

**DARK PLACES
& DEMOGORGONS**

ANIMAL BESTIARY

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SURVIVE THIS!! DARK PLACES DEMOGORGONS

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Alligator/Crocodile

Armor Class: 14

Hit Dice: 3

Move: 12/ 24 Swim

Actions: 1

Attack Damage: Bite d6, Tail Slap d4

Special: *Grapple/Drown, 18 STR, Toughness +1

Bonuses: +2 to Melee attacks, +3 to Melee damage, +1 to Initiative, +8 to Swim, +3 to Spot, +3 to Listen

Morale: 6

Terror: 6

HDE: 3

*Grapple/Drown: Alligators and Crocodiles will attempt to latch onto a victim when they bite (Grab attack) and if near water, attempt to pull the victim into the water until drowned.

Bear (Black)

Armor Class: 13

Hit Dice: 3 + 3 HP

Move: 12

Actions: 1

Attack Damage: Claw d6, Bite d6, Charge

Special: *Keen Sense of Smell, **Roar, Toughness +2, 18 STR

Bonuses: +3 to Melee attacks, +3 to Melee damage, +4 to Spot, +2 to Listen, +4 to Climb

Morale: 5

Terror: 9

HDE: 3

*Keen Sense of Smell: Can re-reroll a failed Spot or Listen check once if they can smell the target.

**Roar: All enemies within 60' must make a Courage save or they are stunned with fear for d4 rounds.

Bear (Grizzly)

Armor Class: 15

Hit Dice: 7 + 7 HP

Move: 12

Actions: 2

Attack Damage: Claw d6, Bite 2d4, Charge

Special: *Keen Sense of Smell, **Roar, Toughness +3, 20 STR

Bonuses: +4 to Melee attacks, +4 to Melee damage, +5 to Spot, +3 to Listen

Morale: 7 Terror: 11 HDE: 8

*Keen Sense of Smell: Can re-reroll a failed Spot or Listen check once if they can smell the target.

**Roar: All enemies within 60' must make a Courage save or they are stunned for d4 rounds.

Bear (Polar)

Armor Class: 15

Hit Dice: 7 + 7 HP

Move: 12

Actions: 2

Attack Damage: Claw d6, Bite 2d4, Charge

Special: *Keen Sense of Smell, **Roar, Toughness +3, 20 STR

Bonuses: +4 to Melee attacks, +4 to Melee damage, +5 to Spot, +2 to Listen

Morale: 7 Terror: 11 HDE: 8

*Keen Sense of Smell: Can re-reroll a failed Spot or Listen check once if they can smell the target.

**Roar: All enemies within 60' must make a Courage save or they are stunned with fear for d4 rounds.

Boar (Wild)

Armor Class: 11

Hit Dice: 2 + 2 HP

Move: 9

Actions: 1

Attack Damage: Tusk d6, Charge

Special: Toughness +1

Bonuses: +1 to Melee attacks, +1 to Melee damage, +4 to Critical & Death saves, +4 to Spot, +2 to Listen

Morale: 5 Terror: 6 HDE: 2

Cat (Cheetah)

Armor Class: 14

Hit Dice: 3 + 3 HP

Move: 24

Actions: 1

Attack Damage: Bite d6, Claws d4, *Pounce

Special: Keen Senses, Stealth, can run at x6 Move, Seize the Moment +1

Bonuses: +2 to Melee attacks, +2 to Melee damage, +5 to Initiative, +7 to Spot, +5 to Listen, +8 to Track, +8 to Stealth, +6 to Jump, +6 to Climb

Morale: 5

Terror: 6

HDE: 3

*Pounce: If you Jump 10' and do a melee attack, it deals double damage if successful.

Cat (Lion)

Armor Class: 16

Hit Dice: 5

Move: 16

Actions: 1

Attack Damage: Bite d6, Claw d4, *Pounce

Special: Keen Senses, Toughness +1, **Roar, can run x4 Move

Bonuses: +3 to Melee attacks, +3 to Melee damage, +2 to Initiative, +6 to Spot, +3 to Listen, +6 to Track, +3 to Stealth, +8 to Jump, +8 to Climb

Morale: 6

Terror: 9

HDE: 5

*Pounce: If you Jump 10' and do a melee attack, it deals double damage if successful.

