

The April Foolio of Fiends



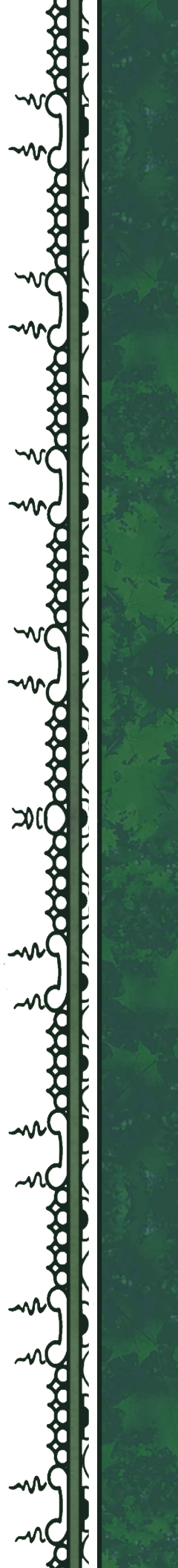
A GNOME STEW COLLECTION OF FOOLISH CREATURES



GNOME STEW

The Gaming Blog

<http://gnomestew.com>



The April Foolio of Fiends

Welcome to the April Foolio of Fiends, a collection of foolish critters created by the Gnome Stew authors. Inside, you'll find an array of wacky and weird monsters for a variety of game systems. Please feel free to use these monsters however suits your gaming needs. We may have gone a little overboard with the theme.

Our artists provided a wide variety of artwork to use for this project. Some are quick ten minute sketches while others are more finished pieces the artists had around and allowed us to use. We're grateful to their talent and the wild variety of monsters they gave us.

All proceeds from this PDF will go to Child's Play. Created in 2003, Child's Play is a game industry charity dedicated to improving the lives of children in a network of over 100 hospitals worldwide.



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Legal Information on use of D&D 5e, Fate, and PbtA are included in the back.

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5th Edition

(of a certain very popular RPG)

Anger Drake

Write-up by Chuck Lauer

Art by KC Preston

A semi-intelligent, distant relative to the couatl, the anger drake is native to similar ecology, but is much smaller and much, much cuter. Though not able to speak, anger drakes seem to understand the concepts of goodness and law well enough to follow them broadly.

Prone to flitting around humanoids playfully in order to gain their attention and affection, the anger drake makes a distinctive sound that has been described variously as “like a purr dipped in honey,” “a unicorn yawning after a nap” or “the most obnoxious thing I have ever heard. How can you stand that? Kill it. Kill it now.”

For whatever reason, characters and NPCs of neutral or evil alignment find the mere presence of an anger drake to be insufferable to the point of self-destruction, and will often go to extreme measures to just get rid of the things. While anger drakes understand physical aggression, they appear to be driven to find the good in even the most violent individuals, never attacking, even in self-defense, and only flying away when asked politely by a good character or when dropped to fewer than 20 hit points.



ANGER DRAKE

Small celestial, lawful good

Armor Class 19 (natural armor)

Hit Points 80

Speed 30 ft, fly 90 ft

STR 3 (-4), DEX 20 (+5), CON 17 (+3)

INT 6 (-2), WIS 20 (+5), CHA 20 (+5)

Saving Throws: CON +5, WIS +7, CHA +7

Damage Resistances: Radiant

Damage Immunities: Psychic, bludgeoning, piercing, and slashing from nonmagical attacks

Senses: truesight 120 ft., passive Perception 15

Languages: None

Challenge: 3

SPECIAL TRAITS

Innate Spellcasting: The anger drake's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring only verbal components (specifically, its distinctive cry).

At will: detect evil and good, detect magic

3/day: bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield

1/day: dream, greater restoration, scrying

Aura of Affection or Obnoxiousness: Each creature within 100 feet of the anger drake that can see or hear it must make a DC 15 Charisma saving throw each round or be affected by the Aura of Affection or Obnoxiousness.

Characters of a Good alignment find the creature adorable, and cannot make any attacks, direct or indirect, against it.

Characters of a Neutral or Evil alignment find the anger drake irritating beyond the point of reason, and can take no action other than attacking the creature until it is driven away or asked to leave.

Arthur

Write-up by Angela Murray

Art by Laura Sorenson

Arthur was once a normal, tiny faerie dragon hanging out in a wizard's tower. Then after some crazy hijinx involving some adventurers and a very drunk wizard, he ended up permanently enlarged into the size of a young elephant.

With the intelligence and temperment of an enthusiastic five year old child, Arthur has been the simultaneous delight and bane of many he has come across. While he generally doesn't mean harm, his size and his lack of self-control often leads to disaster. Like this one time at a wedding when he decided to try and steal the cake. He's still banned from that particular village.

"Hey! Hey! Watch what I can do with a whole wagon full of watermelons!!! This is gonna be awesome!"



ARTHUR

Large faerie-ish dragon, chaotic good-ish

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR 18 (+4), DEX 15 (+2), CON 14 (+2)

INT 9 (-1), WIS 7 (-2), CHA 16 (+3)

Saving Throws: Dex +5, Con +5, Wis +2, Cha +5

Skills: Deception +5, Perception +5, Stealth +5

Damage Immunities: psychic

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages: Common, Sylvan, Draconic

Challenge: 7 (2,900 XP)

SPECIAL TRAITS

Superior Invisibility: As a bonus action, Arthur can magically turn invisible until its concentration ends. Of course, Arthur can't concentrate on anything for long...

Magic Resistance: Arthur has advantage on saving throws against spells and other magical effects.

Innate Spellcasting: Arthur's innate spellcasting ability is Charisma (spell save DC 13). He can innately cast a number of spells, requiring no material components.

1/day each: dancing lights, mage hand, minor illusion

ACTIONS

Multiattack: Arthur makes three attacks: one with its bite and two with its claws.

Bite: Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Euphoria Breath: (Recharge 5-6) Arthur exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1-4. The target takes no action or bonus action and uses all of its movement to move in a random direction.

5-6. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.

Blameskull

Write-up by Chuck Lauer

Art by Harrison Bridges



Sometimes heroes emerge unscathed from combat, despite facing towering odds, grim and merciless foes, and their own terrible, terrible decisions. But the scales of fate have a way of rebalancing themselves, which more often than you'd think, turns out to be a blameskull.

When heroes make decisions that cross a certain cosmic threshold of stupidity—picking fights with dragons when out of spells, challenging gangs of hostile creatures with strange, metal tubes in their hands that smell like smoke, or throwing a punch at a god—they sometimes, against all odds and good sense, manage to walk away under their own power.

When that happens, a blameskull will sometimes weave itself from the patterns of fate and pop into existence near the characters. A blameskull appears as a tiny humanoid wearing a skull representing whatever creature the characters impossibly managed to survive. If there are multiple such creatures, the skull/mask represents an amalgam of all of them. The blameskull never attacks, but does everything it can to remain at the periphery of PCs' awareness, constantly hounding them with mocking descriptions of how truly, epically boneheaded their behavior was.

The blameskull is quick and remarkably difficult to hold down or defeat, fighting to the death (or rather, to being dissolved back into the constantly-shifting weft of destiny it emerged from), but until the PCs manage to defeat or drive away the blameskull, they find themselves hounded with bad luck.

BLAME SKULL

Tiny construct, Lawful Neutral

Armor Class 19

Hit Points 22

Speed 50 ft.

STR: 1 (-5), DEX 28 (+9), CON 10 (+0)
INT 13 (+1), WIS 14 (+2), CHA 11 (+0)

Damage Immunities: lightning, poison

Damage Resistances: acid, cold, fire, necrotic, thunder, bludgeoning, piercing, and slashing from nonmagical attacks.

Condition Immunities: exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses: darkvision 120 ft.,

passive Perception: 12

Languages: Common, Modron, Celestial

Challenge: 2

SPECIAL TRAITS

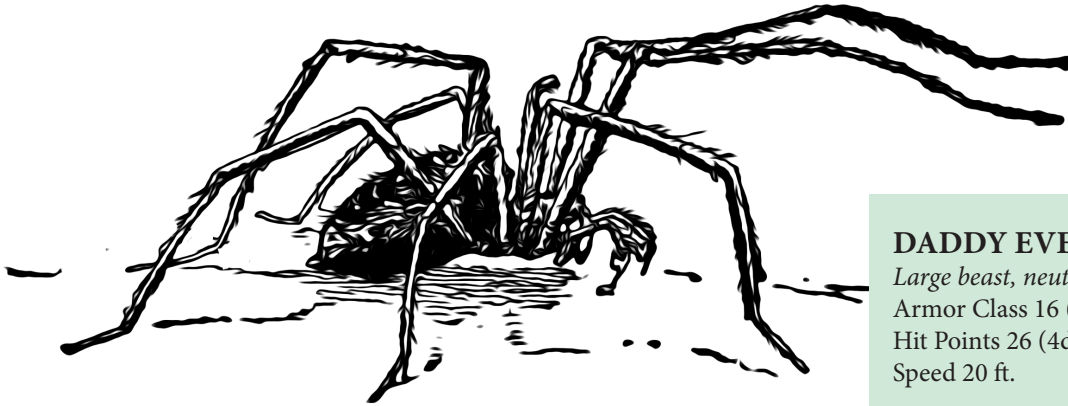
Bad Luck: While within 100 feet of the blameskull, characters must make a DC 13 Wisdom saving throw at the beginning of each round, or suffer disadvantage on all attack, ability check, and saving rolls. This roll must be repeated at the beginning of each round the character begins within 100 feet of the blameskull.

Ephemeral: Though the blameskull appears solid, it is actually an incorporeal creature, and cannot wear or carry anything other than its symbolic skull.

Incorporeal Movement: The blameskull can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Daddy Even Longer Legs

Write-up by Matthew Neagley
Art by Stock Art



DADDY EVEN LONGER LEGS

Large beast, neutral evil

Armor Class 16 (armor)

Hit Points 26 (4d10 +4)

Speed 20 ft.

STR 14 (+2), DEX 16 (+3), CON 12 (+1)

INT 2 (-4), WIS 11 (+0), CHA 4 (-3)

Skills: Intimidation +1 Stealth +7

Senses: blindsight 20ft., Darkvision 60ft., passive perception 10

Languages: none

Challenge: 2 (450)

SPECIAL TRAITS

Spider Climb: The daddy even longer legs can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Jump Scare: When the daddy even longer legs attacks without being detected he gets a bonus action on that round.

Immortal Predator: When the daddy even longer legs is killed, he automatically rises again when it's thematically appropriate and continues to hunt. (It's actually a union stunt double, but don't tell anyone). This can be prevented by a suitably difficult, if nonsensical condition, such as say... throwing the body in a lake.

