

# The Beast Hack



A bestiary of fantasy foes  
to be used with The Black Hack



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## A note on special abilities:

Since monsters only roll for damage, any notes on rolling advantage or disadvantage should be for the players. For ease of use with the Cleric's turning ability, undead have been marked.

### **Acillon**

Grey skinned giants with bulbous black eyes, Acillons have thick hides and large pours that leak acid at all times. They tend to keep to themselves for the most part but have violent tendencies if they spot what they believe to be an easy target.

**HD:** 3

**Actions and Specials:** Non-magic weapons are destroyed after dealing damage to an Acillon. Immune to acid.

### **Arcane Devourer**

This four-legged beast has dark blue skin, a set of four pointed ears, and a taste for magic. While it cannot cast spells itself, it enjoys finding wizards and feeding off of their magic, even killing them to steal their arcane essence.

**HD:** 4

**Actions and Specials:** Can remove one nearby arcane spell regaining (1d6) HP. Can be used once per fight. Immune to spells that do not cause direct damage.

### **Babbler**

Blue-skinned humanoids with elongated ears and snout; Babblers are known for their neverending nonsensical speech, said to make it hard to think. Babblers love the flesh of living prey, talking and eating gleefully.

**HD:** 3

**Actions and Specials:** Disadvantage on INT tests.

### **Badger Men**

Appearing much like a Badger and Human hybrid, Badger Men are feral and territorial creatures. They live in deep tunnels where they guard and hoard the treasures of dead adventurers.

**HD:** 1

**Actions and Specials:** 2 Claws (1d3)

### **Bladelings**

Vaguely humanoid in nature, Bladelings have swords that protrude from each forearm made of a sort of organic metal. They wander in groups, trying to find worthy opponents.

**HD:** 2

**Actions and Specials:** 2 Arm Blades (1d6)

### **Blood Ogre**

Bloated red brutes, Blood Ogres are a bit smaller than a typical Ogre, but much more fierce. Blood Ogres charge into combat quickly, showering their opponents with their own boiling blood upon death.

**HD:** 3

**Actions and Specials:** When the Blood Ogre dies, all within close range make a DEX test or take (2d4) damage. Immune to fire.

### **Bone Demon**

A vile minion of hell, Bone Demons have very little flesh making them look to be almost pure skeleton. Their bones are brittle, causing them to die quickly, but not before leaving behind deadly splinters.

**HD:** 2

**Actions and Specials:** Deals 1 damage to all who are close when the Bone Demon takes damage. Has 2d6 HP.

### **Cave Crawler**

These large beetle-like creatures are carnivorous by nature. Their backs have a rocky appearance making them look like a stalactite or stalagmite. They often have the loot of their previous victims in the center of their cavern, a perfect place to ambush new adventurers.

**HD:** 4

**Actions and Specials:** Heroes add +2 to rolls made to spot a Cave Crawler in their lair. Can walk on walls and ceilings.

### **Cerberus**

A large three-headed dog, Cerberus are fairly intelligent creatures but often still have a master that controls them.

**HD:** 4

**Actions and Specials:** 3 Bites (2d4)

### **Clockwork Golem**

A large construct comprised of gears. Some say they were made by an artificer long ago.

**HD:** 6

**Actions and Specials:** Takes no damage from non-magic weapons. Only half damage from magic weapons.

### Cyclops

These one-eyed giants are not the most intelligent of creatures but all the same are not to be taken lightly. Their stare puts fear in the hearts of men.

**HD:** 6

**Actions and Specials:** Upon eye contact roll WIS test or lose next action.

### Dark One

Some cultists gain special power through their nefarious gods. Dark Ones are blessed with powerful Axes that only work for them, disappearing into vapor upon the bearer's death.

**HD:** 2

**Actions and Specials:** Axe of Death (2d4+1)



### Death Knight (Undead)

Some who are well on their way to become a Lich take on the role of Death Knights. Often the apprentice to a Lich, Death Knights will stop at nothing to protect their dark masters.

