


CREATURE DECKS

54 Humanoids & Monstrous Humanoids



ORK WARCHIEF Solitary, Int

Weapon
Iron Sword of Ages (b/2d10)+2 damage)
 Range/Damage Tags
 Close, Reach
 Special Qualities
One-Eye & Shaman blessings: protection f
 Treasure
 d10

There are chiefs and there are leaders of those who rise to seize
 orcs those who rise to seize
 the the lands
 Of and the
 the blessings of the Iron Sword of Ages and
 one who walks with the Iron Sword of Ages and
 on his shout

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**With Stats For
 Dungeon World**



BOGGARD Forrest Imel



BUGBEAR Bruno Balixa



CENTAUR Jeff Ward

BOGGARD

Weapon **Spear (d6 damage)** Tags **Horde, Small, Intelligent**
Range/Damage Tags **7** HP **7** Armor **1**
Close
Special Qualities **Amphibious**
Treasure **d6**

Croak croak croak. Little warty munchkins. Some wizard or godling's idea of a bad joke, these creatures are. They stand as men, dress in scavenged cloth and hold court in their froggy villages. They speak a rumbling pidgin form of the tongue of man and are constantly at war with their neighbors. They're greedy and stupid but clever enough when they need to defend themselves. Some say, too, their priests have a remarkable skill at healing. Or maybe they're just really, really hard to kill. (They are also known as frogmen.) *Instinct:* To wage war

- Launch an amphibious assault
- Heal at a prodigious rate
- (Instill fear with a croak)

CHECKLIST

01. Boggard	19. Giant, Stone	37. Locathah
02. Bugbear	20. Giant, Storm	38. Medusa
03. Centaur	21. Gnoll	39. Merfolk
04. Cyclops	22. Goblin	40. Merrow
05. Dark Creeper	23. Goblin Leader	41. Minotaur
06. Dark Stalker	24. Goblin Orkaster	42. Morlock
07. Demo	25. Green Hag	43. Ogre
08. Dhampir	26. Grippit	44. Orc
09. Doppelganger	27. Harpy	Bloodwarrior
10. Drow	28. Hobgoblin	45. Orc Warchief
11. Duergar	29. Hobgoblin Archer	46. Sahugin
12. Ettin	30. Hobgoblin Leader	47. Sea Hag
13. Foxfolk	31. Kobold	48. Skulk
14. Gargoyle	32. Kobold Leader	49. Stum
15. Giant, Cloud	33. Kobold Shaman	50. Svirfneblin
16. Giant, Fire	34. Lamia	51. Tengu
17. Giant, Frost	35. Lamia Matriarch	52. Troglodyte
18. Giant, Hill	36. Lizardfolk	53. Troll
		54. Yeti

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

CENTAUR

Weapon **Bow (d6+2 damage, 1 piercing)** Tags **Horde, Large, Organized, Intelligent**
Range/Damage Tags **11** HP **11** Armor **1**
Close, Reach, Near
Special Qualities **Half-horse, half-man**
Treasure **d6**

"It will be a gathering of clans unseen in this age. Call Stormhoof and Brightspear. Summon Whitemane and Ironflanks. Sound the horn and we shall begin our meeting—we shall speak the words and bind our people together. Too long have the men cut the ancient trees for their ships. The elves are weak and cowardly, friend to these mannish slime. It will be a cleansing fire from the darkest woods. Raise the red banner of war! Today we strike back against these apes and retake what is ours!" *Instinct:* To rage

- Overrun them
- Fire a perfect bullsseye
- Move with unrelenting speed

BUGBEAR

Weapon **Large sword (d8+3 damage, 1 piercing)** Tags **Group, Large, Stealthy, Organized, Intelligent**
Range/Damage Tags **10** HP **10** Armor **2**
Close, Reach, Forceful, Messy
Special Qualities **Sadistic, Sees in the Dark**
Treasure **d8+1d4**

Bugbears are larger distorted goblins. They were perverted in the old days but nobody, not even them, knows by who or what. The most frequent theory amongst scholars is that of a greedy wizard who used them to rampage the countryside and gather loot. Nowadays, a more adventurous bugbear would leave his community to rule a suitable goblin tribe by force. His brutality and greediness would have him lead his tribe pillaging. Then a mercenary band would finally put things in order, generally ending the bugbear's would-be career with his life. *Instinct:* To delight in cruelty

- Move with stealth
- Rally troops with a harsh cry
- Apply a surprising strategy
- Prolong the agony of a victim
- Handle things personally



DARK CREEPER

		Tags
	Group, Small, Stealthy, Devious	
Weapon		HP Armor
Daggers (d6 damage)		6 1
Range/Damage Tags		
Close		
Special Qualities		
Can see even in pitch black		
Treasure		
d6, +1 rations		

Dark creepers revel in the darkest and filthiest corners of the world. They are shy and stinky just as one would expect in such habitats. They live in large groups, feeding on fungus from which they distill the dark smear, a terrible pain-inducing poison. These groups seem to be able to completely avoid detection. Most of the time dark creepers work alone, often sent on a mission by a dark stalker. More rarely they can be seen in a pair or small groups. Only dire needs will send whole groups on missions, but always guided by one or more dark stalkers. *Instinct:* To serve dark masters

- If unseen, backstab for critical damage
- Poison with strange fungus paste
- Spy to discern a foe's vulnerabilities
- Slink away from bright light
- Die in a burst of blinding light

CYCLOPS

		Tags
	Solitary, Large, Divine, Intelligent	
Weapon		HP Armor
Hand-made weapons (d10+3 damage)		22 0
Range/Damage Tags		
Close, Reach, Forceful		
Special Qualities		
Keen vision, Far-seeing		
Treasure		
d10, +1 sign of a deity		

Remember the tales you were told when you were young? Those of the cities of the cyclops... Hard to believe when you see the lonely brute today. I have discovered one such city, you know. It's treasures were as incredible as its dangers were lethal. And you wouldn't want to meet one of those cyclop's ghost! Let's get back to the brute at hand, shall we? You go diverting him while I'll sneak to get his eye with my spear. Beware, he is a far-seeing bastard and he will probably anticipate our strategy. *Instinct:* To feed on herd stocks

- Cancel ONE Action
- Look into the future
- Charge without fear

Custom Move: When you want to surprise a cyclop, ROLL+WIS. On a 10+, you succeed. On a 7-9, he lets you succeed and you choose 1:

- That was close (less effect).
- You pay the price.

On a 6-, he interrupts you at the worst moment (GM's choice).

