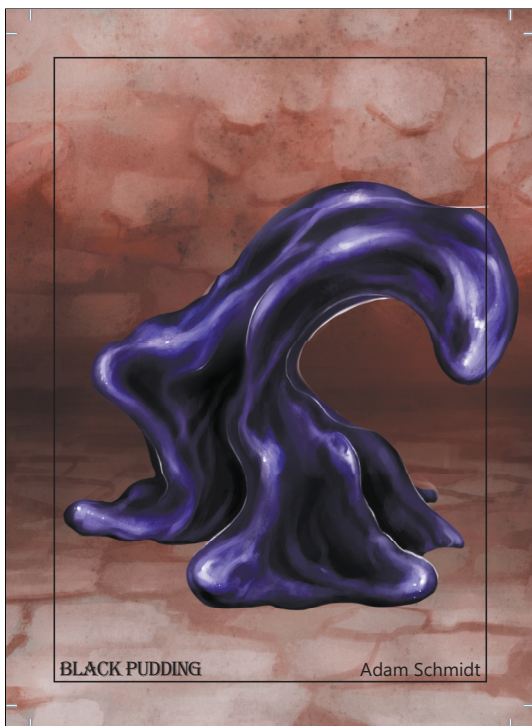
- Shoot forth new growth
- Attack the unwary
- (Trip them in its thorns)

APE, DIRE

Weapon	Group, Large	Tags
Razor sharp claws (1/2d8)+3 damage, 1 piercing)	HP 10	Armor 1
Range/Damage Tags		
Close, Reach, Forceful, Messy		
Special Qualities		
Excellent climber		
Treasure		
d8		

We all heard about the ape city. This incredible relic of an old ape kingdom, now only visited by dumb apes that mimic their greatness of old. Seldom have we heard of the wrathful apes. Apes perverted by nature into savage cannibalism. Only rumors of the blood thirsty ape tide have reached our ears. Most of us deny these tales to be true. When a nine foot tall silver brutal ape races towards you with deafening screams and spitting a sickening drool, you know these tales are true. *Instinct:* To attack intruders

- Attack without warning
- Pin a target down
- Rip off another's armor
- Climb out of reach
- Crash down on opponents



BAT, DIRE

		Tags
Weapon	Group, Large, Devious	
Metal-like claws (w/2d6+1 damage, 1 piercing)	HP 10	Armor 1
Range/Damage Tags		
Close, Reach		
Special Qualities		
Echolocation, Intensely alert, Agile flight		
Treasure		
d6		

It was clear from the start the gods of monsters would not forget bats when time would come to distort animals into monstrous equals. They did a good job on this one, extending their size to a giant form. They perverted their hunting instinct into a lust for blood. And they strengthened their wings to carry larger prey. They do not attack humans directly. But the tribute they take on cattle can be even more disastrous than direct attacks. No wonder goblins manage to turn them into mounts seeing how filthy they both are.

- Instinct:* To feed on cattle
- Drain blood from wounds
 - Attack in a swift strike
 - Puzzle with flyby hit and run tactics
 - Retreat in search of easier prey

BASIDIROUND

		Tags
Weapon	Group, Stealthy	
Clublike stalks (d8 damage)	HP 6	Armor 0
Range/Damage Tags		
Close		
Special Qualities		
Tremorsense, Cold makes it lethargic		
Treasure		
d8		

The underground ecology can be quite strange and deceptive. Let's meet the basidirond. At first glance, it looks like a beautiful plant. Its central large flower is richly colored when the basidirond is satiated. Otherwise it dispels grayish hues. Beware of the flower: when it opens, it releases a myriad of invisible spores that are highly hallucinogenic to most mammals and reptiles. *Instinct:* To feed on rich liquids

- Silently release invisible spores
 - Implant spores into lungs
- Custom Move:** When you breathe its spores, ROLL+CON. On a 10+, they are ineffective. On a 7-9, choose 1:
- You take friends for foes.
 - Defy Danger +SAG to avoid running away.
- On a 6-, you freeze with horrific hallucinations.

BOAR, RAZOR

		Tags
Weapon	Solitary	
Tusks (d10 damage, 3 piercing)	HP 16	Armor 1
Range/Damage Tags		
Close, Messy		
Special Qualities		
Treasure		
d10		

The tusks of the razor boar shred metal plate like so much tissue. Voracious, savage and unstoppable, they tower over their mundane kin. To kill one? A greater trophy of bravery and skill is hard to name, though I hear a razor boar killed the Drunkard King in a single thrust. You think you're a better hunter than he? *Instinct:* To shred

- Rip them apart
- Rend armor and weapons
- (Charge and trample its way out)

BLACK PUDDING

		Tags
Weapon	Solitary, Amorphous	
Corrosive touch (d10 damage, ignores armor)	HP 15	Armor 1
Range/Damage Tags		
Close		
Special Qualities		
Amorphous		
Treasure		
d10		

How do you kill a pile of goo? A great, squishy pile of goo that also happens to want to dissolve you and slurp you up? That is a good question to which I have no answer. Do let us know when you find out. *Instinct:* To dissolve

- Eat away metal, flesh, or wood
- Ooze into a troubling place: food, armor, stomach
- (Shoot forth a grappling appendage)



DRYAD

Solitary, Magical, Intelligent, Devious

Weapon
Crushing vines (w/2d8 damage) 12 2

Range/Damage Tags

Close

Special Qualities

Plant-based, Cold iron/magic weapons needed to strike it

Treasure

w/2d8 + strange or magical item

More beautiful by far than any man or woman born in the civil realms... To gaze upon one is to fall in love. Deep and punishing, too. Thing is, they don't love—not the fleshy folk who often find them, anyway. Their love is a primal thing, married to the woods—to a great oak that serves as home and mother and sacred place to them. It's a curse to see one, too, they'll never love you back. No matter what you do. No matter how you pledge yourself to them, they'll always spurn you. If ever their oak comes to harm, you've not only the dryad's wrath to contend with, but in every nearby village there's a score of men with a secret longing in their heart, ready to murder you where you sleep for just a smile from such a creature. *Instinct:* To love nature passionately