**HD:** 5

**Actions and Specials:** Nearby target makes a WIS test. Becomes OofA on failure. May be used once per fight.

### Demilon (Undead)

Appearing like weeping women, often soaking wet, Demilons are the cursed souls of females wrongfully murdered. They hunt down others, trying to kill and spread the sorrow that they feel.

**HD:** 2

**Actions and Specials:** Sorrowful Touch (1d4) + CHA Test, or loss of next action due to weeping.

### Denfir

A cross between a lion and a raven, Denfir are quick thieves who enjoy taking anything shiny back to their lair.

**HD:** 4

**Actions and Specials:** 1 Bite (1d4) + 2 Claws (1d4) Can fly.

### Eagle Men

Noble beasts, Eagle Men are a cross between Humans and Eagles. Eagle Men tend to keep to themselves but might be persuaded to help a band of heroes for a good cause.

**HD:** 1

**Actions and Specials:** Can fly.

### Emerald Serpent

A massive snake made of emerald, these constructs are deadly beasts that hide among treasure hoards, appearing like the treasure themselves. They are sometimes made by powerful wizards who wish to keep their riches safe.

**HD:** 7

**Actions and Specials:** 1 Bite (3d6) Emerald Serpent has 10 Armor Points.

### Ettercap

These spider-like humanoids hide in abandoned buildings and catch live prey wherever they can. They have an uncanny control over spiders.

**HD:** 4

**Actions and Specials:** Can cast the Web spell as an action. Can control spiders.

### Ettin

A two-headed giant. Their two brains make them difficult to trick.



**HD:** 7

**Actions and Specials:** Disadvantage on CHA tests against Ettin.

### **Fell Horror**

These demons have a dark red crab-like exoskeleton and four arms.

**HD:** 5

**Actions and Specials:** 4 Claws (1d6) Armor Point total of 9.

### **Fiend**

Powerful demons with short red horns and red skin. Fiends can force others to do their bidding. They enjoy making friends turn on each other, and often do so just for the sake of torture.

**HD:** 7

**Actions and Specials:** Can cast Quest as an action but may only cast it on each character once.

### **Fire Elemental**

Beings made of pure fire, these beasts lack intelligence but are territorial and attack with very little provocation.

**HD:** 1

**Actions and Specials:** Torch (2d4) or Flare (d6) from far away or distant. Takes double damage from water.

### **Flail Drake**

Wingless creatures with the appearance of dragons, Flail Drakes cannot breathe fire but instead employ their 5 deadly tails, each one with a bone cudgel on the end.

**HD:** 8

**Actions and Specials:** 5 Tail Cudgels (1d10)

### **Golgor**

A Bull-like beast with seven horns, the Golgor is easily angered. It lets out an almost unearthly shriek before it charges.

**HD:** 5

**Actions and Specials:** Horns (3d6)

### **Gollog**

Powerful lizard beasts, Gollogs stand leagues above castles and go on rampages whenever they awaken from their long slumbers.

**HD:** 10

**Actions and Specials:** Great Horn (2d12) Cannot die, when HP reaches 0 it goes into a 100 year hibernation.

### **Gremlin**

Fuzzy little creatures related to Goblins, Gremlins are almost a head shorter than their kin. They are tenacious little creatures with a taste for human flesh, particularly children.

**HD:** 1

**Actions and Specials:** Only has (1d4) HP.

### **Gretch**

Skinny, grey skinned creatures, Gretches are allegedly related to Goblins though it has never been proven. While they have a taste for shiny gems and gold like their supposed kin they are far more likely to use cunning words to get what they want.

**HD:** 2

**Actions and Specials:** Disadvantage on all CHA tests. HP is 2d6.

### **Griffon**

Part eagle and part lion, Griffons have a strong hunger particularly for horses. It is not uncommon for one to swoop down on travelers from the trees and attack their mounts.

