



**d12**  
Monthly

**THE BESTIARY (BEASTS)  
ISSUE**

Issue 53  
November, 2025

**FREE VERSION**

**A-Z OF BEASTS &  
MAGICAL BEASTS**

HOW THEY FIT INTO YOUR WORLD

**MORE BEASTS THAN  
YOU CAN THROW A PC AT**

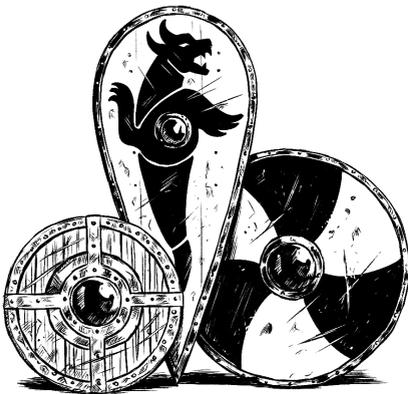
NO CHARACTER IS SAFE

**ECOLOGY OF  
MONSTERS**

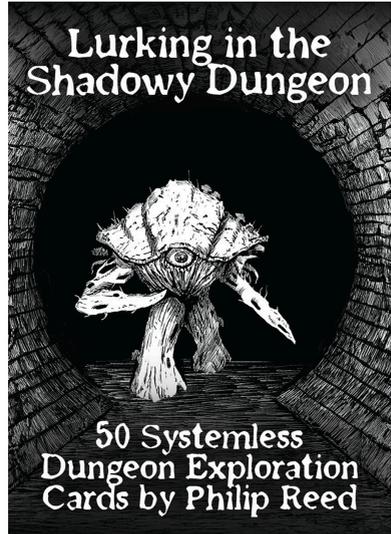
THEY NEED TO LIVE AS WELL

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## Issue 53 - The Bestiary (Beasts & Magical Beasts)

Monsters are a mainstay of fantasy. From literature to computer games, and yes, roleplaying games.

They terrify us, make us laugh, entertain us, and sometimes, even kill us.

But, most of the time we overcome them and get their stuff. We triumph against all odds and either slay the beast or trick it long enough to get away with its valuables.

This is the first of several issues covering the various monster types: from humanoids to beasts, from undead to vermin, from animals to abominations - all will be covered in future releases.

This issue deals with beasts and magical beasts, including basilisks, gorgons, winter wolves and worgs, even gigantic beasts like the Roc and the Kraken.

But this is no ordinary monster manual - it will focus on the world building and habits of the monsters. You won't find stats here, but you will find a guide to help you add them into your campaign world in a realistic way.

Have fun with it.

Read on! And, as always, happy gaming!

- Russ from YUMDM

## Thanks to my Patrons

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... for making this zine as good as it is.

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# Monsters

## Beasts & Magical Beasts



This month, we delve into the heart of the wilderness, the depths of the dungeon, and the blackest skies above, all in pursuit of one thing: the monster.

But we're not here to just repeat the numbers in the stat block; anyone can do that.

We are here to talk about ecology.

We are here to talk about turning a simple entry in a book into a believable, essential, and terrifying part of your campaign world.

A Winter Wolf isn't just a wolf with cold breath.

It is a cunning predator whose fur is insulated against the vacuum of the high peaks, whose pack movements dictate

where nomadic tribes can safely graze, and whose icy dens create localized pockets of permafrost that kill plant life for a decade.

A Griffon isn't merely a flying warrior; it is an apex hunter whose presence raises the price of horses for fifty miles around and whose bleached bone middens act as a landmark - and a warning - to all who trek the high passes.

This is the kind of detail that elevates a game from a series of encounters into a living, breathing, and fundamentally dangerous world.

This issue's goal is to equip you, the GM, with the knowledge to make their monsters real.

In this issue, we peel back the layers of familiar foes, from the duplicitous Lamia lurking in desert ruins to the terrifying majesty of the Kraken lurking in the abyssal trenches.

You'll find expanded entries for over a dozen classic creatures - like the savage Chimera, the protective Lammasu, and the legendary Unicorn - detailing everything the rulebooks often leave out.

How does a low-level party survive an encounter with a powerful beast?

