

# Simpler Systems Options: Tome #2 of Monsters & Creatures

Version 1.0



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## Bestiary:

### Animals:

Snakes, Normal Small to Large Reptile, Animal  
– Poisonous and Constricting. 1 foot to 30 feet  
long

Threat 1 HP 3-10 AD 8-10 Skill d3

# Appearing d3/d8/d12

Treasure NA

Combat: Bite (d3, d6, d8). Poison per hour, turn,  
or round (d3, d6, d8) until 3 Constitution saves  
are made. Constriction (d3, d6, d8). Will  
typically be venomous or constrictor.

Abilities: Fast, Senses (Scent or Thermal  
Imaging), Tough- Bonus AD

Swarm, Insect, Insect, Medium - A multitude of  
tiny insects acting as a single creature.

Threat 2 HP 10 AD 12 Skill d3

# Appearing 1 swarm Treasure NA

Combat: Bites and stings- see below

Abilities: Fly

A swarm fills a 10'x10'x30' area, and  
automatically hits any creature in the area each  
round for 2 points of damage (full armor), 4  
damage (up to three quarters armor), or 6  
points of damage with no armor. This damage  
represents many stings and bites.

Any creature in the area whose action for the  
round is either to run from the area or to swat  
the insects with a torch will take only 1 damage.

Attacking the swarm by swatting insects with a  
melee weapon will only do a single point of  
damage to it.

Swarms are not harmed by missile or thrust  
weapons. They take d3 from slashing and blunt  
weapons. Fire and cold attacks or area effect  
attacks do full damage

## Avians:

## Beasts:

Leech, Giant, Beast, Invertebrate, Medium -  
Giant leeches are 3'-4' long parasitic worm like creatures that suck blood from prey larger than themselves.

Threat 3 HP 15 AD 12 Skill d6

# Appearing d4/d12 Treasure NA

Combat: Bite (d6) then Blood Drain (d6)

Abilities: Stealth (Skin), Tough- Increased AD (Skin) Water Breathing (Skin) , Disease (Saliva)

Lore (Roll d6 on a successful lore check)

1. Has a savage bite that attaches it to a victim
2. Once attached it automatically drains d6 blood each round
3. If killed or detached, the victim bleeds d3 points for d6 rounds
4. After being bitten, save vs Constitution or lose 1 point of Constitution. Repeat daily until 3 saves are made or death occurs. Recover 1 point per day resting or week with less than moderate activity.
5. Found in water or moist land environments
6. Has no lungs or gills, breathes through skin

Hooks (Roll d6)

1. A swarm is lurking at a local water crossing
2. Several are attached to prey
3. Swarming to find a lair
4. Maneuvering for an ambush position
5. Sunning on a rock
6. Fleeing something

## Chaos Monsters:

Doom Teeth, Chaos, Small - Dark greenish blobs with wide mouths full of frightfully sharp teeth running on two skinny, scabrous legs.

Threat 1 HP 4 AD 12 Skill d4 # Appearing 2d20

Treasure NA

Combat: Bite (d8)

Abilities: Senses (Scent - Holes on head), Leap (Legs), Fast (Legs)

Lore (Roll d6 on a successful lore check)

1. Advantage on tracking rolls.
2. Can leap 20' high or 15'.
3. Unshakable morale. They will attack until killed.
4. Will try to isolate and overwhelm enemies by using pack tactics.
5. Enjoy eating the living and the dead.
6. Death Stench – Emits a stench in 15' radius upon death. Constitution save or spend d4 rounds retching. Anyone retching is also rattled (All rolls are with disadvantage).

Hooks (Roll d6)

1. A pack on the move.
2. Consuming a body.
3. They have been drawn to a place of death.
4. Seeking a place of ambush.
5. Fighting with an animal.
6. Fighting with a human.

Spitting Horror, Chaos Monstrosity Medium - Body of a goat. Head of a snake.

Threat 3 HP 15 AD 14 Skill d6 # Appearing d10

Treasure NA

Combat: Bite (d8) Acid Spit (d10, d4 if

Constitution save is made.)

