



d12 Monthly

THE BESTIARY (OOZES) ISSUE

Issue 55
February, 2026

FREE VERSION

**OOZES
OLD & NEW**

HOW THEY FIT INTO YOUR WORLD

**SHAPECHANGES WHO
HIDE AMONG US**

NO CHARACTER IS SAFE

**TWO NEW
DANGEROUS KITS**

FOR THE CRAZIES IN YOUR PARTY

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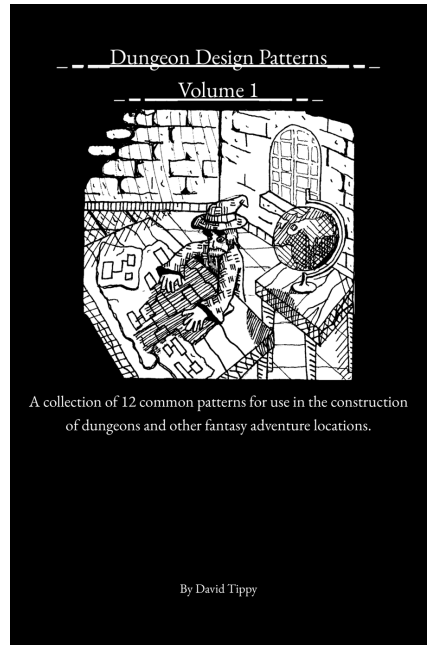
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Medium Shapeshifter



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Issue 53 - The Bestiary (Oozes & Shapechangers)

They creep, they hide in plain sight, and they are deadly to adventurers.

This month we look at oozes and shapechangers. Two monster types that can - and probably will - scare the pantaloons off your PCs.

With this bestiary issue, I have changed it up a little. I have included worldbuilding stat blocks, as usual, but I have also added in some other articles, as well.

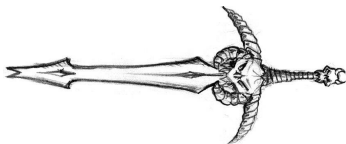
You will find some new oozes and shapechangers, useful tables, two Kits for PCs and NPCs alike, practical uses for oozes, and much more.

This is the third installment of a six-part series on monsters, but for the next two months I will be focusing on other areas of the game - mainly equipment, and an alternative player's guide for Old School Essentials.

Enjoy this useful, but deadly tome and I will be back with some more monsters in May.

Read on! And, as always, happy gaming!

- Russ from YUMDM



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

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(Tiers are available to receive a physical copy).

The Ecology of Oozes

Oozes are not magical accidents. They are the natural consequence of neglect, excess, and time.

Most oozes originate where waste is allowed to pool and remain undisturbed.

Alchemical runoff from workshops, tanneries, and apothecaries seeps into stone and soil, feeding slow, semi-organic reactions.

In deep places - old mines, forgotten cisterns, collapsed cellars - these reactions continue for years, producing masses that digest, bind, and move. What begins as sludge becomes appetite.

Other oozes are biological in origin.

Subterranean varieties resemble vast colonies rather than single creatures, spreading like mould through porous stone.

They digest minerals, fungi, carrion, and occasionally each other.

Dungeon oozes are rarely unique; they are symptoms of a larger infestation hidden behind walls and beneath floors.

Some arise from failed preservation: embalming fluids gone wrong, mass graves saturated with lye, or grain stores treated too heavily against rot.

These oozes retain a disturbing familiarity - bone fragments, hair, or the faint warmth of flesh - but no memory.

Oozes lair where movement is slow and moisture constant. They prefer smooth surfaces, shallow gradients, and narrow spaces that trap prey.

They avoid open flame, bright light, and vibration, often retreating when foot traffic increases.

Their feeding habits are patient.

Oozes soften doors, weaken supports, and corrode tools long before attacking flesh. They consume equipment as readily as creatures, leaving survivors poorer, slower, and vulnerable.

Communities adapt in quiet ways.

Cellars are lined with ash and lime. Iron is replaced with treated wood. Night soil is removed beyond the walls.

