

Dungeon World Bestiary Conversion

This is a basic conversion document for all of the monsters and creatures that appear in The Evils of Illmire. If you're a Dungeon World fan and see any way to improve this document, please email us at spellswordnet@gmail.com so we can make this document as useful as possible.

ASSASSIN: Group, Intelligent, Organized, Stealthy, HP 4, Armor 1, Damage d6+1, Attack dagger (close, throw), bow (close, reach nera) **Moves** Sneak attack, Dispurse and disappear.

BANDIT: Horde, Intelligent, Organized, HP 3, Armor 1, Damage d6, Attack dirk (close), **Moves** Steal something, Demand tribute, Poison someone.

BANSHEE: Solitary, Magical, Undead, HP 16, Armor 0, Damage d10, Attack Scream (near, ignores armor), **Moves** Whimper quietly like a child in the darkness, Scream so loud that nothing else can be heard, Make their ears bleed, Vanish into the mist.

BARBFANG SWARM: Horde, Beast, HP 3, Armor 0, Damage d4, Attack Biting swarm (close), **Moves** Devour them alive in a feeding frenzy.

BARFRAIN'S WRAITH: Solitary, Magical, Undead, HP 10, Armor 1, Damage d6, Attacks soul draining touch (close, ignores armor), **Moves** Materialize from thin air, Scare the hell out of them, Drain their soul with icy touch, scream "VENGEANCE!"

BEAKED WATCHER: Group, Magical, Organized, Intelligent, Devious, HP 10, Armor 1, Damage d10, Attacks Flailing tentacle (close, reach), **Moves** Appear and disappear mysteriously, Chatter and watch from afar, Follow The Observer's orders, Drop miasma bombs, **Bomb:** Drop pots of miasma-gas (1d4 damage) from above on enemies below. Gases causes blurry vision and nausea.

CAPTAIN FREY: Human, Trained Soldier, HP 5, Armor 1, Damage d6, Attack Sword (close), **Moves** Stand in defense, Command militia members, Muster fighters.

COMMONER OF ILLMIRE: Human, Group, Organized, HP 2, Armor 0, Damage 1d3, Attacks Farming implement (close, improvised), **Moves** Try to stay out of the way, Call for help, **Profession:** 1) Farmer, 2) Fisherman, 3) Lumberjack, 4) Trapper, 5) Miner, 6) Craftsman.

CHIMERA GOBLIN: Horde, Organized, HP 3, Armor 1, Damage 1d6, Attacks Spear (close, reach), **Moves** Ambush prey, Call more goblins, Retreat and return with reinforcements, **Random Malformation:** 1) Toxic spit. 2) Has wings (can fly). 3) Bigger and stronger (+1 Armor, +1 damage, +2 HP). 4) Horns (d8

damage). 5) Frog-legs (can jump 25'). 6) Scalehide (+2 Armor). 7) Hooves (run twice as fast as normal). 8) Mandibles (vicious bite, d6 bleed damage). 9) Owl-eyes (see in dark and from very far away). 10) Many-armed (shield plus three weapons). 11) Crab claw (pinch, d8 damage plus grab and hold). 12) Smart (can speak and will parlay).

CULTIST: Horde, Organized, Human, Fearless, HP 4, Armor 0, Damage d6, Attacks Dagger (close, throw), **Moves** Destroy the heretics, Follow the orders of the cult leaders. **Leader:** Groups of 4+ led by a spellcaster (spells: cause fear, and darkness).

COCKATRICE: Group, Small, Beast, HP 6, Armor 1, Damage d8, Attacks Beak (close, throw), **Moves** Turn whatever it touches to stone, slowly.

CORPSE CRAWLER: Group, Beast, HP 5, Armor 1, Damage d6, Attack Paralyzing bite (close), **Moves** Cling to the walls or ceiling, Drop on unsuspecting victims, Deliver a paralyzing bite, Devour them alive

DELITHA THE DRYAD: Solitary, Magical, Intelligent, Devious, HP 12, Armor 2, Damage d8, Attacks Crushing vines (close), **Moves** Meld with tree, Attack with fungal vines

DEMON (EZRIKAAR AND ESHREA): Intelligent, Magical, Fast, HP 18, Armor 2 (immune to non-magic items), **Damage** d10+2, **Attacks** Weapon (close), **Moves** Lure them closer, Suddenly fly into a vicious rage, Regenerate (1hp every few seconds), Summon Horned Warriors, Disappear in a conflagration of fire. **Spells:** Curse, fireball, wall of fire, cloudkill, and contact higher plane. **HORNED WARRIOR: HP 8, Armor 2** (immune to non-magic items), **Damage** d8, **Attacks** Weapon (close), **Moves** Destroy everything in sight, Follow orders.