DERRO

		Tags
	Horde, Devious, Intelligent, Organized	
Weapon		HP Armor
Pickaxe (d6 damage)		3 2
Range/Damage Tags		
Close		
Special Qualities		
Telepathy		
Treasure		
d6		

It's typical to think that all the malignant arcane monsters made in this world are birthed by wizards, sorcerers, and their ilk. That the colleges and towers of Dungeon World are womb to every bleak experiment. There are mistakes made in the depths of the earth, too. These ones, the derro, are the mistakes of a long-forgotten dwarven alchemist. The derro don't forget, though. Twisted and hateful, the derro can be spotted by their swollen skulls, brain-matter grown too large. They do not speak except in thoughts to one another and plot in the silent dark to extract sweetest revenge—that of the created on the creator. *Instinct:* To replace dwarves

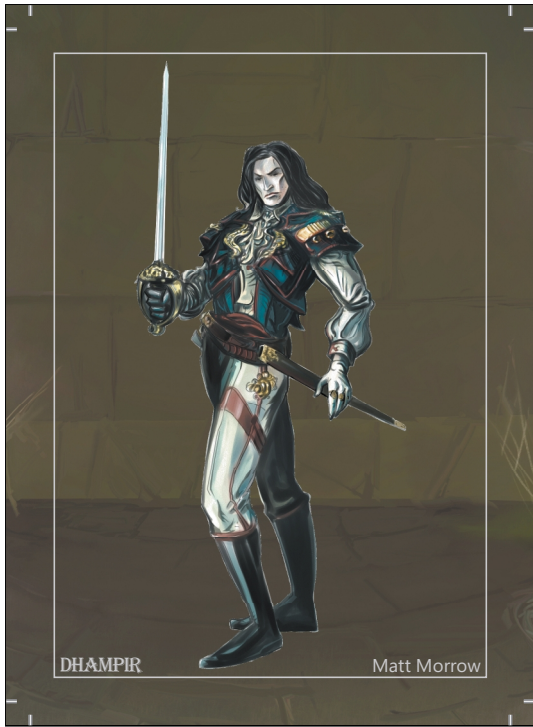
- Fill a mind with foreign thoughts
- Take control of a beast's mind

DARK STALKER

		Tags
	Solitary, Magical, Devious, Organized, Intelligent	
Weapon		HP Armor
Paired shortswords (d8+2 damage)		12 1
Range/Damage Tags		
Close		
Special Qualities		
Sees in complete darkness, Ambidextrous		
Treasure		
d8 +1d4, +1 strange or magical item		

Dark stalkers are very much like dark creepers but taller and with a fine scarf hiding the face. They are the natural leaders of the lesser creepers. Their relation is not clear but is something between slavery and religious obedience. Regardless, the stalkers don't seem to value creepers much and will easily sacrifice creepers to fulfill their strange needs or gain an asset in a fight. It is not rare that the same stalker will send many creepers alone on the same mission, at the same time or one after the other, until it succeeds. *Instinct:* Oversee a dark master's plans

- Create magical darkness or fog
- Poison with strange fungus paste
- Call dark creepers
- Slink away from bright light
- Die in a burst of blinding light, damaging those adjacent



DOPPELGANGER

Tags: **Solitary, Devious, Intelligent**

Weapon: **Dagger (d6 damage)**

HP: 12, Armor: 0

Range/Damage Tags: **Close**

Special Qualities: **Shapeshifting**

Treasure: **d6**

Their natural form, if you ever see it, is hideous. Like a creature who stopped growing part-way, before it decided it was elf or man or dwarf. Then again, maybe that's how you get to be the way a doppelganger is—without form, without shape to call their own, maybe all they really seek is a place to fit in. If you go out into the world, when you come back home, make sure your friends are who you think they are. They might, instead, be a doppelganger and your friend might be dead at the bottom of a well somewhere. Then again, depending on your friends, that might be an improvement.

Instinct: To infiltrate

- Leave someone's reputation shattered
- Assume the shape of a person whose flesh it's tasted
- Use another's identity to advantage

Humanoids & Monstrous Humanoids compatible with the Dungeon World RPG 09

DHAMPIR

Tags: **Solitary, Intelligent, Hoarder**

Weapon: **Elegant weapons (d10 damage)**

HP: 12, Armor: 0

Range/Damage Tags: **Close**

Special Qualities: **Heal on death energy, Sees perfectly in the dark, Long life**

Treasure: **b[2d10]**

Cursed from their birth until their long-awaited death, Dhampirs generally live at the expenses of others. Their vampire of a father gave them the thirst for human blood and a royal stature. Their innocent mother gave them beauty and the need for a social life. Torn between these they often live secret existences near wealthy people they manipulate. Some create interlinked nets of lies, deceits and blackmails that run over many human lifespans. These are the most dangerous because they also crave power! Sometimes they will truthfully search for redemption, until they are rejected or betrayed once too often. *Instinct:* To live at the expenses of others

- Walk with a silent grace
- Sense the presence of undead
- Drain blood

Humanoids & Monstrous Humanoids compatible with the Dungeon World RPG 08

DUERGAR

Tags: **Group, Small, Stealthy, Magical, Organized, Intelligent**

Weapon: **Beautifully crafted weapons (d8 damage)**

HP: 10, Armor: 1

Range/Damage Tags: **Close, Near**

Special Qualities: **Long range darkvision, Immune to poison and illusions**

Treasure: **d8, +1 strange or magical item**

There are many tales about how the duergar dwarf-type separated from mountain dwarves. All are immensely sad. One must be true to explain the deep-rooted hate duergars nourish for the kin. Contrary to other dwarves, duergar never come to the surface and have learned to fear the daylight. They have built cities and mastered crafts that compare to their cousins. They have won a kingdom of their own and wish to spread it further and deeper. They have mastered giant tarantulas that are now their favored mounts—spider cavalry—one of the most efficient underworld war units.

Instinct: To conquer all the underground

- Backstab when invisible
- Turn invisible
- Organize a counter attack
- Mount a giant spider
- Swell to giant size
- Retreat before bright lights

Humanoids & Monstrous Humanoids compatible with the Dungeon World RPG 11

DROW

Tags: **Group, Stealthy, Magic, Devious, Organized, Intelligent, Cautious**

Weapon: **Resistant to magic (b[2d6] damage, 1 piercing)**

HP: 10, Armor: 2

Range/Damage Tags: **Close, Reach, Near**

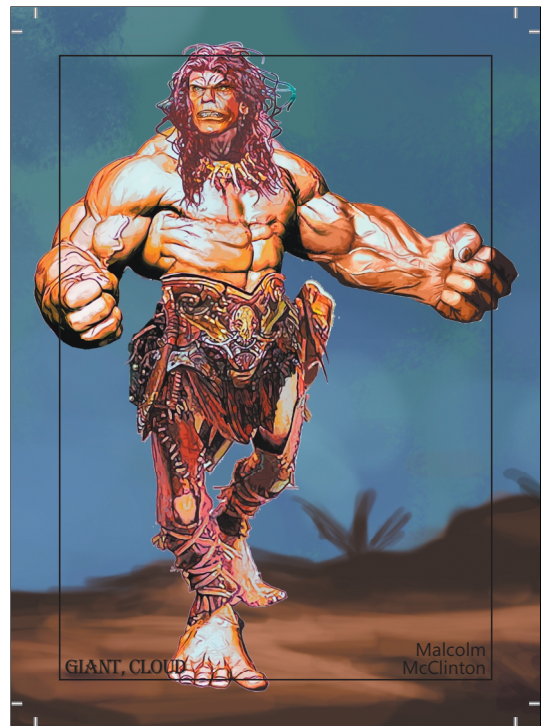
Special Qualities: **Long range darkvision**