In ooze-prone towns, children are taught never to touch damp stone, and dogs are valued more for their refusal to enter certain rooms than for their loyalty.

Where oozes thrive, something has been ignored for too long.



Monster 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. Plus any enemies it may have, which could be used against it by clever players.

Life & Behavior

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

Culture & Myth

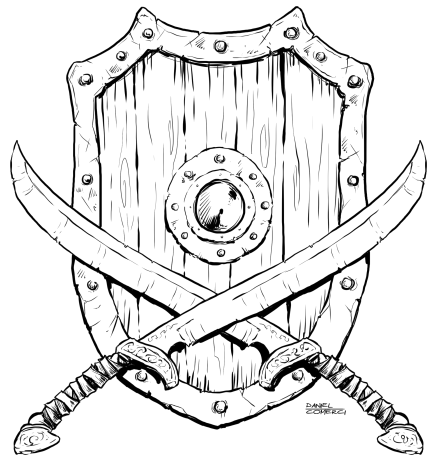
This covers any local names the creature has and their role in the greater world. Use this section to place the monsters in your campaign world.

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.



Aranea

Medium Shapechanger

Habitat & Range

Climate: Warm or temperate

Terrain: Deep forests, jungles

Typical Locations: High tree canopies

Territory Size: A single grove

Signs of Presence: Geometric web bridges

Organisation: Solitary or enclave

Lair

Type: Woven silk pavilion

Construction: Spider silk, magic

Diet & Hunting

Diet Type: Carnivore; liquid diet

Preferred Prey: Humanoids, large insects

Method: Webs and sorcery

Feeding Pattern: Drains vital fluids

Predators or Rivals: Wyverns, rival wizards

Life & Behavior

Reproduction: Solitary egg sacs

Lifespan: 100–150 years

Social Structure: Secretive arcane circles

Intelligence: Exceptional; cunning

Communication: Common, Draconic, webs

Culture & Myth

Local Names: Weaver-Wizards,
Fate-Spinners

Superstitions: Burning webs is bad luck

Role in Local Life: Hidden puppet masters

Encounters

Behavior When Approached: Deceptive;
uses illusions

Tactics: Webbing, then spells

Treasure/Trophies: Scrolls, gems, rare silk

Ecology & Impact

Ecological Role: Arcane apex predator

Effect on Area: Increased magical flux

Environmental Signs: Symmetrical,
glowing webs

Economic Impact: Valuable magical silk

Origin: Ancient fey-kin mutation

Connection to Magic: Sorcerous blood

Weakness or Taboo: Open flames

Symbolism: Deception, hidden fate

Silk-Shadow Aranea (Variant)

Unlike their kin who favor sunlight and tall trees, these variants have retreated into the shadow-drenched corners of the world.

Shadow-Melt: In dim light or shadows, the Aranea is 90% undetectable. It can move through shadows at full speed without breaking its concealment.

Web-Sense: While touching its own webbing, the Aranea cannot be surprised and knows the exact location of any creature touching the same web network within 240-ft.

Hallucinatory Venom: Creatures bitten must save vs. Poison or suffer from vivid hallucinations for 1d6 turns. During this time, they suffer a –2 penalty to AC and Saving Throws as they fight imaginary foes.

Sorcerous Potency: Silk-Shadow Araneas cast spells as a 4th-level Magic-User and gain a +2 bonus to all Saving Throws against Illusion or Mind-Affecting magic.