DIRE RACCOON SKELETON: Solitary, Undead, Beast, HP 10, Armor 1, Damage 2d4, Attack Bite (close, infectious), **Moves** Attack on sight, Make no noise until they attack, Infect them with zombie-rot.

DIRE GRIZZLY: Solitary, Beast, HP 14, Armor 2, Damage 2d6, Attack Claws and bite (close, reach, messy, forceful), **Moves** Unleash a terrifying roar, Maul them with fury.

DROGUE FLY: Horde, Beast, Winged, HP 2, Armor 0, Damage 1d4, Attack Harpoon stinger (near, far), **Moves** Fire stringer from

afar, Skewer victim with stinger, Drag them back to lair.

DWARF: Group, Organized, HP 7, Armor 2, Damage d6, Attacks Axe (close), **Moves** Drive back the enemy, Call for reinforcements, **Leader:** Gomund, 10hp, +1 damage, 1d12 gems worth 50gp each.

ELECTRIC EELS: Horde, Small, HP 2, Armor 0, Damage d4 or d8 if target is in metal armor, **Attacks** Electric touch (close, ignores armor), **Moves** Shock prey and swarm them

ELF: Group, Intelligent, Organized, HP 4, Armor 1, Damage d6, Attacks Sword (close), Bow (near, far) **Moves** Hide amongst the foliage, Strike from the brush, Know many things, **Immunities:** Charm and illusion magic. **Spells:** One random 1st level magic spell.

ESMERALDRA: Intelligent, Magical, Human, HP 12, Armor 1, Damage d6, Attacks Staff (close), **Moves** Offer to tell their fortune, Gather information from them, Cast a spell, **Spells:** Charm person, detect evil, read languages, read magic, shield, ESP, locate object, clairvoyance, and hold person.

ETTERCAP: Group, Organized, Devious, Stealthy, HP 6, Armor 2, Damage d6, Attacks Venomous bite (close, 1 piercing), **Moves** Command spiders, Shoot webs from above, Drop on victim, Deliver deadly and weakening venom, Drag them back and cocoon them to eat later.

FEARMOTHER: Solitary, Large Intelligent, Magical, Devious, HP 24, Armor 3, Damage 2d8, Attacks Barbed tentacle (close, reach, messy, forceful), **Moves** Lurk in shadows, Cast spells to weaken them, Terrorize them with fear, Deliver the Curse of Terror, Haunt their dreams, Spray death. **Curse of Terror:** Tentacle strike causes effect (p61). **Spells:** darkness, cause fear, emotion, detect good, cause light wounds, ESP, blight, hold person, silence 15', curse, cause disease, and invisibility. **Death Spray:** If slain, a torrent of toxic ichor sprays 15' in all directions. In unable to avoid, take 3d6 damage plus Curse of Terror. **Strength in Spawn:** For each fearspawn slain (one under the temple, one in the mines) reduce the Fearthmother's HP by -2.

FEARSPAWN: Solitary, Intelligent, Magical, HP 12, Armor 2, Damage 2d4, Attacks Barbed tentacle (close, reach, messy, forceful), **Moves** Lurk in shadows, Cast spells to weaken them, terrorize them with fear, Feast on corpses. **Spells:** darkness, cause fear, curse, cause disease, and invisibility. **Death Spray:** If the fearspawn is slain, it unleashes a torrent of black, toxic ichor that sprays in all directions for 15'. If unable to avoid, take 1d6 damage.

FISHMAN: Horde, Intelligent, Organized,

HP 4, Armor 1, Damage 1d6+1, Attacks Spear or trident (close, reach, throw), **Moves** Lurk in the murky waters, Emmerge with stealth, Drag them under the water, Disappear into the deeps.

FLYING SWORDS: Solitary or Group, Magical, HP 8, Armor 2, Damage 1d8, Attacks Swipe (close, messy), **Moves** Twirl around while floating in the air, Suddenly stab at anything nearby, Fight until destroyed.

FROGLINGS: Horde, Intelligent, Organized, HP 4, Armor 0, Damage 1d6, Attacks Spear (close) or bow (near, far), **Moves** Climb around in the trees, Spy on them, Leap high into the air, Blend in with foliage.