Treasure: **b[2d6] +1d4, +1 strange or magical item**

Anyone who explores deep enough has met the Dark Elves! We call 'em the Drow and it means all the contempt they inspire in us. They feel so highly superior, old, wise and chosen. They are as dark as their gods, sometimes even darker! Don't look away! Torturing, dismembering and skinning alive is having fun for them. Are you angry? Good! You'll need it when you have to face their cold, cunning, implacable hate, sharpened by eons of envy and bestial luxury. Here they come! Beware their magic! Be brave and... chaaarge! *Instinct:* To enslave and torture

- Hide in conjured darkness
- Manipulate light and shadow
- Inject an incapacitating poison
- Command slaves and reinforcements
- Writhe away from bright light

Humanoids & Monstrous Humanoids compatible with the Dungeon World RPG 10



FOXFOLK (KITSUNE)

Group, Stealthy, Intelligent, Cautious Tags
Weapon **Rapiers (d8 damage, 1 piercing)** HP 6 Armor 2
Range/Damage Tags
Close, Reach
Special Qualities
Sharp sense of smell
Treasure
d8

I had this friend once. Half human, half fox he was. The best I've ever had. He was a skillful ranger and a good humored guy. He always had a good joke when bad times strike. Life was better around him. Once we went to his country. If you think dwarves are skilled you should see their craft. They search perfection and they sure have time to achieve it. A young adult of theirs is old enough to bury two generations of humans. A happy nation living happy lives. But there are always envious suckers to wage war on them... *Instinct:* To value life

- Hide, strike, retreat
- Tell a joke in a awkward moment
- Strike the perfect blow
- Negotiate out of a bad situation with politeness

ETTIN

Solitary, Large, Construct Tags
Weapon **Club (d10+3 damage)** HP 16 Armor 1
Range/Damage Tags
Close, Reach, Forceful
Special Qualities
Two heads
Treasure
d10

What could possibly be better than an idiotic angry hill giant? One with two heads. Fantastic idea, really. Grade A stuff.

Instinct: To smash

- Attack two enemies at once
- Defend its creator
- (Call upon a cave bear ally)

GIANT, CLOUD

Solitary, Huge, Magical, Intelligent, Cautious Tags
Weapon **Immensely huge weapons (d12+5 damage)** HP 20 Armor 1
Range/Damage Tags
Near, Forceful
Special Qualities
Gigantic
Treasure
d12 +1d4, +1 ration, +1 strange or magical item

The cloud giant is the most mysterious breed of their kind. Old and wise beyond reckoning they live contemplative lives in small clans at the top of high mountains and lost plateaus far above the ground. They like isolation and don't care much about lesser beings. However, sometimes one may visit our world when clouds descend from the mountains, wrapping himself in fog, striding long distances unheeded, collecting rumors and witnessing our busy lives. Killing a lone cloud giant is a dire mistake considering the feud his family will hold on the killer. *Instinct:* To act proudly

- Master natural or magical fogs
- Intimidate a foe
- Levitate out of reach
- Crash into a group, throwing everything and everyone

GARGOYLE

Horde, Stealthy, Hoarder Tags
Weapon **Claw (d6 damage)** HP 3 Armor 2
Range/Damage Tags
Close
Special Qualities
Wings
Treasure
b(2d8), +1 strange or magical item

It's a sad thing, really. Guardians bred by magi of the past with no more castles to guard. Their ancestors' sacred task bred into their blood leads them to find a place—ruins mostly, but sometimes a cave or hill or mountain cliff—and guard it as though their masters yet lived below. They're notoriously good at finding valuables buried below the earth, though. Find one of these winged reptiles and you'll find yourself a treasure nearby. Just be careful, they're hard to spot and tend to move in packs. *Instinct:* To guard

- Attack with element of surprise
- Take to the air
- Blend into stonework



GIANT, FROST

	Tags
Group, Huge, Stealthy, Organized, Intelligent	
Weapon	HP Armor
Huge melee weapons (d10+5 damage)	18 2
Range/Damage Tags	
Near, Far, Forceful	
Special Qualities	
Gigantic, Resistant to cold, Vulnerable to fire	
Treasure	
d10 +1d4	

The story of the lost legion explains the cruelty of frost giants. During the Titan Wars, a legion of giants went north, cutting deep into the Ice Wastes after a decoy. They turned back only to realize they were cornered by a much superior force of winter trolls and ice wargs. They built themselves a stronghold and sent scouts for help. The scouts came back telling no help would come. They held off the siege until their bones turned into ice. They finally decided to battle their way home. They didn't make it and the legion was scattered into plundering barbaric parties. *Instinct:* To plunder

- Ambush with an avalanche
- Cry for battle
- Cling to the plan
- Throw a huge rock
- Rally trained animals/frost creatures

GIANT, FIRE

	Tags
Group, Huge, Stealthy, Magical, Organized, Intelligent	
Weapon	HP Armor
Blazing sword (12d10)+5 dmg, 1 pierc, ignrs armr	18 2
Range/Damage Tags	
Reach, Near, Far, Forceful, Messy	
Special Qualities	
Gigantic, Immune to fire and heat, Vulnerable to frost or cold	
Treasure	
d10 +1d4, +1 ration, +1 strange or magical item	

Since the Titan Wars, the best army ever has been the Fire Giant Legion. Not only because they are huge brutes that fear nothing. Not only because they can throw lava boulders or charge with red hot blades that easily cut through metal. Not only because their faith and loyalty are infallible, or because they are natural born soldiers. Because they are all grown with strategic milk and tactical bread. Any attack by fire giants is sure to take advantage of terrain, weapon, morale and forces alike! Hopefully, they are completely lost when isolated. *Instinct:* To cry havoc

- Create a tactical advantage
- Overheat a boulder or weapon
- Throw a boulder
- Sound a battle order

Custom Move: When a lava boulder crashes near you, ROLL+DEX. On a 10+, you avoid the splashes. On a 7-9, choose 1:

- You suffer horrible burns (take 1d10 damage, ignores armor).
- You lose your armor or a valuable piece of equipment.
- The lava cripples you (lose 1 in Strength, Dexterity, Constitution or Charisma).

On a 6-, all three.

GIANT, STONE

	Tags
Solitary, Huge, Intelligent	
Weapon	HP Armor
Fists and claws (12d12)+7 dmg, 1 pierc, ignr armr	24 4
Range/Damage Tags	
Near, Far, Forceful, Messy	
Special Qualities	
Gigantic, Stoneskin, Sees in pitch dark	
Treasure	
d12 +1d4	

The legend says the stone giants were hill giants petrified by the first medusa during the Titan Wars. As time went by, they slowly learned how to bend the stone their skin was now made of until they were able to move nearly as normal. This Long Waiting would explain their strong isolationism. However, some scholars say that they endured a sheer reduction of their numbers during the Long Waiting and this explains why they resent fighting and like being left alone. It is also why they fight hard and dirty to quickly finish any battle. *Instinct:* To be left alone

- Protect the livestock
- Throw a large boulder
- Hide as a rocky outcrop
- Retreat when loosing the fight
- Use terrain to gain an advantage

GIANT, HILL

	Tags
Group, Huge, Intelligent, Organized	
Weapon	HP Armor
Thrown rocks (d8+3 damage)	10 1
Range/Damage Tags	
Reach, Near, Far, Forceful	
Special Qualities	
Treasure	
d8	

Ever seen an ogre before? Bigger than that. Dumber and meaner, too. Hope you like having cows thrown at you.

