



**d12**  
Monthly

THE BESTIARY (GIANTS)  
ISSUE

Issue 54  
January, 2026

**FREE VERSION**

**A-Z OF GIANTS &  
MONSTROUS HUMANOIDS**

HOW THEY FIT INTO YOUR WORLD

**NEW TRAITS FOR YOUR  
MONSTROUS HUMANOIDS**

NO CHARACTER IS SAFE

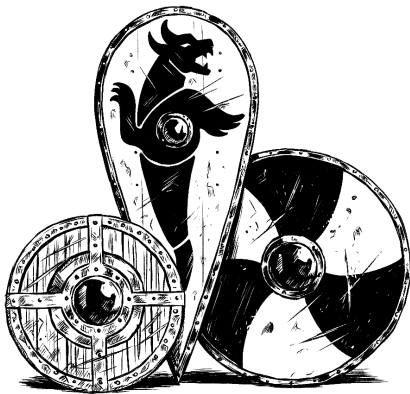
**ECOLOGY OF  
MONSTERS**

THEY NEED TO LIVE AS WELL

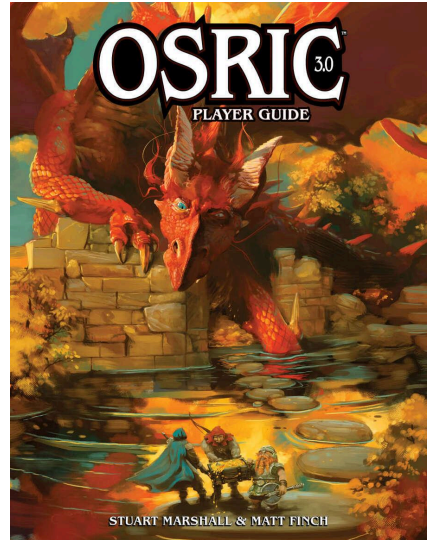
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## Features

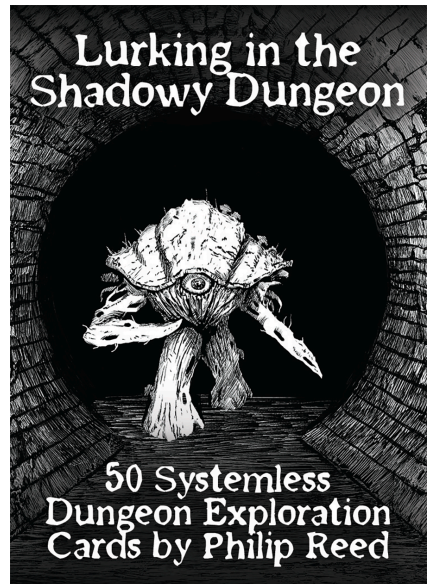
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# Issue 53 - The Bestiary

## (Giants & Monstrous Humanoids)

I love giants. I have used them in my own campaign world a few times, but very sparingly.

For monsters that all fall under the same umbrella, they are vastly different. There is a massive difference between a brutish hill giant and a patient and most peaceful stone giant.

And they all live in disparate lands. Some live deep in ancient forests, while others live on cragged mountain tops.

In my campaign they also take on a different edge: when giants die, instead of rotting, they take on the form of the type they are: forest giants add to forests, hill giants fall and become hills, and so on.

Monstrous humanoids on the other hand are not to be messed with. They are usually big, ugly or dangerous - or all three!

Thee has been warned.

I have also added in some traits for certain monsters which should give your players a nice little surprise.

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.

<https://www.patreon.com/yumdm>

(Tiers are available to receive a physical copy).

# Monsters

## Giants & Monstrous

### Humanoids

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.

This kind of detail 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 centaur to the troll.

You'll find expanded entries for over a dozen classic creatures - like the savage Minotaur, the mysterious Hag, and the legendary Medusa - 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 for the creature's Signs of Presence - the unique scent of a troll, the tell-tale thrown boulders of a Giant, or the stone statues left by the Medusa.

This information rewards player intelligence and patience.

It shifts the game from a hack-and-slash into an investigation, a tense tracking sequence, or 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.

### Monster Traits

This month I include randomly generated traits for many of the monsters you know and love.

These can be used to represent differences between various tribes of monsters, or to separate individuals (like leaders) out from the rest of the clan.