FUNGAL BASILISK: Solitary, Beast, HP 12, Armor 2, Damage d10, Attacks bite (close), **Moves** Turn any creature it touches into fungus, Turn flesh to fungus with its gaze, retreat deeper into the caves.

FUNGAL STALKER: Solitary, Magical, Stealthy, Devious, HP 14, Armor 2, Damage 2d6, Attacks Fungal bash (close, reach, forceful), **Moves** Hide in the fungus, Appear and attack furiously, Always find its target.

GARGOYLE: Group, Stealthy, Intelligent, Winged, HP 5, Armor 2, Damage d6, Attacks Claw (close), **Moves** Attack with surprise, Appear as a statue. **Mundane damage immunity:** Can only be harmed by magical attacks. **Spell immunity:** Sleep or charm spells.

GEKODA, EMPRESS GECKO: Solitary, Beast, HP 9, Armor 1, Damage d8+1, Attacks bite (close) and thrash (reach, forceful), **Moves** Spit acid at them, Swallow them whole, Digest them slowly inside the belly.

GIANT BEETLE: Horde, Tiny, Beast, HP 4, Armor 2, Damage d4, Attacks bite (close), **Moves** Scurry and swarm, Bite at the intruders and block their way, Protect the nests.

GIANT CRAYFISH: Solitary, Beast, HP 8, Armor 2, Damage d6, Attacks claw snap (close, reach), **Moves** Lunge from the shallows, Capture them with a claw.

GIANT GECKO: Horde, Beast, HP 5, Armor 0, Damage d6, Attacks bite (close) and thrash (reach), **Moves** Bask in the sun, Lurk in the muck, Panic and flee, Thrash with swappy tail.

GIANT CAIMAN: Solitary, Beast, HP 7, Armor 1, Damage d8+1, Attacks bite (close), **Moves** Charge at anything in its territory, Bite down hard and start a death roll.

GIANT DRAGONFLIES: Group, Beast, Winged, HP 3, Armor 1, Damage d4, Attacks bite (close), **Moves** Hover around looking for prey, Swoop in to bite.

GIANT EARTH WORM: Group, Beast,

HP 10, Armor 0, Damage d10, Attacks Slam (close, reach, forceful), **Moves** Slam anything that seems threatening with great force, Continue to thrash even if hacked into pieces.

GIANT FERRET: Group, Beast, HP 5, Armor 0, Damage d8, Attacks bite (close), **Moves** Explore with curiosity, Explode with unpredictable and sudden aggression.

GIANT FALCON: Solitary, Huge, Beast, Winged, HP 10, Armor 0, Damage d6+1, Attacks talons (close), **Moves** Make a dive attack, Survey the lands in search of prey.

GIANT LEECH: Solitary, Beast, HP 8, Armor 0, Damage d6, Attacks bite (close, draining), **Moves** Attach to victim with sucker mouth and drain their blood. Must be killed to detach. If victim dies, detaches and finds a hidden place to digest.

GIANT SALAMANDER: Group, Beast, HP 7, Armor 2, Damage d10, Attacks burning bite (close), **Moves** Burn them with an aura of heat, Bite with flaming teeth. **Fire immunity:** Unharmed by fire.

GIANT SHREW: Horde, Beast, Fast, HP 3, Armor 0, Damage d6, Attacks bite (close), **Moves** Climb on the walls, Defend its territory, Use echolocation in the dark.

GIANT SNAPPING TURTLE: Solitary, Beast, HP 14, Armor 3, Damage d10+1, Attacks bite (close, reach), **Moves** Chomp anything that comes into the lair.

GIANT SPIDER: Group, Beast, HP 5, Armor 1, Damage d6+1, Attacks bite (close, venomous), **Moves** Ambush from above, Use camouflage to blend in, Deliver a venomous bite, Cocoon them with webbing.

GIANT STURGEON: Unique, Huge, Beast, HP 26, Armor 3, Damage 2d10+2, Attacks Chomp (close, reach), **Moves** Lurk in the depths, Rise and swallow whole the first thing that looks big and edible. **Swallow whole:** A character may be swallowed whole. They may fight to free themselves with weapons. Damage continues while inside.

GIANT TOAD: Horde, Beast, HP 4, Armor 0, Damage d6, Attacks Bite (close), **Moves** Bask in the muck, Eat flies with long sticky tongue, Chomp anything that comes near, Swallow it whole, Use camouflage to blend in.