- Entice a mortal
- Merge into a tree
- Turn nature against them

CROCODILE, DIRE

Solitary, Huge, Stealthy

Weapon
Dragon-like jaws (1d2d10)+5 damage, 3 piercing) 24 3

Range/Damage Tags

Close, Forceful, Messy

Special Qualities

Treasure

d10

Three explorers navigate the warm river. The first rides a stray boat. Then comes the rapids. His boat is taken apart and he drowns. The second rides a wooden boat. Then comes the water serpent. The boat capsizes and he drowns. The third rides a stone carved boat. Then comes the dire crocodile. The boat is snapped in two and he drowns. Moral: You don't navigate the warm river. Now you know, stranger. *Instinct:* To end fights quickly

- Hide as a sandbar or large log
- Snap a humanoid in two
- Drag its prey underwater
- Burst out into a ferocious attack

GELATINOUS CUBE

Solitary, Large, Stealthy, Amorphous

Weapon
Engulf (d10+1 damage, ignores armor) 20 1

Range/Damage Tags

Hand

Special Qualities

Transparent

Treasure

d10

How many adventurers' last thoughts were "strange, this tunnel seems cleaner than most?" Too many, and all because of this transparent menace. A great acidic blob that expands to fill a small chamber or corridor and then slides, ever so slowly along, eating everything in its path. It cannot eat stone or metal and will often have them floating in its jelly mass.

Instinct: To clean

- Fill in an empty space
- Dissolve

FLYTRAP, GIANT

Solitary, Large, Stealthy, Devious

Weapon
Strong digestive acid (d8+1 damage, ignores armor) 16 2

Range/Damage Tags

Close, Reach

Special Qualities

Tremorsense, Resistant to acid

Treasure

d8

The early days of the settlement were not so easy. While the forest provided many goods, people and cattle disappeared under its leaves. The council sent four strong men with dogs to hunt down whatever was taking them. Less than two hours later, the dogs started to bark furiously. Then the rear man disappeared. When they gazed up, his legs were protruding out of a giant plant. Then a nearby pod engulfed a dog. By the time they destroyed the four pods and cut down the large, strong trunk, there was not much left of the rear guard man. *Instinct:* To dissolve prey

- Hide in other fauna
- Digest prey with acid
- Engulf prey in a wink
- Attack with unused pods

Custom Move: When you are captured in a flytrap pod, ROLL+STR. On a 10+, you get out rapidly. On a 7-9, you get slightly burnt by acid, choose 1:

- You don't lose your armor or one valuable item.
- You don't get disfigured nor take 1d10 Damage.

On a 6-, you suffer both.



GOLEM, CLAY

					Tags
Weapon					Group, Magical, Construct
Huge fists (d8+1 damage)				10	HP Armor
Range/Damage Tags					
Close, Reach					
Special Qualities					
Made of living clay					
Treasure					
d8, +1 strange or magical item					

Many mythologies tell how gods created their beloved children out of clay, stone or other natural resources. Clay being the most common worldwide. No wonder then that would be gods, I mean wizards, first created golems out of clay. This explains why golems are quite common in ancient tombs. Other harder materials are being preferred nowadays. Clay golems are usually huge, big and with rough features because they represent first essays towards more complicated forms. Like sculptors first design their masterpiece out of clay. Their intelligence is similarly rough which explains their unchanging loyalty to their master.

Instinct: To serve his (long forgotten) master's will

- Put a lost limb into its right place
- Defend itself or its master's properties
- Ignore all but the most powerful spells
- Follow his master's orders
- Be healed by earth magic
- Small chance it goes insane with each attack it makes

GOBLIN DOG

					Tags
Weapon					Horde, Organized
Bite/claws (d6 damage)				3	HP Armor
Range/Damage Tags					
Close					
Special Qualities					
Resistant to diseases, Highly allergenic					
Treasure					
d6					

Goblins and canis troglodyctis were made for each other. Outcast, repulsive and stinky, vicious and foul, and cowards of course. They share so many attributes. It probably took time for goblins to domesticate canis troglodyctis because the beast saliva and dander are highly allergenic. Though goblins may not differentiate canis troglodyctis allergy with itching from the goblin flea, xenopsylla goblinea. Like the lupus and canis relatives, they live in packs. Their carrion behavior makes them closer to a hyena, though. Goblins domesticate them as guards or mounts. They are a bit less cowardly together than separately. *Instinct:* To survive

- Hunt using pack tactics
- Track by scent
- Run down prey
- Scatter before a stronger foe
- Isolate a hostage
- Give any nearby filth and germs

GOLEM, ICE

					Tags
Weapon					Solitary, Magical, Devious, Construct
Ice fists (d8+2 damage)				12	HP Armor
Range/Damage Tags					
Close, Near					
Special Qualities					
Living ice, Vuln. to fire & adamantite, Slowed by electricity					
Treasure					
d8, +1 strange or magical item					

Long ago, the Order of the Ice Wizards created one of the largest libraries in the world. In addition to books and artifacts, the library collected body parts from nearly every living monster of the time. To protect their arcane knowledge, the Ice Wizards created the ice golem. According to the legend, they were beautifully crafted into ice statues in the form of the most exotic monsters. Just the opposite to the rough, blunt, and pointy human-like monsters made today. The regeneration from cold is inherited from the wizards' recipe. It testifies the library lies somewhere under the ice. *Instinct:* To guard or protect

- Regenerate from cold damage
- Freeze damaged body part
- Explode in shrapnel when destroyed
- Attack with killing savagery
- Resume their vigil

Custom Move: When you face the cold breath of an ice golem, 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 limbs is totally frozen.
- You are frost burnt (b[2d8] damage ignores armor).

On 6-, suffer all three.