Black Pudding

Huge Ooze

Habitat & Range

Climate: Any; favors damp

Terrain: Subterranean, ruins

Typical Locations: Pits, sewer pipes

Territory Size: Single dungeon

Signs of Presence: Acid-scored stone

Organisation: Strictly solitary

Lair

Type: Low-point hollow

Construction: None; natural pits

Diet & Hunting

Diet Type: Complete dissolver

Preferred Prey: Metal, wood, flesh

Method: Amorphous engulfing

Feeding Pattern: Constant absorption

Predators or Rivals: Grey Oozes

Life & Behavior

Reproduction: Fission through trauma

Lifespan: Indefinite

Social Structure: None; mindless

Intelligence: None (0)

Communication: None

Culture & Myth

Local Names: The Dissolver, Night-Slime

Superstitions: Shadows that liquefy

Role in Local Life: Subterranean janitor

Encounters

Behavior When Approached: Mindless pursuit

Tactics: Dissolves gear; splits

Treasure/Trophies: Gems, gold coins

Ecology & Impact

Ecological Role: Ultimate decomposer

Effect on Area: Removes all debris

Environmental Signs: Perfectly smooth floors

Economic Impact: Ruins expensive equipment

Origin: Primordial ooze

Connection to Magic: Spell immunity

Weakness or Taboo: Fire/Light sources

Symbolism: Inevitable decay

Pitch-Core Pudding (Variant)

These puddings have gestated in subterranean tar pits or bitumen deposits, absorbing thick hydrocarbons that make them less acidic to stone but far more adhesive and explosive.

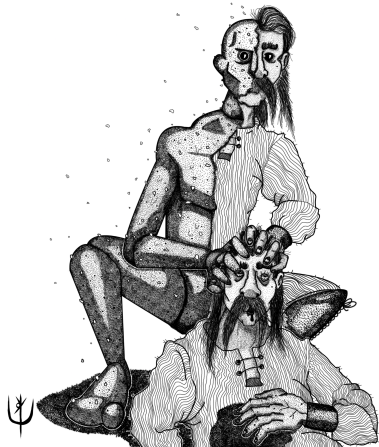
Tar-Grip: The pudding is incredibly sticky. Any creature hit by its slam attack must save vs. Paralysis or have their limb/weapon stuck in the mass. A strength check is made to release.

Volatile Fission: Unlike the standard variant, when this pudding is split by a slashing or piercing weapon, it releases a puff of flammable vapor. If an open flame is within 20-ft, the gas ignites, dealing 2D6 fire damage to all nearby.

Sulfurous Reek: The mass emits a choking, oily stench. Creatures within 5-ft must save vs. Poison or suffer a -2 penalty to all attack rolls due to nausea and watering eyes.

Doppelganger

Medium Shapechanger



Habitat & Range

Climate: Any (follows civilizations)

Terrain: Urban, settlements, dungeons

Typical Locations: Taverns, courts, barracks

Territory Size: The target's social circle

Signs of Presence: Contradictory memories, personality shifts

Organisation: Solitary or small "coterie"

Lair

Type: The victim's own home

Construction: Hidden cellar, false wall

Diet & Hunting

Diet Type: Omnivore; feasts on luxury

Preferred Prey: Influential or wealthy humans

Method: ESP, mimicry, assassination

Feeding Pattern: Parasitic; lives as another

Predators or Rivals: Paladins, True-Sight casters

Life & Behavior

Reproduction: Brood parasitism (changelings)

Lifespan: 100–120 years

Social Structure: Anarchic; mimics hierarchies

Intelligence: High; manipulative, cunning

Communication: ESP, all local tongues

Culture & Myth

Local Names: Skin-Stealer, False-Friend

Superstitions: Dogs smell the "wrongness"

Role in Local Life: The invisible neighbor

Encounters

Behavior When Approached: Friendly, helpful, deceptive

Tactics: Surprise backstab, confusion

Treasure/Trophies: The victim's deed/title

Ecology & Impact

Ecological Role: Social parasite

Effect on Area: Breeds intense paranoia

Environmental Signs: A discarded original body

Economic Impact: Theft of estates/business

Origin: Cursed ancestry, alchemical

Connection to Magic: Innate ESP/Shapechange

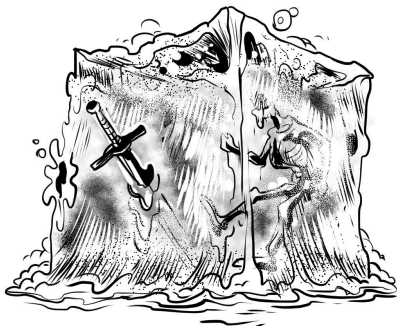
Weakness or Taboo: Cannot mimic reflection perfectly