ACTIONS

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Sometimes monsters get fed up. Sick of being the laughing-stock of the giant spider world, the daddy even longer legs has taken decisive action. No more will the other monsters and the PCs laugh at this "harmless" spider.

It's all about the gear: Suiting up with a threatening hockey mask, the daddy even longer legs knows he can strike fear into the hearts of his hapless victims. His fangs have been upgraded too! Dipping them in foul tasting toxin was neither pleasant nor safe, but his bite is now to be feared.

Ch ch ch ah ah ah: It's not so much about killing your prey, though the daddy even longer legs does appreciate three squares on the regular, but more about terrorizing them. The daddy even longer legs likes to stalk his prey, and spook them with jump scares before sinking his new improved fangs into their soft flesh.

Sequel after sequel: Even when his prey escapes, or embarrassingly, defeats him, the daddy even longer legs isn't down for the count. He keeps coming and coming and coming, showing up a session or two later while they're stumbling drunk to the outhouse, or standing over their bedroll, or even tirelessly stalking them for years (he's really not all that fast).

Demon, Fetch

Write-up by Chuck Lauer
Art by Kianna Cox

DEMON, FETCH

Medium fiend (demon), chaotic evil

Armor Class 11 (tailored armor, couture, of course)

Hit Points 18

Speed 20 feet in heels.

STR 11 (+0), DEX 11 (+0), CON 12 (+1)
INT 10 (+0), WIS 8 (-1), CHA 16 (+3)

Damage Resistances: cold, fire, lightning

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darvision 60 ft., passive Perception 9

Languages: Common, Abyssal, telepathy 60 ft. (works only with creatures that understand abyssal or common).

Challenge: ¼

SPECIAL TRAITS

Perm Cloud: Unfortunately, fetches are always summoned immediately after getting a perm. A 10-foot radius of thick, cloying chemical miasma extends out from the fetch. This cloud spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Drenching the fetch's head in vinegar or mayonnaise will get rid of the perm cloud, and really, really tick the fetch off. But hey, you've finally found a use for that magical jug of mayo you've had sitting around.

ACTIONS

Mutliattack: The fetch makes two attacks: one with each of its claws.

Innate Spellcasting (at will): Vicious Mockery (spell save DC 13).

As any good student of the Realms Below can tell you, half of summoning a fiend is not looking like you want it too badly. Unfortunately, every once in a while, a would-be demonologist tries to summon a dretch, and finds themselves unable to just, like...play it cool for ten seconds, okay?

In such cases, instead of a demon appearing under their nominal control, the wizard or warlock finds themselves face-to-face with a sarcastic, angry demon bearing a flawless manicure and an insatiable desire to destroy her summoner, usually by dragging them into the summoning circle, screaming something nonsensical about "not even going here" and asking "why are you so obsessed with me?"

Ultimately, the only way a demonologist with zero chill can be certain to avoid this fate is to just stop trying to make dretch happen. It's not going to happen.



Flouncy Fluff Fluff (aka Hooza Good Boy)

Write-up by Matthew Neagley
Art by KC Preston

Goofy Giant: The flouncy fluff fluff is a playful, rollicking, bouncy beast. Its comical capering can sometimes belie its dangerous predator's nature. Though often friendly and merely mischievous, they think nothing of slurping down a playmate when hunger strikes.

Snowy Stalker: Despite their large size, the flouncy fluff fluff's flowing white fur is perfect camouflage to blend in with their preferred snowy habitat. A fawn colored variant also exists which is at home in the desert.

Dangerous Deceiver: Despite their limited brain power they can also call forth a number of magical effects to further disguise themselves and muddle the mind of potential prey. They can call down magical darkness, turn themselves invisible, and even charm others.

Valuable Prey: For all the dangers of the flouncy fluff fluff, their luxurious pelts are amazing insulators and silky smooth, making them a highly valued commodity for those willing to hunt the beasts. For some warriors, slaying a fluff fluff is a rite of passage and their first big trophy.

Occasional Allies: Though it is rare, one of these creatures captured young and kept well fed can be raised into a tense ally, though they are never completely domesticated.



FLOUNCY FLUFF FLUFF

Large monstrosity, neutral evil
Armor Class 13 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 50 ft.

STR 18 (+4), DEX 13 (+1), CON 14 (+2)
INT 7 (-2), WIS 12 (+1), CHA 15 (+2)

Skills: Deception +8, Perception +7,
Stealth +7

Damage Immunities: cold or heat

Senses: passive Perception 17

Languages: Common, Giant

Challenge: 7 (2900 XP)

SPECIAL TRAITS

Innate Spellcasting: The flouncy fluff fluff's innate spellcasting ability is Charisma (spell save DC 13). They can innately cast the following spells, requiring no material components:

At will: darkness, invisibility

1/day each: charm person, sleep

Keen Hearing and Smell: The flouncy fluff fluff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Camouflage: The fluff fluff has advantage on Dexterity (Stealth) checks made to hide in its preferred terrain.

ACTIONS

Multiattack: The fluff fluff makes two attacks, either with its claws or its bite.

Claw: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Bite: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Cold/Sand Breath: (Recharge 5–6)
The flouncy fluff fluff exhales a blast of freezing wind/burning sand in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold/fire damage on a failed save, or half as much damage on a successful one.

Glare Cat

Write-up by Angela Murray
Art by Stock Art



GLARE CAT

Medium fey, neutral good

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR 12 (+1), DEX 17 (+3), CON 12 (+1)

INT 10 (+0), WIS 13 (+1), CHA 11 (+0)

Skills: Perception +3, Stealth +5

Senses: passive Perception 13

Languages: Glare cat understands Sylvan but can't speak it

Challenge: 1/4 (50 XP)

SPECIAL TRAITS

Keen Hearing and Smell: The cat has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Fits and Sits: If a container is placed nearby the cat, they have to overcome a DC 12 wisdom save to avoid immediately sitting in the container.

ACTIONS

Bite: Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Teleport: (Recharge 4-6) The cat magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the cat can make one bite attack.

Similar to the blink dog, though much more rare, the glare cat is a fey creature that shares many similarities with a normal house cat. Unlike blink dogs and regular dogs, though, glare cats have no desire to happily please the mortals they interact with. Instead, they've mastered aloofness and a detached annoyance that somehow seems to get mortals to do what they want anyway.

Intelligent and capable of understanding language, the glare cat often acts like it doesn't understand. They also seem to enjoy getting underfoot and then teleporting away after having tripped the current target of their affection.

They do have an overwhelming desire to sit in anything box-like, though. Place a small container somewhere nearby and they will definitely have to sit within to see if they fit.

"Wait, what's that cat thing doing... Oh gods, what's it doing in my helmet?"

Hermit Mermaid

Write-up by Chris Sniezak

Art by Toast

HERMIT MERMAID

Medium humanoid, neutral

Armor Class 13

Hit Points 28 (8d8 - 8)

Speed 0 ft., Swim. 15 ft

STR 10 (+0), DEX 12 (+1), CON 9 (-1)

INT 15 (+2), WIS 14 (+2), CHA 16 (+3)

Senses: Darkvision 120ft.,
passive perception 12

Languages: common, primordial

Challenge: 3 (450)

SPECIAL TRAITS

Plug and Play: When the hermit mermaid has a dead body it can take a minute to enter that dead body and gain the following:

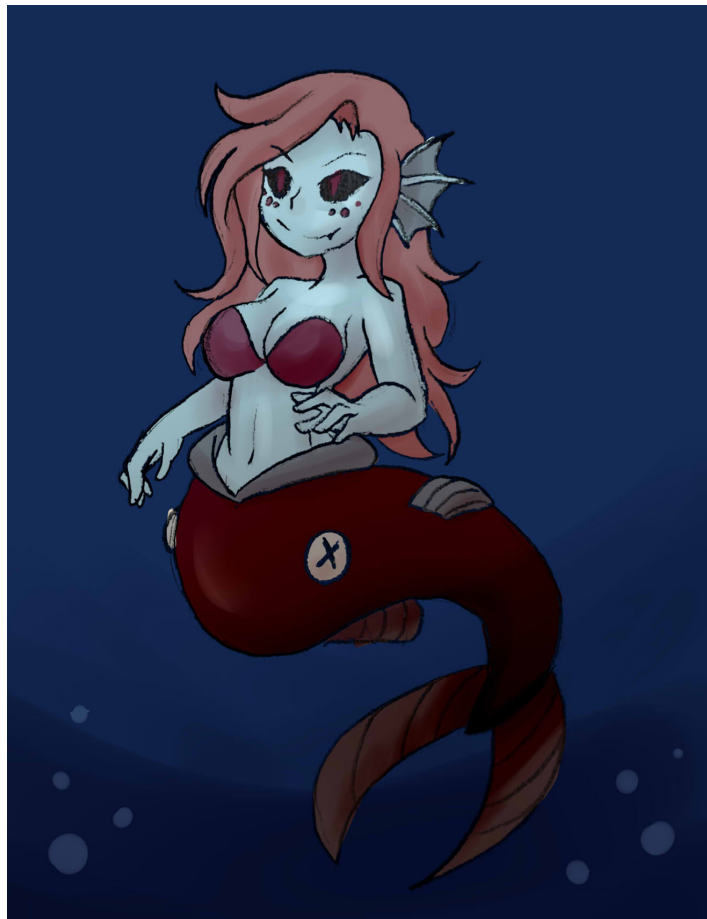
- The higher of the AC, movement, Str, Dex, and Con.
- Any Physical special abilities of the body that make sense for it having been took over. Of course anything to do with the mouth or the brain is just out since the creature is dead and the hermit mermaid inhabits the mouth.
- Add the former creatures maximum HP to the hermit mermaid's total HP. When taking damage the HP gained from the creature are the first lost.
- Add any attacks that make sense.

If the hermit mermaid leaves the body it loses all of the benefits.

ACTIONS

Punch: Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 2 (1d4) bludgeoning.

Shocking Neromass: Melee Attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (6d6) lightning damage and the target must make a DC 13 constitution saving throw or be stunned until the end of the hermit mermaid's next turn. The hermit mermaid can only use this attack when they're not utilizing a dead body.



The hermit mermaid is a mer-creature that finds living creatures that are large enough to kill and then occupy by using their bodies as a propulsion engine within the water. They most commonly utilize fish as their tails, because they are excellent propulsion and the mouths are often easy to slide into. Because of this, they are regularly mistaken for your coral variety merfolk. Though, the dead fish eyes on their bodies are often a dead giveaway to their true nature.

When they're not attached to a creature their lower bodies are a mass of nerve endings that probe and writhe in the water. The bioelectric currents they send out are what they use to kill their prey before sliding inside the carcass and taking it over. When in a body they are carnivores and will eat any fresh meat they come across and have a special fondness for humanoids.

