



Liber Monstrorum

Bestiary

The Liber Monstrorum is a tome of rampaging and repugnant threats created over the last several years on my blog, crossplanes.com. I have created a new monster for this bestiary. Hopefully, these additional monsters will provide a break for you, the weary Game Master, and some entertainment for the players at your table. Finally, there are adventure hooks for each monster in the back of the supplement.

 **disciples**
— of the —
demon lord

~CREDITS~

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BROTHERHOOD OF BONES & TEETH

The Brotherhood has plagued countless worlds by enacting the plans of their beloved demoness matriarch, Anathema, the Mother of Hell. She thrives on plundering a world before it falls before the Demon Lord. The Brothers are the blasphemous, cloned spawn of a terrible pact the Queen of Dreams and Shadows made with Anathema for her aid in turning back the hordes of the Dream Reaver.

Foolishly, the Queen traded her most beloved son, Deo, to Anathema in the pact. The demoness warped his soul to love only her, then cloned him endlessly, with each of them acting as her spies, saboteurs, assassins, and , most deliciously, as reminders to the Queen of her folly and her desperation.

Brotherhood of Bones & Teeth

DIFFICULTY 10

Size 1/2 faerie

Perception 13 (+3)

Defense 12 (leather); **Health** 17

Strength 11 (+1), **Agility** 12 (+2),

Intellect 13 (+3), **Will** 9 (-1)

Speed 12

Immune damage from disease; gaining Insanity; charmed, diseased.

Iron Vulnerability A brother is impaired while it is in contact with iron.

ATTACK OPTIONS

Bone Knife (melee or short range) +2 with 1 boon (1d3)

MAGIC

Power 1

Sense Magic

Battle *augment attack* (2), *close wounds* (1), *mighty attack* (1)

Teleportation *dismiss* (3)

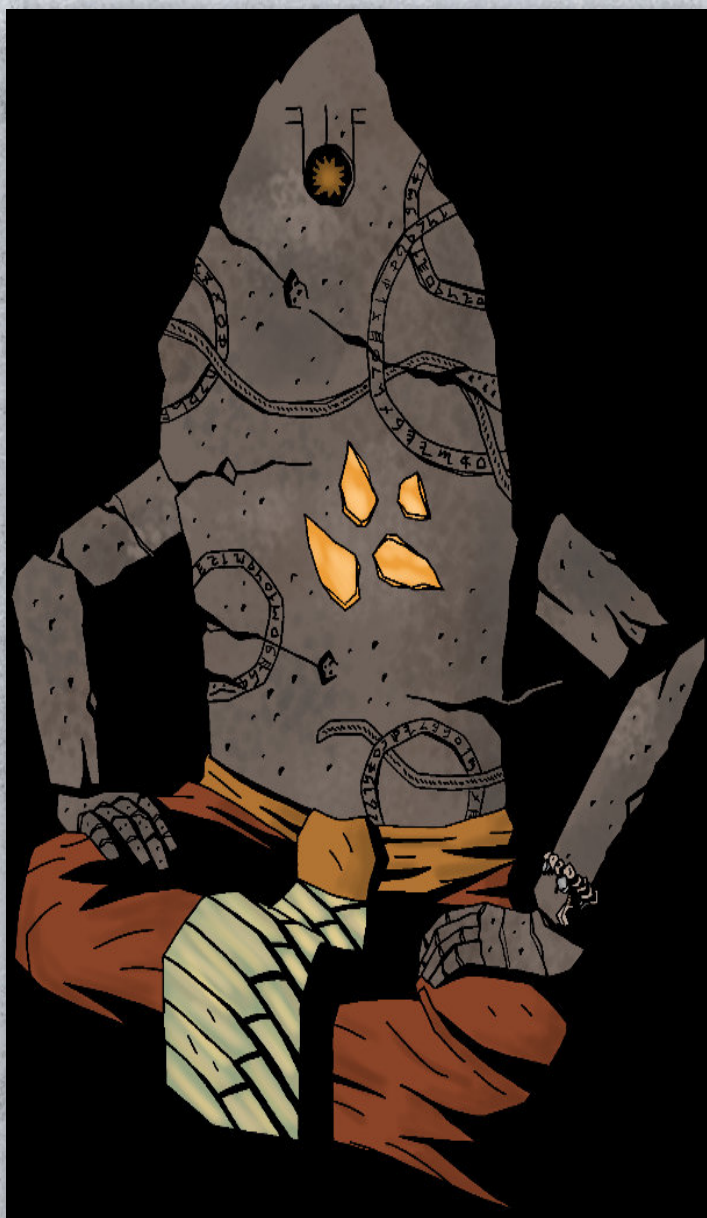


DERO (DERANGED ROBOT)

The DeRo are ancient and insane constructs of the long dead and mysterious Lumerians. They were servitors and warriors for the Lumerians, and scholars believe that their creations rose up and destroyed their masters.

Today, they exist in clusters of madness deep below the earth, following preprogrammed instructions that appear ludicrous and dangerous for those unlucky enough to encounter them.

