

Sharp Swords & Sinister Spells 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.

NAME	HD	SPECIAL ABILITIES
Bandit	1	Gains Positive Die if attacking with 2 companions.
Banshee	5	2d6 scream attack.
Barbfang Swarm	1	2 attacks per round.
Barfrain's Wraith	5	1d6 Willpower drain attack.
Beaked Watcher	4	Can fly. Drop bombs from above for d10 damage.
Captain Frey	4	Can redirect the damage of one attack per round to a minion.
Commoner	1	Call for help.
Chimera Goblin	2	1) Toxic Spit, 2) Can fly, 3) +1 Damage and +2 hp, 4) Horns do d8 damage, 5) Can jump 25', 6) -1d Damage Reduction, 7) Hooves can run fast, 8) Mandible bite for d6 + bleed damage, 9) Owl-eyes can see in dark, 10) Many armed; 2 attacks per round, 11) Crab claw does d8 damage + hold, 12) Can speak and will parlay.
Cult Assassin	2	Positive Die to attack unaware targets and the target must make a Physique test with Difficulty equal to the damage taken or die.
Cultist	1	Can combine additional cultists to create higher HD "mob" of cultists.
Cockatrice	5	Anything touched is <i>petrified as stone</i> .
Corpse Crawler	4	<i>Paralyzing</i> bite.
Delitha the Driad	3	Can meld with tree. 1d8 damage vine strangling attack.

Demon (Ezrikaar and Eshrea)	7	Regenerate 1 hp per round. Move faster than humans. Can cast <i>curse</i> , <i>fireball</i> , <i>wall of fire</i> , <i>cloudkill</i> , and <i>contact higher plane</i> .
Dire Raccoon Skeleton	5	Silent until it attacks.
Dire Grizzly	6	2 attacks per round; max HP.
Drogue Fly	2	d8 harpoon attack; drags victim.
Dwarf	2	-1d Damage Reduction; 1d6 damage.
Electric Eel	1	Electric shock; double-damage against anyone in metal armor.
Elf	2	2 attacks per round. One random spell.
Esmeraldra	6	Spells: Charm person, detect evil, read languages, read magic, shield, ESP, locate object, clairvoyance, and hold person.
Ettercap	4	Venomous bite; success on Physique test or be weakened for 1d6 hours.
Fearmother	10	2 attacks per round. 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 Fearmother's HP by -2. Presence causes fear, making targets pass a Willpower test or receive a Negative Die to all actions within nearby range of the Fearmother.
Fearspawn	6	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	2	Can breath under water. Positive Die to ambushes or waterborne deeds.
Flying Swords	4	2 attacks per round. Fights until destroyed.
Froglings	1	Can jump up to 25' into the air.
Fungal Basilisk	6	If bitten, target must succeed in a Willpower test or turn into fungus in 1d6 hours.
Fungal Stalker	4	Invisible near fungus. 2 attacks per round.
Gargoyle	4	Can fly. Can turn themselves to stone at will; -2d Damage Reduction.
Gekoda, Empress Gecko	4	Can spit acid onto a target up to nearby range for 2d4 damage. Can attempt to swallow anything human-sized whole.
Giant Beetle	3	Chitinous shell; -1d Damage Reduction.
Giant Crayfish	3	2 attacks per round.
Giant Gecko	2	Likely to flee when anything comes near.
Giant Caiman	3	If bite attack hits, target must succeed on a Physique test or take double damage from the death roll.
Giant Dragonflies	2	Can fly with extreme agility.
Giant Earth Worms	3	Continues to flail and attack even if cut into pieces.
Giant Falcon	4	Dive attack; if successful, grabs the victim and flies up into the air carrying them.
Giant Ferret	2	2 attacks per round. Unpredictable.
Giant Leech	6	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	3	Mundane damage immunity: Can only be harmed by magical attacks. Fire immunity: Unharmed by fire.
Giant Shrew	1	Can use echolocation in the dark.