Instinct: Ruin Everything

- Throw something
- Do something stupid
- Shake the earth



GNOLL TRACKER

Weapon
Bow (d8 damage)
Range/Damage Tags
Near, Far
Special Qualities
Scent-tracker
Treasure
d8

Tags
Group, Organized, Intelligent
HP Armor
6 0

Once they scent your blood, you can't escape. Not without intervention from the gods, or the duke's rangers at least. The desert scrub is a dangerous place to go exploring on your own and if you fall and break your leg or eat the wrong cactus, well, you'll be lucky if you die of thirst before the gnolls find you. They prefer their prey alive, see—cracking bones and the screams of the dying lend a sort of succulence to a meal. Sickening creatures, no? They'll hunt you, slow and steady, as you die. If you hear laughter in the desert wind, well, best pray Death comes to take you before they do.

- Instinct:* To prey on weakness
- Doggedly track prey
 - Strike at a moment of weakness

GIANT, STORM

Weapon
Fine gigantic weapons (b2d12+5 damage)
Range/Damage Tags
Near, Far, Forceful
Special Qualities
Gigantic, Electrical immunity, Breathe under water, Keen senses
Treasure
d12 +1d4, +1 strange or magical item

Tags
Solitary, Huge, Magical, Organized, Intelligent
HP Armor
24 3

While some see the Cloud giants as the kings of giants, others see the Storm giants as enlightened despots. Which they are, at least to the populations they rule. They don't like warring and thus they establish their kingdom in a quiet isolated area. Those who tend their crops, games, forests and mines enjoy their peaceful authority and fear their wrath. The giants love rearing rocs, griffons, and sharks. They reveal their royal stature when flying in a storm as if there is no wind and deflecting lightning like toys. *Instinct:* To protect his kingdom

- Control the weather
- Call out his guardian pets
- Pierce enemies with huge arrows
- Rage against strong evil
- Catch a lightning bolt and throw it

Custom Move: When a storm giant throws a lightning bolt at you, ROLL+DEX. On a 10+, you dodge it. On a 7-9, that's a bit too close, choose 1. On a 6-, take all three.

- You are paralyzed for a few minutes.
- You are blinded and deafened for a few hours.
- Get rid of metal gear or take the giant's damage.

GOBLIN LEADER

Weapon
Enchanted looking sword or axe (b2d10 damage)
Range/Damage Tags
Close, Near, Far
Special Qualities

Tags
Solitary, Small, Stealthy, Organized, Hoarder
HP Armor
12 2

Treasure
b2d10 +1d4

Goblins are dumb barbarians who only understand strength. So it's quite easy to target their leader. He is the strongest of the pack. In times of peace, a goblin leader is a poor fellow who sees treachery and treason everywhere. He knows a moment of weakness can lead to a fatal fate. There is one thing goblin leaders don't do like barbarians: they don't charge ahead of the pack. Instead they get back to a safe place and send their troops to battle. This is proof that civilization is growing on them. This is the beginning of their demise! *Instinct:* To consolidate his authority

- Disappear in the middle of a charge
- Send his troops ahead
- Crave for a secret wealth or power

GOBLIN

Weapon
Spear (d6 damage)
Range/Damage Tags
Close, Reach
Special Qualities

Tags
Horde, Small, Intelligent, Organized
HP Armor
3 1

Treasure
d6

Nobody seems to know where these things came from. Elves say they're the dwarves' fault—dredged up from a hidden place beneath the earth. Dwarves say they're bad elvish children, taken away at birth and raised in the dark. The truth of the matter is that goblins have always been here and they'll be here once all the civilized races have fallen and gone away. Goblins never die out. There's just too damn many of them. *Instinct:* To multiply

- Charge!
- Call more goblins
- Retreat and return with (many) more



GREEN HAG

Weapon **Solitary, Magical, Devious, Organized, Intelligent** Tags
Claws or crude weapons (d8 damage) HP Armor
12 0

Range/Damage Tags
Close, Near

Special Qualities
Detect anything out of place, Darkvision

Treasure
d8

There's nothing more malignant in a swamp than the green hag. With her tricks and illusions she will drive people crazy, seduce them, puzzle then charm them. Her only goal is to drain their vital energy, like a vampire would drain their blood. She is a master illusionist and there are few chances to detect her magic before it is too late. That tree, that rock, that mist, that croak, that smell. All so real. All false. The green hag is like the swamp, full of life and beautiful. And it feeds on those who get lost in its maze. *Instinct:* To deceive the innocent

- Create nearly perfect illusions
- Call upon her coven
- Drain strength with a touch
- Disguise herself as another person

GOBLIN ORKASTER

Weapon **Solitary, Small, Magical, Intelligent, Organized** Tags
Acid Orb (d10+1 damage ignores armor) HP Armor
12 0

Range/Damage Tags
Near, Far

Special Qualities

Treasure
d10

Oh lord, who taught them magic? *Instinct:* To tap power beyond their stature

- Unleash a poorly understood spell
- Pour forth magical chaos
- Use other goblins as shields

HARPY

Weapon **Solitary, Stealthy** Tags
Sharp claws (1d2+1d2 damage) HP Armor
12 1

Range/Damage Tags

Close

Special Qualities
Powerful flight, Keen senses

Treasure
1d12+1d4

The harpies are the abandoned children of a god who created them during the Titan Wars. He needed a strong flying cavalry that could take titans with the power of sheer numbers. That's why he gave harpies a strong sexual appetite. By the end of the war, all male harpies were killed. So the remaining females struck a deal for immortality. They retreated to their high nests and became wilder everyday.

Their frustration drove them crazy in deviant ways. Nowadays they mostly satiate their strong appetite by playing with their humanoid food. *Instinct:* To play with food

- Drop down on its prey
- Fly out of range
- Sing foes into a dazed state

Custom Move: When a harpy is ululating to charm you, ROLL+WIS. On a 10+, will you shut up! On a 7-9, you're distracted, choose 1:

- You lose your next attack.
- You feel weak and take -1 ongoing until it stops.
- You forget you gave it a valuable piece of your equipment. On a 6-, you're totally captivated.

