

The Murderhobo Murderous Monster Bestiary

by Brent P. Newhall

Using This Guide

This is a collection of monsters for the *MurderHobos* tabletop role-playing game.

Each monster's stat block should be considered an average for its species. Feel free to adjust the scores up or down a little for each creature encountered, but rarely change them dramatically.

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WILDERNESS BEASTS

These are more-or-less dumb creatures with no civilization or organization, and that are almost always encountered out in the wilderness or as guards or pets for intelligent creatures.

This group includes a few unnatural creatures like skeletons.

Giant Centipede

Adult Giant Centipede

Hits 1

Hit Difficulty 8

Killing +1 (mandibles)

Paralyzing Venom: If an enemy is bit by a giant centipede, on its next turn it must make an 8+ Avoiding Poisons roll or it is *poisoned* and cannot move (though it can still attack, communicate, etc.). On its next turn, the poisoned creature must make a 10+ Avoiding Poisons roll or fall unconscious.

Giant Centipedes in Nature

Giant centipedes are vicious carnivorous predators, but for an unusual reason.

The eggs of giant centipedes are used in a breathtaking variety of rituals, potions, and spells. It is by far the most common spell component, in a wide variety of forms (dried giant centipede eggs even have their own abbreviation, DGCE, which is found on almost every page of any given spell book).

Moreover, giant centipedes cannot exactly *see*. They can sense only variations in light and dark, but are very sensitive to vibration. So, combine their carnivorous appetite with the fact that seemingly every humanoid within miles is trying to steal their eggs, and giant centipedes will lash out with their venomous front claws at anything that nears them.

Each giant centipede is about a foot long. While they do not live in groups or otherwise co-ordinate their lives with those of other giant centipedes, they peacefully share hunting grounds with other members of their species. One will even share a large meal with other giant centipedes.

As such, it's rare to find a large animal carcass that hasn't attracted at least a few giant centipedes.

Giant centipedes are nearly as common as squirrels and deer. They can be encountered in practically any situation outdoors (or underground, for that matter), and are an effective way to increase the danger of any encounter. Indeed, a giant centipede (or two) can appear to feed on the corpse of the first monster that the murderhobos murder in any given encounter.



Illustration 1: "Centipede in peat marshlands of Kawai Nui, O'ahu, Hawai'i" by Eric Guinther

Giant Ant

Giant Killer Ant

Hits 1

Hit Difficulty 10

Killing +1 (mandibles)

Poisonous Saliva: If an enemy is bit by a giant ant, on the enemy's next turn it must make a 10+ Avoid Poisons roll or take 1 extra hit.

Ant Queen

Hits 4

Hit Difficulty 12

Killing +3 (pincers)

Body Slam: In addition to its attack, the ant queen can make a Killing roll against any one creature within 10 feet to knock it a further 10 feet away and fall on its ass.

Poisonous Saliva: If an enemy is bit by a giant ant, on the enemy's next turn it must make a 10+ Avoid Poisons roll or take 1 extra hit.



Illustration 2: Ant Actions by Charles Lam on Flickr

What is a Giant Ant?

Giant ants are not quite the colossal creatures some report them as; they are only about as big as a wolf. They'll still fuck you up.

Giant ants usually eat large, succulent plants (because they don't fight back), though some colonies in harsh environments will feed on meat, which is very nutritious for them. Giant ants do not discriminate between intelligent and non-intelligent meat.

Giant ants leave a pheromone trail wherever they go. If a giant ant does not return to the hive within a day, two giant ants will follow the pheromone trail to investigate. This will continue every day, the ant group increasing by 1 member every time, until at least one giant ant returns to the hive with information.

A 15+ Knowing Shit roll will let a murderhobo disrupt the pheromone trail (but not redirect it; you'd have to be a giant ant to do that).

If a giant ant finds a particularly delicious source of food — and giant ant appetites can be weird — the place will probably be crawling with giant ants the following day.

Ant Colonies

Giant ants live in underground colonies containing hundreds of worker ants. They all serve the Queen, which lays hundreds of eggs every year (many do not survive, as giant ant eggs and larvae are powerful spell components).

Giant ants only live for a year or so, thanks to a ridiculous metabolism. They grow to maturity in a month, then basically work until they keel over, at full adult strength the whole time.

A giant ant is a sign of a nearby colony, and abundant foliage to feed that colony.