Abilities: Tough (Fur – Increased AD), Acid (Spit), Intelligent

Lore (Roll d6 on a successful lore check)

1. Servants of chaos princes and sorcerers.
2. Enjoys tormenting and dominating others.
3. Will provide a service for a hideous price.
4. Hates silvered weapons. Takes double damage.
5. Cannot harm the innocent. (False)
6. Spit glands can be harvested and alchemically prepared into a potent acid.

Hooks (Roll d6)

1. Seeking a new lair.
2. Hunting a victim for their master.
3. Drawn to an atrocity.
4. Summoned from the shadowlands by a spell failure.
5. Feasting on a victim.
6. Guarding their master's domain.

## Demons:

Cthonic Worm, Demon Large – A hideous 9 feet long monster that is a cross between a worm and a squid. It has no apparent sensory organs and has a thick front tapering off to the rear. It's beak is surrounded by 8 slime covered tentacles.

Threat 3 HP 16 AD 10 Skill d6

# Appearing 1/d4 Treasure NS/Lx2

Combat: Bite (d3), Tentacles x8 (Paralysis)

Abilities: Darkvision (Dark patches beside beak), Paralysis (Slime on tentacles), Tough (Bonus AD)

Lore (Roll d6 on a successful lore check)

1. Tentacles are 5 feet long and covered in slime.
2. Those hit by a tentacle must make a Constitution save or become paralyzed for 2d12x5 rounds.
3. The worm will not bite unless faced with foes immune to it's slime.
4. If compelled to bite, it will flee on a special failure due to pain to it's sensitive beak.
5. Will eat anything organic.
6. It will not feed until after is has eliminated all active resistance.

Hooks (Roll d6)

1. Something is decimating the flocks.
2. Seeking a new lair.
3. Devouring a victim.
4. Guarding the nest.
5. Seeking to ambush or sneak up on a victim.
6. On a mission from a vile Mage/Sorcerer.

## Draconic:

Dragon: Dragons are highly intelligent great winged lizards that are known for their immense power, their treasure hoarding, and for terrorizing large areas of countryside around their lairs.

### Combat:

Young 1-19 Years Old

Threat 3 HP 24 AD 14 Skill d3

# Appearing d6 Treasure NA

Combat: Bite/Talons (d6), Breath x1 Recharge on 6 d6 (See Breath Table) Choose 1 Breath Attack

Adult 20-199 Years Old

Threat 5 HP 60 AD 16 Skill d8

# Appearing d3 Treasure Tx3

Combat: Bite/Talons (d10), Tail Slap 15' (d8), Breath x2 Recharge on 5-6 d6 (See Breath Table) Choose 2 Breath Attacks

Old 200-399 Years Old

Threat 7 HP 84 AD 18 Skill d10

# Appearing d2 Treasure Tx6

Combat: Bite/Talons (d12), Tail Slap 20' (d10), Breath x3 Recharge on 4-6 d6 (See Breath Table) Choose 3 Breath Attacks

Ancient 400+ Years Old

Threat 9 HP 120 AD 20 Skill d12

# Appearing 1 Treasure Tx10

Combat: Bite/Talons (d20), Tail Slap 30' (d12), Breath x4 Recharge on 3-6 d6 (See Breath Table) Choose 4 Breath Attacks

Abilities: Flight (Wings), Tough- Bonus AD (Scales), Fast in flight (Wings), Dark Vision (Eyes), Breath (Heart),

Magic - (Brain) of the eight forms of magic  
Adult: Skilled-4, Expert-3, Mastered-1

Old: Skilled-2, Expert-3, Mastered-3

Ancient: Expert-3, Mastered-5

Lore (Roll d6 on a successful lore check)

1. Young dragons are bestial
2. Are woven from magic
3. Are subtle and often influence from the shadows
4. All dragons are prideful
5. Their gray, green, and brown scales make them easy to conceal
6. Ancient dragons can cause wind attacks

Hooks (Rolld6)

1. Searching for a donation to their horde
2. Meeting with a ...
3. Hunting for supper, "Hi supper"
4. Wounded and searching for a new lair
5. Servants of the Wyrms are abroad
6. Rumors of a dragons lair are circulating