Not by rolling initiative.

They survive by scouting the creature's Signs of Presence - the unique scent of sulfur left by a Basilisk, the tell-tale sonic whoosh of a Roc circling at 1,000 feet, or

the precise, orderly way a Winter Wolf pack tracks its prey.

This information rewards player intelligence and patience.

When a party knows that the Worg pack that has been raiding the valley is unnaturally fearful of the sound of church bells (a local Superstition), or that the only way to reliably find the Manticore's lair is to follow the spoor of its uniquely shed tail spines, the nature of the adventure changes.

It shifts from a hack-and-slash into an investigation, a tense tracking sequence, and a survival challenge.

The monster becomes less a target dummy and more a puzzle to be solved. This depth is the lifeblood of grounded gaming.

Whether you run a high-fantasy epic or a grimy dungeon crawl, these ecological profiles will allow you to drop any monster into any location and immediately understand its immediate and long-term impact on the region.

So grab your tracking gear, sharpen your axes, and try not to stare into the eyes of the Basilisk.

The wilderness awaits, and in this wilderness, the monsters are hungry... and they are real.

## **Habitat & Range**

This section covers where the monster lives and the size of its territory (assuming it has any).

## **Lair**

This gives you an idea on the creature's lair and what it is typically made from.

## **Diet & Hunting**

The creature's general diet and how it gets its food is covered here.

## **Life & Behavior**

This section will give you a better idea about the creature's life and reproduction habits.

## **Culture & Myth**

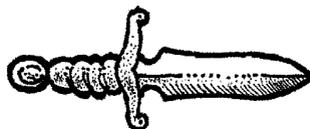
This covers any local names the creature has and their role in the greater world.

## **Encounters**

This section will help you when characters encounter the creature.

## **Ecology & Impact**

And finally, this section covers the creature's effect on their environment and the world at large, as well as any connection to magic it may have, and what it represents.



# Ankheg

*Large Beast*



## Habitat & Range

**Climate:** Temperate\*, warm, sub-tropical

**Terrain:** Plains, forests, underground

**Typical Locations:** Farmland, secluded tracks and roadways

**Territory Size:** Usually large, but can be as small as a village

**Signs of Presence:** Ground vibrations, victim remains, tracks

**Organisation:** Solitary or Cluster (1D3+1)

\* Will hibernate in winter.