Stranger still are the seemingly random raids above ground to capture any person they run across, and who are abducted to literally act as servants and caregivers for the DeRo. Unfortunately, the DeRo, are insane and violent and few can survive long among them. Hence, the cycle repeats itself whenever the number of slaves gets too low.



DeRo

DIFFICULTY 10

Size 1/2 construct

Perception 11 (+1); darksight

Defense 14; **Health** 20

Strength 13 (+3), **Agility** 10 (+0),

Intellect 11 (+1), **Will** 9 (-1)

Speed 12; **Corruption** -; **Insanity** 1d3

Immune damage from disease;
charmed, diseased.

Spell Defense A DeRo takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the DeRo with a spell makes the attack roll with 1 bane.

ATTACK OPTIONS

Fist (melee) +3 with 1 boon (1d6+1)

EDIMMU

An edimmu is a type of vampire who was not buried properly. It rises from the dead, hideous, territorial, and hateful of the living it hunts.

Edimmu

DIFFICULTY 50

Size 1 horrifying undead

Perception 15 (+5); **darksight**

Defense 15; **Health** 75

Strength 15 (+5), **Agility** 14 (+4),

Intellect 8 (-2), **Will** 14 (+4)

Speed 14; **Corruption** -; **Insanity** -

Immune damage from cold, disease, poison; gaining Insanity; asleep, diseased, fatigued, immobilized, poisoned, slowed

Resilience An edimmu takes half damage from weapons.

Celestial Vulnerability An edimmu takes double damage from celestial spells and makes challenge rolls to resist celestial spells with 1 bane.

Fear of the Gods An edimmu makes attack rolls with 1 bane against a creature wielding or wearing a holy symbol.

ATTACK OPTIONS

Claws (melee) +5 with 2 boons (2d6 plus the target is grabbed on attack roll 20+)

Probosis (melee) +5 with 2 boons (2d6)

SPECIAL ACTIONS

Blood Drain The edimmu makes a Strength attack roll against the Strength of one target living creature of flesh and blood that it is grabbing. On a success, the target takes 3d6 damage and becomes fatigued until it completes a rest. The edimmu heals the same amount of damage.

If the target is already fatigued this way it must make a Will challenge roll. On a failure, it instead becomes charmed until it completes a rest.

END OF THE ROUND

Burned by Sunlight The edimmu takes 2d6 damage if it is in an area lit by sunlight.



HELLBRINGER

A hellbringer was a magician in life whose mind and body were consumed by hellfire while dabbling in forbidden magics. They are denied Hell and wreak havoc.

Hellbringer

DIFFICULTY 500

Size 1 terrifying undead

Perception 17 (+7); **darksight**

Defense 15; **Health** 120

Strength 13 (+3), **Agility** 13 (+3),

Intellect 17 (+7), **Will** 14 (+4)

Speed 12; **Corruption** 6; **Insanity** -

Immune damage from cold, disease, fire, poison; gaining Insanity; asleep, diseased, fatigued, immobilized, poisoned, slowed

Spell Defense A hellbringer takes half damage from spells and makes any challenge roll to resist a spell with 2 boons. A creature attacking the hellbringer with a spell makes the attack roll with 2 banes.

ATTACK OPTIONS

Hellfire (long range) +7 with 2 boons (5d6)

SPECIAL ACTIONS

Double Attack The hellbringer attacks twice with its hellfire.

Hellblazer The hellbringer uses an action or a triggered action on its turn to teleport to a space it can see within medium range. Roll a d6. On a 1, it cannot use Hellblazer again for 1 minute.

MAGIC

Power 5

Sense Magic

Fire control flame (6), *fireblast* (3), *meteor* (3), *fiery volley* (2), *flaming shroud* (2), *fireball* (2), *wall of flames* (1)



MEDUSAZOR

Madmen mutter and titter in rhyme about the cyclopean things that roam the Void. The things that wait for ignorant and self-important beings to open a portal into our world. These lunatics fear the Shadow falling upon them, crazed to the point that they seek out a different destruction, a more personal one. The kind of destruction brought about by an immortal predator, for he medusazor. Predators that know that in the end they will have their prey.

Mersazor

DIFFICULTY 500

Size 2 horrifying monster

Perception 14 (+4); **true sight**
Defense 18; **Health** 200
Strength 19 (+9), **Agility** 16 (+6),
Intellect 12 (+2), **Will** 15 (+5)
Speed 25; **Corruption** 1d6; **Insanity** -
Immune damage from disease, or
poison; gaining **Insanity**; dazed,
frightened, poisoned

ATTACK OPTIONS

Tentacle (melee or short range) +9
with 3 boons (6d6 plus the target
is grabbed on attack roll 20+)

SPECIAL ACTIONS

Tentacle Flurry The mersazor flails
at everything in a 9-yard-long cone
originating at a point it can reach.
Each creature in the area must
make an **Agility** challenge roll with 3
banes. On a failure the creature
takes 4d6 damage.



WATCHER IN THE WOODS

The watchers are dark sentinels who grow amongst the tainted forests that witches call home. Like a cancer, the evil magics of a witch works its way into the soil and roots of the forest, twisting them into something to protect the witch in her territory.