Once in a body they exist within it until they grow out of it. The hermit mermaids never stop growing as long

as they keep finding larger and larger bodies to exist within. There's even a rumor of a hermit mermaid who inhabits a kraken's body.

A hermit mermaid's stats depend a lot on what it's lower body is. You'll be choosing between sets of numbers to make this monster fit the flavor you decide for your hermit mermaid.

Knightbird

Write-up by Chuck Lauer

Art by Angel Kearsse

KNIGHTBIRD

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 50

Speed 15 feet (special)

STR 20 (+5), DEX 11 (+0), CON 13 (+1)

INT 1 (-5), WIS 3 (-4), CHA 1 (-5)

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 feet (blind beyond this radius), passive perception 6

Languages: none

Challenge: 1

SPECIAL TRAITS

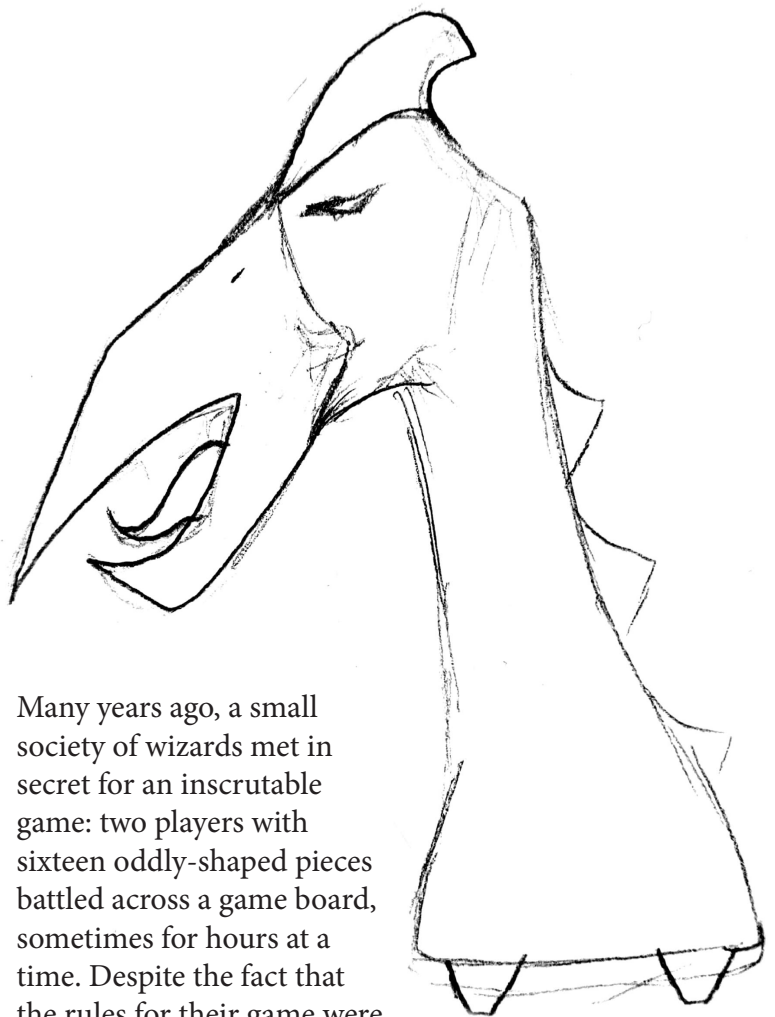
Restricted Movement: Each round, the knightbird is only capable of moving in the following pattern: 10 feet (non-diagonal) in one direction, followed by 5 feet diagonally away from their original location. The knightbird must perform this exact movement in its entirety, though the initial direction (non-diagonal) can change between rounds.

Antimagic Susceptibility: the knightbird is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the knightbird must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

ACTIONS

Multitattack: On its turn, the knightbird can make an attack against every creature within ten feet on a non-diagonal square, or on a diagonal square at 15 feet (matching its movement pattern). This attack is: +4 to hit, dealing 10 (2d6+4) bludgeoning damage.

Note: Just in case it's not super obvious, the movement pattern is like a gigantic chess knight with five-foot squares replacing the squares on a chess board.



Many years ago, a small society of wizards met in secret for an inscrutable game: two players with sixteen oddly-shaped pieces battled across a game board, sometimes for hours at a time. Despite the fact that the rules for their game were relatively simple, the combination of different capabilities for each type of piece resulted in thousands of potential strategies and counter-strategies. Many wizards lost themselves in a maze of competition and jargon, destroying themselves spectacularly for pieces of stone and ivory. Others simply lost interest.

As these wizards flamed out or slowly drifted away from their favored game, they left behind troves of hidden knowledge, watched over by fearsome but limited constructs. Once activated, these enormous guardians, called knightbirds, begin hovering above the ground and patrolling their threatened area. Though the knightbirds do not move independently, if a character moves into one of their threatened areas, or if a knightbird moves so that a character is within this area, the usually-immobile statue will rise up and smash its victims beneath its base with surprising speed.

Though these constructs are devastatingly powerful in their own way, they have severely limited movement. Those who do not understand their secrets risk becoming nothing more than a wet smear on the ground, but those who know or can divine a knightbird's maneuvers are usually able to bypass them without any trouble.

Little Bunny Tooth Tooth

Write-up by Matthew Neagley

Art by Crystal Neagley

Little Bunny Tooth Tooth
hopping through the forest,
scooping up the field mice
and knocking out their teeth.

Down came the Good Fairy and said:
“Little Bunny Tooth Tooth,
I don’t want to see you
scooping up the field mice
and knocking out their teeth.
I’m going to give you a chance to change,
and if you don’t, I’m going to feature you in
a book of silly monsters.”

But the very next day...

Little Bunny Tooth Tooth
hopping through the village,
Visiting the children
and knocking out their teeth.

Down came the Good Fairy and said:
“Little Bunny Tooth Tooth,
I don’t want to see you
bothering the children
by knocking out their teeth.
I gave you a chance to change,
and now I’m going to feature you in a book
of silly monsters.”

But that very night...

Little Bunny Tooth Tooth
skulking through the forest
found a little cottage
And stole some pearly teeth.
Then out came the Good Fairy and said:
“Little Bunny Toof Toof,
I don’t like you attitude.
You’re such a little cretin,
Give me back my teef!”
And then she put him in a book of silly monsters.

LITTLE BUNNY TOOTH TOOTH

Tiny fiend, chaotic evil

Armor Class 13

Hit Points 23 (8d4 + 3)

Speed 40 ft.

STR 15 (+2), DEX 17 (+3), CON 13 (+1)

INT 11 (+0), WIS 12 (+1) CHA 14 (+2)

Skills: Deception +4, Stealth +5

Senses: passive Perception 11

Languages: Infernal, Sylvan, Common

Challenge: 1 (200)

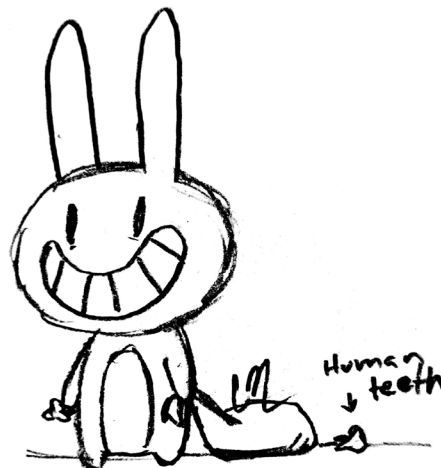
SPECIAL TRAITS

That Rabbit’s Dynamite: Whenever Little Bunny Tooth Tooth’s final attack roll is 3 higher than it needs to be to hit a target, the target must make a DEX or CON save, DC 13 or Little Bunny Tooth Tooth rips out 1d4 of their teeth. If the target has a full helm or other such protection, Little Bunny Tooth Tooth must score a critical hit to rip out teeth. (Humans have 32 teeth. Dogs have 42, Horses have 40. Warning! Do not Google pictures of horse teeth unless you have a paper due soon and want to be unable to sleep.)

Dentamancy: Little Bunny Tooth Tooth starts each encounter with 1d8 teeth in his bag of teeth and gathers more with his That Rabbit’s Dynamite ability. He can expend up to one tooth a round (he holds it up and it rots away) as a bonus action to gain a hero point.

ACTIONS

Bag Swing/Rabbit Punch Melee Weapon: Attack +5 to hit, reach 5 ft. one target. Hit: 10 (3d4 +3) Bludgeoning damage. This attack may trigger Little Bunny Tooth Tooth’s That Rabbit’s Dynamite ability.



Mapless Fury

Write-up by Camdon Wright

Art by Toast

MAPLESS FURY

Medium Undead, Chaotic Neutral

Armor Class 11

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR 11 (+0), DEX 12 (+1), CON 12 (+1)

INT 19 (+4), WIS 17 (+3), CHA 17 (+3)

Saving Throws: INT +7, WIS +6, CHA +6

Skills: Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses: Darkvision 120 ft.,

Passive Perception 16

Challenge: 1

SPECIAL TRAITS

Always Helpful: All Persuasion checks are made with advantage.

ACTIONS

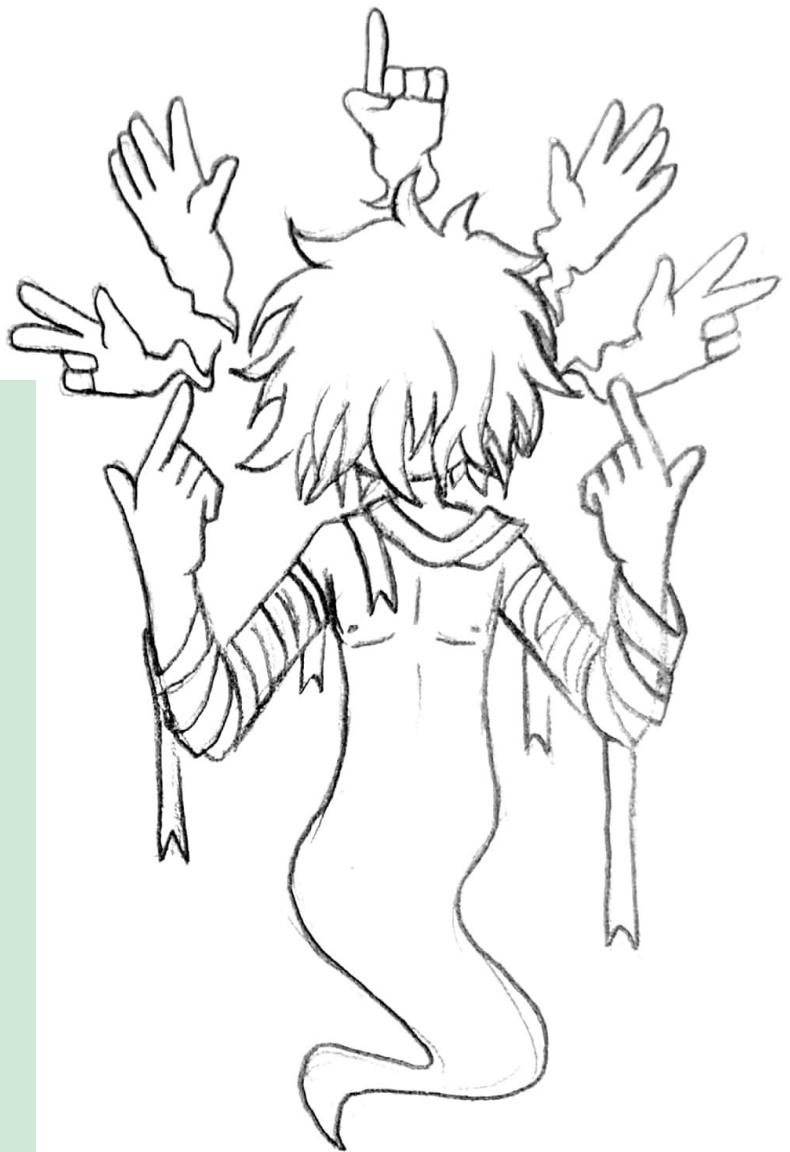
Dominant Travel: The mapless fury chooses one creature that can understand spoken language, and begins to give them directions. The target must make a DC 16 Wisdom saving throw.