## Lair

**Type:** Burrows

**Construction:** Tunnels with some larger chambers

## Diet & Hunting

**Diet Type:** Omnivore

**Preferred Prey:** Fresh meat

**Method:** Ambush

**Feeding Pattern:** Any

**Predators or Rivals:** Fierce predators

## Life & Behavior

**Reproduction:** Mate in Autumn

**Lifespan:** 3+ years

**Social Structure:** Small clicks

**Intelligence:** Non-

**Communication:** Vocal (clicks)

## Culture & Myth

**Local Names:** Leg-Snappers, Giant Bugs, 'Kegs.

**Superstitions:** Gods send them when displeased with a settlement or farmer.

**Legends:** Destroyed an entire town!

**Role in Local Life:** Pest

## Encounters

**Behavior When Approached:** Territorial

**Tactics:** Ambush spots

**Treasure/Trophies:** No treasure except from previous victims.

## Ecology & Impact

**Ecological Role:** Predator and/or scavenger

**Effect on Area:** Controls vermin, adds nutrients to soil, kills indiscriminately

**Environmental Signs:** Ground vibrations, missing livestock or farmers

**Economic Impact:** Dangerous to farmland

**Origin:** Natural

**Connection to Magic:** None

**Weakness or Taboo:** Non-Intelligent

**Symbolism:** Represents gods' vengeance



# Chimera

*Large Magical Beast*



## Habitat & Range

**Climate:** Any temperate to tropical

**Terrain:** Mountain peaks, rugged badlands

**Typical Locations:** High caves, fortified ruins

**Territory Size:** Large, aggressively patrolled

**Signs of Presence:** Charred earth, mixed tracks, foul stench

**Organisation:** Solitary, hateful monster

## Lair

**Type:** Mountain cave, deep fissure

**Construction:** None; uses natural shelter

## Diet & Hunting

**Diet Type:** Omnivore, but prefers to be a mega-carnivore

**Preferred Prey:** Cattle, horses, any living creature

**Method:** Fire breath, then brutal charge

**Feeding Pattern:** Constant, wasteful hunter

**Predators or Rivals:** Giants, powerful dragons, Manticores

## Life & Behavior

**Reproduction:** Magical, exceedingly rare

**Lifespan:** Very long, sustained by chaotic magic

**Social Structure:** Chaotic, heads constantly fight

**Intelligence:** Semi; animal cunning, malicious

**Communication:** Roars, hisses, goat bleats

## Culture & Myth

**Local Names:** Triple-Beast, Blazing Terror

**Superstitions:** Its shadow brings chaos

**Role in Local Life:** A dangerous predator

## Encounters

**Behavior When Approached:** Instantly hostile, unpredictable

**Tactics:** Fire breath first, then wild melee

**Treasure/Trophies:** Three unique heads

## Ecology & Impact

**Ecological Role:** A destructive, localized plague

**Effect on Area:** Ruined pastures, terrified population

**Environmental Signs:** Sulfur scent, melted rock

**Economic Impact:** Closes mountain pass trade

**Origin:** Divine curse, unnatural breeding

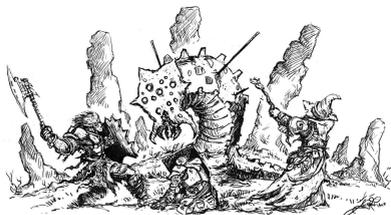
**Connection to Magic:** Created by powerful magic