GOLEM, FLESH

					Tags
Weapon					Horde
Misc. claws and teeth (d6+2 damage)				3	HP Armor
Range/Damage Tags					
Close, Forceful					
Special Qualities					
Many body parts, Slowed by fire & cold					
Treasure					
d6					

Stolen bits and pieces in the night. Graveyards stealthily uprooted and maybe tonight an arm, a leg, another head (the last one came apart too soon). Even the humblest hedge-enchanter can make do with what he can and, with a little creativity, well—it's not only the college that can make life, hmm? We'll show them. *Instinct:* To live

- Follow orders
- Detach a body part
- Small chance it goes insane with each attack it makes
- Be healed by lightning/electricity



GOLEM, STONE

	Tags	
	Solitary, Magical, Construct, Amorphous	
Weapon		
Pounding stone limbs (d10+5 damage)	HP	Armor
Range/Damage Tags	15	4
Close, Reach, Near, Forceful		
Special Qualities		
Made of magma & stone, Immune to mundane weapons		
Treasure		
d10		

This is THE classical golem. Quite easy to create from a plentiful material that comes in varied colors and textures. Always elegant and easy to hide when finely sculpted. Probably the best non-intelligent guard ever built. In recent years, Shandril the Great discovered how to build a stone golem that was made of magma in the inside and boulders on the outside. His most spectacular feature was that it was capable of launching a magma boulder on target with decent accuracy. This started a trend towards fierce looking and more powerful war golems. *Instinct:* To kill his master's enemies

- Throw magma boulders
- Hide in walls or rocky landscape
- Attack with mindless wrath
- Protect his master
- Burn anyone touching it

GOLEM, IRON

	Tags	
	Group, Large, Construct	
Weapon		
Metal fists (d8+5 damage)	HP	Armor
Range/Damage Tags	10	3
Close, Reach, Forceful		
Special Qualities		
Metal		
Treasure		
d8		

A staple of the enchanter's art. Every golemist and mechano-thaumaturge in the kingdoms knows this. Iron is a misnomer, though. These guardians are crafted of any metal, really: steel, copper, or even gold, in some small cases. As much an art as a science, the crafting of a fine golem is as respected in the Kingdoms as a bridge newly built or a castle erected in the mountains. Unceasing watchdog, stalwart defender, the iron golem lives to serve, following its orders eternally. Any enchanter worth his salt can craft one, if he can afford the materials. If not... *Instinct:* To serve

- Follow orders implacably
- Use a special tool for adaptation, built-in

GRAY OOZE

	Tags	
	Solitary, Stealthy, Devious, Amorphous	
Weapon		
Acid ooze (d8 damage, ignores armor)	HP	Armor
Range/Damage Tags	15	1
Close, Reach		
Special Qualities		
Treasure		
d8		

It runs silent and unseen. Well, running is not exactly right. Moving silently would be more appropriate. Unseen is less exact.. Well, you get it. They usually wait for their prey to be very close then lash at intended victims with their pseudopods. The trick is for them to get a firm grip on their prey because they are so easily outrun. Then its all about dissolving a victim, oozing under pants and armor to get in immediate contact with the flesh. It leaves sour burns that need to be taken care of long after escaping this oozing nightmare. *Instinct:* To dissolve

- Hide using its transparency
- Burn with acid
- Dissolve flesh, metal and wood
- Seep in unpleasant places
- Lash out with pseudopods
- Hold a firm grip on prey

GOLEM, WOOD

	Tags	
	Group, Construct	
Weapon		
Wood fists (d8+2 damage)	HP	Armor
Range/Damage Tags	6	1
Close, Near, Forceful		
Special Qualities		
Immune to non-fire/wood magic		
Treasure		
d10		

I told you it was unwise to pester dryads. They were annoying but only kidding after all. Look at us now! Turned into hedgehogs, we are! That damned living trunk was nothing but a wood golem, you know. I should have seen it. Not the first time I met one of those. But I never heard those wood pests could turn one into their service. Thankfully we managed to avoid its fists. I once saw a guy battered to death. It seems like each blow induced a small tremor in the ground. Let me help with the splinters... *Instinct:* To serve his master

- Explode splinters all around
- Increase fist damage with magic (+1d6)
- Force its way amidst foes
- Obey its master's command



HOMUNCULUS

Weapon	Solitary, Tiny, Devious, Magical, Intelligent, Construct	Tags
Thin fangs (w/2d8-2, 1 piercing)	HP 12	Armor 0
Range/Damage Tags		
Hand		
Special Qualities		
Speak to the mind of its creator		
Treasure		
d8, +1 strange or magical item		

Spellcasters would like you to think they create a homunculus to serve as spies, messengers, and so on. But the truth is, they need someone to talk to in their lonely mage tower. Otherwise they would turn mad with solitude. However, homunculi do make effective spies or messengers. Their small size, agile flight, and natural stealth help them skulk unnoticed. Homunculi are complex extensions of their creator. That is why there is such a strong link between them. Don't piss off an homunculus if you don't want to mess with his creator. And vice versa. *Instinct:* To please its master

- Inject sleep venom with a bite
- Evade would-be captors
- Backdraft damage to creator
- Dissolve when creator dies

Custom Move: When a homunculus bites you, ROLL+CON. On a 10+, what a nasty pest! On a 7-9, choose 1:

- You doze off for a moment.
- You take an additional 1d4 damage (ignores armor) from the poison.

On a 6-, you fall asleep.

GREMLIN, JINKIN

Weapon	Group, Tiny, Stealthy, Magical, Organized, Intelligent, Planar	Tags
Small bite and claws (w/2d8-2)	HP 6	Armor 0
Range/Damage Tags		
Hand		
Special Qualities		
Cold iron/magic weapons needed to strike it, Darkvision		
Treasure		
d8, +1 strange or magical item, +1 thing not of this earth		

When a Jinkin makes a joke on you, always think twice before running after it. Because, most of the time, it will lead you into a bigger, badder joke. Or if you find a tool or machine makes a strange noise... don't try to repair it, you don't know what kind of trap Jinkins have transformed it into. Jinkins are very good at causing chaos whether it be tools or relationships. *Instinct:* To spread frustration and chaos

- Invisibly sabotage a machine
- Use telekinesis
- Combine telekinetic powers to great effect
- Open a dimensional door
- Make a magical suggestion to a target.