On a failed save, the creature will follow whatever directions the mapless fury has given them for one hour. The affected creature will not follow any directions that would cause direct harm to themselves or their party like walking off of a cliff.

The affected creature makes a DC 15 Wisdom saving throw at the end of the hour. Failed save: The creature continues on following directions given for 24 hours. All spell effects dissipate at the end of that 24 hours.

After a successful save, the creature is no longer controlled, but is confused for 15 minutes about how they got where they are.

Disorienting Touch: Will only attack when defending itself as it is only trying to be helpful. Attack +3 to hit, 11 (2d8+3) psychic damage.



In a world full of monsters, traps, portals to unknown dimensions, and inns full of quest giving magicians sometimes you get a little turned around. Only the most foul of creature would take advantage of these moments of assistance to send you in the wrong direction. The mapless fury has no mercy when it comes to disrupting your travel plans.

Seeming able to point in all directions at once, a mapless fury will do its best to send you in the opposite direction of your intended goal. If you return to ask for clarification it will send you in an equally wrong but brand new path claiming to have forgotten to tell you about a crucial turn. Mapless furies seem very friendly and helpful.

NautoBIGoblin

Write-up by Matthew Neagley

Art by Julian Lord

NAUTOBIGOBLIN

Huge giant, chaotic evil

Armor Class 13 (rusty odds and ends and sailcloth)

Hit Points 230 (20d12 + 100)

Speed 50 ft., swim 50 ft.

STR 29 (+9), DEX 14 (+2), CON 20 (+5)

INT 8 (-1), WIS 18 (+4), CHA 18 (+4)

Saving Throws: Str +14, Con +10, Wis +9, Cha +9

Skills: Athletics +14, Perception +9

Senses: passive Perception 19

Languages: Common, Goblin

Challenge: 12 (8,400 XP)

SPECIAL TRAITS

Amphibious: The nautoBIGoblin can breathe air and water.

Improvised Weapons: NautoBIGoblins attack with anything of appropriate size they can lay their hands on. Tree trunks, small ships, pier pylons, etc... These usually do bludgeoning damage, but type changes as appropriate.

ACTIONS

Multiattack: The nautoBIGoblin makes two Improvised Weapon attacks.

Improvised Weapon Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) (usually bludgeoning) damage.

Rock. Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.



Somewhere deep under the ocean is the lair of the dark mage Nefarious, your stereotypical mad wizard. Twisting the laws of nature in strange magic experiments, he has crafted a sad pathetic subrace of goblin servitors. He has also created the EmBIGinator! a strange magic artifact. We'll blame this one on... elemental radiation.

Since goblins aren't very bright, they keep stumbling into the aura of the EmBIGinator! And since they are also completely and utterly expendable, Nefarious quickly has these hapless souls ejected out the nearest portal to the deep ocean before their rapid expansion compromises one of his delicate undersea spires. These poor bumbly creatures grow dozens of feet tall in a short span. To add insult to injury, this growth is frequently in distorted uneven proportions creating gangly awkward creatures. When these victims of mad wizardry stumble ashore they wreak havoc on the local villages and ship-ping lanes. They're probably not bad giant misshapen genetic monstrosities per se, but they're generally confused, very hungry, have no concept of life outside of being a minion in an undersea spire, and fanatically loyal to Nefarious, who the rest of the world generally agree is a very bad man™, although the world also grudgingly admits he has a chin like a block of chiseled granite, so he's not all bad.

Nibblesprite

Write-up by Matthew Neagley

Art by Andrew Allen

The nibblesprite is a particularly strange fey creature that haunts human habitations. These nervous creatures have a squirrel-like appearance and dress themselves in stolen doll clothing and scraps of cloth. They are often decorated with masks and armor bits crafted from broken dolls and toys. Though wild and frequently violent, these creatures are cautious around humans unless provoked and keep to themselves if not harassed. They will often become protective of local children and animals that do not bother them. Nibblesprites that are harassed or threatened will flee at the earliest opportunity, but if pressed can defend themselves with needles, small knives and their tail bite, which can often carry a variety of diseases. They also have some innate magical and spellcasting abilities. Angering these creatures is a foolish idea as they will call on other nearby nibblesprites, animals, and even some humans and attempt to drive away those who irritate them with traps, ambushes and pranks, often with humiliating or even deadly results.

Nibblesprites are usually solitary or live in small groups but large buildings can house much larger colonies especially if they see little human activity. These larger groups can be mistaken for hauntings or other odd phenomena.



NIBBLESprite

Tiny Fey, neutral

Armor Class 13

Hit Points 13 (4d4+3)

Speed 20 ft.

STR 6 (-2), DEX 17 (+3), CON 13 (+1)
INT 11 (+0), WIS 12 (+1), CHA 14 (+2)

Skills: Perception +3 Stealth +5

Senses: darkvision 60 ft, Passive perception 13

Languages: Common, Elvish, Sylvan

Challenge: 1 (200xp)

SPECIAL TRAITS

Innate Spellcasting: The nibblesprite's innate spellcasting ability is Charisma (spell save DC 12) It can innately cast the following spells, requiring no material components:

At will: dancing lights, minor illusion

Speak with Beasts and Children: The nibblesprite can communicate with beasts and children as if they shared a language.

Invisibility: The nibblesprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the Nibblesprite wears or carries is invisible with it.

ACTIONS

Needle Sword: Melee Weapon Attack +3 to hit, reach 5ft, one creature Hit: 3 (1d4+1) piercing damage

Tail Bite: Melee Weapon Attack +3 to hit, reach 5ft, one creature. Hit: 2(1d3+1) piercing damage, DC 11 CON save or become infected with a disease.

Stonehaunt

Write-up by Matthew Neagley

Art by Riley Lucero

Not Quite Undead, Not Quite an Elemental:

Stonehaunts are created when a creature dies near a special type of magic resonating gem. As their spirit leaves the creature's body it is drawn into the gem and trapped. Over an extended period, the spirit and the magic of the gem form a new body out of the surrounding stone which is then animated. However, the long wait has a tendency to drive most creatures mad. As a result most stonehaunts act erratically. Some are terrified of other beings after their long isolation. Others lash out violently at anything that crosses their path. Intelligent creatures that become stonehaunts are often confused and dangerous.

Stone and Spirit: Stonehaunts' new bodies are made of stone, so they are harder to damage than their original counterpart. They are also suffused with a magical psychic energy holding them together. This energy bolsters their attacks and explodes outward from their form when killed.

A Valuable commodity: The gems that create stonehaunts are valuable both for their material and because for those in the know, they represent a path to immortality (even if it risks madness).

Individual creatures: Stonehaunts are individuals. As such they are a template. The stats below use a panther as the base creature.

STONEHAUNT TEMPLATE:

Type: Changes to Monstrosity.

Alignment: may change to unaligned at GMs discretion.

AC: Natural armor AC increases by 4, but can be further enhanced by armor if the original creature used armor.

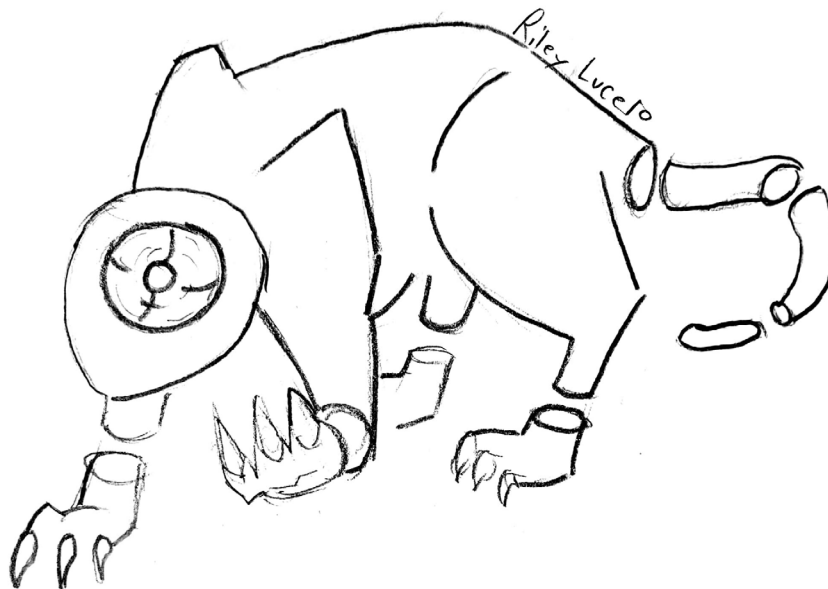
Speed: Swim and Fly movement types are lost.

Senses: All senses are lost and replaced with Tremorsense 60 ft.

CR: increases by 1 (to 1 if original creature had a fractional CR)

Traits: Gains the trait Unstable Spirit (see stat block with following modification: DC 10+proficiency Dex save for half damage.)

Actions: Add +1d6 psychic damage to any natural attacks



STONEHAUNT

Medium monstrosity, unaligned

Armor Class 16

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

STR 14 (+2), DEX 15 (+2), CON 10 (+0)

INT 3 (-4), WIS 14 (+2), CHA 7 (-2)

Skills: Perception +4, Stealth +6

Senses: Tremorsense 60 ft. passive Perception 14,

Challenge: 1 (200 XP)

SPECIAL TRAITS

Pounce: If the stonehaunt moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, it can make one bite attack against it as a bonus action.