You can roll once or twice on the table for that monster, or just choose the traits you want.

This can increase the deadline of the monster, so use wisely and perhaps award more experience for those monsters.





## Entries

Each entry gives up a little more about the monster and its habitat.

### 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

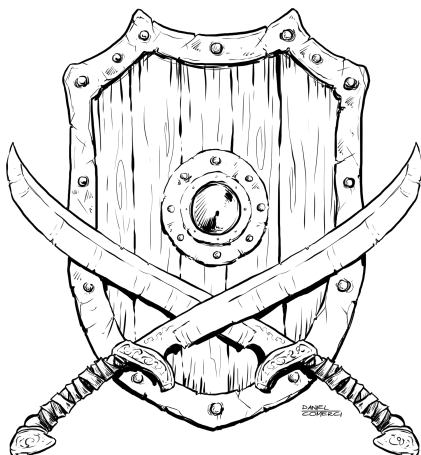
This covers any local names the creature has and their role in the greater world.

## 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.



# Centaur

*Large Monstrous Humanoid*



## Habitat & Range

**Climate:** Temperate, Mediterranean

**Terrain:** Plains, rolling hills, sparse forests

**Typical Locations:** Large pastures, woodlands, hidden glades

**Territory Size:** Large. Sometimes following migrating prey

**Signs of Presence:** Clear hoof prints, burnt wood (campfires)

**Organisation:** Cohesive, tribe/clan

## Lair

**Type:** Hamlets and villages. Temporary tent/lean-to camp if on the move.

**Construction:** Wood, hide, natural camouflage

## Diet & Hunting

**Diet Type:** Omnivore, skilled hunter/gatherer

**Preferred Prey:** Deer, boar, wildfowl, fruit

**Method:** Bows and spears, coordinated

**Feeding Pattern:** Diurnal

**Predators/Rivals:** Giants, human expansion

## Life & Behavior

**Reproduction:** Mates seasonally, single offspring

**Lifespan:** Similar to a human, 80-100 years

**Social Structure:** Strong clan, shamanistic hierarchy

**Intelligence:** High; noble, prideful

**Communication:** Human language, whistles and shouts. Some speak sylvan.

## Culture & Myth

**Local Names:** Horse-Men, Wildfolk, Archers of the Woods

**Superstitions:** Cannot tolerate dishonor or deceit

**Role in Local Life:** A border-guard or hostile tribe

## Encounters

**Behavior When Approached:** Wary, challenges trespassers immediately

**Tactics:** Archers provide cover, spearmen charge

**Treasure/Trophies:** Fine wooden tools, crafted jewelry

## Ecology & Impact

**Ecological Role:** Guardian of Nature

**Effect on Area:** Maintains natural boundaries/balance

**Environmental Signs:** Clear paths, non-damaging agriculture

**Economic Impact:** Controls resources/trade

**Origin:** Fey bloodline, ancient lineage

**Connection to Magic:** Druidic power, strong ties to nature

**Weakness or Taboo:** Alcohol, dishonor

**Symbolism:** Wild freedom, savage nobility

# New Centaur Traits

Centaur are expert hunters and fighters, and learn many various talents that can help them in and out of battle.

Table: Centaur Traits

D20	Trait
1	<b>Close Combat:</b> Makes 4 attacks per round: two weapon & two hooves
2	<b>Blind-Fight:</b> Can use scent and hearing with no penalties if fighting blind
3	<b>Longshot:</b> Can fire a bow up to 50% longer than normal
4	<b>Great Bow:</b> This bow causes +2 damage when it hits
5	<b>Ranged Skirmisher:</b> Able to fire their bow even while in melee
6	<b>Quickshot:</b> May fire twice with their bow each round.
7	<b>Fast:</b> Move becomes 240' (80')
8	<b>Armoured:</b> Wears specially crafted armour, AC: 3 [16]
9	<b>Mighty Blow:</b> Gains a +4 to damage when in melee
10	<b>Tough:</b> They reduce all damage taken from an attack by 2
11	<b>Iron Shot:</b> Hoof damage is 1D8
12	<b>Natural Healer:</b> Can heal twice as fast as normal
13	<b>Disciplined:</b> Gains +2 bonus to all morale checks
14	<b>Protector:</b> May defend an ally who is within 10-ft. Ally gains +2 to AC for that round. This increases to +4

for younglings

**Charge:** Can move at least 30-ft toward a target and attack. If successful, damage is doubled

**Grappler:** Gains a +4 bonus to all grapple attempts

**Rear Kick:** May make a rear kick attack as a free action if an enemy moves behind them

**Stable:** Immune to being knocked prone on flat ground

**Herdcall:** Can let out a ringing call; allied creatures gain +1 morale to attacks for one round

**Sure-Footed:** Ignores movement penalties from undergrowth and uneven ground.

## Sylvan Centaurs (A Centaur Variant)

Living most of their life within dense forests, Sylvan Centaurs have a few additional abilities:

**Glade-Stride:** Ignores movement penalties from roots, brambles, and thick undergrowth.

**Leaf-Hush:** May move at half speed through forest terrain without making detectable noise.

**Sylvan Glamour:** Once per day, may cast *Entangle* or create a minor fae illusion (rustling leaves, shifting shadows, flickering will-o'-wisps) lasting 1D6 rounds.





# Ettin

*Large Giant*



## Habitat & Range

**Climate:** Any, favors cold/rough

**Terrain:** Rocky hills, moorland

**Typical Locations:** Crude cave, dilapidated fort

**Territory Size:** Moderate, aggressively defended

**Signs of Presence:** Giant prints, loud fighting

**Organisation:** Small family, warring siblings

## Lair

**Type:** Filthy, deep cave

**Construction:** Crude stone wall, bone pile

## Diet & Hunting

**Diet Type:** Omnivore, garbage eater

**Preferred Prey:** Humanoids, large livestock

**Method:** Ambush, two-weapon brutality

**Feeding Pattern:** Gluttonous, irregular

**Predators or Rivals:** Dragons, true giants

## Life & Behavior

**Reproduction:** Lays one-two eggs (rare)

**Lifespan:** Very long, up to 200 years

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

**Intelligence:** Low; animalistic, limited speech

**Communication:** Bellowing, crude arguments

## Culture & Myth

**Local Names:** Two-Heads, Dumb Giant

**Superstitions:** Confused by mirrors, shiny objects

**Role in Local Life:** Brutal raider, mountain menace

## Encounters

**Behavior When Approached:** Aggressive, heads shout warnings

**Tactics:** Double attack, chaotic flailing

**Treasure/Trophies:** Stolen goods, broken weapons

## Ecology & Impact

**Ecological Role:** Destructive force of chaos

**Effect on Area:** Local raiding, decimated resources

**Environmental Signs:** Piles of gore and refuse

**Economic Impact:** Halts trade, requires armed escort

**Origin:** Ancient curse, deformed giant-kin

**Connection to Magic:** Inherently chaotic nature

**Weakness or Taboo:** Simple logic, coordinated attack

**Symbolism:** Discord, internal conflict

# Giant, Fire

## Large Giant



### Habitat & Range

**Climate:** Extreme heat, volcanic

**Terrain:** Active volcanoes, deep mountains

**Typical Locations:** Magma chambers, obsidian fortresses

**Territory Size:** Large mountain ranges

**Signs of Presence:** Black smoke, rhythmic booming

**Organisation:** Strict military hierarchy

### Lair

**Type:** Massive iron-bound fortress

**Construction:** Dwarven-style masonry, basalt - on a huge scale

### Diet & Hunting

**Diet Type:** Carnivore, enjoys roasted meat

**Preferred Prey:** Giant avians, livestock, large beasts

**Method:** Coordinated hunts, giant boulders

**Feeding Pattern:** Heavy communal feasts

**Predators or Rivals:** Red Dragons, Rocs

### Life & Behavior

**Reproduction:** Slow; long gestations

**Lifespan:** 300–400 years

**Social Structure:** Feudal caste system

**Intelligence:** High; tactical and disciplined

**Communication:** Giant tongue, deep booming

### Culture & Myth

**Local Names:** Forge-Lords, Ash-Kings

**Superstitions:** Fear of eternal ice

**Role in Local Life:** Distant, terrifying conquerors

### Encounters

**Behavior When Approached:** Haughty, demands subservience

**Tactics:** Boulder volleys, heated weapons

**Treasure/Trophies:** Masterwork armor, gems, iron

### Ecology & Impact

**Ecological Role:** Apex predator, terraformer

**Effect on Area:** Local deforestation for fuel

**Environmental Signs:** Soot-covered snow, scorched earth

**Economic Impact:** Controls precious metal trade

**Origin:** Born of primordial fire

**Connection to Magic:** Rune-craft, immunity to fire

**Weakness or Taboo:** Cold-based magic/weapons

**Symbolism:** Tyranny, industry, destruction

# Giant, Frost

*Large Giant*