Breath Attacks #1

	Size:	Damage:	Special:
Acid: Beam - Line			
Young	100' long x 5' wide	d6	NA
Adult	150' long x 5' wide	2d6	Damages leather items
Old	200' long x 5' wide	3d6	Damages metal items
Ancient	300' long x 10' wide	3d6	Damages magic items
Cold: Cone - Wedge			
Young	75' long x 15' wide	d6	NA
Adult	100' long x 25' wide	2d6	Can freeze small items
Old	150' long x 30' wide	3d6	Can freeze medium items
Ancient	200' long x 40' wide	3d6	Can freeze large items
Darkness: Cloud - Circle			
Young	25' wide x 20' high	NA	NA
Adult	50' wide x 30' high	NA	Loss of vision
Old	100' wide x 40' high	NA	Loss of vision
Ancient	200' wide x 50' high	NA	Loss of vision and hearing
Fire: Cone - Wedge			
Young	75' long x 15' wide	d6	NA
Adult	100' long x 25' wide	2d6	Burns for d3 rounds
Old	150' long x 30' wide	3d6	Burns for d6 rounds
Ancient	200' long x 40' wide	3d6	Burns for d10 rounds



Breath Attacks #2

	Size:	Damage:	Special:
Lightening: Beam - Line			
Young	100' long x 5' wide	d6	NA
Adult	150' long x 5' wide	2d6	Damages fragile items
Old	200' long x 5' wide	3d6	Damages durable items
Ancient	300' long x 10' wide	3d6	Damages magical items
Poison Gas: Cloud - Circle			Kills character level & below
Young	25' wide x 20' high	D3 in cloud	NA
Adult	50' wide x 30' high	D6 in cloud	2
Old	100' wide x 40' high	D8 in cloud	4
Ancient	200' wide x 50' high	D12 in cloud	6
Fear: Cone - Wedge		To resist fleeing, make a save:	Disadvantage on rolls with:
Young	75' long x 15' wide	NA	NA
Adult	100' long x 25' wide	Intelligence	Constitution
Old	150' long x 30' wide	Intelligence	Constitution & Strength
Ancient	200' long x 40' wide	Intelligence with disadvantage	Constitution, Strength, & Dexterity
Sleep: Cloud - Circle		To resist, make save:	Character level & below slumber
Young	25' wide x 20' high	NA	NA
Adult	50' wide x 30' high	Constitution	2
Old	100' wide x 40' high	Constitution	4
Ancient	200' wide x 50' high	Constitution with disadvantage	6

## Elemental

Gargoyle, Elemental Construct, Medium/Large - A gargoyle is made of stone and looks like a winged and horned humanoid figure. Despite their weight, they can fly clumsily yet quickly.

Threat 4 HP 24 AD 14 Skill d6 # Appearing 1d6/2d4

Treasure NA/Lx2

Combat: Claw x2 (d6), Bite (d8), Horn (d4/d12)

Abilities: Slow on foot (Stone), Flying (Wings), Fast flying (Stone), Immunity- only hit by magic weapons (Enchantment), Immunity to Sleep and Charm spells (Enchantment)

Lore (Roll d6 on a successful lore check)

1. Only hit by magic weapons
2. Do terrible horn damage when charging or diving from above.
3. Created as guards.
4. Very intelligent and prone to independence if abandoned over a long period of time.
5. Protective of their lair. They will viciously attack those who trespass.
6. May only hit by magic weapons.

Hooks (Roll d6)

1. On a mission for it's master.
2. Guarding a site.
3. Seeking to avenge it's master.
4. Seeking a lair.
5. Seeking a mage to repair it's damage.
6. Battling s monster.

Smoke Wolf Elemental, Fire, Medium - A malevolent creature of fire and smoke. Eyes like red coals. Fur like dark, drifting smoke.

Threat 3 HP 15 AD 13 Skill d6 # Appearing d10

Treasure NA

Combat: Bite (d6) Flame breath (d10, d4 if Constitution save is made.)