GIANT TICK: Group, Beast, HP 2, Armor 0, Damage d4, Attacks blood drain bite (close), **Moves** Attach to victim. Must be killed to detach. **If victim dies:** Detaches and finds a hidden place to digest.

GRIFFON: Group, Large, Beast, Winged,

HP 10, Armor 1, Damage d10, Attacks talons (close), **Moves** Swoop down on prey from above, Lift something high into the air, Drop something from high up to plummet to the ground, Defend the nest.

HARPY: Group, Devious, Hoarder, Winged, HP 6, Armor 0, Damage d6+1, Attacks talons (close), **Moves** Circle the nesting area, Screech to call reinforcements, Sing a hypnotizing song to lull intruders into letting their guard down.

HELLHOUND: Group, Small, Beast, HP 7, Armor 2, Damage d8+2, Attacks fire breath (near, flames) and bite (close), **Moves** Guard its territory, Follow orders from the masters.

HILL GIANT: Group, Huge, Intelligent, Organized, HP 15, Armor 2, Damage d10, Attacks Boulder (thrown, forceful), **Moves** Throw something heavy, Squabble amongst themselves, Stomp with fury.

HIPPOGRIFF: Group, Large, Beast, Winged, HP 8, Armor 3, Damage d8, Attacks talons (close), **Moves** Swoop down on prey from above, Lift something high into the air, Drop something from high up to plummet to the ground, Defend the nest.

HOBGOBLIN: Group, Organized, Intelligent, Cautious, Hoarder, HP 5, Armor 2 Damage 1d8, Attack Weapon (close), **Moves** Fight in formation, Call for reinforcements, Conquer the meek.

LAVA DWARF: Group, Magic, Organized, HP 11, Armor 2, Damage d8+1, Attacks weapon (close, obsidian), **Moves** Mindlessly lurch on the path of their past life, Defend the Forge, Shatter if struck, Light things on fire.

LAVA LORD: Unique, Huge, Magical, Intelligent, HP 20, Armor 3, Damage 1d12+2, Attacks lava slam (close, reach, flaming), **Moves** Mutter to himself, Suddenly shout and rage, Make the volcano shake and steam, Transform into a column of fire. Melts metal and will light on fire anything flammable.

MALSTERN: Unique, Human, Devious, HP 7, Armor 1, Damage 2d6, Attacks sneak attack (close, stealthy) and dagger (close), **Moves** Surprise with a deadly attack, Call for more bandits, Order people around.

MANTISMAN: Group, Organized, Intelligent, Cautious, Hoarder, HP 6, Armor 2 Damage 1d6+1, Attack Javelin (close, throw) and bite (close), **Moves** Ambush prey, Hide with camouflage, Decapitate them. **Champion:** Has 9hp, 3 armor, and does +2 damage. **Queen:** 10hp, 2 armor, +1 damage.

MINDPHAGE: Group, Devious, Tiny, HP 1, Armor 0 Damage Nil, Attack None, Moves Squirm into their ear, Use tiny tentacles to turn them into a brain puppet.

MOUNTAIN KING: Unique, Huge, Intelligent, HP 20, Armor 3, Damage d12+1, Attacks Maul (close, reach, forceful), Moves Challenge their heroism, Release a belly laugh, Sing loudly into the mountain peaks, Lose his temper.

MYCONID: Horde, Organized, Intelligent, Cautious, HP 4, Armor 0 Damage 1d6, Attack spear (close, throw) Moves Ambush them, Summon other miconids with spores, Make them fall asleep with spores. **Chieftain:** +4hp, +1 damage.

ORANGE MOLD: Solitary, Large, Slow, Stealthy, HP 10, Armor 0 Damage 1d8, Attack Slam (close, forceful), Moves Lurch along the ground silently, Smother prey, Crawl on walls and ceilings, Divide into smaller molds, Erode wood and metal, Squeeze through small openings, **Immunity:** Only harmed by fire-based attacks.

PIT VIPER: Group, Beast, Stealthy, HP 2, Armor 0 Damage 1d4+1, Attack Bite (close, venomous), Moves See in the dark, Strike from the darkness, Deliver deadly venom.

RACKOO: Use *Skeleton*. For Rackoo Champion, use *Giant Skeleton*. For Rackoo Mystic, use *Skeleton* but add these spells: *hold person*, *darkness*, *magic missile*, *mirror image*. For the Sovereign, use *Hill Giant* but add *Undead* feature and can cast spells as per Mystic.