## Habitat & Range

**Climate:** Arctic, sub-zero

**Terrain:** Glaciers, high peaks

**Typical Locations:** Ice caves, frozen plateaus

**Territory Size:** Massive hunting grounds

**Signs of Presence:** Shattered ice, frozen remains

**Organisation:** Tribal warbands

## Lair

**Type:** Hollowed glacier, ice cavern

**Construction:** Carved ice, stone blocks

## Diet & Hunting

**Diet Type:** Hyper-carnivore

**Preferred Prey:** Mammoths, remorhaz, whales

**Method:** Ambushes, boulder hurl

**Feeding Pattern:** Gorge and fast

**Predators or Rivals:** White Dragons

## Life & Behavior

**Reproduction:** Slow; rare births

**Lifespan:** 250–350 years

**Social Structure:** Might makes right

**Intelligence:** Average; cunning raiders

**Communication:** Giantish, guttural roars

## Culture & Myth

**Local Names:** Ice-Walkers, Rime-Reapers

**Superstitions:** Fear of thaws/melting

**Role in Local Life:** Harbingers of winter storms

## Encounters

**Behavior When Approached:** Aggressive, demands tribute

**Tactics:** Boulder volleys, ambushes

**Treasure/Trophies:** Furs, ivory, gems, silver

## Ecology & Impact

**Ecological Role:** Apex arctic predator

**Effect on Area:** Depletes local megafauna

**Environmental Signs:** Blue-tinted ice carvings

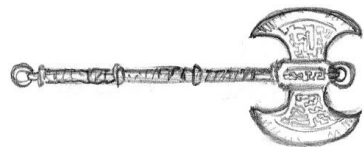
**Economic Impact:** Raids northern trade routes

**Origin:** Descended from Ymir/primordials

**Connection to Magic:** Immunity to cold

**Weakness or Taboo:** Fire and heat

**Symbolism:** Stagnation, winter, cruelty





# Giant, Hill

*Large Giant*



## Habitat & Range

**Climate:** Temperate to sub-tropical

**Terrain:** Rugged hills, foothills

**Typical Locations:** Wind-swept peaks, valleys

**Territory Size:** Roughly 20-mile radius

**Signs of Presence:** Uprooted trees, boulders

**Organisation:** Loose tribal bands

## Lair

**Type:** Deep cave or canyon

**Construction:** Piles of stone debris

## Diet & Hunting

**Diet Type:** Insatiable omnivore

**Preferred Prey:** Cattle, sheep, humans

**Method:** Ambush from heights

**Feeding Pattern:** Gorges until sick

**Predators or Rivals:** Dragons, Ogres, Trolls

## Life & Behavior

**Reproduction:** Live birth; infrequent

**Lifespan:** Up to 200 years

**Social Structure:** Rule by the strongest

**Intelligence:** Dull; easily fooled

**Communication:** Grunts, Broken Common

## Culture & Myth

**Local Names:** Rock-Hurlers, Hill-Reapers

**Superstitions:** Fear of bright sky

**Role in Local Life:** A seasonal scourge

## Encounters

**Behavior When Approached:** Hostile; demands food

**Tactics:** Boulder volleys, clubbing

**Treasure/Trophies:** Giant furs, stolen gems

## Ecology & Impact

**Ecological Role:** Destructive keystone species

**Effect on Area:** Exterminates local herds

**Environmental Signs:** Smashed stone, bone-pits

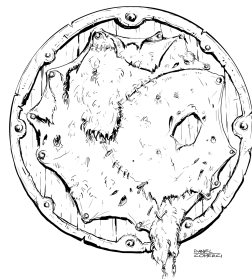
**Economic Impact:** Bankrupts rural villages

**Origin:** Ancient giant-kin

**Connection to Magic:** Usually none

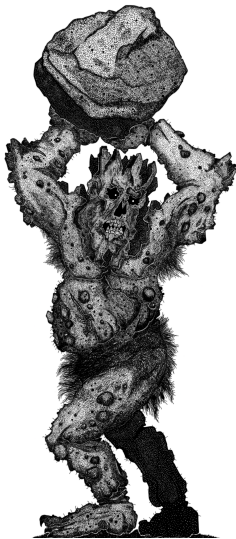
**Weakness or Taboo:** Cowardice if outmatched