Skeleton

Skeleton

Hits 1

Hit Difficulty 7

Avoiding Being Killed -2 **Knowing Shit** -10
Talking -10

Silent: Skeletons make no noise during any movement other than attacking.

Greater Skeleton

Hits 1

Hit Difficulty 9

Avoiding Being Killed +1 **Knowing Shit** -10
Talking -10

Crush: On a successful attack, the skeleton grabs its enemy and deals 1 hit. On the enemy's turn, it may take its turn to make a 11+ Avoiding Being Killed roll to escape the grab. Otherwise, the skeleton deals another hit on its turn and the grab continues.

Silent: Skeletons make no noise during any movement other than attacking.



Illustration 3: CG art skeleton by DreamGuy

What is a Skeleton?

A spellcaster stalks through a graveyard and mutters a few words. The bones of the dead clamber out of their graves and follow.

Skeletons have no will of their own, and merely follow an order from the spellcaster that summoned them. A standard skeleton can only follow a single, simple command, like “kill any creature that comes near” or “kill any creature that attacks me.”

A greater skeleton is rasied by a more complex ritual, and as a result is more agile and can follow a multi-step job, like “use this shovel to dig a hole 30 feet deep by 10 feet wide, then return to my castle.”

The Skeleton and the Spellcaster

A skeletons does not retain any of the knowledge it had in life; instead, the spellcaster that summons it magically infuses a simple will into the skeleton. This allows the skeleton to perform the simple reasoning required to follow its orders. This is notoriously tricky, and often leads to the skeleton going off in unexpected directions.

As such, spellcasters rarely leave skeletons alone, say, to guard a treasure for all eternity. At the very least, the spellcaster will check back in on such a skeleton periodically to make sure its programming hasn't led it to wipe out everything else in the dungeon.

Most often, spellcasters keep skeletons near them as personal guards during delicate rituals or as guards in the spellcaster's home.

Stirge

Adult Stirge

Hits 1

Hit Difficulty 8

Killing +2

Blood Drain: On a successful attack, the stirge grabs its enemy and deals 1 hit. On the enemy's turn, it may take its turn to make a 11+ Avoiding Being Killed roll to escape the stirge. Otherwise, the stirge deals another hit on its turn and remains grabbed.

Stirge Behavior

Stirges are only about a foot long, but their long, needle-like beak allows them to stab into a victim, and their claws dig deep into flesh.

Once a stirge has attached itself to its victim, it will remain attached until the stirge is killed.

Stirge Nests

Stirges live in packs of 2d6 in a disgusting nest made from the partially dismembered husks of their drained victims. The stirges periodically fill their nest with blood for reasons still unknown. This creates strange, bloated half-corpses glued together in a mass up to 10 yards in diameter.

Encounters

Stirges like to nest in old, abandoned buildings. A classic would be a nest of 2d6 stirges in the roofed entrance to an old temple that's been attracting attention from other murderhobos. The nest consists mostly of the stitched-up remains of other murderhobos.



Illustration 4: Stirge WBG by RFlowers on DeviantArt

UNDERGROUND BEASTS

These creatures typically exist only in strange dungeons, abandoned lairs, and magical laboratories.

Cyst, Living

Small Living Cyst

Hits 4

Hit Difficulty 10

Size 5 yards wide by 1 foot tall

Paralyzing Touch: If an enemy shares the same area as a living cyst, at the beginning of its turn the enemy must make an 8+ Avoiding Poisons roll or it is *paralyzed* and cannot move (though it can still attack, communicate, etc.). On its next turn, the poisoned creature must make a 10+ Avoiding Poisons roll or fall unconscious.



Illustration 5: Photo by James Lindsey

Large Living Cyst

Hits 6

Hit Difficulty 12

Size 10 yards wide by 1 yard tall

Corrosive: If an enemy shares the same area as a living cyst, whenever the enemy hits the cyst, the enemy's weapon has a 20% chance of breaking.

Paralyzing Touch: If an enemy shares the same area as a living cyst, at the beginning of its turn the enemy must make an 8+ Avoiding Poisons roll or it is *paralyzed* and cannot move (though it can still attack, communicate, etc.). On its next turn, the poisoned creature must make a 10+ Avoiding Poisons roll or fall unconscious.

Living Cysts: Living Puddles of Goo

A living cyst is a large amoeba of skin, muscle, and blood that has been magically given life. They are carnivores, seeking living things to devour.

Living cysts move surprisingly quickly towards their prey, attempting to envelop it in a wriggly mass of oozing death. The clammy skin of the cyst paralyzes its victim, making it easier to consume. The cyst then feeds by dissolving the victim while alive. This can take days.