**Weakness or Taboo:** Confusion between its heads

**Symbolism:** Discord, unnatural mutation

# Frost Worm

*Huge Magical Beast*



## Habitat & Range

**Climate:** Arctic, extreme cold

**Terrain:** Glaciers, ice floes, frozen tundra

**Typical Locations:** Deep ice caves, glacial crevices

**Territory Size:** Massive; hundreds of miles

**Signs of Presence:** Vast circular tracks in snow, sudden cold

**Organisation:** Absolutely solitary

## Lair

**Type:** Borehole tunnel system in ice

**Construction:** Melted & refrozen ice walls

## Diet & Hunting

**Diet Type:** Sub-surface predator, geo-carnivore

**Preferred Prey:** Woolly rhinos, mammoths, large parties

**Method:** Ambushes from below, paralyzing cold breath

**Feeding Pattern:** Infrequent, needs massive meals

**Predators or Rivals:** Ancient white dragons, yetis

## Life & Behavior

**Reproduction:** Asexual budding, extremely rare

**Lifespan:** Ancient, potentially immortal

**Social Structure:** Zero; purely solitary existence

**Intelligence:** Brutal, single-minded hunger

**Communication:** Deep rumbles, subterranean tremor

## Culture & Myth

**Local Names:** Ice-Bane, Frozen Colossus, Shaker

**Superstitions:** Represents the end of winter

**Role in Local Life:** A catastrophic threat to entire regions

## Encounters

**Behavior When Approached:** Silent sub-surface pursuit

**Tactics:** Breaks through ice, uses paralyzing breath

**Treasure/Trophies:** Rare, super-cold glands/fluid

## Ecology & Impact

**Ecological Role:** Balances megafauna populations

**Effect on Area:** Creates massive sinkholes and tunnels

**Environmental Signs:** Sudden, localized drop in temperature

**Economic Impact:** Makes northern travel impossible

**Origin:** Elemental cold, primordial entity

**Connection to Magic:** Immune to cold/ice magic

**Weakness or Taboo:** Fire/intense heat, deep molten rock

**Symbolism:** The vast, indifferent void of winter

# Giant Eagle

*Large Magical Beast*



## Habitat & Range

**Climate:** Temperate, cold, variable

**Terrain:** Rugged mountains, high forests

**Typical Locations:** High, inaccessible peaks

**Territory Size:** Vast, shared with its kin

**Signs of Presence:** Feathers the size of swords, loud cries

**Organisation:** Small, clan (Eyrie)

## Lair

**Type:** Massive stick nest (aerie)

**Construction:** Sticks, moss, scavenged rope

## Diet & Hunting

**Diet Type:** Opportunistic carnivore

**Preferred Prey:** Mountain goats, deer, cattle, horses

**Method:** Uses speed, claws, and sharp beak

**Feeding Pattern:** Diurnal, hunts when sun is high

**Predators or Rivals:** Rocs, Storm Giants, Dragons

## Life & Behavior

**Reproduction:** Mates for life, 1-2 young annually

**Lifespan:** Very long, up to 300 years

**Social Structure:** Highly organized, hierarchical family

**Intelligence:** Low

**Communication:** Specific calls

## Culture & Myth

**Local Names:** Sky Kings, Feathered Sages

**Superstitions:** Messengers of the gods

**Role in Local Life:** Potential ally, dangerous to livestock

## Encounters

**Behavior When Approached:** Observant

**Tactics:** Swoops, grapples, then drops foe

**Treasure/Trophies:** Runes, enchanted items, rare quills

## Ecology & Impact

**Ecological Role:** Apex predator, maintainer of the peaks

**Effect on Area:** Culls aggressive mountain monsters

**Environmental Signs:** High perch overlooks, clean aerie

**Economic Impact:** Aids high-mountain travelers

**Origin:** Fey or elemental bloodline

**Connection to Magic:** None

**Weakness or Taboo:** Harming its young or its territory

**Symbolism:** Nobility, freedom, divine sight



# Griffon

*Large Beast*