RANCIDIUS: Unique, Human, Devious, Magical, HP 10, Armor 1, Damage 1d6+2, Attacks Dagger (close) or Deathly Spade (close, magical, cursed, +2 damage), Moves Appear benign and gain their trust, Strike fear into their hearts with grim sermons, Force them to drink a fear potion, **Spells:** *Cause fear*, *cause light wounds*, *darkness*, *detect magic*.

RAUGLE: Unique, Intelligent, HP 7, Armor 0, Damage 1d6, Attacks Bow (near, far), Moves Lead the way up the mountain, Find another way, **Expert Mountaineer:** Reduce climbing events to 1-in-6 instead of 3-in-6.

RAZORHOUND: Group, Beast, Organized, HP 5, Armor 2, Damage 1d6+2, Attacks Bite (close) or Flail Tail (area), Moves Lurk in the thorn brambles, Burst forth in a slashing frenzy of flailing spikes, **Flail Tail:** Can whip its tail around in wide arcs, attacking up to three creatures with its razor-tail attack.

RIGDORF: Unique, Large, Human, HP 16, Armor 0, Damage 2d8+2, Attacks Magic axe (close, reach, messy), Moves Protect the clearing, Call on lumberjacks to help. **Magic Axe:** In the hands of Rigdorf, the axe rolls double dam-

age dice (already factored in). Can fell a tree in a single chop.

ROC: Solitary, Huge, Beast, Winged, HP 16, Armor 0, Damage d8+2, Attacks talons (close), Moves Make a dive attack, Watch over territory.

ROCK GNOME: Group, Small, Organized, Intelligent, Cautious, Stealthy, Hoarder, HP 5, Armor 1 Damage 1d6, Attack Spear (close, throw), Moves Hide in the stones, Stay out of sight.

ROHN, BANDIT DRAGOON: Unique, Human, HP 6, Armor 3, Damage d8+1, Attack Weapon (close, reach), Moves Defend the camp, Take a bribe to walk away.

SCORIA, DEMON OF FIRE: Unique, Intelligent, Magical, Cautious, HP 34, Armor 4 Damage 3d6, Attack fiery blow (close, reach, near, flaming), Moves Appear in a whirlwind a flame, Speak with lashing flames, Roar and explode with fire, Turn them into fire elementals. **Can be summoned:** Using the *Tephritic Tome*. **Mundane damage immunity:** Can only be harmed by magical attacks. **Weak to Water & Cold:** Takes extra 1d6 damage from cold or water-based attacks. **Curse:** Can curse mortals to become fire or lava elementals.

SGT WILFRET: Unique, Human, HP 6, Armor 1, Damage d6+1, Attack sword (close), Moves Do what's best for Illmire, Rally a militia to fight.

SHUSHFEROOS: Solitary, Huge, Stealthy, Amorphous, HP 22, Armor 4, Damage 2d8, Attacks Slam (close, reach, near, forceful), Moves Appear as a tree, Defend the forest, Call upon the treants for help. Weak to fire and distrusts any who wield it.

SHRIEKER: Group, Devious, HP 6, Armor 0, Damage d8, Attacks shriek (close, near, armor piercing), Moves Unleash an earsplitting wale, Attract attention with noise.

SKELETON: Horde, Undead, HP 5, Armor 1, Damage d6, Attack slam (close), Moves Make no noise until the attack. **Giant Skeleton:** +5hp, +1 armor, 2d6 damage.

STIRGE: Horde, Tiny, Winged, HP 3, Armor 0, Damage d4, Attack proboscis (close, 2 piercing), Moves Flutter in the darkness, suddenly drive proboscis into prey, Suck blood. **Detach:** If stirge or victim dies.

STONE ROPER: Group, Devious, Stealthy, HP 10, Armor 3, Damage d8, Attacks rope slam (close, reach, grappling), Moves Look like a stalagmite, Surprise those who pass by, Lash out with ropes, Drag them to its maw, Knock them down.

SWAMP WITCH: Unique, Huge, Intelligent, HP 20, Armor 3, Damage d6, Attacks

Fists (close) and magic, **Moves** Send Delitha as an emissary, Know things about the swamp, Bestow the Mark of Vosethra. **Powers:** Each can be used three times per day: invisibility, summon thorny vines, polymorph to fungus, conjure food and drink, conjure fungus, transform into fungus, speak with plants, and speak with animals.