Cysts live underground, as their skin is sensitive to sunlight and the elements.

Living cysts procreate by division. They grow continuously, and once a cyst reaches about 15 yards wide, it subdivides.

Gibbering Mouth

Gibbering Mouth

Hits 4

Hit Difficulty 14 (external) 12 (internal)

Swallow: If a gibbering mouth hits, it swallows its enemy. While an enemy is swallowed, it cannot move but can attack, and when it does attack it automatically takes 1 hit.

Gibbering Larva

Hits 1

Hit Difficulty 10 (external) 8 (internal)

Partial Swallow: If a gibbering mouth hits, it swallows its enemy into its gullet. While an enemy is partially swallowed, it cannot move but can attack, and when it does attack it must make an 8+ Avoiding Being Killed roll or take 1 hit.

What are Gibbering Mouths?

This 10-yard-long stunted worm gets its name from its large, tooth-rimmed maw that is easily large enough to swallow a huamnoid. It launches itself at its victims, attempting to swallow them. A gibbering mouth can kill a human-sized victim in less than a minute, and digest it completely in a few hours.

Gibbering mouths also make a high-pitched giggling sound as they scent for their prey.

Gibbering mouths can close their mouths and burrow in soft soil, but usually prowl caverns in search of meat. They do occasionally surface at night and feed off herd animals (and the occasional village).

About every 6 months, a gibbering mouth will lay 2d10 eggs, which are valuable spell components. After 1 month, the eggs hatch into gibbering larvae, which grow into adults after 3 months. The larvae are quite weak and make popular food sources for other underground inhabitants. Some creatures, particularly kobolds, even capture and breed gibbering mouths just to feed on the larvae.



Illustration 6: Sea lamprey mouth by PDH

Rust Beetle

Rust Beetle

Hits 3

Hit Difficulty 8

Flying, Badly: The rust beetle can fly at half its normal speed.

Highly Corrosive: Whenever an enemy hits this creature with a weapon, the enemy's weapon has a 10% chance of breaking. Each hit increases the chance by 10%, so the second hit has a 20% chance of breaking, the third a 30% chance, etc. This effect is permanent.



Illustration 7: Original photo by Jon Richfield

Rust Maggot

Hits 1

Hit Difficulty 7

Killing +2 (hideous mouth)

Highly Corrosive: Whenever an enemy hits this creature with a weapon, the enemy's weapon has a 10% chance of breaking. Each hit increases the chance by 10%, so the second hit has a 20% chance of breaking, the third a 30% chance, etc. This effect is permanent.

What are Rust Beetles?

Rust beetles are much larger than regular beetles, about 1 foot long, and are always a mottled brown and red color, but otherwise look the same. However, a thick, glutinous sheen covers the rust beetle; this is a corrosive, acidic muck that the beetle secretes at all times. This muck rusts metal in minutes.

Rust beetles do not organize into groups, but are commonplace in abandoned underground complexes that contain large stores of metal.

Rust beetles do not attack creatures; they attack weapons, armor, and other pieces of metal. If intelligent creatures toss a metallic object at a rust beetle, it will happily munch on its rapidly rusting treat and leave the creatures alone.

What are Rust Maggots?

Rust maggots—the young versions of rust beetles—are foot-long scarlet grubs that feed voraciously. While adult rust beetles possess a reasonable survival instinct, maggots will leap at nearby metal with complete abandon, gladly chewing through any bits of meat that get in the way.

Screaming Spore

Small Screaming Spore

Hits 2

Hit Difficulty 7

High-Pitched Scream: If hit, the spore lets out an ear-piercing scream that attracts any nearby creatures.

Large Screaming Spore

Hits 5

Hit Difficulty 10

High-Pitched Scream: If hit, the spore lets out an ear-piercing scream that attracts any nearby creatures.

Fungal Infection: If the spore hits, its target is *infected*. Every 10 minutes, the target must make a 10+ Avoiding Poisons roll or take 1 hit.



Illustration 8: Image by werner22brigitte

What are Screaming Spores?

Screaming spores are ambulatory, carpet-shaped fungi that crawl through caverns in search of prey. Spores will latch onto other creatures, spreading their spores onto their prey and using it as a living host, slowly subsuming its body into the spores.

Hitting a spore causes it to emit a high-pitched scream that alerts other creatures nearby of the presence of prey.