**HD:** 6

**Actions and Specials:** 1 Bite (1d6) + 2 Claws (1d6), can fly.

### **Hellcat**

These panther-like creatures are constantly aflame. They enjoy burning their prey alive before eating them. Some demons keep them as pets.

**HD:** 3

**Actions and Specials:** When a hero first comes into close range make a CON test or take (1d6) fire damage.

### **Hippogriff**

Part horse and part eagle, Hippogriffs are wild animals. They rarely attack unprovoked.

**HD:** 3

**Actions and Specials:** 1 Bite (d4) + 2 Hooves (d6), Can Fly.

### Hollow Reaper (Undead)

Soulless shells that were once human, Hollow Reapers are Unmade (pg. 9) that have been particularly terrible in their past life. They now wander about, collecting souls that they keep in a jar on their belt.

**HD:** 5

**Actions and Specials:** Scythe (2d8) Has 5d6 HP, Jar of Souls acts like a torch, never goes out.

### Human Shaman

Some men are tribal and barbaric. Often times led by a wise man who is able to manipulate the arcane forces.

**HD:** 1

**Actions and Specials:** Disadvantage on all WIS tests. Can cast two 1st level Conjuror spells once per fight each.

### Invisible Hand

These pale skinned humanoids are known to make excellent assassins for their stealthy ways.

**HD:** 4

**Actions and Specials:** Can cast Invisibility once per fight.

### Iron Born

People made of living metal, Iron Born are often hired by wizards to protect secret treasures. They keep their word, but often work for the highest bidder.

**HD:** 2

**Actions and Specials:** Iron Born have 4 Armor Points.

### Kek

These lizard-like creatures have gray scales and two tails. They often ensare their foes in their tails.

**HD:** 3

**Actions and Specials:** 1 Bite (d4) + 2 Tails (1d4) if both tails hit DEX test or character loses next action.

### Lasher

A humanoid with tentacle-like arms, these purple skinned beasts hide in bodies of water and await their victims.

**HD:** 4

**Actions and Specials:** 4 Tentacles (1d6) that can hit close or nearby targets. Can breathe underwater.

### Lich (Undead)

Undead masters of necromancy, Liches are formidable opponents often with truly diabolical plans.

**HD:** 9

**Actions and Specials:** Can cast Animate Dead as an action. Can cast Death Spell and Cloud Kill once per fight.

### Living Light

An almost angelic ball of light, some say a Living Light is a small fragment of the sun.

Regardless, those who get too close may find themselves burned to a crisp.

**HD:** 3

**Actions and Specials:** Light Beam (2d4) from nearby, far away, or distant. Shines like a torch at all times. Can fly.

### Manticor

A lion-like creature with a scorpion's tail, Manticors are deadly, poisonous beasts.

**HD:** 6

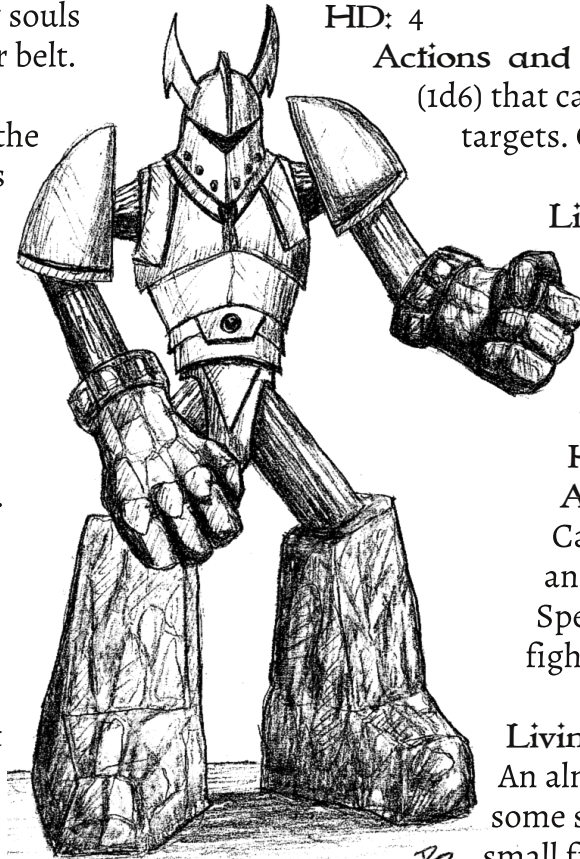
**Actions and Specials:** 1 Bite (1d6) + 2 Claws (d4) + 1 Tail (d4) If struck by tail, CON test or add 2d6 damage.