Abilities: Fast, Strong (Heart), Fire (Tongue), Stealth (Paws), Weakness to Cold and Water attacks

Lore (Roll d6 on a successful lore check)

1. Immune to fire.
2. Take double damage from cold and water attacks.
3. Breathe fire three times daily.
4. Strong and quite.
5. Hunt in packs.
6. Created by evil spirits, demons, and elemental mages.

Hooks (Roll d6)

1. Summoned by a fire mage.
2. Seeks to return to the fiery realms.
3. On a mission for a fire mage.
4. Seeking a lair.
5. You spot smoke in the distance.
6. Hunting a fire phoenix.

## Fey:

Tree Shepherds, Fey Plant, Sentient, Large - A tree shepherd is an intelligent and mobile tree, usually about 18' tall. Its trunk is split into two legs with root like feet.

Threat 6 HP 25 AD 17 Skill d12 # Appearing 1/d8  
Treasure T

Combat: Branch x2 (2d6)

Abilities: Strong (Wood), Tough- Increased AD (Bark), Summon (Sap)

Lore (Roll d6 on a successful lore check)

1. Care for the trees and animals of their forest, and are allies to most forest creatures.

2. Can animate two normal trees within 60' to move and fight as tree shepherds. This may change each round.

3. Tree shepherds can only be distinguished from normal trees 90' or less

4. Surprise opponents on a 1-3 on 1d6.

5. Can be learn nature magic, arcane and divine

6. Have long memories and deep knowledge

Hooks (Roll d6)

1. Standing guard in a glade

2. Seeking a new lair

3. Killing a wretch

4. Talking with an elf

5. Clearing noxious vines

6. Planting seedlings

## Humanoids:

Athach Humanoid, Large - 18' tall hideously deformed giant with three arms, protruding from their chests.

Threat 5 HP 40 AD 13 Skill d8

# Appearing d6/d10 Treasure NA/L

Combat: Bash (2d12) or Bite (2d10) + Poison

Abilities: Strong (Heart), Tough- Bonus AD (Bone), Weakness- Disadvantage on Intelligence saves (Brain)

Lore (Roll d6 on a successful lore check)

1. Disadvantage on Intelligence saves, stupid and very bad tempered
2. Will normally kill and eat anyone they meet who does not give them gems and jewelry
3. Families are violent. Only the strongest and meanest children survive. They almost always kill their aging and weakening parents.
4. Prefer to bash their opponents against nearby objects or biting with their poisonous tusks.
5. Make a Constitution saving throw when bitten or be rattled for 1d6 x 10 minutes.
6. Dress in thick rotting hides and ill cured leathers from all their kills

Hooks

1. Hunting little people for food
2. Eating the remains of their last victim
3. Seeking a new lair
4. A band has been terrorizing a region
5. Fighting with each other by the road
6. Carrying off hostages for ransom or supper

Giant, Remnant, Humanoid – Solitary, fair humanoids 2-4 times the size of men. The diminished remnant of elder giants of elder times. Survivors of the Dragon Wars.

Threat 7 HP 60 AD 10/14/18 Unarmored/Non metal/Metal Skill d12

# Appearing 1/d2/d6 Treasure Lx2/T

Combat: Large Weapon (d12) or Rocks/Tree Trunks (d8)

Abilities: Strong (Heart), Tough (Bone)- Damage Resistance- Bonus AD, Senses (Nose)- Advantage to Scent Checks

Lore (Roll d6 on a successful lore check)

1. Hatred of dragons bordering on madness.
2. Fair and noble countenance.
3. Bouts of melancholy.
4. Strong, hardy and fierce in a fight
5. Usually solitary. Build followers from those they encounter.
6. Have a keen sense of smell

Hooks (Roll d6)

1. The fair, fierce lady of a noble paladin
2. Looking for shelter and rest
3. Seeking aid to right a wrong
4. Living alone in a mountain pass
5. Deep in melancholy
6. Preparing to defend an isolated village

## Insects, Rodents, & Vermin:

Acid Beetle, Insect, Medium – Carrion eaters who live underground.