HUMANOID BANDS

These humanoids live together in tribes, clans, and other groups. They usually have a leader and are met in groups of 5 to 20.

Kobold

Kobold

Hits 1**Hit Difficulty 8**

Claws of the Swarm: This kobold's attack gets a +1 for every other kobold within 10 feet.

Magic Feeds Me: A magical attack that hits this kobold has no effect other than increasing the number of hits this kobold can take by 1. This effect lasts for the rest of the day.

Night Vision: This kobold can see equally well at night as during the day.

Kobold Master

Hits 2**Hit Difficulty 10**

Greater Claws of the Swarm: This kobold's attack gets a +2 for every other kobold within 10 feet.

Magic Feeds Me: A magical attack that hits this kobold has no effect other than increasing the number of hits this kobold can take by 1. This effect lasts for the rest of the day.

Night Vision: This kobold can see equally well at night as during the day.

What are Kobolds?

Kobolds are intensely magical creatures that also function like a natural disaster.

Kobolds, quite simply, swarm. Led by a strong representative of their tribe, they emerge at night from the caves or burrows in which they normally nest, pillaging the countryside and sacking villages. They always return to their nest by dawn.

Kobolds are otherwise savages, possessing cunning but no apparent sense of empathy nor culture of any significant kind. Their cunning does show itself in the many traps that they lay in their nests.

Magical spells and artifacts not only fail to damage them or otherwise effect them; every spell cast against them gives them another hit. This includes attacks from magical weapons.

Kobolds are almost always encountered either in raiding swarms, or at home in their nests.



Illustration 9: The Last Titan by Deadpoolrus on DeviantArt

Lizardfolk

Lizardfolk Hunter

Hits 4

Hit Difficulty 9

Killing +5 (claws)

Coup de Grace: If two hunters are within 10 feet of the same enemy, and the enemy has 2 hits remaining, then if one hunter deals 1 hit to the enemy the other gets a free attack against that enemy.

Lizardfolk Seeker

Hits 4

Hit Difficulty 8

Killing +4 (claws), +2 (tail)

Twin Attack: On its turn, a seeker can make 2 attacks, one with claws and one with its tail.

Roasting Claws: Once per battle, a seeker can fire flame from its fist, causing a melee attack to deal 2 hits, or to make a ranged attack up to 20 feet away. This attack takes up its entire turn.

What are Lizardfolk?

Lizardfolk cannot be reasoned with. They do not speak any known language. They capture humanoids, take them to swampy or cave lairs, then cook and eat them. They regard all non-lizardfolk humanoids as nothing more than food to be hunted.

Some lizardfolk roam the world in search of lost knowledge. They are often found scavenging strange artifacts from old ruins. While occasionally alone, they are usually accompanied by one or two fellow seekers and a few hunters.



Illustration 10: *The Forgotten Warrior* by Deadpoolrus on DeviantArt

Orc

Orc Scout

Hits 2

Hit Difficulty 12

Killing +2 (javelin) **Avoiding Being Killed** +2

Rage: The orc makes an extra attack. If unsuccessful, it may rage again next turn (continually until a successful attack). After successfully raging, it takes a -2 on all rolls on its next turn.

Slipping into the Shadows: The orc makes an Avoiding Being Killed roll and becomes invisible and silent. The orc can become visible at will, and automatically becomes visible upon making an attack or otherwise using its hands.

Orc Warrior

Hits 3

Hit Difficulty 14

Killing +4 (sword) **Avoiding Being Killed** +4

Nature's Grip: An enemy must make an Avoiding Being Killed roll or be *immobilized* (unable to move but still able to attack, talk, and otherwise act) by vines, mud, rocks, or other natural forces that come to the orc's aid. The enemy may spend its entire turn on a successful Avoiding Being Killed roll to escape.

Rage: The orc makes an extra attack. If unsuccessful, it may rage again next turn (continually until a successful attack). After successfully raging, it takes a -2 on all rolls on its next turn.



Illustration 11: Orc 1 by RisTheBeast on DeviantArt

What is an Orc?

Orcs are savage defenders of the wilderness. This comes as a surprise to some, who see them as nature's version of murderhobos.

Orcs are actually sort of like weird druids, dedicated to preserving the primal chaos of nature. They avoid any sort of unified culture, each orc clan adopting and dropping customs with a bewildering ease.

As such, some orcs are crafty assassins of the night. Some are silent predators of the jungle. Some roam the plains in savage packs of complete ferocity.