Unstable Spirit: on death, the stonehaunt's gem cracks and their body explodes in fragments of stone and waves of psychic energy. 1d6 physical damage, 2d6 psychic damage in a 20 ft. radius. DC 10 Dex save for half damage.

ACTIONS

Bite: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing +1d6 psychic damage.

Claw: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing +1d6 psychic damage.

Storm Stag

Write-up by Matthew Neagley

Art by KC Preston

Bad Skies: The presence of a storm stag attracts powerful storms and lightning they wield from the skies. The dangerous weather loosens the rocks and dirt of their mountain homes, and causes mudslides and lighting fires. Storm stags mimic human voices to draw the unwary into this dangerous terrain before they attack.

Beauty Thief: Young storm stags are a featureless brown. As they age they wring color from the environment, leaving objects around them faded and their plumage a riot of shifting stolen color.

Ignominious Drunkards: Storm stags often visit fruit groves and gorge themselves on fermented fruit. Once drunk they are clumsy flyers.



STORM STAG

Large Monstrosity, Chaotic Evil

Armor Class 11

Hit Points 36 (6d10 +3)

Speed 40 ft., fly 60 ft.

STR 17 (+3), DEX 13 (+1), CON 13 (+1)
INT 3 (-4), WIS 12 (+1), CHA 12 (+1)

Skills: Deception +5 Perception +5

Languages: none

Challenge: 2(450 xp)

SPECIAL TRAITS

Keen Sight: The storm stag has advantage on Wisdom (Perception) checks that rely on sight.

Weather Manipulation: The presence of a storm stag quickly summons storms, though this can be countered with magic.

ACTIONS

Multiattack: The storm stag makes two attacks, one gore one kick.

Gore: Melee Weapon Attack: +5 to hit, reach 5 ft. one target. Hit: 14 (2d10 + 3) piercing damage.

Kick: Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 14 (3d6 +3) bludgeoning damage.

Lightning Strike: (Recharge 5-6) In stormy weather the storm stag can call lightning from the sky striking everything in a 10 ft. radius. Each creature in the area must make a DC 13 DEX save, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Steal Color: A storm stag will try to steal color from any exceptionally colorful items they encounter. A DC 13 DEX save can avoid this effect.

Yearnling

Write-up by Matthew Neagley

Art by Crystal Neagley

A Big Pile of Pink Slime: Yearnlings are large mounds of transparent pink goop, though they can also compress themselves to squeeze through tight gaps in pursuit of quarry.

Strangely Stalkery: Yearnlings begin courtship by following targets at a distance of 60 ft or more. If approached they will often twist away in a bashful manner. Over time they will creep closer, though they will sometimes dash away again if sudden interest is paid to them.

Diamonds are a Yearnling's Best Friend: During the next step of courtship, yearnlings will occasionally approach their person of interest and leave a small gift. These are most often rocks, which can stand the yearnling's acid touch.

Big Cuddly Lump: The eventual endgame of a yearnling's attention is a vigorous bout of cuddling. One that will likely be fatal. On the rare case that their paramour is acid proof, this may lead to a long term relationship.

Baneful Bacchanalia: As a yearnling takes damage, it will split into smaller copies of itself, all of which are just as desperate for a snuggle. They will quickly dogpile the target of their affection and squeeze and squish them.



YEARNLING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR 16 (+3), DEX 5 (–3), CON 16 (+3)

INT 1 (–5), WIS 6 (–2), CHA 1 (–5)

Damage Immunities: acid, cold, lightning, slashing

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages: none

Challenge: 4 (1,100 XP)

SPECIAL TRAITS

Amorphous: The yearnling can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form: A creature that touches the yearnling or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the yearnling corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the yearnling is destroyed after dealing damage.

The yearnling can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb: The yearnling can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Cold Shower, Firey Passion: Hitting a yearnling with cold damage make them less affectionate. They get disadvantage to all their actions till the start of the caster's next turn. Fire damage instead excites them, granting them advantage until the start of the caster's next turn.

ACTIONS

Pseudopod: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split: When a yearnling that is Medium or larger is subjected to slashing damage, it splits into two new yearnlings if it has at least 10 hit points. Each new pudding has hit points equal to half the original yearnling's, rounded down. New yearnlings are one size smaller than the original yearnling.



Fate

Cock-Eye-Thrice

Write-up by J.T. Evans

Art by Susan Krause



COCK-EYE-THRICE

High Concept: Rooster of Petrification

Trouble: Love Is Hard

Other Aspects: Gaze of Stone, Amorous Attitude, Annoying Voice

Scale: Good (+3)

Skills:

Good (+3): Empathy, Rapport

Fair (+2): Athletics, Fight

Average (+1): Deceive, Notice

Stunts:

Eye See You: Once per scene, the cock-eye-thrice can blink its central body-eye three times at a target to give the target a lasting aspect of Petrified.

You Hear Me: Once per scene, the cock-eye-thrice can crow three times. Anyone hearing the crow all three times receives the situational aspect of Annoyed at the cock-eye-thrice. (Note: This is the cock-eye-thrice's attempt to attract a mate, but it only drives nearby creatures to be upset with the cock-eye-thrice.)

Physical Stress: ○ ○

Mental Stress: ○ ○

Size: Slightly larger than a large rooster (2' tall)

The cock-eye-thrice is a large bird with brilliant plumage ranging from bright reds down to rustic oranges and all bands of color in-between. At a distance it might be mistaken for a typical rooster, but as a person gets closer, the extraordinary size of the bird becomes apparent. The cock-eye-thrice has a third eye in the center of its chest, but keeps it cleverly hidden beneath its plumage until it is ready to woo a nearby hen-eye-thrice. Unfortunately, cock-eye-thrices aren't very bright (nor do they have good eyesight) and will expose its third eye and flutter its eyelashes at any moving creature nearby. The intended effect is to capture the attention of a female partner, but all the cock-eye-thrice actually succeeds in doing is turning anyone nearby to stone.

In addition to fluttering the eyelashes on its third eye at anyone nearby, it will (seemingly at random) let loose with its warbling love cry in an attempt to locate and attract nearby hen-eye-thrices. Sadly for the cock-eye-thrice, this never works and only results in riling up nearby people who will subsequently attempt to murder the cock-eye-thrice.

It's surprising this species of bird isn't extinct yet.

Fire Diamond

Write-up by J.T. Evans

Art by Toast

Fire diamonds disguise themselves as jets of flame from exploding pockets of swamp gas. Many wary adventurers will avoid these flames and gas pockets for fear of being burned or gagging to death on the noxious fumes.

However, more experienced travelers of the swamps will recognize the bright glimmer of diamond peeking out from within the flames, and they will attempt to extinguish the flames around the diamonds in order to collect the valuable gems.

Fire diamonds aren't sentient, but do not like to be bothered. They will flare up and attempt to char anyone or anything getting too close to them. The flares of fire diamonds tend to attract nearby fire diamonds. This can become a financial windfall for powerful explorers, but weaker adventurers often find themselves facing overwhelming numbers and certain doom.

The most successful harvester of fire diamonds is a sweet young woman named Lucy for which the bardic tale, "Lucy in the swamp with fire diamonds" was penned by the famous bard Jaughn Leanin.

FIRE DIAMOND

High Concept: Flaming Gemstone

Trouble: I'm Worth Lots of Gold

Other Aspects: Flame Body, Naturally Beautiful, Isolationist Tendencies

Scale: Good (+3)

Skills:

Good (+3): Physique, Shoot

Fair (+2): Athletics, Fight

Average (+1): Notice, Provoke

Stunts:

Flare Up: When annoyed, attacked, or aggravated, a fire diamond can shoot at each individual in the current zone with its Shoot at a +2 bonus. Each individual that takes damage from this gains the On Fire aspect.

Physical Stress: ○ ○ ○ ○

Mental Stress: ○ ○

Size: The diamond's body is roughly the size of an acorn, but the surrounding flames tend to reach out two feet in diameter around the body.



Flame Drook

Write-up by J.T. Evans

Art by Ariel Bartlett

Flame drooks are cute, spotted creatures that hop around forest clearings on oversized back legs and gather ashes with stunted front arms. Small puffs of flame jet forth from their mouths that singe and burn small bits of vegetation that they consume with small eeps of satisfaction.

If threatened, or even sometimes just approached, flame drooks will huff out jets of fire and smoke to scare off larger predators. If the encroachment continues, flame drooks will leverage their large hind legs and leap at the faces of those nearby. When they bite with their razor-sharp teeth, they jet forth small bursts of flame to set their targets on fire.

Most people think that the flame drooks most frightening aspect is their flame, but in truth their ability to leap great distances at the necks of opponents causes many a hardy knight to run away in terror.

FLAME DROOK

High Concept: Flame-broiling Dragon with a Chihuahua Complex

Trouble: Thinks It Is Bigger Than It Really Is

Other Aspects: Too Cute to be Dangerous, Razor Spine, Big Leap

Scale: Great (+4)

Skills:

Great (+4): Deceive, Stealth

Good (+3): Notice, Will

Fair (+2): Athletics, Fight

Average (+1): Empathy, Rapport

Stunts:

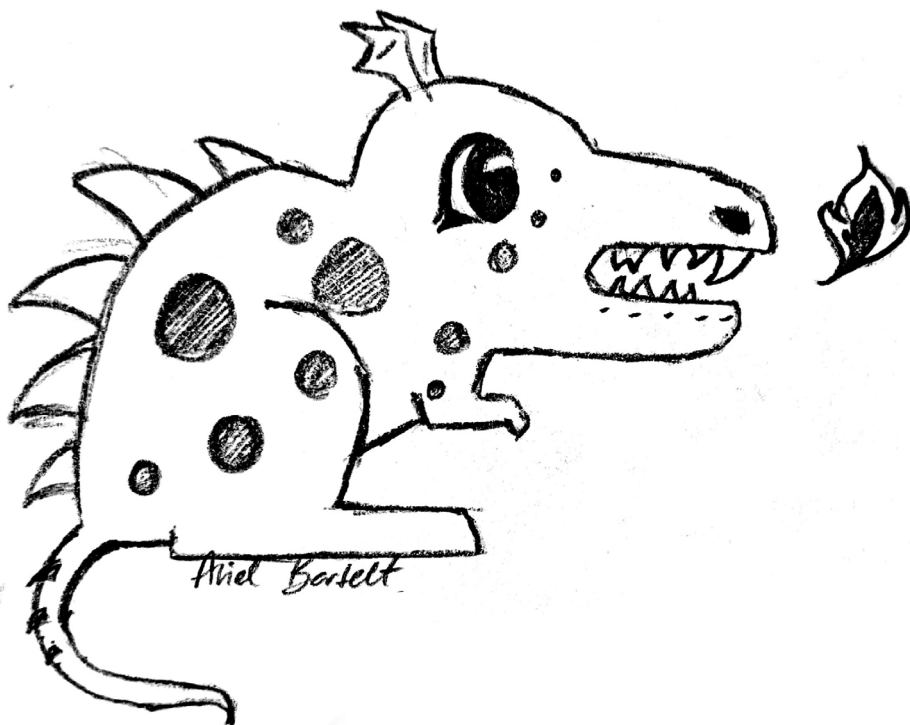
Broiling Breath: On a successful attack with the Fight skill, places On Fire lasting aspect on the target with one free invoke.