Symbolism: Betrayal, loss of self



Gelatinous Cube

Large Ooze



Habitat & Range

Climate: Damp, temperate, dark

Terrain: Subterranean, masonry-heavy

Typical Locations: Dungeons, stone halls

Territory Size: A single corridor-circuit

Signs of Presence: Immaculately clean floors

Organisation: Strictly solitary

Lair

Type: None; constantly wanders

Construction: N/A

Diet & Hunting

Diet Type: Opportunistic scavenger

Preferred Prey: Carrion, waste, adventurers

Method: Silent, invisible engulfment

Feeding Pattern: Continuous absorption

Predators or Rivals: Black Puddings, Oozes

Life & Behavior

Reproduction: Fission; splits in two

Lifespan: Unknown; centuries

Social Structure: None; mindless

Intelligence: Non-intelligent (0)

Communication: None

Culture & Myth

Local Names: The Clear Death, Hall-Sweeper

Superstitions: "The walls have lungs"

Role in Local Life: Accidental dungeon custodian

Encounters

Behavior When Approached: Silent, unyielding advance

Tactics: Paralytic touch; engulfing

Treasure/Trophies: Items inside mass

Ecology & Impact

Ecological Role: Scavenger and filter

Effect on Area: Removes all biological rot

Environmental Signs: Absence of dust/debris

Economic Impact: Preserves coins/gems

Origin: Alchemical or primordial

Connection to Magic: Created by wizards?

Weakness or Taboo: Fire, salt, cold

Symbolism: Unseen, patient doom



The Borrowed Skin

A Dangerous Shapechanger Kit



You are not truly what you appear to be.

Through curse, ritual, or inherited affliction, you possess the ability to reshape your flesh and borrow the appearance of others.

The change is not magical glamour but a physical transformation - slow, painful, and imperfect.

You pass among people cautiously, knowing that discovery means exile or death.

Requirements

A Borrowed Skin must meet the following prerequisites:

- Human or demihuman
- CON 9+
- May not be Lawful.
- The character must begin play with a secret they are unwilling to share.

Role

Infiltrator, survivor, reluctant spy. The Borrowed Skin excels at passing unseen, gathering information, and escaping situations that would trap others - at the cost of constant risk and mistrust.

Secondary Skills

A Borrowed Skin gain the Spy secondary skill for free, and can have another one of the following: Disguise, Diplomat, Engraver, Linguist

Equipment

A Borrowed Skin typically starts with the following equipment:

- A small knife or skinning blade
- A stitched leather satchel containing needles, thread, and glue
- A hooded cloak
- 1D4 false identity tokens (rings, seals, scraps of writing)

Special Benefits

Borrowed Flesh: Once per day, the character may physically assume the appearance of a humanoid of similar size they have closely observed for at least one turn.

The transformation takes one full turn and lasts up to one hour per level.

The disguise is convincing to casual observers. Does not grant the target's abilities, memories, or voice. Armour and equipment do not change shape.

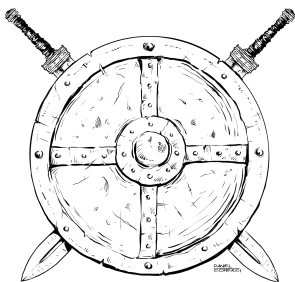
Reaction rolls from those who know the imitated person suffer a -1 penalty.

Special Hindrances

Unstable Identity: Each time the character uses Borrowed Flesh, they must save vs Spells when the effect ends. On a failure, choose or roll:

- -1 CHA for the next 24 hours
- Disturbing physical residue (scars, mismatched eyes, wrong voice)
- Compulsive behaviour borrowed from the imitated form
- Nightmares; no natural healing the following day

If the character ever fails this save three times in a single week, the GM may impose a permanent social consequence or physical tell.