LION, DIRE

Weapon	Group, Large, Terrifying	Tags
Large claws and jaws (d8+5 damage, 1 piercing)	HP 10	Armor 2
Range/Damage Tags		
Close, Reach, Forceful, Messy		
Special Qualities		
Treasure		
d8		

For centuries dire lions have been hunted down in South Rifra. However, who was hunting who is not clear at all from the Rifra stories. It's true the dire lion loves hunting and plays cat and mouse with its prey. It is one of the most ferocious and vicious hunters in these parts. No Rifra would call himself a monster killer before he had hunted down his first dire lion. Nowadays, dire lions are hunted from the back of black elephants. It is still a dangerous hunt but also a great gift. *Instinct:* To kill for pleasure

- Chase down a fleeing prey
- Play with an exhausted prey
- Give a spark of hope to a prey
- Leap all claws out

IRON COBRA

Weapon	Group, Small, Stealthy, Construct	Tags
Metal fangs (d8 damage, 1 piercing)	HP 6	Armor 3
Range/Damage Tags		
Close, Messy		
Special Qualities		
Made of metal, Powered by magic		
Treasure		
d8		

It was a dark time when the College of Alchemists built the iron cobra. They needed a construct to deliver a potion to an unwilling target. Their first target was no less than a royal relative they needed to 'bend to their will.' They injected him with a rare blend of lycanthropy. He soon became a very good client who rapidly accumulated debts. He paid with his influence over the king. They can inject any liquid into a victim—they need not be automaton assassins. But they are limited to a number of doses (usually three) before their bite is a simple puncture wound. *Instinct:* To bite its target

- Sneak silently at night
- Magically locate its target
- Inject one of three potions/poisons



MOONFLOWER

		Tags
Weapon	Group, Large, Stealthy, Devious, Organized	
Vegetable (b2d6+1 damage)	HP 10	Armor 1
Range/Damage Tags		
Close, Reach		
Special Qualities		
Plant		
Treasure		
d6		

Scholars think that during times beyond reckoning the world was populated with gigantic monsters that fought gigantic carnivorous plants. Dragons were a young race then. These scholars say the dinosaurs and moonflowers are the living traces of that past, although they admit those living today must be lesser forms of their monstrous ancestors. They believe primordial moonflowers lived in terrible jungles with poor soil conditions and that it explains why they need a living being as fuel for their disseminating pods. The scholars theorize sentients are needed to develop the moonflowers' telepathic link. *Instinct:*

- Hide in other foliage
- Swallow a sentient whole
- Use telepathy to communicate with other moonflowers
- Eject a swallowed prey in a pod
- Uproot and shuffle to move
- Blind attackers with a flash

MITE

		Tags
Weapon	Horde, Small, Magical, Organized	
Simple swords (w/2d6 damage)	HP 3	Armor 0
Range/Damage Tags		
Close		
Special Qualities		
Cold iron/magic weapons needed to strike it, Darkvision		
Treasure		
d6, +1 strange or magical item		

Befouling elven fey into mites was one of the saddest deeds of the Titan Wars. Those were elegantly beautiful beings with a trick for pushing people into laughter. Now they are distorted underground creatures even the goblins mock. They still have some remains of the older magic in the form of prestidigitator tricks. In order to defend themselves against their countless enemies, they have developed an eerie link with vermin of all kinds. And it is not rare to see mites riding spiders into battle, especially when in desperation they go rampaging to clear another all but forgotten insult. *Instinct:* To survive

- Perform minor magic tricks
- Summon & control nearby vermin
- Flee if others start to flee
- Rampage when desperate
- Ride a large spider

OCHRE JELLY

		Tags
Weapon	Solitary, Large, Ignores Armor, Devious, Amorphous	
Slimy pseudopods (d8+1 damage, ignores armor)	HP 19	Armor 1
Range/Damage Tags		
Close, Reach, Near		
Special Qualities		
Immune to electricity & Mind control		
Treasure		
b2d8		

What kind of mad sorcerer created the primordial jelly? What insane goal was he pursuing? Those questions thou shall ask yourself before you create something that might get out of your control. Think of the ochre jelly, made during an ancient war to silently invade an unimpregnable fortress! Think how this magical pest has evaded all attempts at destroying them. Think how many more these unfortunate attempts have created, only to see them growing stronger and stronger. Indeed, my dear students, think about the unexpected results of your research. And refrain yourself when not totally sure. *Instinct:* To dissolve

- Burn flesh with acid
- Hold a firm grip on prey
- Seep in unpleasant places
- Divide in two when lashed out or stabbed (half HP, lower damage)

NYMPH

		Tags
Weapon	Solitary, Stealthy, Divine, Organized, Intelligent, Planar	
Holy magic (w/2d10 damage)	HP 14	Armor 1
Range/Damage Tags		
Close, Near		
Special Qualities		
Cold iron/magic weapons needed to strike it		
Treasure		
d10, +1 sign of a deity		

A Nymph is the true spirit of nature. Beautiful and dangerous at the same time. When you first behold one beware not to drown in her beauty. They can be despairingly beautiful. Better show her respect and respect the pure place she guards, or else you will face her wrath. You would then face countless animals, thunder and lightning, great chasms would open behind your feet and trees would help you fall into them. This is what happened to one pompous troubadour who tried to force a Nymph to become his muse. *Instinct:*

- Appear through a dimensional fold
- Command nature's creatures
- Mesmerize a target
- Permanently blind by revealing her full beauty
- Gift an artist with inspiration



PIXIE

Group, Small, Stealthy, Magical, Devious, Intelligent
 Weapon
 Enchanted arrows (d6 damage)
 Range/Damage Tags
 Close, Near
 Special Qualities
 Cold iron/magic weapons needed to strike it
 Treasure
 d6, +1 strange or magical item

Some believe gods only live as long as they have followers. But did you know that some even think that gods are only a pixie's prank turned sour? Let me tell you. When elves were young they often lingered in deep forests. There was that pixie who made an elf think she was a goddess of living plants. She "gave" him magical powers—just magical tricks over his shoulder—to subdue other elves into her cult. When there were enough followers, the Mother rose and others began to revere gods in many unusual things. *Instinct:* To taunt

- Stay invisible, even when attacking
- Use mundane spells to great effect
- Enchant arrows with a sleep or charm spell
- Read minds
- Do an impulsive and unpredictable thing

Custom Move: When a pixie pranks you, ROLL+WIS. On a 10+, you laugh too. On a 7-9, you keep calm but choose 1.

- You don't make a fool of yourself.
- You don't lose your temper.
- You don't take -1 ongoing until the Pixie leaves.

On a 6-, revenge is best served cold.

