

# YE LITTLE BOOK OF HEROQUEST MONSTERS



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D101  
GAMES

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## A Fantasy Bestiary

Welcome to a world of monsters for your Fantasy game of HeroQuest. This mini-supplement allows you to pick monsters off the shelf and throw them into play, listing their abilities and magic powers for moments when inspiration fails you.

The monsters described are very much typical members of their species. To create more memorable critters it is recommended that you personalise individuals by adding abilities unique to them.

Happy questing!

;O) Newt Newport

## Credits

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## More info

<http://d101games.co.uk>



## Basilisk

Born from the egg of a cockerel acted upon in an Alchemist's or witches cauldron, this magical monster is the product of foul sorcery. It is a large lizard with multicoloured scales. Its baleful gaze can kill and its blood is poisonous and corrosive. Basilisks are usually employed as guardians of their master's treasure.

### Abilities

Cold creation of Sorcery, Metallic Scales, Peck and claw attack, Small and Agile, Sharp sighted.

*Flaws:* Bird Brained.

*Magic Abilities:* Killing Gaze, Poisonous Blood.



## Beastman

Hybrids of animals of beasts and men, they typically take the form of a man with a beast's head. Tied to the savagery of nature, they react with hostility to man's attempt to clear the wilderness for cultivation.

### Abilities

Bestial, Dance the wild dance, Fight with tooth and claw, Fight with shield and sword, Hairy and crude, Hostile to wood cutters and colonists, Know the Wilderness, See in the Dark wood, See hidden objects in undergrowth, Sing the wild songs , Track prey.