### Minotaur

Half-man and Half-Bull, Minotaurs are terrible beasts that often guard mazes and other catacombs.

**HD:** 4

**Actions and Specials:** Horns (2d6) or (3d6) if the Minotaur moved from at least nearby range.



### **Mushroom Men**

Walking mushrooms that dwell within the darkest of dungeons. Mushroom men are known for leaking spores in the air constantly.

**HD:** 1

**Actions and Specials:** All CON tests at Disadvantage.

### **Oculon**

A large floating eye, Oculons have deadly innate magical powers. They often intimidate lesser monsters into doing their bidding and can be true masterminds of evil.

**HD:** 6

**Actions and Specials:** May cast Magic Missile as an action, HD count as level for the spell effects.

### **Phase Beast**

Appearing as a blur, no one knows precisely what the Phase Beast looks like. Its body seems to vibrate quickly at all times making it a difficult target to strike. Just as mysterious as its appearance, Phase Beast's motives are largely unknown.

**HD:** 6

**Actions and Specials:** Disadvantage on attack rolls against the Phase Beast.

### **Quill Hound**

A large dog covered in quills, these beasts are surprisingly intelligent and are capable of speech. They love intimidating others with their natural weapons and often enjoy chasing their prey.

**HD:** 3

**Actions and Specials:** Bite (2d4) or Quill from nearby, far away or distant (1d6)

### **Rager**

A large creature with ruddy skin and thick hair, a Rager is capable of intelligent thought but it often gives way to the beast's inner fury. Some believe Ragers to be the incarnation of the wrath of the gods.

**HD:** 5

**Actions and Specials:** Disadvantage on defense rolls when Rager attacks.

### **Roach**

Rather large cave roaches can be found where light never reaches. They will feed on just about anything they can find.

**HD:** 3

**Actions and Specials:** Automatically runs from a sudden light source.

### **Roc**

A massive vulture-like bird, Rocs are known for scooping up whole horses in their claws.

**HD:** 9

**Actions and Specials:** 2 Claws (1d10) + If character's defense roll is 17-20, the Roc picks them up and drops them adding 2d8 damage.

### **Rot Hound**

Smelling of corpses, Rot Hounds aren't undead themselves, but are often seen where ghouls and other corpse eaters dwell. Ridden with disease, Rot Hounds feast on the dead and living alike, spreading their stench wherever they go.

**HD:** 2

**Actions and Specials:** Upon first smelling a Rot Hound, CON test or be paralyzed.

### **Sandman**

These fairy creatures resemble old men with bulbous eyes and yellow caps. Sandmen love playing pranks on unsuspecting travelers by putting them to sleep. Usually they mean no harm but some Sandmen have wicked intent, robbing or eating their slumbering victims.

**HD:** 3

**Actions and Specials:** May cast Sleep once per battle.

### **Scrounger**

These thin, gray skinned humanoids have the uncanny ability to weaken those near them. They often take advantage of this and prey upon those they consider weak, striking when it's least expected.