When NPCs Start to Notice

Shapechanging should not fail because of a single die roll - but it should fray under pressure.

NPCs begin to notice when the Borrowed Skin is forced to act, not when it simply exists. Prolonged conversation, emotional stress, physical exertion, or deviation from routine all increase the chance of discovery.

Speaking briefly is safe; arguing, comforting, commanding, or lying repeatedly is not. The more personal the interaction, the more dangerous it becomes.

As a rule of thumb, allow the disguise to hold until one of the following occurs:

- The character is questioned about memories, habits, or relationships.
- The character performs a task the imitated person is known for.
- The character is injured, exhausted, or startled.
- The interaction lasts longer than one turn.

At that point, call for a reaction roll. NPCs grow uneasy, suspicious, or quiet. They may not accuse the character, but they stop trusting them.

Reserve outright exposure for moments of accumulation: repeated tells, failed saves, or witnesses comparing notes. Shapechangers are most frightening when they are almost passing - and everyone feels it.

Slime-Warden

A Kit for Those With a Deathwish



You are trained to contain, map, and survive ooze infestations. Your work is slow, filthy, and widely feared.

You know how to read softened stone, how to scrape living sludge without waking it, and when a place - or a person - must be abandoned.

People tolerate your presence only because the alternative is worse.

Requirements

To become a Slime-Warden you must meet the following prerequisites:

- CON 9+
- WIS 9+
- May not be Chaotic
- Must begin play with a visible mark of the profession (burn scars, nervous ticks, etc.)

Role

Hazard specialist, scout, and grim authority.

The Slime-Warden excels at identifying environmental threats, controlling ooze encounters, and making hard calls in contaminated areas.

Secondary Skills

A Slime-Warden gains the Mycologist secondary skill for free, and can have another one of the following: Herbalism, Mining, Engineering, or Speleologist.

Equipment

A Slime-Warden typically starts with the following equipment:

- Ash-lined boots
- Heavy hooded cloak treated with limewater
- Long-handled scraper or pry bar (treat as staff)
- Chalk, tar, and marking tools
- 3 Oil flasks and tinderbox
- Rag mask soaked in bitter herbs

Special Benefits

Read the Spread: After one turn examining an area, the Slime-Warden can determine whether oozes are present nearby, recently active, or long dormant. This does not reveal exact location, only risk level.

Controlled Contact: The Slime-Warden gains a +2 bonus on saving throws against ooze attacks, corrosion, or engulfing effects.

Authority of Containment: In settlements familiar with ooze outbreaks, the Slime-Warden gains a +2 bonus to reaction rolls when issuing warnings, ordering evacuations, or sealing areas.

Special Hindrances

Marked by the Work: The Slime-Warden suffers a -2 penalty to reaction rolls with most common folk (unless there is an outbreak - see *Authority of Containment* above). Animals are skittish around them, and children are warned away.

Burden of Judgment: When a Slime-Warden chooses to ignore signs of contamination, delay containment, or allow others to take the risk instead, the GM may impose penalties on one future saving throw related to oozes or environmental hazards.

Scar Table

Roll on the following table (or just choose one) for the scar a Slime-Warden starts with.

Table: Slime-Warden Marks

| D6 | Marks |
|----|--|
| 1 | A dry, rasping cough that worsens in damp spaces. |
| 2 | Palms and fingers are pale, cracked, and faintly chemical-smelling. |
| 3 | One sole compresses oddly underfoot, having partially dissolved in the past. |

| | |
|---|---|
| 4 | Eyes are permanently reddened from smoke and burns. |
| 5 | Irregular scars run across arms, neck, or face - neither clean cuts nor burns. |
| 6 | The Warden frequently falls silent, pressing an ear to walls, floors, or doors. |

Things Every Warden Knows

- If the stone feels soft, it's already too late.
- Metal fails before flesh - but flesh fails worse.
- If a room smells clean, it probably isn't.
- Livestock always knows first. Always.
- Fire fixes problems, but creates new ones.
- Never trust a "dry" cellar beneath a working kitchen.
- Once chalked and sealed, a space stays sealed - no exceptions.
- People lie about contamination out of shame or fear.
- Anyone exposed long enough will insist they're fine.
- The ooze doesn't hunt - it waits.
- If you hesitate, we'll be scraping up what's left.