GRIPLI

Weapon **Horde, Stealthy, Devious, Organized** Tags
Hallucinating darts (w/2d4 damage, 1 piercing) HP Armor
3 1

Range/Damage Tags

Close, Near

Special Qualities

Swampland strider, See in the dark

Treasure
1d2+1d4

Please, pay attention to details, young one. This is not a Boggard, but a Gripli. Slender, the face of a Rana frog, not that of a Tylototriton. Look at his fingers and their sticky ends. You know they are quite civilized in their own way. You can talk to them, discuss or negotiate. Oh, no! They don't have any love of research. But they make for excellent guides once you get to know them. They know all the plants of the swamp, healer or poisoner. Well, after all, some may be scholars of sorts. I'll have to investigate this... *Instinct:* To collect luxury items

- Hide in muddy waters or swampy/forest undergrowth
- Croak to rally the tribe
- Barter for luxury items



HOBGOBLIN ARCHER

Weapon **Short bows (d4 damage)**
Range/Damage Tags **Close, Near**
Special Qualities **Darkvision, Poisoned arrows**
Treasure **d4, +1 ration**

Tags **Horde, Stealthy, Devious, Organized**
HP **3** Armor **0**

What do you do with weaklings in a society entirely dedicated to war? You teach them how to shoot and create an archery troop with the best. Since they are weaklings and you don't expect them to fire powerful bows, you also teach them how to poison their arrow tips without killing themselves. It is a little harder to teach them how not to get exposed during a battle and how not to shoot allies. Your hardest job will be to teach them obedience. Don't forget, these are weaklings and cowards. *Instinct:* To fire at anyone in authority

- Sneak into position
- Dip arrows in poison
- Call for protective reinforcements

HOBGOBLIN

Weapon **Sword (f2d6 damage)**
Range/Damage Tags **Close, Reach**
Special Qualities **Darkvision**
Treasure **d6, +1 ration**

Tags **Horde, Stealthy, Organized**
HP **3** Armor **1**

After the Titan Wars, the gods decided they would not directly wage war against each other. They turned to the lower beings to play their fantastic wargames. Any people, any culture has served the gods' wargames at one time or another. But then an ambitious evil god created the Hobgoblins, a species that was uniquely designed for war. Their body, culture, mind and reproduction rate allowed them to take over the world. They nearly succeeded. But then the Great Alliance turned against the Red Tide. The near success and defeat marked spirits for generations. Until now.

- Instinct:* To cry havoc
- Run silent, run hidden
 - Check and follow orders
 - Hold ground

KOBOLD

Weapon **Spear (d6 damage)**
Range/Damage Tags **Close, Reach**
Special Qualities **Dragon connection**
Treasure **b(2d6)**

Tags **Horde, Small, Stealthy, Intelligent, Organized**
HP **3** Armor **1**

Some are wont to lump these little, rat-like dragon-men in with goblins and orcs, bugbears and hobgoblins. They are smarter and wiser than their kin, however. The kobolds are beholden slaves to dragons and were, in ancient times, their lorekeepers and sorcerer-servants. Their clans, with names like Ironscale and Whitewing, form around a dragon master and live to serve and do its bidding. Spotting a kobold means more are near—and if more are near then a mighty dragon cannot be far, either. *Instinct:* To serve dragons

- Lay a trap
- Call on dragons or draconic allies
- Retreat and regroup

HOBGOBLIN LEADER

Weapon **Quality weapons (f2d10 damage)**
Range/Damage Tags **Close, Reach**
Special Qualities **Darkvision**
Treasure **d10+1d4, +1 ration**

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

Look at this huge hobgoblin on top of the hill, son! He is a large bastard with cunning eyes and he surely is working out a new tactic as we speak. This one you'll have to take out... But no hurry! First, find out who are his lieutenants and which ones do, or don't, understand his tactics. You kill the first ones, spare the others. Thus, when you take the bastard out, the troops will be quickly disorganized when the lieutenants take over. This his how you cut the thinking heads off a hobgoblin troop. Shoot, now. *Instinct:* To prove his worth

- Order the troops
- Design a strong tactic
- Call for bodyguards

Custom Move: When you want to outsmart a hobgoblin leader, ROLL+INT. On a 10+, you gain an advantage. On a 7-9, you gain an advantage and choose 1:

- The battle will last much longer.
- You sacrifice an allied unit.
- You put yourself and your unit in danger.

On a 6-, the hobgoblin presses their advantage.



KOBOLD SHAMAN

Tags: **Group, Small, Stealthy, Magical, Organized, Intelligent**
Weapon: **Ornamented staff (d8 damage)** HP: 6, Armor: 0
Range/Damage Tags: **Close, Reach, Near, Far**
Special Qualities: **Dragon connection**
Treasure: **b[2d8] +2d4, +1 strange or magical item**

There is a theory telling dragon blood flows into the veins of kobolds. Sometimes, it flows so hot it turns them crazy. But more importantly, it spouts magic when they get into a trance. You know, my student, how I loathe spilling blood so we are going to hide and observe. Be careful, these magic spouting kobolds often die within a year from madness...

Even if they make it that far, they attract a basilisk they must tame to become true shamans or die trying. Their magic can be as direct as any conjurer's. But they are most skilled at illusions. Wait, I don't recognize this crossing... *Instinct:* To use magic

- Enchant a trap for more explosive effect
- Channel supernatural energy
- Enchant an ally: make him stronger, faster, etc.

KOBOLD LEADER

Tags: **Solitary, Small, Organized, Intelligent**
Weapon: **Highly decorated polearm (d10 damage, 1 piercing)** HP: 12, Armor: 1
Range/Damage Tags: **Close, Reach**
Special Qualities: **Dragon connection**
Treasure: **b[2d10] +1d4**

You don't live in a clan that serves a powerful master without breeding some who want to emulate this master and put order into chaos. That's where the kobold leader steps in. He is not responsible to interpret the dragon's will. That is the role of the shaman council. His role is to provide food and security to the clan. Which is not straightforward nor simple when the dragon's everyday needs and extraordinary wants are put into the balance. If he fails, then mutiny will arise and another stronger and larger kobold will take his place.

Instinct: To protect the clan

- Organize the clan
- Call on a dragon or draconic allies
- Lure enemies into traps

LAMIA MATRIARCH

Tags: **Solitary, Large, Stealthy, Magical, Devious, Intelligent**
Weapon: **Dagger-like claws (w[2d8]+1 damage)** HP: 16, Armor: 2
Range/Damage Tags: **Close, Reach, Near**
Special Qualities: **Darkvision**
Treasure: **b[2d8] +1d4, +1 strange or magical item**

With the passing of centuries since the last outbreaks of the Titan Wars, Lamias sometimes appear with animal bodies different than the lion. Their sisters never turn them down though maybe they should. These new variants have more unpleasant bodies. Bodies witnessing the touch of Chaos behind their snake-, lizard-, spider- or insect-like mutation. Inspired by chaos they are more vicious and cunning than their sisters. And they often take control of the lamia community they live in. They weave nets of deceit to ensure their reverence and obedience. Only to fall due to their overbearing pride. *Instinct:* To spread Chaos

- Create wedges and instill paranoia
- Change form
- Instill poison with a kiss or a scratch
- Defile the good
- Weave a powerful illusion (of self)

Custom Move: When a Lamia touches you, ROLL+CON. On a 10+, she smells like flowers. On a 7-9, choose 2:
• Take -1 ongoing against the lamia.
• You aren't willing to fight anymore.
• You are confused. Defy danger or attack a friend.

On a 6-, she is so wonderful and you lose 1 point of Wisdom.