Either way, they despise civilization, order, and any other kind of structure. Even though murderhobos are not exactly bastions of social order, they work *for* said social order, so any orcs that encounter murderhobos will almost immediately fly into devastating rages.

Troll

Troll Warrior

Hits 2

Hit Difficulty 10

Killing +3 (club)

Heals Like Wolverine: On its turn, the troll regains up to 1 hit it lost this turn. This is in addition to anything else the troll does.

Troll Shaman

Hits 2

Hit Difficulty 8

Killing +2 (sacrificial knife) **Avoiding Being Killed** +1

Heals Like Wolverine: On its turn, the troll regains up to 1 hit it lost this turn. This is in addition to anything else the troll does.

Thunder Stomp: The shaman performs a dance as an attack. The final step sends a wave of thunder through the ground in all directions, dealing 1 hit to all non-troll creatures within 20 feet.

What are Trolls?

Trolls are 2.5-meter-tall hunks of muscle. They're humanoid in shape, but they tend towards a wide variety of head shapes, body types, numbers of fingers, and so forth. They also have a wide variety of skin colors, though usually in muted tones.

They never wear anything more than loincloths, because their hide is as strong as a crocodile's. They also heal at an incredible rate.

Trolls live in savage tribes of 10 to 50. They usually live in caves; the average troll lacks the brains to build any kind of permanent, large-scale structure. The young whack at each other in the safety of the cave; the adult females forage for grubs, while the adult males raid. Stealing food is considered more impressive than hunting for it.

Troll "Culture," If You Can Call It That

The little that makes up troll culture is this: the trolls worship a god, Maak. Maak is the creator and destroyer of all things. Stealing pleases Maak.

Each tribe has its own primitive religious rites, which always involves leaving some portion of every meal for Maak, as well as a periodic blood sacrifice to Maak.

Note: A troll's healed hits do not count towards treasure. So, a troll with 2 hits that regenerates 3 hits before being killed still only drops 2d20 gold.

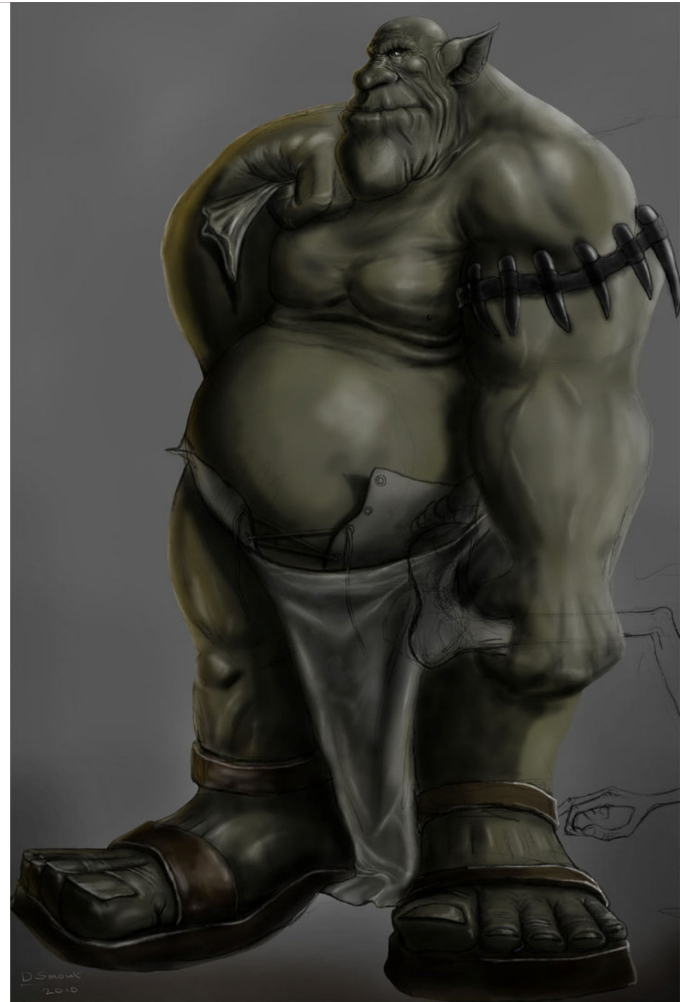


Illustration 12: Forrest Dwelling Ogre by Daryl (dazzler7) on DeviantArt

SOLO BOSSES

These creatures exist alone, as solitary predators and threats. They are intelligent enough to enlist other creatures as minions, but just as often can slaughter a group of murderhobos without breaking a sweat.