PHYCOMID

Group, Small, Devious, Amorphous
 Weapon
 Acid pellets (d6 damage)
 Range/Damage Tags
 Close, Near
 Special Qualities
 Immune to acid
 Treasure
 d6

Decomposers are a very useful part of the natural cycle. They create the soil out of which plants find nutrients. What is less natural is when they actively create the dead bodies over which they feed. And that's exactly what phycomids are: decomposers actively producing their mat of dead bodies.

Two things are quite horrible about them. First, most of their prey escape but not without leaving dissolved organic matter at hand for nearby phycomids. Second, they spread highly toxic reproductive spores that cripple the being they colonize until it dies... and new phycomids emerge out of the remains. *Instinct:* To decompose

- Infest living beings with spores to reproduce
- Run out of acid after six shots
- Reveal its true nature
- Move on stout legs

Custom Move: When you're infested with Phycomid spores, ROLL+CON. On a 10+, your body destroys the infection. On a 7-9, you're terribly sick and loose one CON everyday until cured or dead (CON=0). On a 6-, you die out of anaphylactic shock. A new Phycomid emerges from your dead body.

QUICKWOOD

Solitary, Huge, Stealthy, Magical, Organized
 Weapon
 Strong branches/roots (d10+5 damage)
 Range/Damage Tags
 Close, Near, Forceful
 Special Qualities

Treasure
 d10

Have you ever felt watched in a wood? Like when all trees seem to look at you and call you a stranger? Have you ever felt this sneaky dark presence? Like when the wood is just too dark for the time of day? Have you ever wondered why branches and roots always seem in your way? Like they are trying to catch you or tear at you? Do you remember the "Coming of the Quickwood" tale? When dark druids lead a ritual to wake sentience in dark oaks? Do you remember that trees can walk... and kill? *Instinct:* To eat flesh

- Disguise as a distorted oak
- Absorb a spell to generate an aura of fear
- Mentally connect to oaktrees throughout the forest
- Pay respect to dark druids
- Snap a victim in two with its central maw

QUICKLING

Group, Small, Stealthy, Magical, Devious, Intelligent
 Weapon
 Small sword (d6 damage)
 Range/Damage Tags
 Close
 Special Qualities
 React in a wink; Cold iron/magic weapons needed to strike it
 Treasure
 d6, +1 strange or magical item

Fey are like any other people. There are good ones and bad ones. You'll find the latter in dark woods and foul places that suit their mind better. Among bad fey, the one I like the least is the Quickling. His name tells it all. It is so fast you don't see it coming at your back to stab you with its poisoned blade. In the blink of an eye he disappears again and hides just enough for you to realize what happened. Then it comes back and you feel the bite of his treacherous blade again. *Instinct:* To inflict pain

- Turn invisible when still
- Cast a cantrip
- Poison with its blades
- Stab the unsuspecting
- Disappear after dealing a blow
- Taunt a nearly defeated victim



REDCAP

	Group, Small, Intelligent, Terrifying		Tags
Weapon	Iron boots/scythe (d8 damage, 1 piercing)	HP	Armor
Range/Damage Tags		6	1
Close, Messy			
Special Qualities	Cold iron/magic weapons needed to strike it		
Treasure	d8		

While the bloodmage was taking more and more victims out of the streets, strange hooded fey observed him. They noted how the blood gave him more power with each killing. Being fey, which means curious and resourceful, they experimented on animal blood. To some effect, indeed. They went further and tested human blood. To a better effect, indeed. They experimented even further and used innocent children's blood. To a terrible effect indeed, because their gods sentenced them to fill their lives with blasphemy, contempt, hatred and killing. Their redcap holds their power and is the sign of their guilt. *Instinct:* To shed blood

- Run with a distinctive clatter
- Blindlessly leap into battle
- Recoil before any holy symbol
- Use the blood of his redcap to regenerate or hit harder (+1d6 HP/damage)
- Soak a cap in foe's blood to create a new cap

RAT, CAVE

	Horde, Small		Tags
Weapon	Gnaw (d6 damage 1 piercing)	HP	Armor
Range/Damage Tags		7	1
Close, Messy			
Special Qualities			
Treasure	d6		

Who hasn't seen a rat before? It's like that, but nasty and big and not afraid of you anymore. Maybe this one was a cousin to that one you caught in a trap or the one you killed with a knife in that filthy tavern in Darrow. Maybe he's looking for a little ratty revenge. *Instinct:* To devour

- Swarm
- Rip something (or someone) apart
- (Spread fever by biting)
- (Quickly climb to attack from strange angles)

ROC

	Solitary, Huge, Stealthy, Messy		Tags
Weapon	Beak and talons (d10+3 damage, 3 piercing)	HP	Armor
Range/Damage Tags		24	3
Close, Reach			
Special Qualities	Wings		
Treasure	d10		

It is said the Highpeak Kingdom used to trade roc eggs by the hundreds. It lay near a mountain range so full of these gigantic birds it was called the Roc Mounts. The giants destroyed it because they did not appreciate the toll men took on their favorite steed. I heard there is a pass in the Highpeaks that leads to a high inaccessible mountain range where the roc mating grounds are said to be. Should we cross it unspotted we would come back with so many roc feathers we would be immensely rich. Now, do you have what it takes? *Instinct:* To hunt

- Swoop a prey up
- Let a prey fall from tremendous height
- Protect its hatchlings

RETRIEVER

	Solitary, Huge, Divine, Magical, Planar, Construct, Terrifying		Tags
Weapon	Bite or claws (d10+5 damage)	HP	Armor
Range/Damage Tags		22	3
Close, Reach			
Special Qualities	Quick regeneration, Unflinching will		
Treasure	d10, +1 sign of a deity, +1 thing not of this earth		

I have never failed a mission but one. There was this kid I had to protect. Son to a demon they said but the money was good. We went to this hideout of mine. I had to keep the boy safe until the new moon. But then there was this gigantic spider-like thing, taller than a house. The ground around it was littered with the mercenaries I had hired, not many had time to flee. I must confess I didn't think twice and left the boy behind. I never went to that den again. *Instinct:* To hunt prey

- Use one of four magical beams (fire, cold, electricity, pertification)
- Locate prey wherever it stands
- Capture its prey in his jaw
- Rampage through to its target



