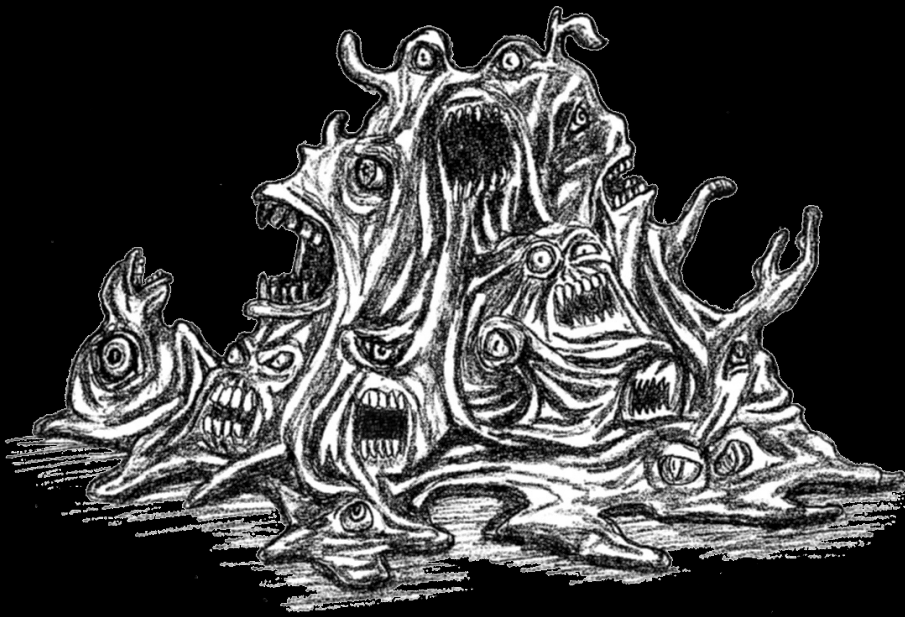


The Beast Hack 2: Monster Madness



Another collection of fearsome fantasy
foes for use with The Black Hack



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A note on special abilities:

Since monsters only roll for damage, any notes on rolling advantage or disadvantage should be for the players. For ease of use with the Cleric's turning ability, undead have been marked.

Assassin Vine

What look like normal vines are actually a carnivorous plant that entwines its foes, crushing them to death.

HD: 3

Actions and Specials: Entangle (1d6) + If damaged by the entangle, the hero is caught up in the vines. They may take no actions besides a STR or DEX test to get free from the vines. A hero takes (1d6) damage every moment they are entangled.

Avenging Angel

A powerful force for good, the Avenging Angel seeks the death of its god's enemies. Clerics who turn from the faith may come face to face with such a creature.

HD: 10

Actions and Specials: Can fly. Can cast the Hold Person or Silence spells as an action. Can cast the Holy Word Spell once per fight.

Azer

These fiery dwarf-like creatures have a special affinity for gems and will try to steal them whenever possible.

HD: 3

Actions and Specials: Fiery Skin – Any who deal damage to an Azer in close range must make a DEX test or take (1d4) fire damage.

Barghest

This beast looks like a cross between a goblin and a wolf. Barghests can be very powerful foes who delight in stealing the residual life-energy of fresh corpses.

HD: 4

Actions and Specials: Increases 1 HD for every three corpses it devours.

Beast Horde

An odd assortment of various animal heads and limbs, a Beast Horde is a walking abomination. Some believe it was created by an insane druid long ago.

HD: 7

Actions and Specials: 4 Claws (1d4) + 4 Bites (1d4). Cannot be taken by surprise.

Bone Blade

These ape-like beasts have a large and deadly bone protruding from each forearm. They are territorial animals that will impale intruders on sight.

HD: 4

Actions and Specials: 2 Bone Claws (1d10)

Catfolk

Quick and cunning creatures, Catfolk only strike when they believe they have a significant advantage.

HD: 1

Actions and Specials: Can see in the dark. Adds +1 to any rolls for DEX tests against a Catfolk.

Centaur

With the lower half of a horse and the upper half of a man, Centaurs are nomadic creatures who can be wild drinkers.

HD: 3

Actions and Specials: Can move up to far away range as part of an action.

Dark Elf

Hidden in the depths of the earth, Dark Elves often worship evil gods and plot the destruction of the surface world.

HD: 1

Actions and Specials: Can cast the Darkness Spell once per fight. Can see in the dark.

Dark Naga

A snake-like creature with a woman's face, Dark Nagas are evil guardians who often protect artifacts of vital importance.

HD: 8

Actions and Specials: Poisonous Bite (1d12) + if the hero is damaged, CON test or take (1d6) damage for the next (1d4) moments. May cast the Dispel Magic or Invisibility Spells as an action.