Doppelganger

Doppelganger

Hits 5

Hit Difficulty 14

Killing +3 **Avoiding Being Killed** +3

Talking +3 **Avoiding Magic** +5

Shapeshift: The doppelganger assumes the exact likeness (including clothes and weapons) of any humanoid between 3 feet and 9 feet tall.

What is a Doppelganger?

There are many fireside stories of evil creatures that assume the shape of other creatures. They're almost all about doppelgangers.

Doppelgangers typically assume the shape of a moderately successful individual, murder him or her, then impersonate their victim and live off his or her savings. This is often the only clue of a doppelganger's existence: a person slowly stops working and begins to live a little more extravagantly.

When a doppelganger shapeshifts, it reads its victim's mind and learns enough about the victim to pass for it. The doppelganger will know its victim's memories and skills, though not quite as well as the victim.

Once discovered, a doppelganger will typically revert to its natural form and attempt to get the hell out of Dodge. Its natural form is a humanoid with grey, lumpy, clay-like skin and no face.

The Doppelganger Hegemony

There's a deeper secret. All doppelgangers belong to the Doppelganger Hegemony, a secret cabal that meets regularly. It pools the doppelgangers' stolen wealth and power. Nobody yet knows its mission.



Illustration 13: Doppelganger by Galiaoffri on Wikipedia

Motherfucking Dragon

Cute Widdle Baby Dragon

Hits 7

Hit Difficulty 15

Killing +6 **Avoiding Being Killed** +4 **Talking** +4 **Avoiding Magic** +5

Flight: The dragon can fly at its normal speed.

Lesser Fire Breath: Deals 1d2 hits of damage and sets the target on fire.

Adult Dragon

Hits 20

Hit Difficulty 18

Killing +9 **Avoiding Being Killed** +7
Talking +8 **Avoiding Magic** +10

Fire Breath: Deals 1d4 hits of damage and sets the target on fire.

Flight: The dragon can fly at its normal speed.

Rending Claws: Deals 1d2 hits of damage.

Shapeshift: This creature assumes the exact likeness (including clothes and weapons) of any humanoid between 3 feet and 9 feet tall.

Elder Dragon

Hits 40

Hit Difficulty 25

Killing +14 **Avoiding Being Killed** +12 **Talking** +15 **Avoiding Magic** +15

Flight: The dragon can fly at its normal speed.

Massive Fire Breath: Deals 2d4 hits of damage and sets the target on fire.

Rending Claws: Deals 1d4 hits of damage.

Shapeshift: This creature assumes the exact likeness (including clothes and weapons) of any humanoid between 3 feet and 9 feet tall.



Illustration 14: By David Revoy

What are Dragons?

These are fire-breathing, belly-ripping, pants-shitting bringers of death. Dragons will fuck you up. They're smarter than you, stronger than you, richer than you, and they do *not* like being disturbed.

Dragons hoard treasure, particularly gold, which they find comfortable to lay on. They are omnivores, but sleep so much that they only need to feed every few months. When they do, they can consume an entire field of cattle (or a village of humanoids).

The legends about virgin sacrifices to dragons are true, though the dragons don't eat them; dragons like keeping humanoid slaves to do their mundane work.

Note that a dragon can make all of its attacks on its turn.

Lycanthrope

Wereboar

Hits 8 (with silver weapons)

Hit Difficulty 13 (with silver weapons)

Killing +4 (tusks), +2 (trample), **Avoiding Being Killed** +3

Silver lining: If a lycanthrope is hit with a non-silvered weapon, the hit automatically deals no damage.

Weretiger

Hits 7 (with silver weapons)

Hit Difficulty 12 (with silver weapons)

Killing +5 (bite), +3 (claws) **Avoiding Being Killed** +4

Silent: Weretigers make no noise during any movement other than attacking.

Silver lining: If a lycanthrope is hit with a non-silvered weapon, the hit automatically deals no damage.

Tooth and Claw: Once per battle, a weretiger can make 1 bite attack and 1 claw attack per turn. Both attacks must target the same creature.



Illustration 15: Werewolf by sappirex96 on DeviantArt

Werewolf

Hits 6 (with silver weapons)

Hit Difficulty 11 (with silver weapons)

Killing +4 (bite), +3 (claws) **Avoiding Being Killed** +3

Silver lining: If a lycanthrope is hit with a non-silvered weapon, the hit automatically deals no damage.