Mighty Leap: Once per scene, the flame drook may move one zone, attack with Fight, and then move one additional zone.

Physical Stress: ○ ○

Mental Stress: ○ ○ ○ ○

Size: A wee bit larger than a baby bunny rabbit.



Grumbleface (Chitterface)

Write-up by Jared Rascher
Art by Toast



The Grumbleface/Chitterface is a fey that has attached itself to mortal rituals surrounding coffee. As with most faeries, the mortal behavior being mimicked is, slightly, exaggerated.

In the morning, it begins in its chitterface form, until it is either asked a question that requires cognitive energy to answer, or until it is exposed to sunlight. Once either of these triggers happen, the chitterface transforms into the grumbleface.

The grumbleface is not nearly as aggressive as it sounds, but its bellowing about needed coffee and need to avoid human contact is enough to cause stress and concern in any near it. If it goes too long without coffee, it may begin to actively destroy any work it previously did that has not been completed.

The grumbleface cannot be changed until it has had “enough coffee,” at which point, it transforms back into its chitterface form. The chitterface form is far less intimidating, but shortly after transforming, the chitterface will let out a burst of questions about daily projects and ancillary tasks that might be equally overwhelming.

In some instances, the grumbleface/chitterface transformation will trigger in the afternoon, often triggered by “one too many stupid questions.”

GRUMBLEFACE (CHITTERFACE)

High Concept: Highly Motivated Faerie Creature

Trouble: High Energy Can Be High Maintenance

Other Aspects: Not Even Supposed to be Here Today, This Needs to be Redone from Scratch, Wait—I Have An Idea!

Skills:

Great (+4): Intimidate (Grumbleface)/
Organization (Chitterface)

Fair (+2): Throw Paperwork (Grumbleface)/
Navigate Co-workers (Chitterface)

Stunts:

They Have a Point (Grumbleface): Whenever the grumbleface causes stress with an intimidation attack, they can also give that character a “They Have A Point” aspect with a free invoke. If the character with this aspect spends their turn drinking coffee, they may remove this aspect and the free invoke.

Making Up for Lost Time (Chitterface):

Whenever the grumbleface transforms into its chitterface form, the chitterface immediately makes an area attack on everyone in its area and all adjacent areas, using its Organization skill. This causes stress to everyone that fails to defend against the attack, as they cannot answer questions fast enough to get the chitterface up to speed.

Stress: The chitterface does not have traditional stress boxes, only a set of countdown boxes.

Countdown (Enough Coffee) ○ ○ ○ ○

Trigger (All Boxes): Character has made an overcome action to determine what kind of coffee the grumbleface needs and how best to deliver it.

Outcome: The grumbleface transforms into a chitterface

Countdown (One Too Many Stupid Questions)
○ ○ ○ ○

Trigger (All Boxes): Someone asks the chitterface a question that is obvious or has nothing to do with the current situation, and another character has failed in an overcome action to determine how to answer the superfluous question.

Outcome: The chitterface transforms into a grumbleface.

Horned Goofclops

Write-up by J.T. Evans

Art by Kelton Evans

Horned goofclops are a smaller cousin to the more well-known Cyclops. The main feature they share is a single eye in the center of their forehead, but the distinctive horns and permanent smirk on their face allow for easier separation of an adult horned goofclops from an adolescent cyclops.

Horned goofclops love to pull practical jokes on people. Using their future-sight, they are able to easily plant traps, tricks, spills, and buckets full of glitter over doors where their targets will invariably stumble into them.

HORNED GOOFCLOPS

High Concept: Future-Seeing Prankster

Trouble: I Can't Help Myself

Other Aspects: Practical Jokes Are Fun,
The Future is Bleak Without Laughter,
Tickle My Funny Bone

Scale: Good (+3)

Skills:

Good (+3): Deceive, Provoke
Fair (+2): Rapport, Will
Average (+1): Physique, Stealth
Poor (-1): Shoot

Stunts:

Got Ya!: A horned goofclops can gain a +2 on any Deceive roll when related to pulling a practical joke on someone.

I See What You're Doing There: Once per scene, a horned goofclops can gain a +2 on any Defense check because of their supernatural ability to see a brief distance into the future.

Physical Stress: ○ ○ ○

Mental Stress: ○ ○ ○

Size: 9' tall



Ikatteiru Hi Gurabu (Angry Fire Grub)

Write-up by J.T. Evans

Art by Tye Johnson

These small grub-like creatures have dull red bodies covered in bright orange stripes. Just above their coal-black eyes protrude a series of pulsing yellow horns. They swarm in large groups around stone and caverns that are laden with natural, uncut gemstones and veins of precious metals. While these creatures are cute and cuddly looking at only three-inches long, they have a ferocious temper.

If treated with respect and honor, they will gladly work with sentient miners to guide them to valuable cave deposits. However, if they are taunted, attacked, or provoked in any manner, they explode in size and attack the offender.

Typically, only the leader will use its explosive anger stunt while the others swarm into boots and pant legs to inflict small, yet painful, burns. Anyone surviving a swarm attack that reveals their wounds to other miners will result in the miners shunning the survivor and calling them names along the lines of “grub food” or “worm burned.”

IKATTEIRU HI GURABU

High Concept: Deceptively Small Ball of Hate

Trouble: Don't Taunt Me

Other Aspects: Angry All The Time, Fire-Based Lifeform, Fear the Horn

Scale: Good (+3)

Skills:

Good (+3): Fight, Physique

Fair (+2): Athletics, Will

Average (+1): Notice, Stealth

Stunts:

Explosive Anger: Once per scene, the ikatteiru hi gurabu can explode in size until the end of the scene. They can only do this when provoked or attacked. When they explode in anger, they grow from a few inches in size to 8 feet in length.

Fire Attack: Once per scene, the ikatteiru hi gurabu can add fire damage to their Fight results and apply the aspect of On Fire to the target.

Physical Stress: ○ ○ ○

Mental Stress: ○ ○ ○

Size: Roughly 3 inches long until taunted or attacked, then grows to 8 feet long.



Inner Critic

Write-up by J.T. Evans

Art by Nuactna

Inner critics cannot be seen or touched. Many people decry their existence altogether, but every creative person knows this creature to be real and predatory. Inner critics feed on self-doubt, second guesses, and the overwhelming sense of being an imposter.

Each person with an inner critic has their own, unique flavor of an inner critic, and the only way to silence the inner critic is to forge forward and become a successful artist, author, painter, sculptor, photographer, or somehow excel in a creative pursuit.

INNER CRITIC

High Concept: Vile Thought Injector

Trouble: I Can't Create, So Others Can't Either

Other Aspects: Insidious Speech, Doom and Gloom, Imposter Syndrome

Scale: Great (+4)

Skills:

Great (+4): Deceive, Notice

Good (+3): Provoke, Will

Fair (+2): Investigate, Lore

Average (+1): Empathy, Rapport

Stunts:

Nit Pick: Inner critics can spot the smallest mistake. Upon a successful Notice of a legitimate mistake or a Deceive check for a made-up mistake, the inner critic can impose a lasting aspect of Self Doubt on the victim.

Physical Stress: ○ ○

Mental Stress: ○ ○ ○ ○

Size: Seemingly larger than life itself, but in truth is just a small portion of a creator's psyche.



Mimic Beer

Write-up by J.T. Evans

Art by Crystal Neagley

MIMIC BEER

High Concept: Fake Beer

Trouble: The Trick's On You!

Other Aspects: Perfect Replication, Tastes Great, Less Filling

Scale: Good (+3)

Skills:

Good (+3): Fight, Deceive

Fair (+2): Notice, Will

Average (+1): Burglary, Stealth

Stunts:

Reproduce Label: Once per day, the mimic beer can perfectly reproduce the label from a nearby bottle of brew. Once the label is set for the day, the mimic beer can't change its label until the next day.

Explosive Attack: As the first attack during a scene, the mimic beer can gain a +2 Fight on its attack and place either the aspect of Shocked or Outraged on the target.

Physical Stress: ○ ○

Mental Stress: ○ ○ ○

Size: The size of a large bottle of beer.



This nefarious creature slips into taverns, alehouses, and other establishments that serve fine drinks. The mimic beer will peruse nearby labels of dwarven stouts, halving porters, gnomish lagers, and elven pilsners until it finds an appropriate draft to take the place of.

Unsuspecting barkeeps will pass the mimic beer down the bar to a hapless patron. When the patron brings the drink to their mouth to enjoy a quality brew, the mimic beer will explode into shards of glass in an attempt to kill or maim the patron.

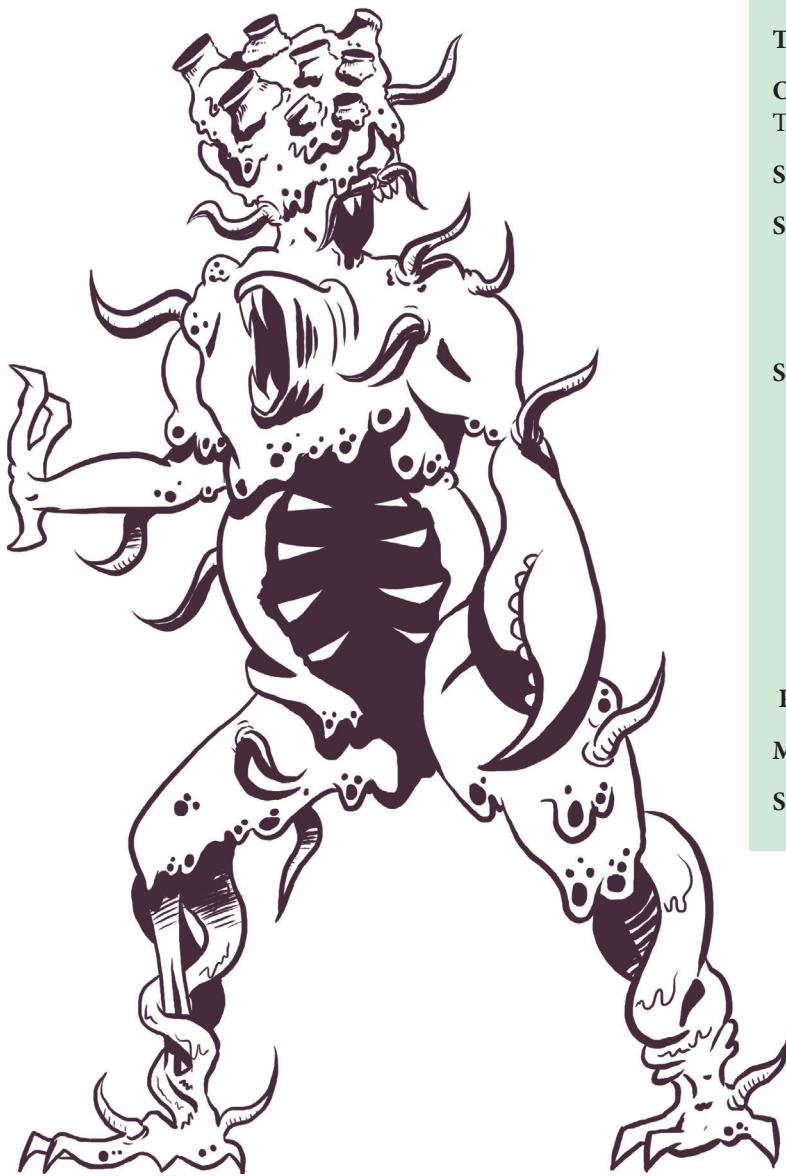
While relatively weak, the sudden attack of a mimic beer can bring down even the heartiest consumer of alcoholic beverages, especially if they've already downed a few draughts earlier in the night.