Threat 2 HP 8 AD 14 Skill d4 # Appearing 1d8/2d6

Treasure Sx2

Combat: Bite (d6) Acid Stream (d4 and Irritant)

Abilities: Tough- Increased AD (Chitin), Acid (Mandible)

Lore (Roll d6 on a successful lore check)

1. Daily sprays acid in a 15 feet arc 10 feet away.
2. Those sprayed will have -2 to all rolls for 24 hours unless magically healed. May be affected twice for a maximum penalty of -4 for 24 hours.
3. Savage hunters of dogs and small children.
4. Sprays from gland above mandible.
5. Will viciously defend nursery burrow.
6. Mostly eat dead things, be careful where you bury loved ones.

Hooks (Roll d6)

1. Hunting prey.
2. Feeding on dead animal.
3. Digging a new lair.
4. Small burrows in along the path.
5. Guarding nursery.
6. Crouched in a row, humming softly. They are under the control of a nearby being.

Ankheg, Giant Insect, Large – 10 feet long and 4 feet high. Ankheg are vicious, ambush insectivores.

Threat 3 HP 15 AD 14 Skill d4 # Appearing d6  
Treasure L

Combat: Bite (d6), Acid Spray (d6 30' long line 5' wide), Slashing Fore Limbs (d8)

Abilities: Grapple, Acid (Gland near Mandible.), Tunneling, Slow, Tough- Bonus AD Chitinous body, Weakness (Fire)

Lore (Roll d6 on a successful lore check)

1. Scuttles about on eight legs. Can rear up and grapple (Advantage) with four of them.
2. Bite damage is automatic if grappled.
3. Can spray acid two times a day per HD if not grappling.
4. Acid does d6 damage for HD rounds. Neutralized by wine.
5. Burrows underground through earth, not stone, to create lairs for laying eggs and setting up ambush sites.
6. They are vulnerable to fire. Save vs fire with disadvantage and take double damage from fire.

Hooks (Roll d6)

1. Farmers report missing livestock.
2. A peddler reports a “monster” rose out of the earth and killed his horse, destroying his cart.
3. Waiting for lunch.
4. You feel a slight tremor beneath your feet.
5. You come upon a breeding pair feasting.
6. Young one(s) seeking new lair.

Fire Beetle, Insect, Medium – Carrion eaters who are opportunistic pack hunters.

Threat 2 HP 8 AD 10 Skill d6 # Appearing 2d10

Treasure Sx2, L

Combat: Bite (d6) Fire Spray (2d6, Constitution save for 1/2 damage)

Abilities: Fire Aura (10'x10' cone), Fire Resistance

Lore (Roll d6 on a successful lore check)

1. Eggs make healing/burn balm. Advantage on healing rolls when used over course of care.
2. Mostly eat dead things, be careful where you bury loved ones.
3. Savage hunters of dogs and small children.
4. Sprays from gland above eyes.
5. Will viciously defend nursery burrow.
6. Advantage to save vs fire effects and damage.

Hooks (Roll d6)

1. Some calves are missing.
2. Feeding on dead animal.
3. Digging a new lair.
4. Explode on death (1d3 of 1d6 damage) (variant)
5. Guarding nursery.
6. Crouched in a row, humming softly. They are under the control of a nearby being.

Giant Centipede Giant Insect, Large – 1 foot long. Giant Centipedes are vicious, poison using carnivores.

Threat 1 HP 5 AD 14 Skill - # Appearing 3d6/3d10

Treasure -

Combat: Bite (d2), Poison

Abilities: Swarm, Poison (Mandibles), Weakness (Fire)

Lore (Roll d6 on a successful lore check)

1. Found in dark places like sewers or ruins
2. Bite injects poison
3. Poison causes 1 point of Strength, Constitution, or Dexterity loss if Constitution save fails. Regain 1 characteristic point for each day spent resting.
4. Take double damage from fire
5. Segmented body with multiple limbs and large mandibles.
6. Hunts rats

Hooks (Roll d6)

1. There is an infestation on the farm
2. There is an infestation in the inn
3. Feeding on a rat
4. Chasing a rabbit
5. Scavenging a rotting deer carcass
6. Fleeing something

Giant Fly, Giant Insect, Small – 2-3 feet long giant biting fly.