THE OBSERVER: Unique, Large, Magical, Devious, Intelligent, Hoarder, HP 22, Armor 1, Damage 2d4+3, Attacks Eye Beam (near, far) or bite (close, messy) or magic, **Moves** Float around talking to himself, Pose lots of questions, Lash out in frustration, Use science and alchemy, Forget about things, Provide missions, Send Defend the tower. **Eye Functions:** Each secondary eye has a different function, as follows: 1. Charm person, 2. Detect magic, 3. Magic Missile, 4. Shield, 5. Fireball, 6. Lightning bolt, 7. Detect invisible. **Central Eye:** Can perform Dispel magic. **Eye Abilities:** Can be used at will, so long as that eye is healthy. **Spells:** Polymorph others, dimension door, hold person, mirror image.

THE WIDOW: Group, Beast, HP 5, Armor 1, Damage d6+1, Attacks bite (close, venomous), **Moves** Ambush from above, Use camouflage to blend in, Deliver a venomous bite, Cocoon them with webbing. **Magical Intelligence:** Unusually smart. Speaks. Stalls intelligent prey with parlay until she can corner them or move into position to strike. **Poison:** Causes death in 1 turn (save versus poison). **Webs:** Creatures caught in webs are entangled and unable to move. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The webs can be destroyed by fire in two rounds. Creatures in a flaming web suffer 1d6 damage.

THORNBLIGHT: Horde, Organized, Magical, Devious, Stealthy, HP 2, Armor 0, Damage 1d3, Attacks Scratch (close, cursed), **Moves** Blend in with the underbrush, Scratch at their legs, Pile onto their target, Curse them with blight. **Blight:** Enemies struck may be cursed with the *blight* (-1 ongoing until uncursed).

TRAVELER: Human, Group, Organized, HP 3, Armor 0, Damage 1d4, Attacks Weapon (close), **Moves** Get to the destination without incident or delay, Offer to trade, **Arms:** Usually carry short swords, spears. **Mules:** Have 1d4 mules loaded with trade goods (e.g. lumber, furs, gecko hides, spices, trinkets, etc.).

TROGLODYTES: Group, Organized, HP 7, Armor 1, Damage d8, Attacks Club (close, forceful), **Moves** Kill anything that isn't a trog, Raid and retreat, Scavenge the battlefield, Emit a nauseating stench.

VRICA: Unique, Human, Devious, Magical, HP 13, Armor 1, Damage 1d6+4, Attacks Dark blade (close, cursed), **Moves** Abuse people, Command cultists to do her bidding, Unleash the Fearmother, Lull them to nightmarish slumber, **Dark Blade:** Inflicts damage that doesn't heal unless *remove curse* is cast first. **Spells:** *Cause fear, cause light wounds, darkness, detect magic, charm person, magic missile, and hold person.*

WOLF: Horde, Organized, Beast, HP 3, Armor 0, Damage d6+1, Attacks bite (close, messy), **Moves** Track the prey, Attack as a pack.

WYVERN: Solitary, Large, Intelligent, HP 14, Armor 2, Damage d10+2, Attacks poison stinger (close, reach, piercing 1), **Moves** Swoop on prey and grasp with talons, Deliver deadly poison sting with scorpion-like tail.

YETI: Group, Large, Devious, Organized, HP 8, Armor 1, Damage d8, Attacks Rip and tear (close), **Moves** Rip them apart, Regenerate damage, Hide in the snow, Run from fire. **Fire:** Cannot regenerate damage from fire. The only way to permanently kill a yeti.

YORIVAR THE DRUID: Unique, Human, Magical, HP 9, Armor 1, Damage d6, Attacks Staff (close), **Moves** Hide in the mud or brush or up in the trees, Mutter in druid language, Do what is good for Illmire, Talk to wildlife, Bestow healing magic, **Spells:** *Cure light wounds, Detect Magic, Light, Remove Fear, Speak with Animals, Remove Curse.*

ZESHARA: Unique, Human, Stealthy, Devious, HP 12, Armor 1, Damage d6+2, Attacks stiletto "Pang" (close, throw, poisoned, concealed) or garrote (close, concealed) **Moves** Pretend to be a victim, Drive Pang into their backs, Drop a wire around their neck and pull them up into the darkness, Drop a smoke bomb and disappear. **Assassination:** Inflict 2d6+4 damage against unaware targets.

ZOMBIE: Horde, Undead, HP 6, Armor 0, Damage d6, Attacks Scratch and bite (close, zombie rot), **Moves** Groan and howl, Attack without relent, Eat the brains, Turn them into more zombies.