SCARECROW

Group, Devious, Construct, Terrifying
 Weapon Strong and sharp arms (d6 damage)
 Range/Damage Tags Close
 Special Qualities Immune to cold, Must stay within the perimeter it guards
 Treasure d6

A living scarecrow? Come on, Maggot, you must have drunk too much last night! You swear not! Ok... And where did you say you found it? In the field near the abandoned tower. And there were lights at the top of the tower? Green, unnatural lights... Don't tell me the scarecrow followed you? No. It what?!? Chase you to the border of the corn field? And then stopped. Come on, Maggot, quiet now. I'm gonna investigate anyways. I am the sheriff, am I not? Maybe we have a new wizard to deal with... *Instinct:* To scare trespassers

- Strike fear with a touch
- Attack until trespasser leaves
- Focus on one target, instill fear in others

SATYR

Group, Devious, Magical, Hoarder
 Weapon Charge (w/2d8 damage)
 Range/Damage Tags Close
 Special Qualities Enchantment, Cold iron/magic weapons needed to strike I
 Treasure d8, +1 strange or magical item

One of only a very few creatures to be found in the old woods that don't outright want to maim, kill, or eat us. They dwell in glades pierced by the sun, and dance on their funny goat-legs to enchanting music played on pipes made of bone and silver. They smile easily and, so long as you please them with jokes and sport, will treat our kind with friendliness. They've a mean streak, though, so if you cross them, make haste elsewhere; very few things hold a grudge like the stubborn satyr. *Instinct:* To enjoy

- Pull others into revelry through magic
- Force gifts upon them
- Play jokes with illusions and tricks

SHOGGOTH

Solitary, Large, Devious, Construct, Terrifying, Amorphous
 Weapon Mouths (1/2d10)+1 damage, 1 piercing)
 Range/Damage Tags Close, Reach, Messy
 Special Qualities Resistant to acid, electricity, fire & magic
 Treasure d10+1d4

There are places in this world more insane than the underdark realms of the drow. Places that would drive crazy the foulest sorcerer. Places even the three lich kings avoid and speak of with a burning fear in the eye. They were the realms of a species so old even the dragons don't remember when they fled our world to fight an unheard of war among the stars. They left their servants behind. Incomprehensible things made of jelly with ever appearing and disappearing eyes and mouths. A thing of madness and endless gibberish. *Instinct:* To attack at first sight

- Move out of idleness
- Relentlessly flow towards its prey
- Surround foes with protoplasm
- Create mouths to eat surrounded prey
- Drive foe mad with its insane whispers

Custom Move: When you meet a Shoggoth, ROLL+WIS. On a 10+, it is simply a disturbing and disgusting thing. On a 7-9, you stay sane but choose 2:

- You flee from the unspeakable horror.
- You lose one WIS.
- You cry until someone helps you come to your senses.

On 6- suffer all 3.

SHAMBLING MOUND

Solitary, Large, Magical
 Weapon Lash (d10+1 damage)
 Range/Damage Tags Close, Reach, Forceful
 Special Qualities Swamp form
 Treasure

Some elementals are conjured up in sacred circles etched in chalk. Most, in fact. There's a sort of science to it. Others, though, aren't so orderly—they don't fall under the carefully controlled assignments of fire, air, water, or earth. Some are a natural confluence of vine and mire and fungus. They do not think the way a man might think. They cannot be understood as one might understand an elf. They simply are. Spirits of the swamp. Shamblers in the mud. *Instinct:* To preserve and create swamps

- Call on swamp itself for aid
- Meld into the swamp
- Reassemble into a new form



SLITHERING TRACKER

Weapon **Solitary, Small, Stealthy, Devious, Amorphous** Tags
Rapid slime strike (v/2d8) damage HP Armor
 15 1
Range/Damage Tags
Close
Special Qualities

Treasure
d8

The tremors in the ground told it prey comes. The heavy poundings indicates they are most probably humanoids with disgusting metal gear. It hides in a dark corner while silly humanoids pass by without noticing. It waits. The last of them walks by. It strikes fast as lightning. It touches. Its ooze makes good work. The humanoid stays put without a sound. It oozes out of the dark and covers the prey fully. It drinks blood, rapidly, greedily. Now it wants to sleep. First it goes back to its hiding place. They come back and find a dead comrade. It sleeps now. *Instinct:* To drain blood

- Use its transparency to hide
- Paralyze prey by touching
- Drain blood

SLIME MOLD

Weapon **Solitary, Large, Stealthy, Devious, Amorphous** Tags
Reactive ooze (f/2d8)+1 damage ignores armor HP Armor
 15 1
Range/Damage Tags
Close, Reach
Special Qualities

Treasure
d8

Nature can be so surprising! Behold the slime mold. I've been told this slime was animated long ago by a dark mage. However, over the centuries, it developed a symbiosis with mushrooms and other lower vegetables. These decomposers give him easily digested nutrients while it provides the basic material. Look how this tiny specimen comes to life when the rat comes closer. See how it engulfs the animal by stretching its fabric. Behold how it oozes into its lungs to smother it. During the next days, you'll note how, and how quickly!, the decaying process takes place. *Instinct:* To find meat for its symbiots

- Blend in with other fungi
- Instill fungal rot
- Engulf a prey

Custom Move: When you suffer from fungal rot, ROLL+CON. On a 10+, your body is strongest. On a 7-9, Choose 2 until you are cured.

- You smell like rotting meat.
- You are covered with sick black spots.
- You are always tired and listless.

On a 6-, All three and death comes within a month.