Threat 1 HP 9 AD 12 Skill d3 # Appearing 1d12

Treasure NA

Combat: Bite (d8)

Abilities: Flight (Wings), Disease (Bite), Agile, Senses (Scent), Tough- Bonus AD Chitinous body

Lore (Roll d6 on a successful lore check)

1. Bites are infectious. Roll Constitution save or lose 1 level of exhaustion. Roll daily until 3 save are made or death occurs. Each level of exhaustion takes 2 days to heal.
2. It's quickness gives it advantage to Dexterity checks.
3. Advantage on scent checks. It operates normally in the dark using it's sense of smell.
4. It has bulbous eyes that see all around it except for directly beneath it.
5. It feeds on decay, filth, and rot.
6. Glands in it's mandibles can be made into disease poison.

Hooks (Roll d6)

1. Feasting on a decomposing deer.
2. Swarming a small animal.
3. Resting in a tree.
4. Drawn to a place of death.
5. Attacking a large bee hive.
6. Establishing a nesting site.

Spider - Hunter, Giant Arachnid, Pack, Large - Large arachnid creatures, 5 feet long and tall with a gray, brown, mottled appearance.

Threat 4 HP 24 AD 12 Skill d8

# Appearing d4 Treasure L, T

Combat: Bite (d6)

Abilities: Climb (Leg), Senses (Eyes), Dark Vision (Eyes), Poison- Death in d4 turns on failed Constitution save. Save with disadvantage for greater spider. (Fang)

Lore (Roll d6 on a successful lore check)

1. Found lurking in the shadows waiting to strike
2. Does not use webs.
3. Deadly Poison.
4. Aversion to bright light and fire.
5. Is a ambush predator. Roll d6. Surprises victim on 3-6.
6. Advantage to stealth and hide checks.

Hooks (Roll d6)

1. Lurking and waiting to ambush their prey
2. Seeking a new lair
3. Feeding on a dead animal
4. Driven away by something else
5. Stalking a victim
6. Scavenging items

Tiger Beetle, Insect, Medium – Carnivorous 4  
foot long beetles with mandibles 2 feet wide.

Threat 3 HP 15 AD 16 Skill d6

# Appearing d6/2d4 Treasure NA

Combat: Bite (2d6)

Abilities: Tough- Increased AD (Chitin), Fast  
(Legs), Senses (Scent)

Lore (Roll d6 on a successful lore check)

1. Fast, tough predators.
2. Prefer to avoid large individuals or groups.
3. Savage hunters of small prey.
4. Are scent hunters.
5. Will viciously defend eggs.
6. Prefer fresh meat.

Hooks (Roll d6)

1. Hunting prey.
2. Feeding on a freshly killed animal.
3. Digging a new lair.
4. Maneuvering to ambush a victim.
5. Guarding egg sacs.
6. Fleeing a menace.



## Magical:

## Oozes & Slimes:

## Plants:

Death Flowers, Plant, Small - Death Flowers are achingly beautiful flowers with 12" wide petals that stand 3 feet high.

Threat 1 HP 4 AD 12 Skill d3 # Appearing 1d12

Treasure L

Combat: Thorns (d6)x2

Abilities: Senses (Leaves & Stalk), Magic (Flower), Immunity

Lore (Roll d6 on a successful lore check)

1. Intelligence save vs DC12 or be charmed/commanded to bury your face in the beauty of the flower.
2. While charmed, thorns automatically hit.
3. Viciously sharp thorn stalks that slurp blood.
4. Piecing weapons do 1 point of damage to the plant.
5. Their sap is a component of many charm potion recipes. And their petals are a component of many love potion recipes.
6. Do not require light as their roots and their stalks supply them with nutrients.