**Symbolism:** Apathy, hunger, size



# Giant, Stone

*Large Giant*



## Habitat & Range

**Climate:** Temperate to cold

**Terrain:** High peaks, canyons

**Typical Locations:** Deep limestone caverns

**Territory Size:** A single mountain

**Signs of Presence:** Perfectly balanced cairns

**Organisation:** Extended family clans

## Lair

**Type:** Immense polished cavern

**Construction:** Finely carved masonry

## Diet & Hunting

**Diet Type:** Omnivore

**Preferred Prey:** Mountain goats, lichen

**Method:** Camouflage and sniped rocks

**Feeding Pattern:** Stoic, quiet meals

**Predators or Rivals:** Blue Dragons, Hill Giants

## Life & Behavior

**Reproduction:** Slow; century-long cycles

**Lifespan:** 800+ years

**Social Structure:** Artistic meritocracy

**Intelligence:** High; deeply philosophical

**Communication:** Broken Common

## Culture & Myth

**Local Names:** Echo-Walkers, Rock-Lords

**Superstitions:** Shadows predict earthquakes

**Role in Local Life:** Legendary mountain sages

## Encounters

**Behavior When Approached:** Statue-like, silent

**Tactics:** Boulder volleys, earth-hiding

**Treasure/Trophies:** Uncut gems, sculptures

## Ecology & Impact

**Ecological Role:** Mountain conservators

**Effect on Area:** Preserves rocky areas

**Environmental Signs:** Geometric stone piles

**Economic Impact:** Rare, priceless stonework

**Origin:** Primordial earth spirits

**Connection to Magic:** Stone-shaping

**Weakness or Taboo:** Breaking a blood-vow

**Symbolism:** Patience, eternity



# Hag

*Medium Monstrous Humanoid*

## Habitat & Range

**Climate:** Temperate and tropical

**Terrain:** Swamps, dark woods, desolate moors

**Typical Locations:** Ramshackle hut, submerged cottage, cave

**Territory Size:** A specific, corrupted radius (1-5 miles)

**Signs of Presence:** Sickly plants, strange odors, child disappearance

**Organisation:** Solitary, but often works in covens

## Lair

**Type:** Warped cabin, deep cave system

**Construction:** Mud, thatch, woven hair, dark magic

## Diet & Hunting

**Diet Type:** Omnivore, feeds on fear and despair

**Preferred Prey:** Innocent children, vain youths, despairing adults

**Method:** Bargaining, illusion, minor curses

**Feeding Pattern:** Gorges on emotional trauma

**Predators or Rivals:** Good-aligned clerics

## Life & Behavior

**Reproduction:** Bog-Witch, Crooked Crone, Auntie Night

**Lifespan:** Very long, sustained by wicked acts

**Social Structure:** Domineering, paranoid, often hierarchical

**Intelligence:** High; cunning, ancient, manipulative

**Communication:** Cackling, ancient languages, sweet talk

## Culture & Myth

**Local Names:** Bog-Witch, Crooked Crone, Auntie Night

**Superstitions:** Cannot tolerate running water/cold iron

**Role in Local Life:** Source of curses, dark bargains, folk magic

## Encounters

**Behavior When Approached:** Appears harmless, offers dark gifts

**Tactics:** Uses illusions/spells, focuses on dividing party

**Treasure/Trophies:** Stolen bones, magic trinkets, cursed items

## Ecology & Impact

**Ecological Role:** A source of localized corruption and decay

**Effect on Area:** Water poisoned, animals warped, people despair

**Environmental Signs:** Twisted trees, eternal fog/drizzle

**Economic Impact:** Ruins local farming, causes emigration

**Origin:** Corrupted fey, ancient spirit of malice

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

**Weakness or Taboo:** Truth, sincere kindness, cold iron

**Symbolism:** Misery, deception, ancient corruption





# Harpy

*Medium Monstrous Humanoid*