Watcher in the Woods

DIFFICULTY 10

Size 1/2 to 2 frightening plant

Perception 11 (+1); **shadowsight**
Defense 12; **Health** 18
Strength 13 (+3), **Agility** 8 (-2),
Intellect 7 (-3), **Will** 10 (+0)
Speed 8; **Corruption** 1d3; **Insanity** -

ATTACK OPTIONS

Claws (melee) +3 with 1 boon (1d6)

SPECIAL ACTIONS

Thorns Any creature that hits a
watcher in melee takes 1 point of
damage.



ADVENTURE HOOKS

Brothers in Arms

The Brotherhood of Bones and Teeth are in the area to assassinate a prominent merchant, Sheena Mallone. Three Brothers have been dispatched. The characters encounter the first Brother as he attacks Mallone at a beer garden in the early evening. After the attack, the agent flees into the crowd, but the characters unknowingly follow the second Brother who leads them into an alley where they're ambushed.

Mallone made a pact with the Hellmother and has employed a Priest of the Old Gods named Gerric Albright and a strange talisman to renege on the deal. The Brothers want the talisman even more than they want Mallone's soul.

DeRo Dreams

A DeRo named Canker has begun spying on a village woman named Carun Spring, a widower, whose husband and two children died from the Yellow Plague. However, Carun has been dreaming of Canker and is aware of its interest. In her sorrow, she has grabbed onto him as an anchor to survive her deep depression and has begun to believe they are star-crossed lovers.

Her brother and sister-in-law, Jerome and Kandace Bromley, are worried about her and have asked for help in keeping an eye on her. The players are in the area hunting the DeRo, as it has been seen by multiple witnesses.

In truth, Canker is merely a scout for a raid set to arrive in two days. Can the players save Carun and keep the oncoming DeRo at bay?

The Road to Night

Several weeks ago, August Worth, a simple peddler, was ambushed by local bandit, Browne Thomas, and his gang. August pleaded for mercy, but his nasally voice caused Thomas' cousin, Trace, to murder him. The gang stole his wagon and horse and simply left Worth's body in a shallow grave about forty feet from the Merchant's Road.

They forgot about the whispers of the Yarwood — how its dark depths conceal darker things — evil things.

Five nights later, August Worth rose from the dead as an edimmu vampire. The two extra days were for his skin to harden, his hair to fall out, his skull to change its shape, and for his form to change into something truly hideous. A week later, Worth met Thomas and two other gang members, and he vaguely remembered them. It didn't make their blood any sweeter, though.

It's been close to four months, and while travel at night has never been popular, the stretch of road that Worth haunts is pushing merchants to find a new route. The nearby town of Helmsly and its Mayor, Alicia Crosby, won't have that. So they have hired the characters to find the edimmu and kill it. There are free drinks, free prostitutes, and five gold per character in it for them.

Hellraiser

Blanka de Karlo was a potent and unforgiving magician in life. Her desire for power led her down dark and dangerous paths. Her pursuit of forbidden magic ushered her to the brink of Hell. But when one of her foul researches brought her own doom upon her, Hell was closed to her.



years. He had fought monsters, rescued princesses, and plundered ancient tombs since he was fifteen. Mandelbrot had been an adventurer, and he had thought himself happy. But then Aldus was until the journal at Rivangilt, simply lying discarded in a corner. Soon, plumbing the journal's secrets was all the magician cared about, and so he broke from his adventuring companions to dedicate himself to its study. Mandelbrot was elated when he decoded the importance of the Tower and its magics and that it was located in Holt. Soon, his entire being was dedicated to the central mystery in the journal, communion with an ancient and mysterious being. Soon, the journal opened a portal, allowing a tentacle that to work its way through to Aldus, caressing his cheek like a loving mother, even as it drew his blood.

Can the characters, whose dreams reveal the monster their old companion is about to release, make it to the Tower to stop and stop him before the mersazor consumes him and gods know how many others?

The voice of something dark and silky, like a new lover, caused the magician to open her eyes, however. The baleful sky and its mocking sun brought rage to the husk that was left of Blanka. The only part of the undead woman truly left was her magic and an unquenchable need to burn down the living things that surrounded her — the things that would find Hell, which she never would.

So now de Karlo wanders, looking for lone travelers or entire villages to rain hellfire upon. In fact, the magican's heading towards the characters — and there is smoke rising just over the next hill to catch their attention.

That Soothing Tentacle

Aldus Mandlebrot had done terrible things for great men for many, many



Witch's Knight

Mad Patty had been a legend near Amityville for decades. Anything that bad that had happened to the townfolk, and times were hard, so bad was plenty, was blamed Mad Patty. For Llewellyn Swift, the last straw was his prized heifer giving birth to a two-headed calf, the farmer had no idea what he had done to Mad Patty, but he had an idea what he'd like done to her. Llewellyn had come into some money from a dead uncle, and decided to hire a solution.

That solution is the party of characters. Swift is promising ten gold for anyone able to bring Mad Patty's head to him.

However, Mad Patty, whether still alive or not, has a hut that is guarded by 1d6+1 Watchers in the Wood. They are loyal and standing guard waiting and watching.