LAMIA

Tags: **Solitary, Large, Stealthy, Magical, Intelligent**
Weapon: **Dagger-like claws (w[2d10]+1 damage)** HP: 16, Armor: 1
Range/Damage Tags: **Close, Reach**
Special Qualities: **Darkvision**
Treasure: **d10**

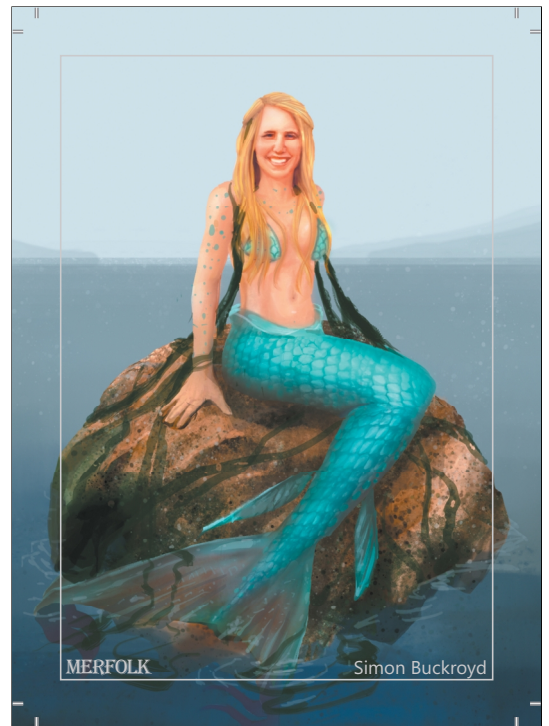
The Titan Wars weren't just terrible battles raging all around. There was also a lot of diplomacy, spying and stirring up trouble. This is what lamia were created for at first. They are so perfectly crafted towards this goal that it is no wonder they were the creation of the late god of deceit. But He died during the Wars, and no one took care of the lamia afterward. They sent a party of emissaries to the good or lawful gods but they were turned down every time. You should never turn a woman down... *Instinct:* To feed on the good

- Create wedges and instill paranoia
- Change form
- Weave a powerful illusion (of self)
- Defile the good

Custom Move: When a Lamia touches you, ROLL+CON. On a 10+, she smells like flowers. On a 7-9, choose 2:

- Take -1 ongoing against the lamia.
- You aren't willing to fight anymore.
- You are confused. Defy danger or attack a friend.

On a 6-, she is so wonderful...



LOCATHAH

Horde, Organized, Intelligent, Cautious

Tags

Weapon

Spear, trident or harpoon (w/2d6 damage)

HP 3
Armor 4

Range/Damage Tags

Close, Reach, Near

Special Qualities

Amphibious, See in the murky depths

Treasure

d6

Forget those old wives' tales about demonic half-fish half-man monstrosities. The only annoyance with locathahs are their bad smell and their even worse sense of humor. They are quite friendly and straightforward. I've never heard of a locathah betraying a human. Like amphibians they can breathe in the open air but they never will go far from a water source. Though they do travel a bit to find tubers which is a fine delicacy to them. They use large moray eels as mounts and guardians. River serpents serve this same role in fresh water. Now come on! They won't eat ya! *Instinct:* To protect the community

- Call on large moray eels or river serpents
- Protect the matriarch and her eggs
- Adopt a defensive strategy

Custom Move: When you first meet a Locathah, ROLL+WIS.

On a 10+, you're not disgusted by the stench. On a 7-9, Choose 1.

- Take -1 ongoing with Locathahs.
- You won't ever accept any present from them.
- You make rude comments to them

On a 6-, you can't stand them!

LIZARDFOLK

Group, Stealthy, Intelligent, Organized

Tags

Weapon

Spear (d8 damage)

HP 6
Armor 2

Range/Damage Tags

Close, Reach

Special Qualities

Amphibious

Treasure

d8

A traveling sorcerer once told me that lizardmen came before we did. That before elves and dwarves and men built even the first of their wattle huts, a race of proud lizard kings strode the land. That they lived in palaces of crystal and worshipped their own scaly gods. Maybe that's true and maybe it ain't—now they dwell in places men long forgot or abandoned, crafting tools from volcano-glass and lashing against the works of the civilized world. Maybe they just want back what they lost. *Instinct:* To destroy civilization

- Launch an amphibious assault
- Ambush the unsuspecting

MERFOLK

Horde, Organized, Intelligent

Tags

Weapon

Harpoon, trident, javelin or shortsword (d6 damage)

HP 7
Armor 1

Range/Damage Tags

Close, Reach

Special Qualities

Amphibious, Keen sight

Treasure

d6

The Merfolk are an ancient people often mistaken for Sea Elves in ancient legends. But while the elves live at the bottom of the ocean, merfolk live in the deep coral prairie. They have tamed corals into building wonderful cities and strong defenses. They have a highly developed civilization that enjoys beauty and strength, loyalty and protection. No one remembers why they retreated in the deep but everyone knows they won't easily welcome strangers in their lands. Rarely, dire needs send a party of merfolk inland to meet with other civilizations. *Instinct:* To stay hidden

- Call dolphins and other marine creatures
- Swim quickly and gracefully.
- Call a sea monster to wreck havoc.

Custom Move: When you want to get into merfolk territory, ROLL+CHA. On a 10+, you're welcomed like lost brethren.

On a 7-9, you're invited, choose 2:

- Guards are always with you.
- You leave your weapons at the border.
- All your deeds are watched.

On a 6-, you'll never cross their border.

MEDUSA

Solitary, Devious, Intelligent, Hoarder

Tags

Weapon

Claws (d6)

HP 12
Armor 0

Range/Damage Tags

Close

Special Qualities

Look turns you to stone

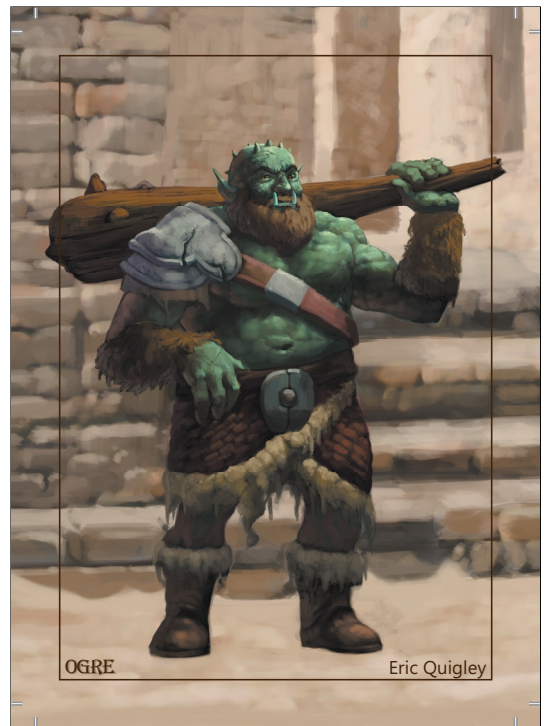
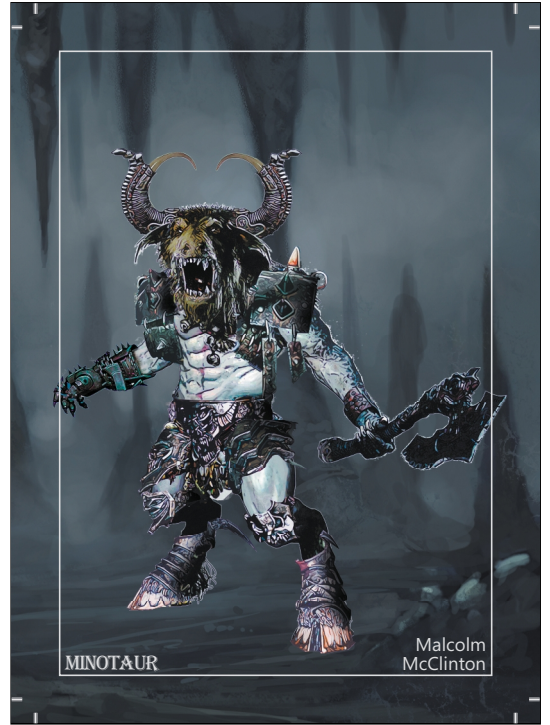
Treasure

