



# MONSTER MANUAL

## Expanded Bestiary

DUNGEONS & DRAGONS

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# MONSTER MANUAL

## Expanded Bestiary

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Bestiary compiled, edited and designed  
to resemble official Monster Manual  
by Smyris



# Chokers

Chokers are ravenous, greedy hunters. They lurk in the darkness of caves and dungeons, snatching any prey they can get their grasping tendrils on. Easily bribed and hard to escape from, they can at best be controlled and at worst, be consumed by.

**Alien Physique.** A typical choker appears to be a mottled brown, semi-humanoid creature with long tendril-like limbs ending with four fingers. A choker's skull, spine, and rib cage are bony, but its limbs are tentacles with joints of cartilage. Their limbs have a peculiar movement and seem almost fluid. Their hands and feet are covered in a spiny pad that helps them grip almost anything with ease.

**Basement Dwellers** Chokers live in dark, solitary environments with plenty of places it can use to ambush potential prey. As such you will usually find chokers living in caves, dungeons, city slums and, in some instances, forests and swamps.

**Ravenous Appetite.** A choker's hunger can almost never be satisfied. It's build however, does not allow it to attack prey head on without facing difficulty. Because of this, chokers prefer to ambush individuals; using their unique abilities to hide in unusual places such as on ceilings and above doorframes. A choker will do almost anything for food, a smart adventurer can use their knowledge of undercommon to bribe the choker into leaving you alone or even helping them achieve their goals.

**Trinket Collectors.** Chokers are of limited intelligence and have little society of their own. Despite this, they are often fascinated by the products of more advanced cultures, and have been known to collect small tokens from their prey. Chokers are socially advanced enough to identify themselves and others with names, and occasionally form rudimentary friendships or alliances with less savory humans.



## VARIANT: VINE CHOKERS

Some chokers have adapted to survive and blend into forested environments. These choker's skins have adapted to resemble vines and are covered in forest growth. This growth has a toughness similar to bark and is pervaded by poisonous spore pods, providing an additional layer of protection. A vine choker has a challenge rating of 2 (450 XP) and has the following traits.

**Condition Immunities.** poisoned

**Innate Spellcasting (3/Day).** The vine choker can innately cast *barkskin*, requiring no material components. It's innate spellcasting ability is Wisdom.

**Spore pods.** Poisonous spore pods on the vine choker's body explode when the vine choker takes damage. Creatures within 5 feet of the vine choker when it takes damage must make a DC 17 Constitution saving throw or take 4 (1d8) poison damage and become poisoned for 1 hour. The vine choker can trigger this ability as a bonus action 3 times a day.

## CHOKER

*Small aberration, chaotic evil*

**Armor Class** 15  
**Hit Points** 13 (3d6 + 3)  
**Speed** 20ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	4 (-3)	13 (+1)	7 (-2)

**Skills** Athletics +3, Stealth +6

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Undercommon

**Challenge** 1 (200 XP)

**Climbing.** The choker can climb difficult surfaces, including ceilings, without suffering a speed penalty or needing to make an ability check.

**Quickness.** Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

### ACTIONS

**Constrict.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained and the choker can't constrict another target.

**Tentacle.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



ALL WE SAW OF THEM WERE THEIR EYES, SO MANY... SHONE LIKE STARS IN THE NIGHT, DEEP RED STARS.  
 THE THING I REMEMBER MOST WERE THE SOUNDS THEY MADE... LIKE CHILDREN, OR... TWISTED FACSIMILES OF THEM, SCREAMING AND WAILING FROM THE DARK.  
 I REMEMBER, A FEW HOURS AFTER IT STARTED, DROTH BEGAN SHOUTING THREATS AT THE SHADOWS, AS IF EXPECTING A REPLY... THEN HE PICKED UP HIS AXE AND CHARGED INTO THE NIGHT, HE WAS GONE BEFORE WE EVEN KNEW WHAT WAS HAPPENING.  
 WHEN DAWN DID FINALLY COME, THOSE THINGS VANISHED. ALL WE FOUND OF DROTH WAS HIS AXE.  
 JOSEPH NERHAL  
 JOURNAL ENTRY #43

## Gore Crows

A mass of beaks, feathers and blood falls upon a villager, his tortured screams are quickly cut off by the guttural screeching of the dark mass engulfing him. The swarm claims another victim. Gore crows, birds whose corpses have been granted a twisted mimicry of life, often act as vicious sentries, protecting the skies above territories claimed by necromancers.