Death Crystal

A vaguely humanoid figure made of crystal, Death Crystals kill but for no known reason, yet they seem to delight in it.

HD: 5

Actions and Specials: 1 Crystal Shard (2d4) from close to nearby range. Heals 1d4 HP each moment. Stops healing once HP reaches 0. Takes double damage from sound based attacks.

Deathwing

A large black bird with the general appearance of a crow or raven, Deathwings seem to feed off of fear, only eating their prey once it is motionless with fright.

HD: 6

Actions and Specials: Screech – all nearby targets, WIS test or be paralyzed for (1d4) rounds, may be used once per (1d6) moments. Can fly.

Dire Rat

Large disease-ridden rats, these beasts are willing to eat almost anything if sufficiently hungry.

HD: 1

Actions and Specials: 1 Bite (1d3) + CON test if damaged by bite. Failure means disadvantage on all CON tests until at least 8 hours rest have occurred.

Dire Wolf

Large wolves, these creatures are capable of hunting on their own and often do so.

HD: 3

Actions and Specials: 1 Bite (2d6)

Dracolich

A dragon raised from the dead, Dracoliches are horrible monsters given new life.

HD: 9

Actions and Specials: Upon first seeing a Dracolich, WIS test or add an additional +2 to all attribute rolls. Is not affected by 1st or 2nd level spells of any kind. Immune to cold. Breathes Death - 1d4 nearby targets make a DEX test or take (3d8) necromantic damage.

Dragon-Men

Some dragons take the form of humans and mate. Their offspring are the dragon-men, scaly humanoids who often are very greedy.

HD: 5

Actions and Specials: Close or nearby

targets make a DEX test or take (2d6) damage. May be used once per fight.

Dragonturtle

Massive draconic turtles, Dragonurtles are true terrors of the deep.

HD: 8

Actions and Specials: Steam Breath - Close or nearby targets make a DEX test or take (3d6) damage. May be used once every (1d4) moments. Has 9 Armor Points.

Drake

Wingless monsters, some consider them the “ponies” of dragonkind, yet this is far from the truth. They are powerful and clever creatures.

HD: 7

Actions and Specials: Close or nearby targets make a DEX test or take (2d6) damage. May be used once every (1d4) moments.

Dryad

Beautiful tree spirits, Dryads often appear as women made of wood and bark.

HD: 2

Actions and Specials: May instantly appear by any tree from close to far away range as an action.



Elder God

Ancient and terrible forces for evil, Elder Gods appear in many different forms but almost always reek of misery and death. Their very presence is disheartening and saps the energy of those around them.

HD: 12

Actions and Specials: Slam (2d12), all attribute rolls made at a disadvantage.

Earth Elemental

A being made of dirt and stone, Earth Elementals function on basic instinct.

HD: 2

Actions and Specials: 1 Slam (2d4), may burrow beneath the earth.

Faun

Half-Men, Half-Goat, Fauns are pleasant creatures that love women.

HD: 2

Actions and Specials: May use the Charm Spell once per fight.

Frog-Men

Primarily living in swamps, Frog-Men are humanoid creatures with their own secret agenda.

HD: 1

Actions and Specials: Can leap up to a nearby range as part of an action.

Frost Wolf

Living high in the mountains, Frost Wolves are about the size of a Dire Wolf, but much more intelligent. They can speak and often hatch plans with Frost Giants.

HD: 3

Actions and Specials: 1 Bite (1d10) + Frost Breath – all nearby targets make a DEX test or take (2d6) damage. May be used once per battle. Immune to cold.

Gibbering Moulder

This horrifying collection of mouths, eyes, and flesh often calls out in a jumble of screams.

HD: 4

Actions and Specials: Upon first hearing a Gibbering Moulder, WIS test or lose next action. A Gibbering Moulder cannot be surprised.

Grey Render

These lanky, Grey Skinned monsters have elongated mouths that droop low. They feed off of their prey by sapping their strength with large, menacing claws.

HD: 4

Actions and Specials: 3 Draining Claws (1d6) + if the last attack deals damage, -2 STR for 1 hour.



Hag

These large witches are ugly by nature, often with complex plots to wreak havoc on mankind. Sometimes they form a coven; a group of hags that work together for an even greater, and more sinister purpose.

HD: 4

Actions and Specials: 2 Claws (1d6) May cast any 1st level Conjuror Spell. May do so a total of three times per fight.

Half-Demon

These creatures are human in appearance, save their horns and tail. Many follow their demonic heritage towards the path of evil.