b(2d6)+1d4

The medusa are children of a serpent-haired mother, birthing them in ancient times to bear her name across the ages.

They dwell near places of civilization—luring folks to their caves with promises of beauty or riches untold. Fine appreciators of art, the medusa curate strange collections of their victims, terror or ecstasy frozen forever in stone. It satisfies their vanity to know they were the last thing seen in so many lives. Arrogant, proud, and spiteful, in their way, they seek what so many do—endless company. *Instinct:* To collect

- Turn a body part to stone with a look
- Draw someone's gaze
- Show hidden terrible beauty



MINOTAUR

Weapon
Axe (d10+1 damage)
Range/Damage Tags
Close, Reach
Special Qualities
Unerring sense of direction
Treasure
d10

Tags
Solitary, Large
HP Armor
16 1

"Head of a man, body of a bull. No, wait, I've got that backwards. It's the bull's head and the man's body. Hooves sometimes? Is that right? I remember the old king said something about a maze? Blast! You know I can't think under this kind of pressure. What was that? Oh gods, I think it's coming..." *Instinct:* To contain

- Confuse them
- Make them lost

MERROW

Weapon
Large claws (w/2d8+3 damage, 3 piercing)
Range/Damage Tags
Close, Reach, Forceful, Messy
Special Qualities
Amphibious, Sees in turbid waters
Treasure
d8

Tags
Group, Huge, Organized
HP Armor
14 3

Merrows are sea giants that live in coastal caves. They often get out at night to plunder fishing villages. A neighboring merrow family is a nuisance villagers tend to adapt to. By leaving large amounts of fresh meat for them to collect instead of crying havoc for example. Unfortunately, Merrows are quite stupid. Enough to get mesmerized by the promises of a dark master who will turn them into a war party. And this is bad news for the region because the dark master may plan the logistics that will help them to further their reach inlands.

Instinct: To gether meat

- Gather relatives for a plunder
- Retreat with the loot
- Burst out of water

OGRE

Weapon
Club (d8+5 damage)
Range/Damage Tags
Close, Reach, Forceful
Special Qualities

Tags
Group, Large, Intelligent
HP Armor
10 1

Treasure
d8

A tale, then. Somewhere in the not-so-long history of the mannish race there was a divide. In days when men were merely dwellers-in-the-mud with no magic to call their own, they split in two: one camp left their caves and the dark forests and built the first city to honor the gods. The others, a wild and savage lot, retreated into darkness. They grew, there. In the deep woods a grim loathing for their softer kin gave them strength. They found dark gods of their own, there in the woods and hills. Ages passed and they bred tall and strong and full of hate. We have forged steel and they match it with their savagery. We may have forgotten our common roots, but somewhere, deep down, the ogres remember. *Instinct:* To return the world to darker days

- Destroy something
- Fly into a rage
- Take something by force

MORLOCK

Weapon
Teeth and claws (d8 damage, 1 piercing)
Range/Damage Tags
Close
Special Qualities
Long range keen darkvision, Clamber across walls and ceilings
Treasure
d8

Tags
Group, Stealthy
HP Armor
6 0

Morlocks are wretched creatures, the forgotten ones of the Underdark, the slaves of the Troglodytic Realms of dwarves, drows and the likes. Nobody knows where or when they came from. But what is sure is they don't have any gods to watch over them. Sometimes in the slave pits of the drow a strange musing arises telling of the Long Exile into the Dark and of how the sun cursed the morlocks and took the Flame of Wisdom from them. This singing is always preliminary to a cannibalistic ritual that leads to a period of unrest among morlocks. *Instinct:* To eat fresh meat

- Leap to backstab
- Hide in inaccessible corners
- Strike while in the air
- Lure prey to a bigger predator
- Scramble over each other



ORC WARCHIEF

Weapon **Iron Sword of Ages** (b2d10)+2 damage) Tags
Solitary, Intelligent, Organized
HP 16 Armor 0
Range/Damage Tags
Close, Reach
Special Qualities
One-Eye & Shaman blessings: protection from mortal harm
Treasure
d10

There are chiefs and there are leaders of the tribes among the orcs. There are those who rise to seize power and fall under the machinations of their foes. There is but one Warchief.

One orc in all the horde who stands above the rest, bearing the blessings of the One-Eyes and the Shamans both. But one who walks with the elements under Night. But one who bears the Iron Sword of Ages and carries the ancient grudge against the civil races on his shoulders. The Warchief is to be respected, to be obeyed and above all else, to be feared. All glory to the Warchief. *Instinct:* To lead

- Start a war
- Make a show of power
- Enrage the tribes

ORC BLOODWARRIOR

Weapon **Jagged blade** (d6+2 damage, 1 piercing) Tags
Horde, Intelligent, Organized
HP 3 Armor 0
Range/Damage Tags
Close, Messy
Special Qualities
Treasure
d6

The orcs horde is a savage, bloodthirsty, and hateful collection of tribes. There are myths and stories that tell of the origin of their rage—a demon curse, a homeland destroyed, elven magic gone wrong—but the truth has been lost to time. Every able orc, be it man or woman, child or elder, swears fealty to the warchief and their tribe and bears the jagged blade of a bloodwarrior. Men are trained to fight and kill—orcs are born to it. *Instinct:* To fight

- Fight with abandon
- Revel in destruction

SEA HAG

Weapon **Long sharp claws** (d8+2 damage) Tags
Group, Organized, Intelligent
HP 6 Armor 0
Range/Damage Tags
Close
Special Qualities
Darkvision, Amphibious, Amazing Swimmer
Treasure
d8

The sea hag is less subtle than her swamp sister. She revels in terrifying people. Directly. Because she feeds on their fear and the strength it drains from a victim. Sea hags in a coven are not stupid and they will take their time to observe their prey, pinpoint the leaders and cripple them with their evil eye. Then and only then will they reveal themselves in a dramatic fashion, terrifying people with their menacing shriek. Those who flee will never rest easy anymore. Those who stay will learn their claws are the scythe of death.

Instinct: To terrify

- Rally her coven
- Rise up out of the water
- Slash with its claws
- Cause fear with her evil eye

Custom Move: When a Sea Hag casts an evil eye on you, ROLL+WIS. On a 10+, it has no effect. On a 7-9, choose 2.