## Habitat & Range

**Climate:** Any, prefers warm air

**Terrain:** Coastal cliffs, desolate mountains, rough islands

**Typical Locations:** High sea stacks, treacherous spire, lonely bridge

**Territory Size:** Acoustic range of its song

**Signs of Presence:** Melodic, unsettling song, pile of excrement

**Organisation:** Solitary or Small flock (scream)

## Lair

**Type:** Large, foul, stick nest

**Construction:** Bones, mud, carrion, shiny junk

## Diet & Hunting

**Diet Type:** Carnivore, feeds on fresh humanoids

**Preferred Prey:** Sailors, lonely travelers, livestock

**Method:** Sailors, lonely travelers, livestock

**Feeding Pattern:** Diurnal

**Predators or Rivals:** Griffons, Manticores, Giants

## Life & Behavior

**Reproduction:** Lays eggs in spring

**Lifespan:** Similar to human, up to 70 years

**Social Structure:** Chaotic, matriarchal flock

**Intelligence:** Medium; cruel, petty, deceitful

**Communication:** Magical song, harsh squawking

## Culture & Myth

**Local Names:** Siren of the Peaks, Bone-Wing, Foul Song

**Superstitions:** Cannot tolerate ugly noises

**Role in Local Life:** Causes shipwrecks, blocks travel

## Encounters

**Behavior When Approached:** Sings immediately, hides its true form

**Tactics:** Sings to charm, snatches and drops victims

**Treasure/Trophies:** Shiny but low-value junk, lost sailors' goods

## Ecology & Impact

**Ecological Role:** A chaotic, aerial pest

**Effect on Area:** Ground below lair covered in bones

**Environmental Signs:** A distinct, foul stench (carrion)

**Economic Impact:** Increases cost of coastal shipping

**Origin:** Cursed human, corrupted spirit

**Connection to Magic:** Song is a powerful charm spell

**Weakness or Taboo:** Repelled by genuinely beautiful music

**Symbolism:** Treachery, corruption of beauty

# Minotaur

*Large Monstrous Humanoid*



## Habitat & Range

**Climate:** Warm, subterranean, dry

**Terrain:** Complex ruins, cavern systems

**Typical Locations:** Ancient labyrinth, deserted catacombs

**Territory Size:** Bound by its maze structure

**Signs of Presence:** Smashed stone, roaring echo, faint odor

**Organisation:** Strictly solitary

## Lair

**Type:** Intricate stone maze (labyrinth)

**Construction:** Stone, built over centuries

## Diet & Hunting

**Diet Type:** Carnivore, feeds on fresh meat

**Preferred Prey:** Humanoids, livestock, trapped victims

**Method:** Uses maze to confuse, then charge

**Feeding Pattern:** Irregular, driven by rage

**Predators or Rivals:** Heroes, powerful guardians

## Life & Behavior

**Reproduction:** Magical curse, sometimes breeds with humans

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

**Social Structure:** Zero; consumed by murderous rage

**Intelligence:** Animalistic, but cunning in its maze

**Communication:** Loud snorts, bellowing, deep roars

## Culture & Myth

**Local Names:** Horned Fiend, Maze-Beast

**Superstitions:** Can't tolerate string/thread

**Role in Local Life:** A guardian monster

## Encounters

**Behavior When Approached:** Immediately aggressive, charges blindly

**Tactics:** Ambush, relentless pursuit

**Treasure/Trophies:** Lost armor, ceremonial weapons, horns

## Ecology & Impact

**Ecological Role:** A destructive force of chaos

**Effect on Area:** Local disappearances, maze structure persists

**Environmental Signs:** Bones and smashed walls within the maze

**Economic Impact:** Blocks passage through tunnels/ruins

**Origin:** Divine curse, unnatural birth

**Connection to Magic:** Immune to maze/confusion spells

**Weakness or Taboo:** Loss of its maze, cunning over strength

**Symbolism:** Chaos, rage, imprisonment, brute force



# Troll

## *Large Giant*



### Habitat & Range

**Climate:** Damp, cold, mountainous

**Terrain:** Swamps, rocky caves, desolate wilderness

**Typical Locations:** Under bridges, mossy cave, bog island

**Territory Size:** Small, aggressively defended

**Signs of Presence:** Fetid stench, deep claw marks, half-eaten remains

**Organisation:** Solitary or small family group