Though attacks by mimic beer are rare, they become much more frequent during the creatures' mating season, a time often referred to as Oct-faux-beer-fest.

Oogle Boogle Chomp Chomp

Write-up by J.T. Evans

Art by Nuactna



OOGLE BOOGLE CHOMP CHOMP

High Concept: Insane Bitey Thing

Trouble: Not Enough Things to Bite

Other Aspects: I Like to Bite, No Coherent Thoughts, Tentacled Mess

Scale: Good (+3)

Skills:

Good (+3): Fight, Physique

Fair (+2): Athletics, Deceive

Average (+1): Lore, Will

Stunts:

Confusing Lore: On a successful Deceive check, an oogle boogle chomp chomp can place a situational aspect Confused About the Truth on a character.

Moar Bitez: Once per scene, an oogle boogle chomp chomp can receive a +2 on a Fight check by biting down with its chomper especially hard.

Physical Stress: ○ ○ ○ ○

Mental Stress: ○ ○ ○

Size: 8' tall

Oogle Boogle Chomp Chomps (OBCCs) are especially frightening to warriors and sages alike. Warriors despise the OBCCs because of the massive maw in its torso and telescoping biter that comes out from just below the OBCC's neck. Sages fear the "head" of the OBCC because of the steady stream of half-truths, lies, and fake news that pour forth from the many openings on the sponge-like surface of the creature's head. The lore coming from the OBCC is just close enough to the truth to be believable, but there are subtle changes and shifts to the narrative that make everyone nearby rethink and doubt what they already know.

This odd amalgamation of teeth, mouths, and lie-spewing orifices is surrounded by a writhing mass of human-shaped tentacles that seem to have a mind of their own. This makes fighting an OBCC especially difficult because its movements are hard to predict.

Sssnake Perssson

Write-up by J.T. Evans

Art by Julian Lord

Sssnake people appear to be regular humans until you get up close and notice the fine scales covering their body and their forked tongue that flicks in and out of their mouth tasting the air. Sssnake people love to “ssssss” and “sss” and they will often be found wearing brightly-colored togas while going around to frat parties and hissing, “Ssss sss sssssss ssss sssss!”

SSSNAKE PERSSON

High Concept: Sssssssss

Trouble: SssSSSS!

Other Aspects: Sss, Sssss, Ssss Sss Sssssss

Scale: Great (+4)

Skills:

Great (+4): Physique

Good (+3): Will

Fair (+2): Athletics, Deceive

Average (+1): Fight, Notice

Stunts:

Sssssss: Sssss Sss Sss Sssssss, S Sssss

Sssssss +2 Ss Sssss Sssss Sssss Sss Sssssss.

Physical Stress: ○ ○ ○ ○

Mental Stress: ○ ○ ○ ○

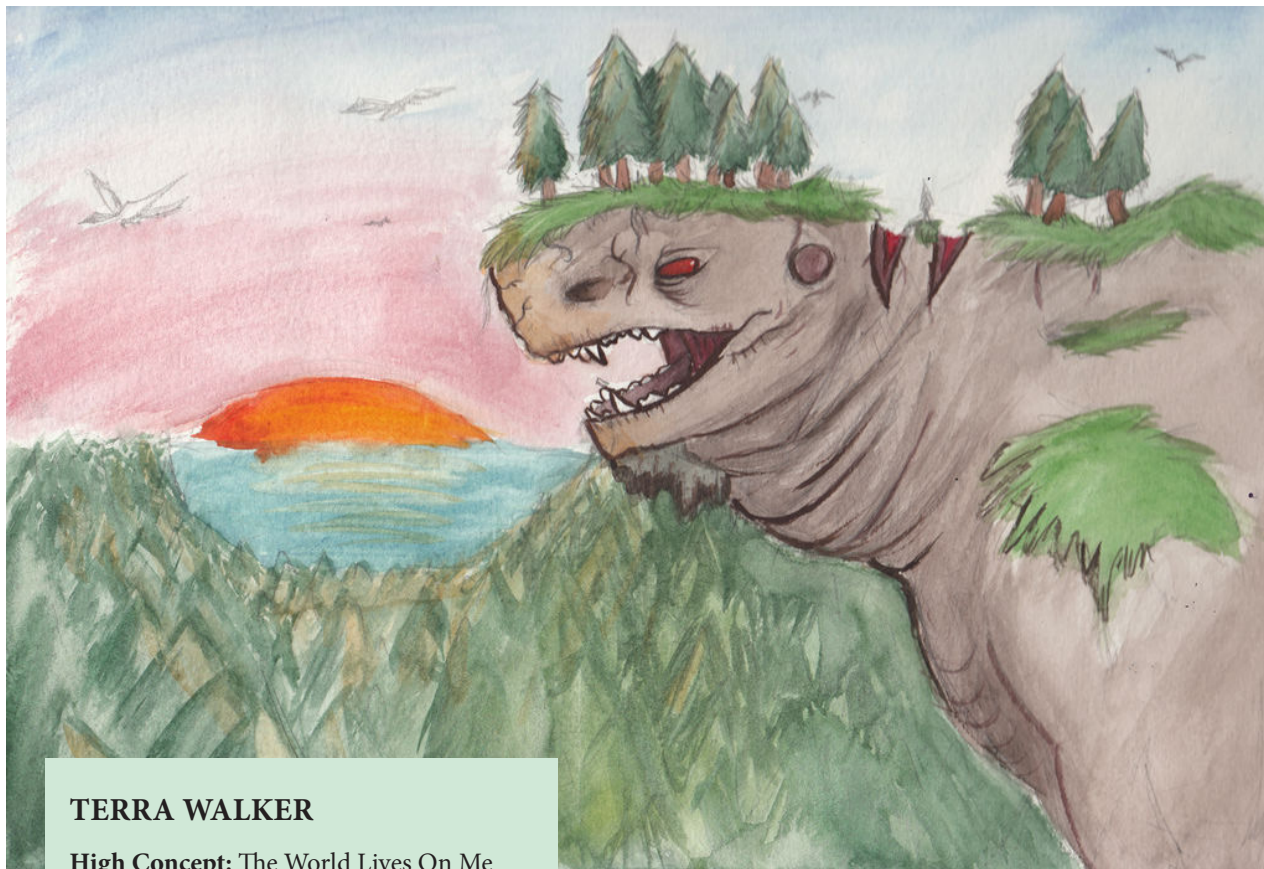
Size: Mansssssized



Terra Walker

Write-up by J.T. Evans

Art by Laura Sorenson



TERRA WALKER

High Concept: The World Lives On Me

Trouble: People Make Me Itch

Other Aspects: Gigantic, Well Grounded, Extraordinarily Polite

Scale: Superb (+5)

Skills:

Superb (+5): Rapport

Great (+4): Lore

Good (+3): Empathy, Physique

Fair (+2): Deceive, Will

Average (+1): Fight, Resources

Stunts:

Scratch My Itch: When the plant life on a terra walker's back is damaged, destroyed, or overly disturbed, it will shiver and try to shake off the offending creatures. This gives it a +2 to Fight to dislodge the creatures.

Physical Stress: ○ ○ ○ ○

Mental Stress: ○ ○ ○

Size: Mountainous. Maybe hilly if an adolescent or somehow had stunted growth.

Terra walkers are some of the oldest beings on the planet, but they experience time differently from others. Terra walkers are exceedingly polite in their dealings with intelligent beings and will wax poetic about “current events” for days on end. Many modern people call these current events “lore of ages past” and historians delve deep into these conversations. However, anyone attempting to get accurate information on recent happenings will be dismayed at the ponderous speech of terra walkers and the outdated facts they deliver.