Grey Ooze

Medium Ooze

Habitat & Range

Climate: Cool, damp

Terrain: Stone corridors, caves

Typical Locations: Dungeon floors

Territory Size: A single room

Signs of Presence: Corroded iron, wet sheen

Organisation: Solitary

Lair

Type: Shallow floor depression

Construction: None; naturally occurs

Diet & Hunting

Diet Type: Metal-eating carnivore

Preferred Prey: Iron, steel, flesh

Method: Camouflage and contact

Feeding Pattern: Dissolves gear first

Predators or Rivals: Black Puddings

Life & Behavior

Reproduction: Spontaneous fission

Lifespan: Centuries

Social Structure: None; mindless

Intelligence: Non-intelligent (0)

Communication: None

Culture & Myth

Local Names: Liquid Stone, Shield-Bane

Superstitions: Puddles that "breathe"

Role in Local Life: Subterranean scavenger

Encounters

Behavior When Approached: Motionless until touched

Tactics: Corrodes armor; strikes fast

Treasure/Trophies: Non-ferrous gems, gold

Ecology & Impact

Ecological Role: Mineral recycler

Effect on Area: Removes iron deposits

Environmental Signs: Rust-colored stains

Economic Impact: Destroys expensive armory

Origin: Natural subterranean byproduct

Connection to Magic: Immune to fire/cold

Weakness or Taboo: Physical force

Symbolism: Hidden corrosiveness

Mercury-Vein Ooze (Variant)

Found in deep-earth vaults or abandoned alchemical labs, this variant has absorbed heavy metals and quicksilver, making it faster and far more toxic than its common stone-colored kin.

Flicker-Shift: The ooze is highly reflective and fluid. It moves at double speed and gains a +2 bonus to AC against ranged attacks due to its shimmering, liquid surface.

Toxic Vapor: When the ooze is hit by a blunt weapon, it releases mercury vapors. Everyone within 5-ft must save vs. Poison or suffer a -2 penalty to Intelligence and Dexterity for 1D4 hours.

Heavy Weight: Its slam attack is denser than standard oozes. If a hit is successful, the target must save vs. Paralysis or be knocked prone by the sudden, metallic weight of the mass.

Oche Jelly

Large Ooze

Habitat & Range

Climate: Damp, temperate

Terrain: Subterranean, ruins

Typical Locations: Ceilings, narrow crevices

Territory Size: Small; single level

Signs of Presence: Orange slime trails

Organisation: Solitary

Lair

Type: Tight rock fissure

Construction: None; natural gaps

Diet & Hunting

Diet Type: Organic-eating carnivore

Preferred Prey: Flesh and leather

Method: Drops from above

Feeding Pattern: Dissolves tissues slowly

Predators or Rivals: Gelatinous Cubes

Life & Behavior

Reproduction: Fission when struck

Lifespan: Centuries

Social Structure: None; mindless

Intelligence: Non-intelligent (0)

Communication: None

Culture & Myth

Local Names: Golden Creeper, Wall-Sweat

Superstitions: Sign of "sick" stone

Role in Local Life: Dungeon hazard

Encounters

Behavior When Approached: Slow, relentless pursuit

Tactics: Seeps under doors and through cracks

Treasure/Trophies: Only inorganic items

Ecology & Impact

Ecological Role: Apex scavenger

Effect on Area: Cleans organic debris

Environmental Signs: Stripped leather scraps

Economic Impact: Destroys clothing/armor

Origin: Primordial protoplasm

Connection to Magic: Immune to lightning

Weakness or Taboo: Fire and cold

Symbolism: Persistent decay

Sulfur-Grip Ochre Jelly (Variant)

Found in volcanic vents or alchemical dumping grounds, these jellies have absorbed concentrated sulfur, turning them a deep, sickly neon yellow and making them far more reactive to physical trauma.