**Appearance.** The unique resurrection process used when creating gore crows darkens the feathers of any bird affected. This gives the creature its characteristic crow-like appearance, in reality a gore crow can be any breed of bird.

**Hive Mind.** Due to the difficulty and inefficiency of creating and controlling each of the birds necessary to form a gore crow swarm, Necromancer's will often resurrect an entire group at the same time by infusing it with a single soul. This grants the swarm a single consciousness, giving it unnatural coordination in its actions and allowing the swarms master to control it as though it were a single entity. A member separated

from the swarm is unable to function alone, falling to the ground and failing around until reunited. A gore crow can be resurrected alone too, such creatures make excellent spies, or gruesome pets.

**Devious Hunters.** Gore crows are capable of mimicking sounds it has heard, these sounds will often be warped in a way that is disturbing to listeners. Gore crows use these sounds to lure in, or terrify victims before swooping in and picking them apart until nothing remains.

## SWARM OF GORE CROWS

Medium swarm of tiny undead, neutral evil

**Armor Class** 10  
**Hit Points** 70 (17d8 - 7)  
**Speed** 10ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	2 (-4)	6 (-2)	5 (-3)

**Saving Throws** Wis +0  
**Damage Resistances** bludgeoning, piercing, slashing  
**Damage Immunities** poison  
**Condition Immunities** charmed, frightened, paralysed, petrified, prone, restrained, stunned  
**Senses** darkvision 60ft., passive Perception 10  
**Languages** -  
**Challenge** 1 (200 XP)

**Twisted Chorus.** The swarm can mimic sounds it has heard such as a people whispering, children crying, or people screaming. A creature that hears the sounds while the swarm is invisible or otherwise unseen must succeed on a DC 10 *Charisma* Saving throw or become frightened until either the swarm is revealed, the sounds are determined to be imitations, or the creature stop hearing the sounds. A creature can tell the sounds are imitations with a successful DC 7 *Wisdom (Insight)* check.

**Undead fortitude.** If damage reduces the swarm to 0 hit points, it must make a *Constitution* saving throw with a DC of 5 plus the damage taken, unless the damage is radiant or from a critical hit. On a success, the swarm drops to 1 hit point instead.

**Undying Swarm.** Members of the swarm that die in battle don't stay dead for long, rising again and rejoining the fight if left alone for long enough. Each turn, if the swarm has taken no damage since it's last turn, it may make a DC 7 *Constitution* check, if the swarm succeeds it regains 1d10 hit points. This ability cannot restore health beyond the swarm's maximum health.

### ACTIONS

**Flurry of Beaks.** *Melee Weapon Attack:* reach 5 ft., one target. *Target Chosen:* The target creature must make a DC 12 *Constitution* saving throw. If the creature fails it takes 7(3d4+1) piercing damage, if the creature succeeds it takes 3(1d4+1) damage instead

## GORE CROW

tiny undead, neutral evil

**Armor Class** 8  
**Hit Points** 5 (2d4 + 1)  
**Speed** 10ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	8 (-1)	12 (+1)	1 (-5)	6 (-2)	5 (-3)

**Saving Throws** Wis +0  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60ft., passive Perception 10  
**Languages** -  
**Challenge** 0 (10 XP)

**Twisted Mimicry.** The gore crow can mimic simple sounds it has heard such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 7 *Wisdom (Insight)* check.

**Undead fortitude.** If damage reduces the zombie to 0 hit points, it must make a *Constitution* saving throw with a DC of 5 plus the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### ACTIONS

**Gore.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



# Graveirs

Graveirs are depraved, lecherous and treacherous monstrosities. Larger than ghouls, they have three bony combs on their head and short but cruel, thick claws. Their teeth and thin tongue allow them to eat marrow — and the more rotten and rancid the marrow, the more it is to their liking. The vile graveirs' teeth are coated with rotten flesh and marrow, so anyone who engages one in battle beware.

**Failed Transformation.** When a ghoul is infused with a stronger dose of abyssal energy in order to turn it into a ghaist, occasionally the process goes wrong. When this happens, the result is often a graveir, an aberration even among ghouls. Unable to be controlled, graveirs are more often than not killed immediately, but sometimes the fiends who create them decide to deposit them on the material plane, either out of amusement or malice.