HD: 1

Actions and Specials: 2 Claws (1d3) and Horns (1d3)

Imp

Little demonic minions, Imps like to cause havoc wherever they go. They often serve a more powerful master.

HD: 1

Actions and Specials: Pitchfork (1d6), can fly. Immune to fire.

Infernal Knight

Specialized soldiers who work for a powerful demon overlord, Infernal Knights are trained to kill, and do so quickly.

HD: 5

Actions and Specials: May cast the Fireball Spell once per fight. HD count as level for determining damage. Immune to fire.

Infernal Lord

Truly powerful demons, Infernal Lords rule over sections of hell with tenacity. They hate anything good and fight against the forces of righteousness with everything they have.

HD: 9

Actions and Specials: May cast the Fireball Spell twice per fight. HD count as level for determining damage. Immune to fire.

Kitsune

Fox-like humanoids with shape-changing abilities, Kitsune are tricky creatures who often coax others into doing their bidding.

HD: 3

Actions and Specials: May use the Polymorph Spell as an action, but only on themselves. Disadvantage on all CHA tests against a Kitsune. 2 Claws (1d3)

Kobolds

These small creatures resemble a lizard or dragon. Despite their weak combat capabilities, they are surprisingly smart and capable of devising deadly traps.

HD: 1

Actions and Specials: Has only (1d4) HP. Disadvantage on INT tests against Kobolds.

Kraken

One of the most fearsome beasts of the sea, the Kraken is a giant squid that attacks large ships and drags them into the depths.

HD: 9

Actions and Specials: 8 Tentacles (1d12) Can breathe underwater.

Living Statue

Some wizards use animated statues to guard their towers and magical libraries. These structures, though not intelligent, are deadly in combat.

HD: 5

Actions and Specials: Immune to non-magical weapons. Has 6 Armor Points.

Lizard-Men

Savage creatures that often live in swamps, Lizard-Men are known for eating their meals while they are still alive.

HD: 1

Actions and Specials: Can hold breath underwater for one hour.

Man-Hunter

These odd goblinoid creatures were said to be developed by a powerful Conjuror long ago, to grow stronger as their numbers dwindled. Legend has it these nasty beasts turned on their creator and now seek to torment humans, hunting them for sport.

HD: 1

Actions and Specials: 1 Bite (1d4) + bite deals +1 damage for every other Man-Hunter that has fallen this fight. Only has (1d6) HP.

Mantis-Men

These primitive monsters are simply human sized praying mantises with orc-like intelligence. It is said they are cannibalistic, feeding on their own kind if they find their victim to be "weak."

HD: 1

Actions and Specials: 2 Claws (1d4)

Merfolk

Beautiful creatures who sometimes lure adventurers to a watery grave.

HD: 1

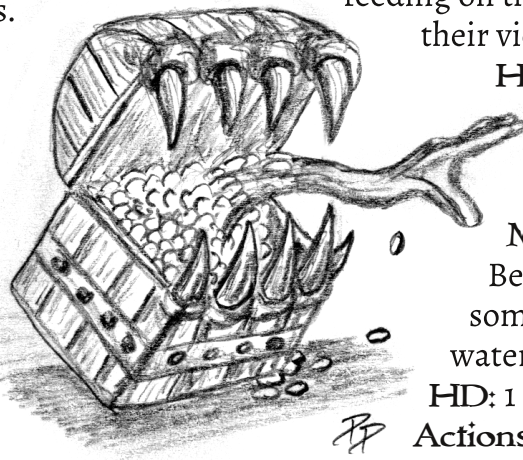
Actions and Specials: Can breathe underwater.

Mimic

Carnivorous monsters who can appear as different kinds of inanimate objects, they instinctively know what kind of object to take the form of. Many adventurers have died from the bite of what they thought was a treasure chest.

HD: 3

Actions and Specials: Can appear as any mundane object such as a treasure chest, a WIS test made with +2 to the roll can determine if the object is actually a Mimic.



Mind-Eater

These hairy beasts often dwell within caves and the like. They are naturally very intelligent creatures who have an almost vampiric need to feed off of others intelligence.

HD: 7

Actions and Specials: 2 Claws (1d10) + if damaged by a Claw, INT test, failure reduces INT score to 4 for 1 hour.

Morlock

These incredibly pale creatures have large red eyes and speak in broken screeches and moans. They live in perpetual darkness, fearing light above all else.

HD: 2

Actions and Specials: Can see in the dark. Can walk on ceilings and walls. Heroes have -2 to any attribute roll against the Morlock if it is in the presence of light.

Orcs

Brutal warriors with green skin, Orcs are willing to fight with very little provocation.

HD: 1

Actions and Specials: 1 Sword (1d6), Orcs have (1d10) HP.