### Lair

**Type:** Filthy, damp cave or shallow burrow

**Construction:** None; with bones & filth

### Diet & Hunting

**Diet Type:** Gluttonous carnivore

**Preferred Prey:** Any mammal, foolish travelers

**Method:** Savage clawing, ambush

**Feeding Pattern:** Continuous

**Predators or Rivals:** Giants, Griffons, other large predators

### Life & Behavior

**Reproduction:** Lays tough, rubbery eggs

**Lifespan:** Very long, sustained by regeneration

**Social Structure:** Brutal, unstable family unit

**Intelligence:** Low; violent, cunning, simple

**Communication:** Guttural growls, simple threats

### Culture & Myth

**Local Names:** Swamp Eater, Bone-Eater

**Superstitions:** Cannot tolerate hot sun/holy water

**Role in Local Life:** A monster that must be burned after death

### Encounters

**Behavior When Approached:** Aggressive, charges immediately

**Tactics:** Claws fiercely, relies on regeneration

**Treasure/Trophies:** Stolen weapons, bones, shiny trinkets

### Ecology & Impact

**Ecological Role:** Forces populations to stay near settlements

**Effect on Area:** Local livestock losses, human disappearances

**Environmental Signs:** Thick, greasy mud and decay

**Economic Impact:** Guards for travelling

**Origin:** Elemental spirit, cursed giant-kin

**Connection to Magic:** Supernatural regeneration

**Weakness or Taboo:** Fire, acid, complete destruction

**Symbolism:** Savage hunger, unstoppable menace

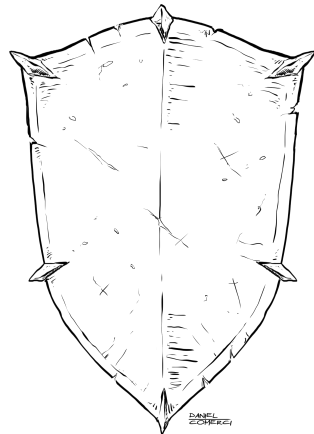
# Troll Traits

Trolls attack ferociously and chaotically, rending their victims while regenerating any damage taken.

Table: Troll Traits

D20	Trait
1	<b>Rending Claws:</b> If both claw attacks hit in the same round, the troll rends for an extra 1D6 damage
2	<b>Long-Limbed Reach:</b> May attack opponents up to 10-ft away with claws
3	<b>Strong-Boned:</b> Immune to damage from falling less than 30-ft
4	<b>Sniff Prey:</b> Can track wounded creatures by scent on a 1–4 on 1D6
5	<b>Maw Snap:</b> May make one bite attack (1D6 damage) each round in addition to claw attacks
6	<b>Stretch-Grip:</b> Can make grapple attempts against creatures up to 10' away
7	<b>Brute Toss:</b> May throw a grabbed creature up to 20-ft; thrown creature takes 1D6 damage per 10-ft
8	<b>Horrid Stench:</b> Living creatures within 10-ft suffer –1 to attack rolls
9	<b>Climb Like a Beast:</b> Can climb sheer surfaces on a 1–4 on 1D6
10	<b>Gut-Sack:</b> Can swallow Small or smaller creatures on a successful bite; swallowed victims take 1D6 damage per round
11	<b>Bone Knitter:</b> Severed limbs reattach automatically if held in place for 1 round

12	<b>Slime-Blood:</b> Takes only half damage from cold attacks
13	<b>Night Howler:</b> Once per night, may save vs Spells or flee for 1 round
14	<b>Rock-Skin Callus:</b> Reduces damage from non-magical weapons by 1
15	<b>Loping Stride:</b> May move twice as far and attack
16	<b>Tunnel Scraper:</b> Can claw through earth or soft stone at 5-ft per turn
17	<b>Feast and Heal:</b> After devouring a corpse, regains 2D6 hp (once per encounter)
18	<b>Prey Memory:</b> Gains +1 to hit creatures it has previously wounded
19	<b>Acid Spit:</b> Once per day, may spit acid up to 20-ft; deals 1D6 damage and halts regeneration for 1 round
20	<b>Fire-Hate:</b> If damaged by fire, must save vs Spells or focus all attacks on the source next round



## 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/>

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



## Next Month

More monsters! Next month will see the oozes and shapechanges come out of hiding.



Don't miss February's issue as we see the lifestyle of the gooey and disguised - both new monsters, plus old favourites.

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THE BESTIARY (GIANTS) ISSUE

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