**Grave Dwellers.** While not vulnerable to the effects of direct sunlight, graveirs are repulsed by it, hiding underground and only coming out at night. Their preferred habitats are crypts in graveyards, where they have easy and frequent access to corpses. While not very intelligent, many graveirs are able to understand the function of the mortal gravediggers who work in the graveyards, and leave them alone as they bring in new food. Many smaller towns and villages cannot afford to hire adventurers to dispose of graveirs for them, and so submit to their presence as an unavoidable necessity.

"A GRAVEIR IS A TYPE OF GHOUL. IT LOOKS VERY MUCH LIKE A GHOUL BUT IS CONSIDERABLY LARGER. HE CAN ALSO BE TOLD APART, AS YOU CAN SEE, BY THESE THREE BONY COMBS ON HIS SKULL. THE REST IS THE SAME AS ANY OTHER CORPSE-EATER. TAKE NOTE OF THE SHORT, BLUNT CLAWS, ADAPTED FOR DIGGING UP GRAVES, AND CHURNING EARTH. STRONG TEETH FOR SHATTERING BONES AND A LONG, NARROW TONGUE USED TO LICK THE DECAYING MARROW FROM THEM."

— FARIS HULLDOWN,  
CHIEF VESSARIAN NATURALIST,  
NOTES FROM A GRAVEIR AUTOPSY



## GRAVEIR

Large undead, chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 213 (25d10 + 75)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

**Damage Resistances** necrotic; bludgeoning, piercing and slashing weapons from nonmagical weapons that aren't silvered

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** —

**Challenge** 11 (7,200 XP)

### ACTIONS

**Multiattack.** The graveir attacks once with its bite, and twice with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage, and the target must make a DC 15 Constitution check, taking 9 (2d8) poison damage on a failed check or half as much on a successful one.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

# Jermlaine

Jermlaines, are evil underground dwellers who spend their days sneaking, hiding and plotting to humiliate larger races and create general mischief. Most races refer to these troublemakers simply as 'gremlins'.

**Ankle Biters** Jermlaine are tiny, mishappen, grey skinned goblinoids covered with warts, pimples and hair. They have large, mis-shapen noses which compliment their small, beady eyes and yellow, jagged teeth. Jermlaine are very small, typically only growing to about 15 inches in height. With foul dispositions and evil designs, jermlaines are also extremely adept at hiding and sneaking, as such they can sometimes be mistaken for a mishappen rat.

**Giant Families.** Jermlaines typically dwell in large underground networks of tunnels appropriate to their size (though some have been known to lair in the sewers of major cities, even allying themselves with local thieves' guilds). They live in large extended families ranging from about twelve to fifty individuals living only to plot and scheme. A clan consists of four to sixteen such families, each led by a patriarch. The strongest and smarted of the patriarchs becomes clan chief. Male jermlaines are warriors; females are warriors before and after their childbearing years, but remove themselves from combat while rearing children. They teach their young how to ambush and humiliate larger species.

**Rodent Lovers.** Jermlaine seem to have a kinship of sorts with rats. Their language, akin to high-pitched, ratlike squeaking, apparently allows them to communicate to these rodents and others like them. Societies of jermlaine are often accompanied by many rats, as many as an entire plague, including a few giant ones. Jermlaine share their homes with the rats and other rodents, pooling their resources. They treat these vermin as trusted equals, and jermlaine clans name themselves after the type of rodent they share their lives with.

## VARIANT: RAT RIDER

Some Jermlaine have learned to fight with their rodent allies, riding them into battle. In battle, jermlaine and rodents act as allies and will fight together as a team to take down common foes. Jermlaine can sometimes be found riding Giant Rats and Diseased Giant Rats. Rodents that has been mounted by a jermlaine gains the following traits.

**Speed.** 40 ft.

**As One.** In combat, the rodent takes it's turn 1 turn before it's rider.

**Nimble Escape.** The rodent can take the Disengage or Hide action as a bonus action on each of its turns.

## JERMLAINE

*Tiny fey, neutral evil*

**Armor Class** 13

**Hit Points** 1 (1d4 - 1)

**Speed** 40ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	8 (-1)	8 (-1)	16 (+3)	5 (-3)

**Saving Throws** Dexterity, Wisdom

**Skills** Perception +5, Stealth +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Undercommon, Jermlaine

**Challenge** 1/4 (50 XP)

**Ambusher.** The jermlaine has advantage on attack rolls against any creature it has surprised.

**Nimble Escape.** The jermlaine can take the Disengage or Hide action as a bonus action on each of its turns.

**Pack Tactics.** The jermlaine has advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the creature and that ally isn't incapacitated.