## Habitat & Range

**Climate:** Temperate to cold

**Terrain:** Rugged mountains, high peaks

**Typical Locations:** Inaccessible cliff faces, isolated aeries

**Territory Size:** Vast; 50+ miles radius

**Signs of Presence:** Loud shrieks, bleached bones below

**Organisation:** Solitary or mated pair with young, or pride

## Lair

**Type:** Large stick nest (aerie)

**Construction:** Bones, scavenged sticks, debris

## Diet & Hunting

**Diet Type:** Carnivore, obligate predator

**Preferred Prey:** Horses, large deer, mountain goats

**Method:** High-speed dive, snatch and drop

**Feeding Pattern:** Diurnal, hunts at dawn/dusk

**Predators or Rivals:** Giants, Rocs, Wyverns

## Life & Behavior

**Reproduction:** Mates for life, 1-2 eggs per year

**Lifespan:** Long, up to 100 years

**Social Structure:** Monogamous pair, fiercely territorial

**Intelligence:** Semi-, cunning

**Communication:** Piercing territorial shriek

## Culture & Myth

**Local Names:** Sky-Lion, Thunder-Bird, Great Hunter

**Superstitions:** Good omen if seen flying high

**Role in Local Life:** Major threat to horses/livestock, and travellers

## Encounters

**Behavior When Approached:** Circles high, issues warning shriek

**Tactics:** Use altitude, repeated dive attacks

**Treasure/Trophies:** Moorings, rare feathers

## Ecology & Impact

**Ecological Role:** Apex aerial predator, cleans up carrion

**Effect on Area:** Culls large herd populations

**Environmental Signs:** Guano/midden piles at base of cliff

**Economic Impact:** Raises cost of horse trade, ruins ranches

**Origin:** Magical crossbreed, planar beast

**Connection to Magic:** Immune to non-lethal magic

**Weakness or Taboo:** Avoids thick smoke or fire

**Symbolism:** Vigilance, strength, nobility



# Hippogriff

*Large Beast*



## Habitat & Range

**Climate:** Temperate, Mediterranean

**Terrain:** Rolling hills, sparse forests

**Typical Locations:** Tree-covered crags, small bluffs

**Territory Size:** Moderate; 10-20 miles radius

**Signs of Presence:** Broken branches, matted grass, loud whinnies

**Organisation:** Flocks of 2-12

## Lair

**Type:** Rough nest, sheltered cave

**Construction:** Stolen cloth, mud, smaller bones

## Diet & Hunting

**Diet Type:** Opportunistic omnivore

**Preferred Prey:** Pigs, sheep, deer, large fowl

**Method:** Swoop and tear, pack hunting

**Feeding Pattern:** Crepuscular (dawn/dusk)

**Predators or Rivals:** Griffons, Owlbears, organized hunters

## Life & Behavior

**Reproduction:** Seasonal breeding, 1-3 fledglings

**Lifespan:** Shorter, around 30 years

**Social Structure:** Small, semi-organized flock

**Intelligence:** Semi-, trainable

**Communication:** Whinnies and squawks

## Culture & Myth

**Local Names:** Horse-Hawk, Mountain-Flyer

**Superstitions:** Represents fierce freedom

**Role in Local Life:** A prized, though dangerous, mount

## Encounters

**Behavior When Approached:** Flighty, curious, may test defenses

**Tactics:** Harassing dives, target isolated prey

**Treasure/Trophies:** Stolen jewelry, eggs, usable feathers

## Ecology & Impact

**Ecological Role:** Mid-level aerial predator

**Effect on Area:** Local livestock depletion

**Environmental Signs:** Trampled ground near lair

**Economic Impact:** Sale as mounts, high capture risk

**Origin:** Natural hybrid

**Connection to Magic:** None

**Weakness or Taboo:** Repelled by bright fire/light

**Symbolism:** Unruly spirit, duality

# Lamia

*Medium Magical Beast*

## Habitat & Range

**Climate:** Hot, arid, subterranean

**Terrain:** Desert, forgotten ruins, deep tombs

**Typical Locations:** Oasis fortress, hidden cave, abandoned temple

**Territory Size:** Small, centered on its lair/trap

**Signs of Presence:** Bewildered victims, intoxicating scent

**Organisation:** Solitary manipulator, uses thralls

## Lair

**Type:** Decadent, disguised temple

**Construction:** Opulent silks, stolen treasures

## Diet & Hunting

**Diet Type:** Carnivore, feeds on human vitality

**Preferred Prey:** Intelligent humanoids, desert travelers

**Method:** Seduction, illusion, magic, then draining

**Feeding Pattern:** Gorges on intelligence, often keeps thralls

**Predators or Rivals:** Djinn, lawful paladins, zealous priests

## Life & Behavior

**Reproduction:** Magical, often creates half-breeds

**Lifespan:** Extended, sustained by magic

**Social Structure:** Master over charmed slaves

**Intelligence:** High; cunning, sophisticated, malicious

**Communication:** Enchanting voice, uses human language

## Culture & Myth

**Local Names:** Desert Queen, Soul-Siphon, False Prophet

**Superstitions:** Cannot cross pure, running water

**Role in Local Life:** Causes disappearances of local leaders

## Encounters

**Behavior When Approached:** Appears