TIGER, DIRE

Weapon **Solitary, Large** Tags
Sabre tooth (f/2d10)+3 damage, 1 piercing HP Armor
 16 2
Range/Damage Tags
Close, Reach, Messy
Special Qualities

Treasure
d10

"Son, I've been hunting tigers down ever since one took your mother away from us. Now these terrible hunters have their master, the saber tooth tiger, the direst of all. They say its fangs cut through armor as through fabric. Then will I go naked. They say it attacks in a storm of fangs and teeth. Then have I practiced speed. They say its hide is as hard as steel. Then will I use this heavy but perfectly balanced warhammer. Am I not ready, son? Then will I go." These were the last words of my father... *Instinct:* To rule the wilds

- Creep up close to prey
- Burst out and attack!
- Speed up and overtake prey
- Single out the weak

SPRITE

Weapon **Horde, Tiny, Stealthy, Magical, Devious, Intelligent** Tags
Dagger (v/2d4) damage HP Armor
 3 0
Range/Damage Tags
Hand
Special Qualities
Wings, Fey Magic, Cold iron/magic weapons needed to strike it
Treasure

I'd classify them elementals, except that "being annoying" isn't an element. *Instinct:* To play tricks

- Play a trick to expose someone's true nature
- Confuse their senses
- Craft an illusion



VEGEPYGMY

Weapon	Horde, Small, Stealthy	Tags
Crude bone weapons (d6 damage)	HP 3	Armor 0
Range/Damage Tags		
Close		
Special Qualities		
Plant-based		
Treasure		
d6		

Vegepygmies look like one of Nature's bad jokes. The kind she had while feverish. These small guys seem to be made of interweaving roots. In the pure pygmy tradition, they carry a necklace or a bracelet decorated with bones or teeth, generally coming from the body they emerged from. Similarly their small spears are carved in long bones. Their only goal in life is to protect the russet mold that gave birth to them, and to bring it more prey to feed it and help their little community grow. *Instinct:* To guard the russet mold patch

- Hide in dark vegetation patches
- Stalk a prey to spot a weakness
- Rush into attack by throwing a spear
- Retreat to an agreed-upon spot
- Expose prey to russet mold spores

Custom Move: When you are exposed to russet mold spores, ROLL+CON. On a 10+, the spores don't take roots. On a 7-9, choose one:

- You don't throw up your last meal.
- You aren't foul-smelling for days.
- You don't grow fungus tendrils on your body.

On a 6-, you lose one CON everyday until cured or dead (CON=0). 1d6 Vegepygmies emerge from your body.

Fey, Constructs and Wildlife compatible with the Dungeon World RPG

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TREANT

Weapon	Group, Huge, Intelligent, Amorphous	Tags
Walloping branches (d10+5 damage)	HP 21	Armor 4
Range/Damage Tags		
Reach, Forceful		
Special Qualities		
Wooden		
Treasure		
d10		

Old and tall and thick of bark walk amidst the tree-lined dark. Strong and slow and forest-born, treants anger quick, we warn if to woods with axe ye go know the treants be thy foe.

- Instinct:* To protect nature
- Move with implacable strength
 - Set down roots
 - Spread old magic

Fey, Constructs and Wildlife compatible with the Dungeon World RPG

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WEREBADGER

Weapon	Solitary	Tags
Cursed bite (d8+2 damage)	HP 12	Armor 1
Range/Damage Tags		
Close, Messy		
Special Qualities		
Weak to silver		
Treasure		
d10		

When the Titan Wars raged on, men were not the dominant species they are now. The weak species was washed here and there by the tides of war. Then the God of Beasts approached some men and he proposed an alliance. He would make them stronger and fiercer. In exchange, they would form his army, an army of dire beasts. He needed beasts to conquer all kinds of environments. So he gave some men the power and qualities of the badger to chase down enemies in caves and deep catacombs. *Instinct:* To feel genuinely civilized

- Transform to pass unnoticed as beast or man
- Hunt like man and beast
- Dig his way out
- Rampage through enemies
- Communicate with badgers
- Howl to the moon

Custom Move: When a lycanthrope bites you, ROLL+WIS. On a 10+, you repel the curse. On a 7-9, you go into a bloodthirsty rage for murder until you sleep/fall unconscious. On a 6-, the next full moon will see you join the lycanthrope family.

Fey, Constructs and Wildlife compatible with the Dungeon World RPG

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VIOLET FUNGUS

Weapon	Group, Devious	Tags
Slashing violet whips (d6 damage, 1 piercing)	HP 6	Armor 2
Range/Damage Tags		
Close		
Special Qualities		
Plant		
Treasure		
d6		

The hunters were pursuing escaping vegepygmies. They had forced them into retreating to their lair. Then at the turn of the cave, there were these huge violet mushrooms. Quick tentacles burst out of their cap and lashed out at the hunters. Soon, many of them were screaming in terror as their flesh was turning to rot where they had been touched. That's when the pygmies came back in force with a volley of spears. The hunters turned back and never got to the mold. *Instinct:* To spread decay

- Poison by slashing prey
- Slash many nearby prey simultaneously
- Entangle prey in roots

Custom Move: When touched by a violet fungus whip, ROLL+CON. On a 10+, the poison didn't work. On a 7-9, choose 1.

- Take -1 ongoing until you rest.
 - You can not use a limb (pick one) until magically healed.
- On a 6-, you lose 1d4 points of STR (if a limb was struck) or CON (if your head or torso was hit)

Fey, Constructs and Wildlife compatible with the Dungeon World RPG

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WEREBOAR

Weapon		Tags
Cursed tusks (d10+2 damage, 1 piercing)	HP	Solitary
Range/Damage Tags	12	Armor
Close, Forceful, Messy		1
Special Qualities		
Weak to silver		
Treasure		
d10		

One of the most unexpected events of the Titan Wars was the coming of the fairies. Thus was it easy for them to get control of the soft temperate forests of the more civilized realms. At first, the God of Beasts did not care much because fairies showed respect to wildlife. But then the fairies began to restrict admittance to their parts only to the fair and feeble species. The God didn't like that at all. And he transformed the wild men of the woods who had concerns against the fairies into the unstoppable wereboars. *Instinct:* To feel genuinely civilized

- Transform to pass unnoticed as beast or man
- Hunt like man and beast
- Howl to the moon
- Stun foes with its gruesomeness
- Communicate with other boars

Custom Move: When a lycanthrope bites you, ROLL+WIS. On a 10+, you repel the curse. On a 7-9, you go into a bloodthirsty rage for murder until you sleep/fall unconscious. On a 6-, the next full moon will see you join the lycanthrope family.