**HD:** 2

**Actions and Specials:** Disadvantage on all STR tests.



### Shadowling

Creatures that are not quite human, some say they come from another realm. Shadowlings are known for thievery and murder, often living together in abandoned castles and temples, worshiping their dark gods.

**HD:** 1

**Actions and Specials:** Can cast Darkness as an action. Has 1d6 HP.

### Shadow Drake

With the features of a Dragon, Shadow Drakes lack the ability to breath fire but more than make up for it in their ability to blend in with the dark. Their strikes are calculated and they often hide their hoard of gold in very cunning locations.

**HD:** 6

**Actions and Specials:**  
Can cast Darkness or Invisibility as an action.  
Can Fly.

### Skeleton (Undead)

Minions of necromancers and guardians of ancient tombs, skeletons are mindless drones ready to kill on command.

**HD:** 1

**Actions and Specials:** Has 2 Armor Points.

### Snake Men

Quick and cunning monsters, Snake Men are ruthless against those they deem their enemies. Their serpentine appearance is very intimidating and is often used to frighten children in bedtime stories.

**HD:** 1

**Actions and Specials:** Disadvantage on DEX rolls to determine initiative.

### Swamp Stalker

With a troll-like appearance, Swamp Stalkers have dark skin with warty faces. They often make good pets for Witches and the like.

**HD:** 4

**Actions and Specials:** 1 Bite (1d12) + 2 Claws (1d4) Can breathe underwater.

### Track Beast

This four-legged monstrosity has two cat-like heads with which it uses to sniff out anyone and anything within a certain radius. They are intelligent creatures and are often hired by bounty hunters to track their current target. Some Track Beasts even become bounty hunters themselves.

**HD:** 3

**Actions and Specials:** Can sense the presence of any living thing up to 1 mile away.

### Treant

Large tree people, many Treants are guardians of the forest. It is difficult to spot one in its natural environment, luckily they rarely attack unprovoked.

**HD:** 7

**Actions and Specials:** Cannot be identified as anything besides a tree until it moves. Takes double damage from fire.

### Troll

These big, green-skinned beasts have an insatiable appetite for flesh. Their ability to heal themselves makes them particularly deadly.

**HD:** 5

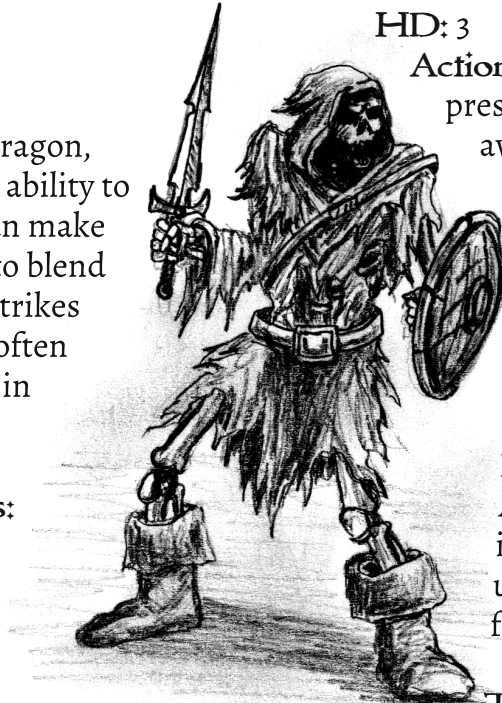
**Actions and Specials:** Heals 1d4 HP each round unless damaged by fire, healing then stops. A Troll cannot heal further once their HP has reached 0.

### Tomb Guardian (Undead)

A particularly powerful skeleton, Tomb Guardians are often blessed by a necromancer to achieve their level of power. They silently command lesser undead to help protect their master's riches.

**HD:** 4

**Actions and Specials:** 2 Claws (2d4) 5 total Armor Points.





### **Tyrannosaurus Rex**

Large beasts with horrendous appetites, the Tyrannosaurus Rex is considered the king of the dinosaurs for a reason.