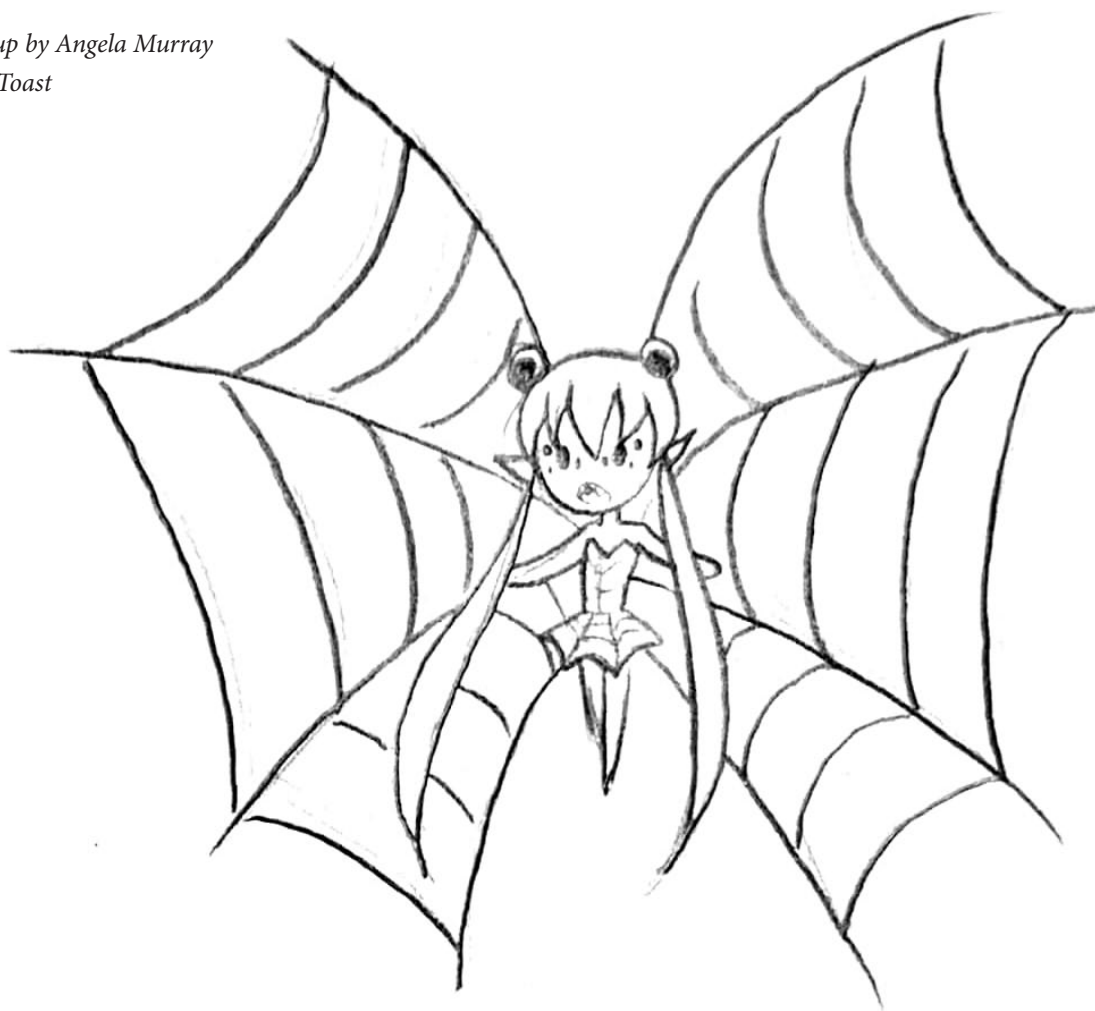


Dungeon World

Brownie Recluse

Write-up by Angela Murray

Art by Toast



Half-pixie, half-deadly spider, and all attitude. The brownie recluse is a rare, but dangerous little faerie critter. Stumbling into a grove where one of these spider-like fey have set up a web is a sure way to ruin an adventurer's day.

Easily mistaken for a regular sprite or pixie, the brownie recluse will quickly disabuse people of that notion when she bites down on the nearest living thing annoying her. The poison is painful and debilitating, but rarely fatal for a healthy human or the like. Still, it makes for an unpleasant few hours.

If aware that a brownie recluse's territory is being approached, some adventurers have learned they can bribe their way past with some fruits, other sweets, and shiny baubles. Just don't try and have a conversation with the little brownie recluse. They don't have time for your concerns.

BROWNIE RECLUSE

(Tiny, Magical, Irritated, Intelligent)

4 HP

0 armor

Tiny Dirk (1d4 damage)

Close, sharp

Poison Bite (1d6 damage)

Close, poison

Special Qualities:

Wings, Fey Magic, Poison Bite

Instinct:

To be left alone

Bite anything annoying

Hide and stab

Dracomanticoreasaurus

Write-up by Jen Adcock

Art by Laura Sorenson

Yeah, it's all the things.

DRACOMANTICOREASAURUS

(Large, Solitary, Magical, Intelligent)

16 HP

5 armor

Bite (2d12+5 damage, 3 piercing)

Reach, Forceful

Special Qualities:

Entrancing look, Shooting tail spikes

Instinct:

To charm prey

Preen

Act with disdain



Nab-Catcher-Bot

Write-up by Angela Murray

Art by Nuactna

A mad scientist once thought he had solved his city's stray dog problem with a robot programmed to round them up humanely. But then, like most interesting robots, it got some ideas of its own. This nab-catcher-bot has gone off-script and decided that they needed to help in the canine revolution that only they see happening.

As a result, this nab-catcher-bot has been causing chaos throughout the city as they round up all cats they find, as well as the occasional squirrel and raccoon. Thankfully the birds don't seem to qualify.

Where it's taking all these annoyed felines (and other critters) no one is sure.

NAB-CATCHER-BOT

(Solitary, Medium, Robotic)

8 HP

2 armor

Taser Net (d6 damage)

Reach, Stuns

Special Qualities:

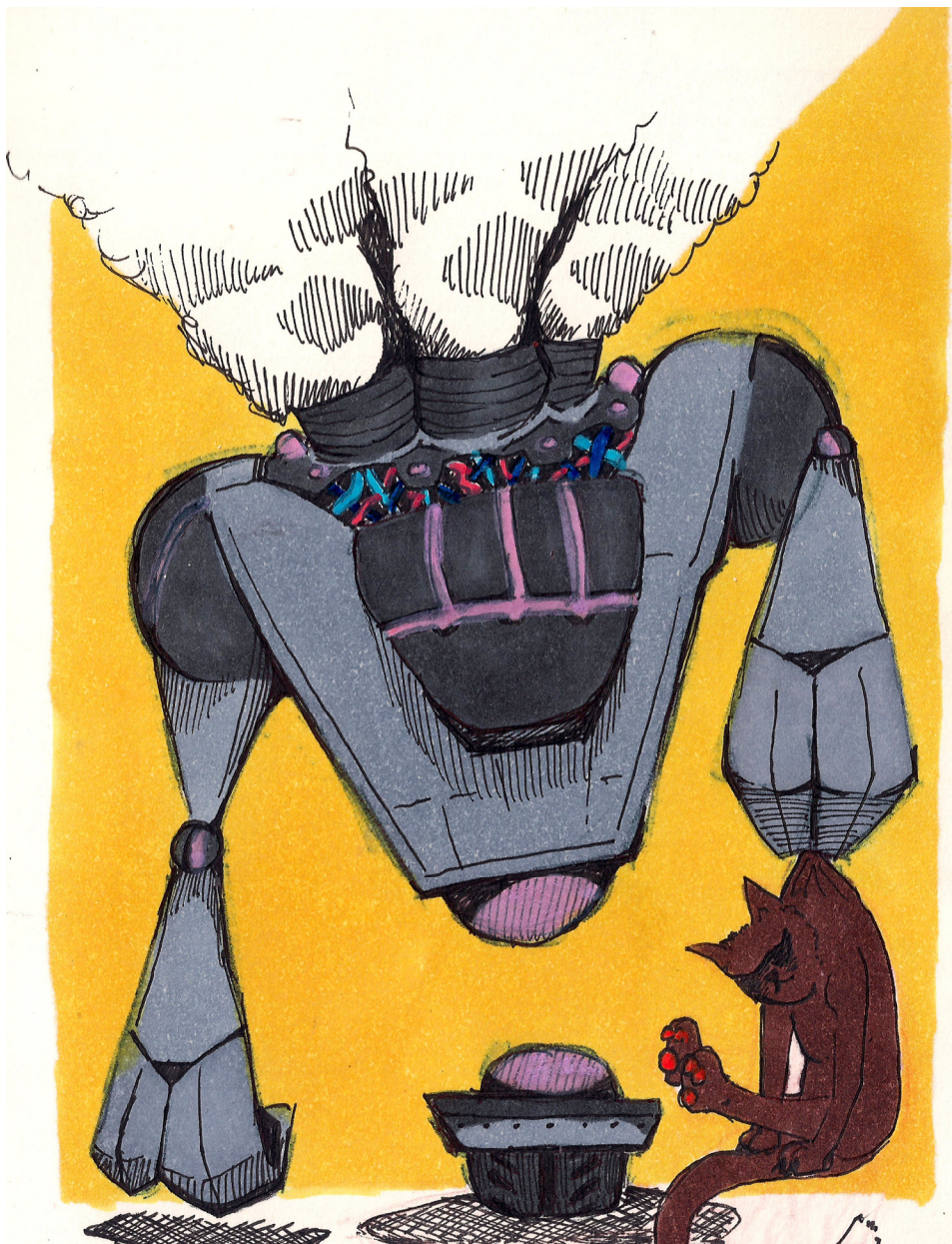
Metal chassis

Instinct:

To round up furry things

Ignore original programming

Assist all good puppies

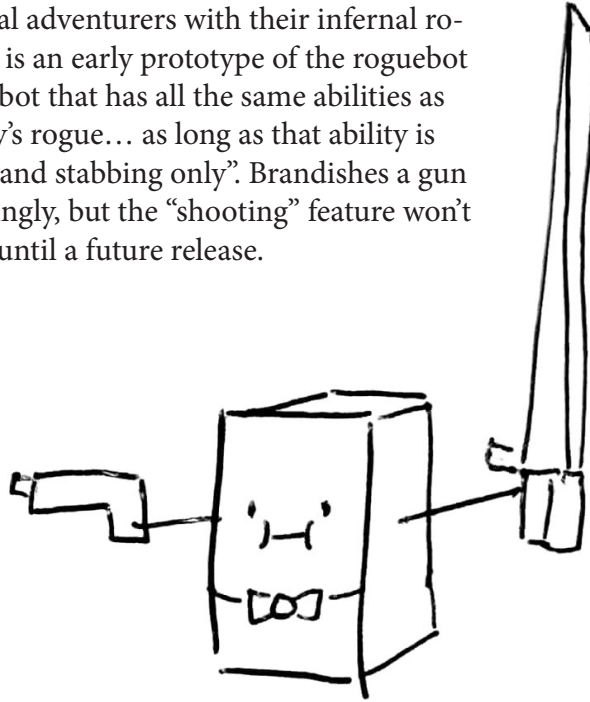


Roguebot 5000

Write-up by Jen Adcock

Art by Julian Lord

The artificers are at it again! Thinking they can replace real adventurers with their infernal robots! This is an early prototype of the roguebot 5000, a robot that has all the same abilities as your party's rogue... as long as that ability is "stabbing and stabbing only". Brandishes a gun intimidatingly, but the "shooting" feature won't be added until a future release.



ROGUEBOT 5000

(Solitary, Small, Intelligent)

7 HP

1 armor

Big knife (d6 damage)

Close

Special Qualities:

Metal chassis

Instinct:

To stab

Ambush the unsuspecting

Look cute

Vampire Frog

Write-up by Jen Adcock

Art by Laura Sorenson

Some vampires turn into bats, but... some vampires live in swamps and prefer something even more unassuming than the humble bat. After all, some NPCs are genre savvy and are suspicious of the lone bat they see in the night. But the frog? No one suspects the vampire frog! Until it's too late, that is...

VAMPIRE FROG

(Small, Intelligent)

8 HP

1 armor

Bite (d6 damage, 1 piercing)

Close

Special Qualities:

Can spread vampirism

Instinct:

To spread vampirism

Feed on blood

Retreat to plan again



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