WEREBEAR

Weapon		Tags
Cursed bite (1/2d10+2 damage, 1 piercing)	HP	Solitary
Range/Damage Tags	12	Armor
Close, Messy, Forceful		1
Special Qualities		
Weak to silver		
Treasure		
d10		

The God of Beasts gave some men the power of dire animals to wage his war. But men wouldn't lose their fair appearance and they would not throw away their other gifts. They made the deal with the God by getting the possibility to transform back to their human form. So were born the true lycanthropes. The dark forests of the north were a key in the strategy of the God. So he gave the power of the bear to the savage tribes of the forests. No lycanthrope is tougher or kinder (if approached benevolently) than the werebear. *Instinct:* To feel genuinely civilized

- Transform to pass unnoticed as beast or man
- Hunt like man and beast
- Howl to the moon
- Parlay with others

Custom Move: When a lycanthrope bites you, ROLL+WIS. On a 10+, you repel the curse. On a 7-9, you go into a bloodthirsty rage for murder until you sleep/fall unconscious. On a 6-, the next full moon will see you join the lycanthrope family.

WERETIGER

Weapon		Tags
Cursed tusks (1/2d10+2 damage, 2 piercing)	HP	Solitary
Range/Damage Tags	12	Armor
Close, Messy		1
Special Qualities		
Weak to silver		
Treasure		
d10		

Legend tells of a young radjah who was in love with the princess of a rival kingdom. He couldn't get near her despite his best efforts. He asked the God of Beasts to change him into the most majestic tiger. In this guise he finally met his love. But the father found the entwined lovers. The radjah changed into a tiger to fight. Alas, the king was stronger. When the young radjah drew his last stroke he cursed that this very wound would lead the king to become a weretiger and kill his daughter. *Instinct:* To feel genuinely civilized

- Transform to pass unnoticed as beast or man
- Hunt like man and beast
- Howl to the moon
- Surprise a foe from hiding or from above
- Frighten with its roar

Custom Move: When a lycanthrope bites you, ROLL+WIS. On a 10+, you repel the curse. On a 7-9, you go into a bloodthirsty rage for murder until you sleep/fall unconscious. On a 6-, the next full moon will see you join the lycanthrope family.

WERERAT

Weapon		Tags
Bite (d10 damage, 2 piercing)	HP	Solitary
Range/Damage Tags	12	Armor
Close, Messy		1
Special Qualities		
Weak to silver		
Treasure		
d10		

As the gods helped the civilization of men to ever conquer more wild territories, the God of Beasts had to find a solution. He gave the dire rats the opportunity to carry sicknesses without suffering from them. But the gods and their human ally chased the rats away. So the God of Beasts created wererats luring low-lives and other men civilization had left behind, to command the dire rats and skillfully spread the diseases they carry. This led to the Age of Plagues. *Instinct:* To feel genuinely civilized

- Transform to pass unnoticed as beast or man
- Hunt like man and beast
- Howl to the moon
- Use trained rats as allies
- Track by scent or dim light

Custom Move: When a lycanthrope bites you, ROLL+WIS. On a 10+, you repel the curse. On a 7-9, you go into a bloodthirsty rage for murder until you sleep/fall unconscious. On a 6-, the next full moon will see you join the lycanthrope family.



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WORG

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

Treasure
d6

As horses are to the civil races, so go the worg to the goblins. Mounts, fierce in battle, ridden by only the bravest and most dangerous, are found and bred in the forest primeval to serve the goblins in their wars on men. The only safe worg is a pup, separated from its mother. If you can find one of these, or make orphans of a litter with a sharp sword, you've got what could become a loyal protector or hunting hound in time. Train it well, mind you, for the worg are smart and never quite free of their primal urges. *Instinct:* To serve

- Carry a rider into battle
- Give its rider an advantage
- (Use scent as much as vision)

Fey, Constructs and Wildlife compatible with the Dungeon World RPG

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WEREWOLF

Weapon
Bite (d10+2 damage 1 piercing)
Range/Damage Tags
Close, Messy
Special Qualities
Weak to silver
Treasure
d10

"Beautiful, isn't it? The moon, I mean. She's watching us, you know? Her pretty silver eyes watch us while we sleep. Mad, too—like all the most beautiful ones. If she were a woman, I'd bend my knee and make her my wife on the spot. No, I didn't ask you here to speak about her, though. The chains? For your safety, not mine. I'm cursed, you see. You must have suspected. The sorcerer-kings called it 'lycanthropy' in their day—passed on by a bite to make more of our kind. No, I could find no cure. Please, don't be scared. You have the arrows I gave you? Silver, yes. Ah, you begin to understand. Don't cry, sister. You must do this for me. I cannot bear more blood on my hands. You must end this. For me." *Instinct:* To shed the appearance of civilization

- Transform to pass unnoticed as beast or man
- Strike from within
- Hunt like man and beast
- Use trained wolves as allies
- Howl to the moon

Custom Move: (When a lycanthrope bites you, ROLL+WIS. On a 10+, you repel the curse. On a 7-9, you go into a bloodthirsty rage for murder until you sleep/fall unconscious. On a 6-, the next full moon will see you join the lycanthrope family.)

Fey, Constructs and Wildlife compatible with the Dungeon World RPG

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YELLOW MUSK CREEPER

Weapon
Hard tendrils (w/2d10+1 damage)
Range/Damage Tags
Close, Reach
Special Qualities

Treasure
d10

We saw it coming and thought it was just another lost traveler stumbling with weariness. Then we realized it was a zombie. My first blow killed it outright. We left the corpse to the raven. And this yellow musk began to grow, quickly.

That's when the zombie infestation began in the village. They were not violent, just aimless. Later, another night I saw her walking by the musk. I saw the pollen puff and then tendrills groping for her head turning her into a zombie. She was the eighth zombie. *Instinct:* To make slaves

- Call zombies to his defense
- Aim a pollen spray at a target
- Drain brain of charmed foe to create a new zombie
- Send oldest zombie away to form new creeper
- Regenerate unless its roots are destroyed

Custom Move: When you inhale yellow musk pollen, ROLL+WIS. On a 10+, you keep control. On a 7-9, choose 1:
• You're not dizzy for hours.
• You don't have to Defy danger vs. WIS to attack the musk.
• You don't take your friends for musk zombies.

On a 6-, you're under the yellow musk charm.

Fey, Constructs and Wildlife compatible with the Dungeon World RPG

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