**Roar: All enemies within 60' must make a Courage save or they are stunned with fear for d4 rounds.

Cat (Mountain Lion)

Armor Class: 15

Hit Dice: 3

Move: 18

Actions: 1

Attack Damage: Bite d6, Claw d4, *Pounce

Special: Keen Senses, Stealth, Toughness +1, can run at x4 Move

Bonuses: +2 to Melee attacks, +3 to Melee damage, +4 to Initiative, +7 to Spot, +4 to Listen, +9 to Track, +9 to Stealth, +8 to Jump, +8 to Climb

Morale: 5

Terror: 7

HDE: 3

*Pounce: If you Jump 10' and do a melee attack, it deals double damage if successful.

Cat (Tiger)

Armor Class: 16

Hit Dice: 6 + 6 HP

Move: 18

Actions: 1

Attack Damage: Bite d6, Claw d4, *Pounce

Special: Keen Senses, Stealth, **Roar, can run x4 Move

Bonuses: +4 to Melee attacks, +3 to Melee damage, +3 to Initiative, +6 to Spot, +4 to Listen, +7 to Track, +6 to Stealth, +8 to Jump, +7 to Climb

Morale: 6

Terror: 9

HDE: 6

*Pounce: If you Jump 10' and do a melee attack, it deals double damage if successful.

**Roar: All enemies within 60' must make a Courage save or they are stunned with fear for d4 rounds.

Chimpanzee

Armor Class: 13

Hit Dice: 3 + 3 HP

Move: 12

Actions: 1

Attack Damage: Bite d4, Punch d4

Special: Keen Senses, *Pack Mentality, Prehensile Feet, Toughness +1

Bonuses: +2 to Melee attacks, +3 to Melee damage, +1 to Initiative, +8 to Climb, +4 to Spot, +4 to Listen, +2 to Track

Morale: 5

Terror: -

HDE: 2

*Pack Mentality: If in a group of 5+, they each gain +1 to Melee attacks & +1 to Melee damage

Deer, Buck

Armor Class: 13

Hit Dice: 3

Move: 12

Actions: 1

Attack Damage: Bite d4, Horns d4, Kick d4, Charge

Special: Toughness +1, can run at x3 Move

Bonuses: +2 to Melee attacks, +1 to Melee damage, +2 to Initiative, +4 to Spot, +4 to Listen, +2 to Track

Morale: 4

Terror: -

HDE:3

Dog (Feral)

Armor Class: 12

Hit Dice: 1

Move: 18

Actions: 1

Attack Damage: Bite d6

Special: Keen Senses, *Pack Mentality, can run at x3 Move

Bonuses: +1 to Melee attacks, +1 to Initiative, +4 to Spot, +4 to Listen, +5 to Track

Morale: 4

Terror: -

HDE: 1

*Pack Mentality: If in a group of 5+, they each gain +1 to Melee attacks & +1 to Melee damage

Dog (Guard/ Police Dog)

Armor Class: 13

Hit Dice: 1 +1 HP

Move: 18

Actions: 1

Attack Damage: Bite d6

Special: Keen Senses, Toughness +1, can run at x3 Move, *Pack Mentality

Bonuses: +1 to Melee attacks, +1 to Melee damage, +2 to Initiative, +6 to Spot, +5 to Listen, +5 to Track, +1 to Courage save stat

Morale: 7

Terror: 5

HDE: 2

*Pack Mentality: If in a group of 5+, they each gain +1 to Melee attacks & +1 to Melee damage

Eagle

Armor Class: 13

Hit Dice: 1

Move: 6/ 24 (Flying)

Actions: 1

Attack Damage: Bite d4, Talons d4, Swoop d6 (needs 50' to dive)

Special: Keen Senses, Flying

Bonuses: +1 to Melee attacks, +2 to Initiative, +7 to Spot, +5 to Listen, +5 to Track

Morale: 6

Terror: -

HDE: 1

Elephant

Armor Class: 15

Hit Dice: 5 + 5 HP

Move: 10

Actions: 1

Attack Damage: Tusks (d6), Trample (d10)