- You feel an impending doom is upon you.
- You'll never walk alone on a beach under the moon.
- She drains 1 point of Strength.

On a 6-, you fall into a haunted coma.

SAHUAGIN

Weapon **Endless teeth** (d6+4 damage, 1 Piercing) Tags
Horde, Intelligent
HP 3 Armor 2
Range/Damage Tags
Close, Forceful, Messy
Special Qualities
Amphibious
Treasure
d6

The shape and craft of men wedded to the hunger and the endless teeth of a shark. Voracious and filled only with hate, these creatures will not stop until all life has been consumed. They cannot be reasoned with, they cannot be controlled or sated. They are hunger and bloodlust, driven up from the depths of the sea to ravage coastal towns and swallow island villages. *Instinct:* To spill blood

- Bite off a limb
- Hurl a poisoned spear
- Frenzy at the sight of blood



SKUM		Tags	
Weapon	Crude weapons or claws (w/2d8 damage)	Group, Devious	HP 6, Armor 1
Range/Damage Tags	Close		
Special Qualities	Breathe underwater, Darvision, Immune to cold, Do not age		
Treasure	d8		
<p>Long ago, the aboleths, the Lost Titans of the Sea built themselves an empire that fell during the Titan Wars. To serve them and build them an empire, the aboleths created the skum. But they made only males so that they could better control their breeding rate by providing females. Human females. Now the aboleths are imprisoned in the very ruins of their empire and the skum are left alone... still needing human females to breed. That is why they raid coastlines, preferring quiet isolated settlements to largely populated areas. They are an old, prudent and stealthy race.</p> <p><i>Instinct:</i> To breed on human stock</p> <ul style="list-style-type: none"> • Hide underwater • Capture human females • Ambush prey 			
Humanoids & Monstrous Humanoids compatible with the Dungeon World RPG		49	

SKULK		Tags	
Weapon	Bare hands or dagger (w/2d8 damage)	Group, Stealthy, Organized, Intelligent	HP 6, Armor 0
Range/Damage Tags	Close		
Special Qualities	Chameleon skin, Sharp senses		
Treasure	d8		
<p>Skulks originated in the city of Garl of a Thousand Streets, where a thief guild erected quarters near a shrine of Chaos. The emanations from the shrine struck them with random mutations. Their job, together with guild regulations, chose the more effective members. Then, a perfect chameleon was born among them. The very first Skulk. The guild thought his mutation so important they made him, and his sons for five generations, their stallions until consanguinity or chaos made their mutation a dominant gene. With such a past, no wonder Skulks are lazy bastards. <i>Instinct:</i> To steal</p> <ul style="list-style-type: none"> • Blend into the background • Walk leaving no trace • With surprise, backstab for better damage 			
Humanoids & Monstrous Humanoids compatible with the Dungeon World RPG		48	

TENGU		Tags	
Weapon	Longsword (d6 damage, 1 piercing)	Horde, Intelligent	HP 7, Armor 0
Range/Damage Tags	Close		
Special Qualities	Sharp eyes, Gifted linguist		
Treasure	b(2d6)		
<p>Tengus are a bad joke, really. They look like bird, but they can't fly. They have a powerful beak, but they won't peck. They like to steal but they don't have the slightest clue about the value of things. They are good-natured and pleasant, often seeking company, but they lack respect of personal property. They are excellent swordsmen but poor tacticians. They are very agile, but too much of a showoff to be effective. NO really, the god who created them must have been very drunk at the time of their creation. <i>Instinct:</i> To collect shiny objects</p> <ul style="list-style-type: none"> • Make a show of swordplay • Attack in unsuspecting ways • Jump out of reach 			
Humanoids & Monstrous Humanoids compatible with the Dungeon World RPG		51	

SVIRFNEBLIN		Tags	
Weapon	Well balanced weapons (d6 damage)	Horde, Small, Magical, Organized, Intelligent	HP 3, Armor 0
Range/Damage Tags	Close		
Special Qualities	Keen darkvision, Invisible to magic detection		
Treasure	d6, +1 strange or magical item		
<p>For so many centuries the dark dwarves and the Svirfneblin, the dark gnomes, have waged war against each other. What started it all even legends don't recall. But this endless dark war has shaped the svirfneblin society into a guerilla prepared one. From their youth, Svirfneblins perfect their craft at making traps. They also have evolved a strong natural talent for illusions. Because they are a vicious yet cowardly people they pack their settlements with traps, failsafes and deadfalls. <i>Instinct:</i> To keep their cities hidden</p> <ul style="list-style-type: none"> • Puzzle enemies with illusions • Set a complex tactic in motion • Transform themselves by illusion 			
Humanoids & Monstrous Humanoids compatible with the Dungeon World RPG		50	



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TROLL

Weapon
Club (d10+3 damage)
Range/Damage Tags
Close, Reach, Forceful
Special Qualities
Regeneration
Treasure
d10

Tags
Solitary, Large
HP Armor
20 1

Tall. Real tall. Eight or nine feet when they're young or weak. Covered all over in warty, tough skin, too. Big teeth, stringy hair like swamp moss and long, dirty nails. Some are green, some gray, some black. They're clannish and hateful of each other, not to mention all the rest of us. Near impossible to kill, too, unless you've fire or acid to spare—cut a limb off and watch. In a few days, you've got two trolls where you once had one. A real serious problem, as you can imagine.

Instinct: To smash

- Undo the effects of an attack (unless caused by a weakness, your call)
- Hurl something or someone

TROGLODYTE

Weapon
Club (d8 damage)
Range/Damage Tags
Close
Special Qualities

Tags
Group, Organized
HP Armor
10 1

Treasure
d8

Long-forgotten, our last remaining ancestors dwell in caves in the wild parts of the world. Driven away by our cities and villages, our iron swords and our fire, these animal-men eat their meat raw with sharp-nailed hands and jagged teeth. They strike out at frontier villages wielding clubs and in overwhelming numbers to seize cattle, tools, and poor prisoners to drag into the hills. Known for their viciousness and their stink, they're an old and dying race we'd all sooner forget existed. *Instinct:* To prey on civilization

- Raid and retreat
- Use scavenged weapons or magic

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YETI

Weapon
Long claws (d8+5 damage)
Range/Damage Tags
Close, Reach, Forceful
Special Qualities
Immune to cold, Absolute darkvision, Keen scent, Vuln. to fire
Treasure
d8

Tags
Solitary, Large, Devious, Terrifying
HP Armor
16 3

Cold as a Yeti is an expression one can't understand until you face one. First he will appear by surprise with raging eyes that terrifies any but the most cold blooded. He looks imperturbable even in the most frenzied battle. He is cold to the point that anything touching him turns freezing cold. Definitely, the Yeti is a cold calculating bastard. When you journey up a mountain road, don't forget you may well be his next dinner. And when the blizzard rises, don't forget to rope your party together. *Instinct:* To fill up the fridge

- Hide in darkness or blizzard
- Snatch a target and run
- Stay cool in the hottest battle
- Climb all but the sheerest surface
- Freeze a foe with a raging stare