Tooth and Claw: A werewolf can make 1 bite attack and 1 claw attack per turn. Both attacks must target the same creature.

What is a Lycanthrope?

Lycanthropy is a disease, plain and simple. Those infected can mutate *at will* into a monstrous version of a particular beast. The transformation requires 2 turns.

While the lycanthrope is in beast form, it is immune to all attacks unless the weapon is silvered. While in humanoid form, the lycanthrope is as vulnerable to attack as any other creature of its normal race.

If a creature is hit by lycanthropes twice within one day, the creature must make a 15+ Avoiding Poisons roll for every hit after the first, or become a lycanthrope of the type that most recently hit the creature.

Lycanthropes often live in packs of 3d4 members, with one alpha. Alphas have +1 to all their primary stats.

Vampire

Charming and immortal, vampires prefer to avoid combat. Instead, a vampire will direct other creatures to fulfil the vampire's plans.

Vampire Lord

Hits 12

Hit Difficulty 15 (with a pointed wooden weapon or full immersion in running water)

Killing +7 (bite) **Avoiding Being Killed** +10

Knowing Shit +10 **Talking** +12

Eyes For You: The vampire makes a Killing roll. The enemy must make a 15+ Avoiding Magic roll or turn into a vampire thrall.

Fucking Immortal: If the hit that reduces the vampire to 0 hits is not from a pointed wooden weapon, the vampire turns into a cloud of gas or a large bat and flies away. After 24 hours of rest the vampire returns to normal with all its hits restored.

Heals Like Wolverine: On its turn, the vampire regains up to 1 hit it lost this turn. This is in addition to anything else vampire does.

Life Drain: A creature hit by a vampire loses 1 hit permanently from his or her total.

Sucks to Be You: When the vampire bites, its victim must make a 20+ Avoiding Poisons rolls or turn into a vampire thrall. The killing bite automatically turns a creature into a vampire thrall.



Illustration 16: The Vampire by Andrew Kuznetsov on Flickr

Vampire Thrall

Hits 1

Hit Difficulty 12

Killing +2 **Avoiding Being Killed** +1 **Knowing Shit** +2 **Talking** +5

Enthralling: If the thrall kills a sentient creature and can then spend 5 minutes with it, the killed creature arises as a vampire thrall loyal to the killer's lord.

This Is So New: For the first hour of enthrallment, another intelligent creature can make a 15+ Knowing Shit roll to end the enthrallment.

Inside the Mind of a Vampire

Vampires prefer to work from the shadows, letting their thralls fulfil the vampire's grand plans. Vampires generally avoid combat, which combined with their immortality, makes them very difficult enemies to completely stop.

Vampires do have one emotional weakness: they usually have one or two favorite thralls. Killing a favorite thrall will often throw a vampire into a murderous rage. On the one hand, they'll tend to stick around. On the other hand, you now have an enraged, murderous vampire on your hands.

CREATURES BY HITS

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ALL ABILITIES

The following is an alphabetical list of all special abilities listed in this book. Use this list to create your own monsters.

Body Slam: In addition to its attack, this creature can make a Killing roll against any one creature within 10 feet to knock it a further 10 feet away and fall on its ass.

Claws of the Swarm: This creature's attack gets a +1 for every other ally within 10 feet.

Corrosive: If an enemy shares the same area as this creature, whenever the enemy hits this creature, the enemy's weapon has a 20% chance of breaking.

Coup de Grace: If two allies are within 10 feet of the same enemy, and the enemy has 2 hits remaining, then if one ally deals 1 hit to the enemy the other ally gets a free attack against that enemy.

Crush: On a successful attack, this creature grabs its enemy and deals 1 hit. On the enemy's turn, it may take its turn to make a 11+ Avoiding Being Killed roll to escape the grab. Otherwise, the skeleton deals another hit on its turn and the grab continues.

Enthralling: If this creature kills a sentient creature and can then spend 5 minutes with it, the killed creature arises as a thrall loyal to the killer's lord.

Eyes For You: This creature makes a Killing roll. The enemy must make a 15+ Avoiding Magic roll or turn into a thrall.

Flight: This creature can fly at its normal speed.

Flying, Badly: The rust beetle can fly at half its normal speed.

Fucking Immortal: If the hit that reduces this creature to 0 hits is not from a pointed wooden weapon, this creature turns into a cloud of gas or a large bat and flies away. After 24 hours of rest this creature returns to normal with all its hits restored.