Pegasus

Flying horses, Pegasus are a rarity and prized by many. They are very difficult to catch.

HD: 2

Actions and Specials: Can fly. Can move up to far away range as part of an action.

Phantom Rider (Undead)

A haunting figure with a black cloak and steed, these monstrosities are said to be a warning of death for those who see it. They are resilient as well, said to be the assassins of death itself.

HD: 4

Actions and Specials: Ignores one point of damage each time it is hit.

Pheonix

A massive bird made of pure fire, these creatures are said to represent the vibrant yet deadly cycle of life.

HD: 8

Actions and Specials: May attack one

target from close, nearby, or far away range with a blast of fire (2d8). When a Pheonix dies, it rises from its own ashes in (2d6) days. Spreading the ashes far enough can prevent resurrection.

Plague Fiend

Sickly creatures with bone-white skin, Plague Fiends enjoy eating the flesh of the infected.

HD: 6

Actions and Specials: Diseased Aura - All nearby targets make a CON test or subtract (1d3) from their CON score. This continues every day until the disease is removed with the appropriate spell. If the CON score reaches 0, the hero dies. This ability may be used once per fight.

Rat Swarm

Sometimes even the smallest of creatures can be a threat in large numbers. Rat Swarms can be very deadly when provoked.

HD: 2

Actions and Specials: Many Bites (1d4), this is one attack that may be used to hit all in nearby range. Cannot be taken by surprise.

Raptor

These dinosaurs are known for their pack tactics, often surprising weaker-looking prey in jungle areas.

HD: 2

Actions and Specials: 2 Claws (1d4) and 1 Bite (1d6). Hunt in packs.

Rust Monster

These large bugs appear in many ways like a beetle. They feed off of rust however, and will attack anyone they believe might hold a source of food.

HD: 3

Actions and Specials: 1 Bite (1d4) + Antennae, DEX test or one non-magic weapon or armor on the hero is rusted away.

Sasquatch

Hairy ape-like creatures who often dwell in forests, Sasquatch are strong and capable killers.

HD: 5

Actions and Specials: Foul Stench - A WIS test from up to distant range can reveal a Sasquatch by their smell.

Shadow Mastiff

A creature from another plane of existence, Shadow Mastiffs are deadly in the dark. Their vile nature is often concealed in the night, only exposed when it is too late.

HD: 5

Actions and Specials: Howl – Once per fight, all nearby opponents make a WIS test or flee from the Shadow Mastiff for 1d6 moments. Heroes have disadvantage on all attack rolls to hit a Shadow Mastiff if it is in the dark.

Shark-Men

Blood-thirsty monsters, Shark-Men are humanoid sharks who will feed on almost anything. When they smell blood they often become enraged.

HD: 2

Actions and Specials: 1 Bite (2d4), can breathe underwater, can detect a bleeding creature from up to a mile away.

Storm Giant

Large creatures with the power to bend lightning to their will.

HD: 9

Actions and Specials: Hammer (1d10+1d12) or Lightning Bolt, may be thrown from nearby, far away or distant (2d8)

Turtle-Men

Slow creatures, Turtle-Men prefer swamps but are relatively harmless. They are quite friendly but prefer to be left alone.

HD: 2

Actions and Specials: Turtle-Men cannot move to nearby range as an action. Turtle-Men have (2d10) HP. Can hold their breath underwater for up to one hour.



Warg

These black-haired dogs are intelligent and often trick adventurers into elaborate traps. They are known for actually leading groups of goblins.

HD: 2

Actions and Specials: 1 Bite (2d4) Often accompanied by goblin riders.

Wraith (Undead)

Apparitions that seek to turn others into their own kind.

HD: 5

Actions and Specials: 2 Draining Claws (1d6) + when damaged, CON test or be drained of 1 level. Can fly. Any creature killed by a Wraith turns into one in 1d6 minutes.

Will-o-wisp

Small glowing balls of light, these bizarre creatures charm and lure adventurers away into the bog where they attack and often drown their victims.

HD: 4

Actions and Specials: Upon first seeing a Will-o-wisp, WIS test or follow it for 2d4 moments. Can cast the Light Spell as an action.

Wind Elemental

With territorial and animal-like instinct, Wind Elementals are formidable creatures made of magical air.

HD: 1

Actions and Specials: Slam (1d6) or Wind Blast (1d6) from far away or distant. Can fly.

Wyvern

Draconic in nature, Wyverns have large wings. They may lack a fire breath but make up for it in a stinging, poisonous tail.

HD: 6

Actions and Specials: 1 Bite (1d12) + Tail Sting (1d4) if the tail deals damage, CON test or be Paralyzed. Can Fly.

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