Giant Snap- ping Turtle	8	Can attempt to swallow anything human-sized whole.
Giant Spider	3	1d4 Physique damage after successful attack (a Physique test can negate this damage).
Giant Sturgeon	9	Can attempt to swallow anything human-sized whole.
Giant Toad	3	Can attempt to swallow anything human-sized whole.
Giant Tick	1	Attaches and does 1d2 damage per round until slain.
Griffon	6	Dive attack; if successful, grabs the victim and flies up into the air carrying them.
Harpy	3	Haunting songs force target to make a Willpower test or become enthralled, as if the <i>False Friend</i> spell were cast.
Hellhound	5	enthralled
Hill Giant	8	Throw giant stones for 3d6 damage.
Hippogriff	4	Dive attack; if successful, grabs the victim and flies up into the air carrying them.
Hobgoblin	1	Gains Positive Die if attacking with 2 companions.
Lava Dwarf	8	2d6 damage to all near if struck as obsidian items shatter.
Lava Lord	10	Immune to fire attacks. Double damage when turning into a column of flame.
Malstern	4	Positive Die to thieving deeds.
Mantisman	1	Positive Die to ambushes and surprise attacks.
Mindphage	1	If inserted into a person's ear, causes them to become brain puppets.
Mountain King	12	2 attacks per round; max HP.
Myconid	2	Release spores that cause <i>sleep</i> .
Orange Mold	9	Immunity: Only harmed by fire-based attacks.

Pit Viper	2	1d4 Physique damage after successful attack (a Physique test can negate this damage).
Rancidius	7	Spells: Cause fear, cause light wounds, darkness, detect magic.
Raogle	3	Expert Mountaineer: Reduce climbing events to 1-in-6 instead of 3-in-6.
Razorhound	3	Flail Tail: Can whip its tail around in wide arcs, attacking up to three creatures with its razor-tail attack.
Rigdorf	6	Magic Axe: In the hands of Rigdorf, the axe rolls double damage dice. Can fell a tree in a single chop.
Roc	5	Can fly. Dive attack does double damage.
Rock Gnome	1	Positive die to hide in rocky environs.
Rohn, Bandit Dragoon	4	-1d Damage Reduction; 1d6 damage.
Scoria, Demon of Fire	17	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	3	Max HP.
Shushferoos	9	Weak to fire and distrusts any who wield it.
Shrieker	3	Shriek attack does 2d6 damage.
Skeleton	1	Never run away in battle.
Stirge	1	Can fly. Piercing proboscis does 2d4 damage.
Stone Roper	5	Deals double damage to unaware targets.
Swamp Witch	11	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	12	2 attacks per round. 2d6 arcane blast attack once per round in addition; can cast 2d6 random spells with Willpower 15. Spells: Polymorph others, dimension door, hold person, mirror image.
The Widow	5	Can speak and will parlay. Venomous bite; must make a Physique test with Difficulty equal to the damage taken or die.
Thornblight	1	Anyone struck by a thornblight gets a negative die on their rolls until uncursed.
Traveler	1	Usually guarded by mercenaries.
Troglodytes	2	Max HP.
Virica	6	Damage from the Dark Blade does not heal unless a <i>remove curse</i> spell is used.
Wolf	2	Gains Positive Die if attacking with 2 companions.
Wyvern	7	3d6 stinger attack with poison. Must make a Physique test with Difficulty equal to the damage taken or die.
Yeti	6	Regenerate 1 hp per round, except from fire damage.
Yorivar	4	Can cast these spells: Cure light wounds, Detect Magic, Light, Remove Fear, Speak with Animals, Remove Curse.
Zeshara	7	Positive Die to attack unaware targets and the target must make a Physique test with Difficulty equal to the damage taken or die. Poisoned blade.
Zombie	2	After hitting a target, target must make a Physique test or acquire the Rot Disease, losing 1 Physique per day until healed. Anyone slain by a zombie becomes a zombie in 1d6 hours.