**Speak with Rats.** The Jermlaine share a unique language. This language allows them to communicate with rodents of any variety as though they shared a language.

## ACTIONS

**Dart.** *Ranged Weapon Attack:* +5 to hit, reach 20 ft./60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Spear.** *Melee Weapon Attack:* -2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 4) piercing damage.



BLOODY PESTS. RATS WERE ONE THING, BUT NOW WE'VE GOT GREMLINS RUNNING AROUND THE SEWERS SETTING UP THEIR LITTLE TRAPS. I FELL FOR ONE OF 'EM ONCE, DURING A MAJOR STORM, BLOODY THING CAUGHT MY LEG WHILE I WAS FIXING A PIPE MADE ME TRIP INTO THE CANAL. I NEARLY DROWNED, MANAGED TO PULL MYSELF UP LUCKILY, I CAN STILL HEAR THE LITTLE BASTARDS CACKLING AWAY DOWN THERE.

-GETH MORANMOR  
CITY ENGINEER



# Nymphs

A Nymph is a powerful fey spirit of impossible beauty and grace. Playful guardians of the natural world, These elf like beings watch over locations they feel hold significance, protecting these areas from those who would seek to do them harm.

**Naturally Curious.** Nymphs are playful by nature, preferring to make friends rather than enemies. If someone in her domain proves themselves kind hearted, a nymph will make her presence known to them, offering them shelter and safe passage through her land. She may also try to convince travelers to stay a while so that she can learn more about them. She may even attempt to seduce someone she finds particularly interesting and, in rare cases, will leave her home under the protection of a lesser fey and join her new friend in their adventure.

**Elven Face.** A Nymph's face is very elf like in appearance. Their faces are angular with high cheekbones and elven ears. These ears will sometimes appear feathered, this feature is a sign of age and is only seen on particularly ancient Nymphs.

**One with Nature.** A Nymph's beauty has a physical effect on the natural world around them causing plants to grow and bloom and generally making the area around them more colorful and vibrant. Their influence on the land they protect often makes it an ideal home for wildlife, who will settle down and help the nymph guard the area. A Nymph's connection with nature means they prefer to not wear clothes, doing so only in the presence of those they respect, and only at that those being's specific request.

**Impossible Splendour.** The beauty of the Nymph is impossible for most humanoids to comprehend, blinding those who look at her directly. They will often hide their beauty with magic when around others.



## NYPH

Medium Fey, chaotic good

**Armor Class** 17

**Hit Points** 33 (6d8 + 6)

**Speed** 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	16 (+3)	17 (+3)	19 (+4)

**Saving Throws** Str +4, Dex +11, Con +9, Int +7, Wis +7, Cha +12  
**Skills** Acrobatics +7, Nature +10, Animal Handling +7, Persuasion +10

**Damage Resistances** cold

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Sylvan

**Challenge** 12 (8400 XP)

**Aquatic spirit.** The nymph can breathe water and walk on it.

**Blinding Beauty.** The undisguised beauty of a nymph is beyond comprehension, blinding all those who gaze upon her. All humanoids within 30 feet of the nymph who look directly at her must succeed on a DC 17 *Charisma* saving throw or be blinded permanently as though by the blindness spell. A nymph can suppress or resume this ability as a bonus action.

**Innate Spellcasting.** The nymph's innate spellcasting ability is *Charisma* (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells, requiring no material components

At will: *fog cloud, detect magic, light, animal messenger*  
3/day each: *plant growth, locate animals or plants, conjure animals*  
1/day each: *dimension door*

**Natural Goddess.** More than simply a symbol of beauty, a nymph is one with nature and all her children. As a result of this, non-magical animals encountered by the nymph will immediately have a friendly disposition towards her. In addition, fey and non-magical animals will approach the nymph randomly throughout a day, animals and fey who approach her are friendly towards her and will attempt to aid her if she is in trouble.

**Speak with Beasts and Plants.** The nymph can communicate with beasts and plants as if they shared a language.

**Spellcasting.** The nymph is a 9th-level spellcaster. It's spellcasting ability is *Wisdom* (spell save DC 15, +7 to hit with spell attacks). The nymph has the following Druid spells prepared.