Claws of the Swarm: This creature's attack gets a +1 for every other ally within 10 feet.

Fire Breath: Deals 1d4 hits of damage and sets the target on fire.

Fungal Infection: If the spore hits, its target is *infected*. Every 10 minutes, the target must make a 10+ Avoiding Poisons roll or take 1 hit.

Heals Like Wolverine: On its turn, this creature regains up to 1 hit it lost this turn. This is in addition to anything else the troll does.

High-Pitched Scream: If hit, the spore lets out an ear-piercing scream that attracts any nearby creatures.

Highly Corrosive: Whenever an enemy hits this creature with a weapon, the enemy's weapon has a 10% chance of breaking. Each hit increases the chance by 10%, so the second hit has a 20% chance of breaking, the third a 30% chance, etc. This effect is permanent.

Life Drain: A creature hit by this creature loses 1 hit permanently from his or her total.

Magic Feeds Me: A magical attack that hits this creature has no effect other than increasing the number of hits this creature can take by 1. This effect lasts for the rest of the day.

Nature's Grip: An enemy must make an Avoiding Being Killed roll or be *immobilized* (unable to move but still able to attack, talk, and otherwise act) by vines, mud, rocks, or other natural forces that come to this creature's aid. The enemy may spend its entire turn on a successful Avoiding Being Killed roll to escape.

Night Vision: This creature can see equally well at night as during the day.

Paralyzing Touch: If an enemy shares the same area as a living cyst, at the beginning of its turn the enemy must make an 8+ Avoiding Poisons roll or it is *paralyzed* and cannot move (though it can still attack, communicate, etc.). On its next turn, the poisoned creature must make a 10+ Avoiding Poisons roll or fall unconscious.

Paralyzing Venom: If an enemy is hit by this creature, on its next turn the enemy must make an 8+ Avoiding Poisons roll or it is *poisoned* and cannot move (though it can still attack, communicate, etc.). On its next turn, the poisoned creature must make a 10+ Avoiding Poisons roll or fall unconscious.

Partial Swallow: If this creature hits, it swallows its enemy into its gullet. While an enemy is partially swallowed, it cannot move but can attack, and when it does attack it must make an 8+ Avoiding Being Killed roll or take 1 hit.

Poisonous Saliva: If an enemy is hit by this creature, on the enemy's next turn it must make a 10+ Avoid Poisons roll or take 1 extra hit.

Rage: This creature makes an extra attack. If unsuccessful, it may rage again next turn (continually until a successful attack). After successfully raging, it takes a -2 on all rolls on its next turn.

Rending Claws: Deals 1d2 hits of damage.

Roasting Claws: Once per battle, this creature can fire flame from its fist, causing a melee attack to deal 2 hits, or to make a ranged attack up to 20 feet away. This attack takes up its entire turn.

Shapeshift: This creature assumes the exact likeness (including clothes and weapons) of any humanoid between 3 feet and 9 feet tall.

Silent: This creature makes no noise during any movement other than attacking.

Silver lining: If this creature is hit with a non-silvered weapon, the hit automatically deals no damage.

Slipping into the Shadows: This creature makes an Avoiding Being Killed roll and becomes invisible and silent. This creature can become visible at will, and automatically becomes visible upon making an attack or otherwise using its hands.

Sucks to Be You: When this creature hits, its victim must make a 20+ Avoiding Poisons rolls or turn into a thrall. The killing hit automatically turns a creature into a thrall.

Swallow: If this creature hits, it swallows its enemy. While an enemy is swallowed, it cannot move but can attack, and when it does attack it automatically takes 1 hit.

This Is So New: For the first hour of enthrallment, another intelligent creature can make a 15+ Knowing Shit roll to end the enthrallment.

Thunder Stomp: The attacking creature performs a dance as an attack. The final step sends a wave of thunder through the ground in all directions, dealing 1 hit to all non-troll creatures within 20 feet.

Tooth and Claw: Once per battle, this creature can make 1 bite attack and 1 claw attack per turn. Both attacks must target the same creature.

Twin Attack: On its turn, this creature can make 2 attacks, one with claws and one with its tail.

CREDITS

This book was written by [Brent P. Newhall](#) for the [MurderHobos](#) tabletop role-playing game. This book was written on a MacBook Pro running MacOS, using LibreOffice version 4.2. The headers are set in Eadui, the main text in Book Antiqua, and the stat blocks in Gill Sans.

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