Special: Toughness +3, Prehensile Trunk, 21 STR

Bonuses: +6 to Melee attacks, +5 to Melee damage, +4 to Spot, +2 to Listen, +4 to Charge attack

Morale: 5

Terror: 6 (in combat)

HDE: 6

Gorilla

Armor Class: 15

Hit Dice: 6 + 6 HP

Move: 12

Actions: 1

Attack Damage: Bite d6, Punch d6, Charge

Special: Keen Senses, Toughness +2, 20 STR

Bonuses: +4 to Melee damage, +4 to Melee damage, +6 to Intimidation, +3 to Spot, +3 to Listen, +5 to Climb

Morale: 8

Terror: 10

HDE: 7

Horse

Armor Class: 11

Hit Dice: 2 + 4 HP

Move: 12

Actions: 1

Attack Damage: Bite d4, Kick d4

Special: Can run at x4 Move, Toughness +2

Bonuses: +1 to Melee damage, +4 to Spot, +3 to Listen, +8 to Jump

Morale: 5

Terror: -

HDE: 2

Raccoon

Armor Class: 13

Hit Dice: ½

Move: 15

Actions: 1

Attack Damage: Bite d4-1, Claw d4-1

Special: Can run at x4 Move, can eat garbage, possibly Rabid, Dark Vision, *Pack Mentality

Bonuses: +3 to Spot, +3 to Listen, +8 to Climb, +4 to Swim, +2 to Initiative, +5 to Dig, +7 to Stealth

Morale: 3

Terror: -

HDE: ½

*Pack Mentality: If in a group of 5+, they each gain +1 to Melee attacks & +1 to Melee damage

Shark, Great White

Armor Class: 14

Hit Dice: 6 + 6 HP

Move: 12/ 32 Swim

Actions: 1

Attack Damage: Bite 2d6, Charge underwater

Special: *Smell Blood, **Frenzy, Toughness +2

Bonuses: +4 to Melee attacks, +4 to Melee damage, +3 to Initiative, +10 to Swim, +5 to Spot

Morale: 7

Terror: 12

HDE: 7

*Smell Blood: Sharks can sense prey up to 1 mile away.

**Frenzy: Sharks are driven into a frenzy at the smell of blood, giving them Advantage on all rolls but lowering their AC by 2 when they smell blood.

Snake, Boa

Armor Class: 11

Hit Dice: 2

Move: 12/ 24 Swim

Actions: 1

Attack Damage: Bite d4, Constrict d6-1

Special: *Venomous Bite, **Constrict

Bonuses: +2 to Melee attacks, +1 to Melee damage, +8 to Climb, +8 to Swim, +2 to Initiative

Morale: 5

Terror: 6

HDE: 2

*Venomous Bite: Make a save against Poison. If failed, the target takes an additional 1 damage from the venom at the start of the next round. Then they re-roll the Poison save. If they fail again, they take 2 damage next turn. Repeat each round adding 1 to the damage.

**Constrict: the snake can wrap itself around an opponent by making a Grab attack. If successful, the target suffers an additional d4 damage at the start of each round until a successful STR is made to break.

Snake, Poisonous Small

Armor Class: 12

Hit Dice: 1 HP

Move: 9/ 16 Swim

Actions: 1

Attack Damage: Bite 1 damage

Special: *Venomous Bite

Bonuses: +2 to Melee attacks, +2 to Initiative, +4 to Swim, +3 to Spot

Morale: 4

Terror: 4

HDE: $\frac{1}{4}$

*Venomous Bite: Make a save against Poison. If failed, the target takes an additional 1 damage from the venom at the start of the next round. Then they re-roll the Poison save. If they fail again, they take 2 damage next turn. Repeat each round adding 1 to the damage.

Wolf

Armor Class: 13

Hit Dice: 2

Move: 21

Actions: 1

Attack Damage: Bite d6

Special: Keen Senses, Toughness: Cold +2, can run at x3 Move, *Pack Mentality

Bonuses: +2 to Melee attacks, +1 to Melee damage, +3 to Initiative, +6 to Spot, +6 to Listen, +7 to Track

Morale: 6

Terror: 6

HDE: 2

*Pack Mentality: If in a group of 5+, they each gain +1 to Melee attacks & +1 to Melee damage.

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