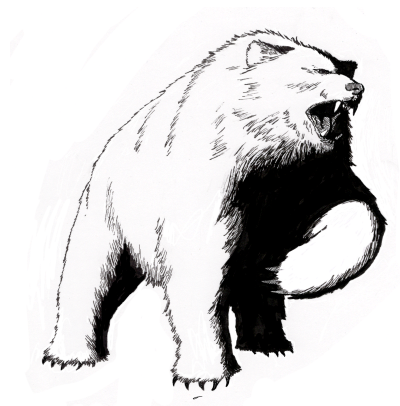
Noxious Division: When the jelly is split by a weapon attack, it releases a puff of sulfuric gas. Everyone within 5-ft must save vs. Poison or be blinded by stinging eyes for 1D4 rounds.

Corrosive Tack: Their slime is specialized for dissolving leather and wood. Any non-magical shield or leather armor hit by the jelly must save vs. Acid or be rendered useless.

Thermal Affinity: This variant is immune to fire damage, but takes double damage from cold-based attacks.

Werebear

Large Shapeshifter



Habitat & Range

Climate: Temperate to cold

Terrain: Deep forests, mountains

Typical Locations: Remote wooded valleys

Territory Size: Wide; several leagues

Signs of Presence: Giant clawed trunks

Organisation: Solitary or mated pair

Lair

Type: Clean cave or cabin

Construction: Natural stone; tidy

Diet & Hunting

Diet Type: Omnivore

Preferred Prey: Fish, berries, deer

Method: Brawny wrestling; swatting

Feeding Pattern: Seasonal; stores fat

Predators or Rivals: Werewolves, Giants

Life & Behavior

Reproduction: Infection or heredity

Lifespan: As human (70-90 yrs)

Social Structure: Hermetic; protective

Intelligence: High; wise and stern

Communication: Common, ursine growls

Culture & Myth

Local Names: Bear-Sarks, Wood-Wardens

Superstitions: Treating a bear kindly

Role in Local Life: Secret forest guardian

Encounters

Behavior When Approached: Gruff

Tactics: Crushing hugs; mauling

Treasure/Trophies: Herbs, honey, silver

Ecology & Impact

Ecological Role: Wilderness protector

Effect on Area: Culls evil monsters

Environmental Signs: Lack of aggressive pests

Economic Impact: Protects remote loggers

Origin: Curse or divine gift

Connection to Magic: Lunar-cycled strength

Weakness or Taboo: Silver

Symbolism: Noble ferocity; solitude

Frost-Fur Werebear (Variant)

Dwellers of the high tundra and glacial peaks, these werebears have adapted to the extreme cold, becoming larger and more ferocious than their temperate cousins.

Arctic Camouflage: In snowy or icy conditions, the Frost-Fur is 75% likely to be mistaken for a normal polar bear or a large snowbank until it moves.

Binding Hug: If the werebear hits with both claws in a single round, it automatically grapples the target. The victim takes 2D8 crushing damage per round and must save vs. Paralysis to break free.

Wererat

Medium Shapeshifter

Habitat & Range

Climate: Any (prefers damp)

Terrain: Urban, subterranean

Typical Locations: Sewers, slums, cellars

Territory Size: A city ward

Signs of Presence: Gnawed wood, rat-signs

Organisation: Gangs or "Plagues"

Lair

Type: Hidden sewer-warren

Construction: Scavenged brick, tunnels

Diet & Hunting

Diet Type: Omnivore; scavenger

Preferred Prey: Refuse, stray livestock

Method: Ambush, swarming

Feeding Pattern: Constant, small meals

Predators or Rivals: Ghouls, rival Thieves

Life & Behavior

Reproduction: Infection; rapid growth

Lifespan: As human (shorter)