Cantrips (at will): *druidcraft, mending, resistance*  
1st level (4 slots): *charm person, cure wounds, entangle, longstrider*  
2nd level (3 slots): *barkskin, heat metal, lesser restoration*  
3rd level (3 slots): *call lightning, protection from energy, sleet storm*  
4th level (3 slot): *conjure woodland beings, polymorph, control water*  
5th level (1 slot): *Geas*

**Unearthly Grace.** A nymph's charm and grace can be just as protective as armor. The nymph adds her *Charisma* modifier as a bonus to her AC and to all her saving throws.

## ACTIONS

**Stunning Glance.** The wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 *Charisma* save or be stunned for 2d4 rounds.

# Rage Drake

Primitive draconic creatures, rage drakes have more in common with large and dangerous dire animals than with true dragons. Although capable of at least rudimentary reasoning, rage drakes remain minimalistic in many ways. Cruel and selfish, rage drakes embody many of the worst qualities of evil dragon-kind. Some sages believe that rage drakes were created deliberately in an attempt to find a mount with the fearsome physical abilities of a dragon but without the intelligence and powerful magical abilities. Rage drakes do not hoard treasure, though they do value precious gems . . . as snacks.

**Dragon Dogs.** Rage drakes have dull, deep red scales and the feline build common to true dragons. Unlike many other draconian creatures, they do not have wings. However, their size and strength make them extremely fast compared to most ground creatures. A typical rage drake can grow to be over 12 feet long and can weigh up to 6,000 pounds.

**Draconic Instincts.** Brutal, instinctive hunters, rage drakes hide and ambush their foes when possible. Beyond this instinctive hunting technique, rage drakes take a simple approach to the many battles they fight in their violent lives. When combat begins, a rage drake charges and bites the nearest foe, refusing to let go for as long as possible and applying more and more strength with their vice-like jaw. It will also attempt to tear foes to shreds using its razor-sharp claws. Once in combat a rage drake is almost impossible to calm down, and if over-matched is more likely to fight to the death than run or submit.

**Rage Drake Mounts.** Although they are too intelligent to be trained by usual means, rage drakes can occasionally be bribed or bullied into serving as mounts for extremely powerful riders. Riding a rage drake, even a thoroughly cowed one, is always risky, and the rider must be prepared to deal with the rage drake's attempt to assert control or turn on its rider. Controlling a mount is especially difficult when the creature enters a rage. A rage drake willing to serve as

a mount is almost impossible to purchase, and hideously expensive to maintain as the creature requires frequent rewards of food, drink and precious gems in order to keep it happy and reasonably loyal. In general, if one wants to maintain the loyalty and garner some level of obedience from a rage drake, a rider can expect to spend anywhere from 500 to 1,500 gp on the creature every month.

**Fiendish Breed.** Demon princes often breed powerful fiendish versions of rage drakes to use in their Abyssal armies. These ferocious monsters are even more terrifying than their ordinary cousins, combining draconic fury with demonic toughness and vigour. Fortunately, this variant is rarely seen outside of the deepest pits of the Abyssal planes.

## RAGE DRAKE

Large dragon, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 143 (19d10 + 38)

**Speed** 60ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

**Condition Immunities** charmed, frightened, paralyzed

**Senses** darkvision 60 ft., passive Perception 14

**Languages** can understand draconic but cannot speak

**Challenge** 5 (1,800 XP)

**Keen Senses.** The rage drake has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Predatory Speed.** As a bonus action, the rage drake can move up to its speed toward a hostile creature that it can see.

### ACTIONS

**Multiattack.** The rage drake makes one bite attack or crunch attack, and two claw attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 15).

**Crunch.** The rage drake bites down on one creature it has grappled in a bite. The target takes 10 (2d6 + 3) piercing damage, and has disadvantage on their next escape attempt.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.





## Art Credits in Order of Appearance

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# THE A TO Z COMMUNITY BESTIARY

The Dungeons and Dragons community presents a horde of fantastical DUNGEONS & DRAGONS creatures, including chokers, gore crows, golems and nymphs - a monstrous feast for Dungeon Masters ready to further challenge and excite their players while populating their adventures.

The monsters contained herein are culled from the minds of it's greatest players and from across the fantasy multiverse, with easy-to-use game statistics and thrilling stories to feed your imagination.