friendly, uses charm magic

**Tactics:** Charm victim, drain intelligence, fight with claws

**Treasure/Trophies:** Stolen art, rare spices, addicted thralls

## Ecology & Impact

**Ecological Role:** Magical imbalance, preys on society

**Effect on Area:** Local leaders become witless servants

**Environmental Signs:** Decadent luxury in a barren area

**Economic Impact:** Disrupts local governance and trade

**Origin:** Divine curse, corrupted sorceress

**Connection to Magic:** Master of enchantment and illusion

**Weakness or Taboo:** Pure devotion to a Lawful god

**Symbolism:** Treachery, vanity, false beauty



# Pegasus

*Large Magical Beast*



## Habitat & Range

**Climate:** Temperate to cold

**Terrain:** Untouched mountain meadows, high plateaus

**Typical Locations:** Secreted valley, high waterfall cave

**Territory Size:** Large but rarely patrolled

**Signs of Presence:** Iridescent white feathers, sudden clean air

**Organisation:** Loose herd (flight)

## Lair

**Type:** Open meadow, secluded cave

**Construction:** None; prefers nature

## Diet & Hunting

**Diet Type:** Herbivore

**Preferred Prey:** None

**Method:** Flee or fiercely defend itself

**Feeding Pattern:** Diurnal, grazes selectively

**Predators or Rivals:** Griffons, Manticores, evil dragons

## Life & Behavior

**Reproduction:** Mates in spring, 1-2 eggs per year

**Lifespan:** Very long, often over 200 years

**Social Structure:** Small, close-knit flight

**Intelligence:** High; noble, discerning

**Communication:** Whinnies, melodic, almost musical

## Culture & Myth

**Local Names:** Sky Horse, Celestial Steed

**Superstitions:** Cannot be ridden by the unclean

**Role in Local Life:** A prized, holy mount for heroes

## Encounters

**Behavior When Approached:** Flighty, observes from a distance

**Tactics:** Flies high, kicks fiercely if cornered

**Treasure/Trophies:** Rare feather, blessed horseshoe, single silver coin, eggs

## Ecology & Impact

**Ecological Role:** A symbol of health and nature

**Effect on Area:** Fertile soil, fresh water source

**Environmental Signs:** Pristine, non-corrupted landscape

**Economic Impact:** Sale as mounts, if captured justly

**Origin:** Born from the blood of a deity/monster

**Connection to Magic:** Immune to mind-affecting magic

**Weakness or Taboo:** Corrupted food, forced servitude

**Symbolism:** Purity, swiftness, inspiration, nobility

# Roc

## *Gargantuan Beast*

### Habitat & Range

**Climate:** Any, prefers extremes

**Terrain:** Isolated islands, immense mountains

**Typical Locations:** Sheer cliff faces, volcanic spires

**Territory Size:** Continental, roams thousands of miles

**Signs of Presence:** Shadow over land, huge crushed bones

**Organisation:** Solitary, ancient creature

### Lair

**Type:** Massive platform nest (aerie)

**Construction:** Tree trunks, whale bones, shipwrecks

### Diet & Hunting

**Diet Type:** Mega-carnivore

**Preferred Prey:** Elephants, whales, cattle herds

**Method:** Swoops, snatches whole, drops to kill

**Feeding Pattern:** Sporadic; gorges then fasts

**Predators or Rivals:** None; apex aerial hunter

### Life & Behavior

**Reproduction:** Lays one egg every few decades

**Lifespan:** Mythic, potentially centuries

**Social Structure:** Isolated, only meets to breed

**Intelligence:** Simple, primal, driven by hunger

**Communication:** Sonic boom wing beats

### Culture & Myth

**Local Names:** Cloud-Shadow, Sky-Dragon, World-Shaker

**Superstitions:** Seeing its shadow means catastrophe

**Role in Local Life:** A distant, mythical disaster

### Encounters

**Behavior When Approached:** Indifferent unless hungry or threatened

**Tactics:** Snatches the largest target first

**Treasure/Trophies:** Egg, large feathers, cargo from ships

### Ecology & Impact

**Ecological Role:** Culls megafauna, disperses seeds

**Effect on Area:** Local livestock vanishes instantly

**Environmental Signs:** Vast circular bare patches in woods

**Economic Impact:** Devastates shipping lanes/caravans

**Origin:** Primordial bird, born of the elements

**Connection to Magic:** Immune to non-lethal magic

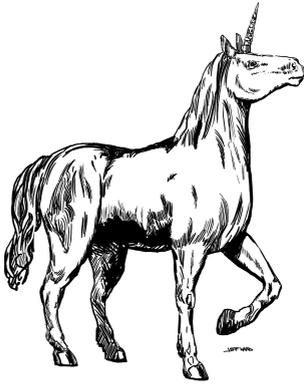
**Weakness or Taboo:** Avoids subterranean spaces