**HD:** 8

**Actions and Specials:** 1 Bite (1d10+1d12)

### **Unmade (Undead)**

Some who do particularly terrible deeds have their souls removed by the gods, making them wandering monsters in search of their essence. They will kill just about anyone in hopes of catching the deceased's soul.

**HD:** 3

**Actions and Specials:** All close or nearby targets make a WIS test or take 1d6 damage. May be done once per battle.

### **Vampire (Undead)**

The pale faced undead are terrifying in their ability to weaken their enemies by draining their blood with large fangs.

**HD:** 8

**Actions and Specials:** Can only be hurt by blessed items and weapons. Drains two levels after dealing damage. When the vampire kills someone, that character can be raised as a Vampire Spawn in one moment if the Vampire so chooses.

### **Vampire Spawn (Undead)**

Recently turned to Vampirism, Vampire Spawn are not quite as powerful as their masters, but still are formidable enemies.

**HD:** 4

**Actions and Specials:** Drains one level after dealing damage.

### **Veck**

Fat, green-skinned people, Veck resemble frogs in nature. They can cause their opponents to fumble with a look from their intimidating gaze.

**HD:** 2

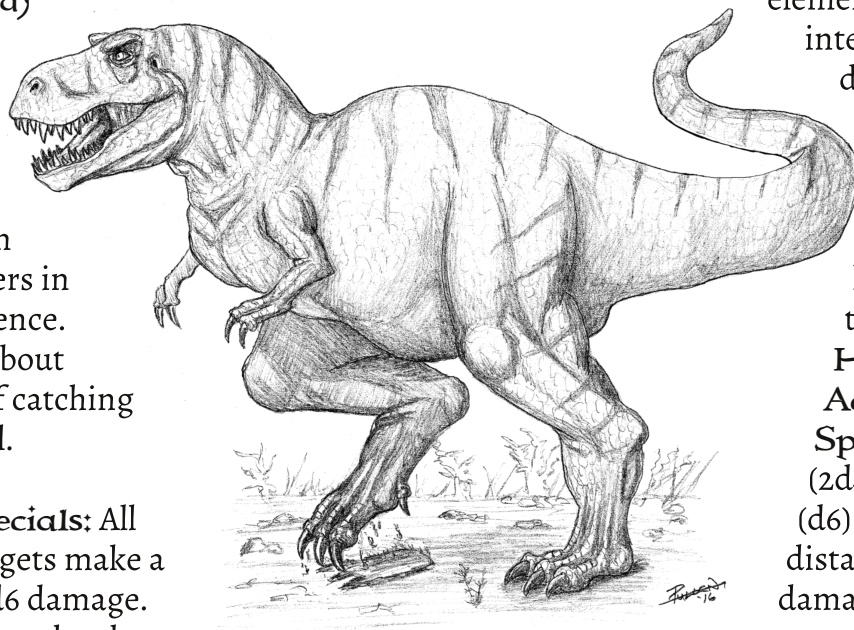
**Actions and Specials:** INT test on eye contact or heroes add +1 to all non-damage rolls for the rest of the combat.

### **Water Elemental**

A being made of pure water, these kinds of elementals are no more intelligent than a dog. They are territorial and will defend whatever body of water they have claimed as their own.

**HD:** 1

**Actions and Specials:** Slam (2d4) or Ice Shard (d6) from far away or distant. Takes double damage from fire.



### **Weeping Queen (Undead)**

A ruler over Demilons, (pg.4) Weeping Queens are vengeful females who ultimately want to share their sorrow with others no matter what it takes.

**HD:** 5

**Actions and Specials:** All Nearby foes make a WIS test or take (1d12) damage and lose next Action. May be done once per fight.

### **Zombie (Undead)**

The mindless minions of many necromancers, Zombies are sturdy but slow creatures.

**HD:** 2

**Actions and Specials:** Zombies can only move close range.

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