Hooks (Roll d6)

1. A partially decomposed body lies in front of a clump of beautiful flowers.
2. You spy, in the distance, the body of a hapless victim being impaled by the stalks of several flowers.
3. A mage wishes you to retrieve the sap and petals for an enchantment ritual.
4. An alchemist wishes for you to destroy a patch of these plants, depriving a competitor of their supply.
5. A noble wishes for you to destroy a patch of these plants to protect his village.
6. A druid is protecting a patch of these plants from a mob of rioting villagers.

## Reptiles & Serpents

Giant Lizard – Gecko Medium Reptile, Beast – 5 feet long carnivorous lizard who climbs above it's victim and drops down on them.

Threat 3 HP 16 AD 14 Skill d4

#Appearing d6/d10 Treasure -/S

Combat: Bite (d8)

Abilities: Senses (Sight), Tough- Bonus AD (Skin)

Lore (Roll d6 on a successful lore check)

1. Preys on dog sized animals
2. Will ambush humans if hungry and have numerical advantage
3. Dwells in any non cold environment
4. Has fearsome bite
5. Can walk on any solid surface including glass and ceilings
6. Has excellent vision

Hooks (Roll d6)

1. Sunning on nearby terrain feature
2. Ripping apart prey to feed young
3. Stealthily moving to ambush a target
4. Looking for new hunting territory
5. Attacking prey
6. Guarding nest

Giant Lizard – Gliding Medium Reptile, Beast – 6 feet long carnivorous lizard who leaps out of tall trees and uses it's skin flaps to glide down on it's prey.

Threat 3 HP 16 AD 14 Skill d4

#Appearing d4/d8 Treasure -/S

Combat: Bite (d10)

Abilities: Senses (Sight), Tough- Bonus AD (Skin), Fast (Glide)

Lore (Roll d6 on a successful lore check)

1. Preys on dog sized animals
2. Will ambush humans if hungry and have numerical advantage
3. Dwells in warm to hot forests
4. Has fearsome bite
5. Loiters in the treetops
6. Glides twice as fast as human runs

Hooks (Roll d6)

1. Sunning in the treetops
2. Ripping apart prey to feed young
3. Stealthily moving to ambush a target
4. Looking for new hunting territory
5. Attacking prey
6. Guarding nest

Giant Lizard – Spiked Chameleon Medium  
Reptile, Beast – 7 feet long carnivorous lizard  
who changes color to match it's surroundings

Threat 4 HP 30 AD 14 Skill d6

#Appearing d6/d10 Treasure -/S

Combat: Bite (d10), Horn (d8)

Abilities: Senses (Sight), Tough- Bonus AD (Skin)

Lore (Roll d6 on a successful lore check)

1. Preys on dog sized animals
2. Will ambush humans if hungry and have numerical advantage
3. Dwells in any non cold environment
4. Fearsome bite on successful tongue strike. The tongue can reach 10' snare human sized or smaller prey.
5. Blends in with surroundings and is not noticed unless it rolls a natural 2-4 on it's stealth check
6. Has excellent vision

Hooks (Roll d6)

1. Sunning on nearby terrain feature
2. Ripping apart prey to feed young
3. Stealthily moving to ambush a target
4. Looking for new hunting territory
5. Attacking prey
6. Guarding nest

## Undead:

Ghoul Undead, Humanoid, Medium – Undead  
eater of carrion and rotten meat.

Threat 2 HP 15 AD 12 Skill d4 # Appearing  
d6/3d8

Treasure Sx3 each

Combat: Claw (d3) x2. Bite (d6)

Abilities: Poison (Fangs), Immunity (Charm and  
Sleep Magic), Undead (Heart)

Lore (Roll d6 on a successful lore check)

1. Paralyzed on failed Constitution save after bite.
2. Automatically bite if both claws hit
3. Animal cunning, yet retains vague memories of what they once were
4. Prefers rotten meat. Will eat fresh meat out of necessity
5. Constant hunger, prefers sentient flesh
6. Occasionally succumbs to grief and despair at their condition and actions

Hooks (Roll d6)

1. Feeding on rotten bodies
2. Fleeing a holy or divine presence
3. Closing in on someone who is trapped
4. Hunting
5. Returning to lair
6. You see bodies or there is a terrible stench

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## Change Log:

10-15-23: Added Remnant Giant.