**Symbolism:** Titanic power, the wrath of nature



# Unicorn

*Large Magical Beast*



## Habitat & Range

**Climate:** Temperate

**Terrain:** Deep, ancient forests, enchanted groves

**Typical Locations:** Hidden valleys, secluded forests

**Territory Size:** A wide, protected forest

**Signs of Presence:** Perfectly clean water, healed wounds

**Organisation:** Strictly solitary, except when breeding

## Lair

**Type:** Glade, consecrated by nature

**Construction:** Lives in untouched nature

## Diet & Hunting

**Diet Type:** Herbivore

**Preferred Prey:** None; only attacks the wicked

**Method:** Gores with horn, uses healing magic

**Feeding Pattern:** Diurnal

**Predators or Rivals:** Demons, Liches, Chaotic (Evil) characters

## Life & Behavior

**Reproduction:** Spontaneous appearance, one foal

**Lifespan:** Immortal unless slain

**Social Structure:** Elusive, fiercely protected of its kin

**Intelligence:** High; noble, wise, patient

**Communication:** Telepathy, soft whinny

## Culture & Myth

**Local Names:** Horned Sentinel, Forest Mare

**Superstitions:** Its presence cures disease

**Role in Local Life:** Protector of the ancient wilderness

## Encounters

**Behavior When Approached:** Observes, avoids the impure

**Tactics:** Horn attack, magical healing, uses dispel magic

**Treasure/Trophies:** Shed horn fragments (rare), pure water

## Ecology & Impact

**Ecological Role:** Heals nature, purifies corruption

**Effect on Area:** Forest becomes exceptionally healthy

**Environmental Signs:** Water is clean, ground is soft

**Economic Impact:** None

**Origin:** Celestial spirit of the forest

**Connection to Magic:** Immune to poison

**Weakness or Taboo:** Impurity, being trapped, tainted water

**Symbolism:** Purity, healing, grace



# Worg

*Large Magical Beast*



## Habitat & Range

**Climate:** Temperate, cold, dry

**Terrain:** Wilderness, rocky foothills

**Typical Locations:** Near goblin camps, cave perimeter

**Territory Size:** Moderate, patrolled by pack

**Signs of Presence:** Large tracks, gnawed bones, foul odor

**Organisation:** Coordinated hunting pack

## Lair

**Type:** Dirt den, abandoned cave

**Construction:** Earth, bones, scavenged rags

## Diet & Hunting

**Diet Type:** Carnivore, vicious hunter

**Preferred Prey:** Livestock, humanoids, horses

**Method:** Coordinated pack ambush, hamstringing

**Feeding Pattern:** Nocturnal, eats constantly

**Predators or Rivals:** Owlbears, Griffons, Winter Wolves

## Life & Behavior

**Reproduction:** Lays litters of evil pups

**Lifespan:** Similar to a large dog

**Social Structure:** Strict, brutal pack hierarchy

**Intelligence:** semi-, understands Goblin

**Communication:** Barks, growls, complex howls

## Culture & Myth

**Local Names:** Goblin Steed, Evil Wolf

**Superstitions:** A bad omen of chaotic raiders

**Role in Local Life:** Serves as a deadly mount

## Encounters

**Behavior When Approached:** Threatening snarls, circles targets

**Tactics:** Focuses on mounts, separates prey

**Treasure/Trophies:** Goblin scraps, bones, saddlebags

## Ecology & Impact

**Ecological Role:** Enforces chaos, destroys property

**Effect on Area:** Clears out natural fauna

**Environmental Signs:** Unclean dens, scattered refuse

**Economic Impact:** Stops travel, decimates herds

**Origin:** Magical wolf, corrupted spirit

**Connection to Magic:** None

**Weakness or Taboo:** Repelled by Lawful order

**Symbolism:** Savage evil, subservience to Chaos



## Want Even More?

Looking for more adventure? Back issues are available to download on [my website](#).

I'm also expanding this zine via new articles on the website. This will include web enhancements and other regular features.

**Web Enhancements** are articles that for whatever reason didn't make it into the zine. Usually 2-3 are posted on the website each month for each issue.

<https://yumdm.com/>

## Acknowledgements

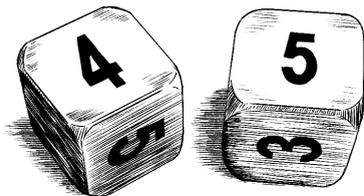
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Unless otherwise mentioned, all articles are written by Russ at YUMDM.



## Next Month

I will be taking a break for one month, so the next issue will be released in January (no issue for December). So, look out for it.



The January issue will continue this monster format, showcasing Giants and Monstrous Humanoids. So, until next year, I wish you well. And, as always, happy gaming!

**Join my Patreon** today to start receiving print copies every month (beats just getting bills in the mail), or just to help out.

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THE BESTIARY (BEASTS) ISSUE

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