Social Structure: Strictly hierarchical

Intelligence: High; street-smart

Communication: Common, squeaks

Culture & Myth

Local Names: Rat-Kin, Sewer-Shifters

Superstitions: Whistling in tunnels

Role in Local Life: The criminal underworld

Encounters

Behavior When Approached: Cunning, deceptive

Tactics: Calling giant rats, stealth attacks

Treasure/Trophies: Stolen coins, jewelry

Ecology & Impact

Ecological Role: Urban scavenger/pest

Effect on Area: Spreads disease, crime

Environmental Signs: Claw marks, filth

Economic Impact: Theft, black markets

Origin: Lycanthropic infection

Connection to Magic: Lunar-cycled strength

Weakness or Taboo: Silver, bright light

Symbolism: Corruption, greed, pestilence

Plague-Bearer Wererat (Variant)

These wererats have embraced the most virulent aspects of their condition, acting as living vectors for magical and mundane diseases to weaken a city before an uprising.

Fever-Bite: Any creature bitten by the wererat must save vs. Poison or contract a wasting sickness. The victim loses 1 HP per hour and cannot benefit from natural healing until a Cure Disease is cast.

Scurry-Step: The wererat can move through the spaces of larger enemies without provoking attacks of opportunity. It gains +2 to AC when at least two other allied rats or wererats are within 5-ft.

Toxic Blood: When the wererat takes damage from a melee attack, its dark, infected blood sprays. The attacker must save vs. Poison or be Nauseated (-2 to hit) for 3 rounds.



Werewolf

Medium Shapeshifter

Habitat & Range

Climate: Any; favors temperate

Terrain: Wilderness, forests, moors

Typical Locations: Wooded fringes, ruins

Territory Size: Wide; 30-mile range

Signs of Presence: Howling, slaughtered livestock

Organisation: Packs or solitary

Lair

Type: Caves or remote huts

Construction: Natural; bone-strewn

Diet & Hunting

Diet Type: Carnivore; fresh meat

Preferred Prey: Humanoids, deer, cattle

Method: Stalking and pouncing

Feeding Pattern: Blood-mad gorge

Predators or Rivals: Werebears, Humans

Life & Behaviour

Reproduction: Infection or heredity

Lifespan: As human (60-80 yrs)

Social Structure: Alpha-led packs

Intelligence: High; predatory cunning

Communication: Common, barks, howls

Culture & Myth

Local Names: Wolf-Skins, Moon-Beasts

Superstitions: Averting the full moon

Role in Local Life: The village nightmare

Encounters

Behavior When Approached: Aggressive; bloodthirsty

Tactics: Flanking, pack tactics

Treasure/Trophies: Victims' belongings

Ecology & Impact

Ecological Role: Apex pack predator

Effect on Area: Culls traveler populations

Environmental Signs: Mangled carcasses

Economic Impact: Destroyed herds, blocked roads

Origin: Lycanthropic curse

Connection to Magic: Lunar-cycled strength

Weakness or Taboo: Silver, Wolfsbane

Symbolism: Primal rage, loss of ego

Moon-Mad Alpha (Variant)

These are older, larger werewolves who have fully surrendered to the beast, gaining a spiritual connection to the lunar cycle that grants them frightening authority over the night.

Pack Frenzy: Allies within 30-ft (wolves or lycanthropes) gain a +2 bonus to Morale and +1 to damage rolls.

Terrifying Howl: Once per night, the Alpha can let out a blood-curdling howl. All creatures within 100-ft must save vs. Spells or be affected by Fear for 2D4 rounds.

Silver-Scent: The Alpha can smell silver within 60-ft, making them nearly impossible to surprise with silvered weapons.

Lunar Regeneration: During the three nights of the full moon, the Alpha regains 3 HP per round unless damaged by silver or magic.

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. These will be gathered up during the month and issued as a separate PDF for you to download. <https://yumdm.com/>

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Next Month

We change things up next month with an issue all about equipment. Sounds boring? Nothing could be further from the truth!



We have the largest Equipment list in the history of the great game, plus rules for mundane equipment that may just save your life, and a Kit or two. Plus much more.

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