



ROOKWOOD'S GUIDE TO MONSTER HUNTING

A SLIMY PREVIEW

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CREDITS:

This game supplement was created using the [DragonBrew](#) template by Sibling Dex

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PREVIEW

The creatures in this supplement did not make the cut for the full release of Rookwood's Guide. Instead, I'm releasing them at the request of u/tacmac10 on Reddit.

Think of them as a sample of what you'll find in the full release when it finally arrives.

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TUNNEL SWEEPER, YOUNG

"How did you think the tunnels stay so clear of corpses? You think it's someone job to come down and sweep up?"

- ALABRAXIS ROOKWOOD

Young Tunnel Sweepers are a simple carrion eaters. Clear and gelatinous. They live slow lives moving around underground tunnelrs, consuming any organic matter they come in contact with.

Generally non-violent, living off the scraps of other tunnel dwellers. They can, however, defend themselves if threatened.

RANDOM ENCOUNTER

As the PCs gather in a secured room to grab some much needed rest, a strange dripping draws there attention to the ceiling. No sooner do they stand to investigate than a blanket of clear ooze lands on top of the least curious of the party.

ADVENTURE SEED

A group of kids have gone missing in the sewers under the city. Surely they're just lost, right? Their town has gathered a small coin purse as payment for your party to go into the sewers and find the lost kids.

FEROCITY: 1 **SIZE:** Medium

MOVEMENT: 8 **ARMOR:** — **HP:** 28

Adhesive: Tunnel Sweepers can move along verticle surfaces as easily as the floor.

Immunity Tunnel Sweepers are completely immune to pierceing damage, magical or mundane.

Ambush Predator Tunnel Sweepers only attack living prey if they believe they can do so completely unnoticed.

Amorphous Tunnel Sweepers have no set shape or form. They can fit through any gap water could flow through.

MONSTER ATTACKS

D4 ATTACK

- 1 **ADHESSIVE GRIP:** A psuedopod thrusts out and strikes a target within 2 meters. This is a Grapple attack with a STR of 12.
- 2 **CONSUME:** The Tunner Sweeper begins consuming a grappled target, dealing 1d6 acid damage every round that they fail to break the grapple.
- 3 **SUFFOCATE:** Grappling the closest, the Tunnel Sweeper attempts to force itself down the victim's throat. Each round the target is grappled, the victim makes a CON roll to hold their breath or suffer 1d6 damage.
- 4 **ADDITIONAL TARGET:** Using it's amorphous form, the Tunnel Sweeper attacks an additional target within 2 meters.
- 5 **SLAM:** A tentacle filled with an innorganic item slams into a target within 2 meters, dealing 2d6 Bludgeoning damage.
- 6 **SPLIT:** The sweeper immediately regains 2d6 Hit Points and splits in two. Put an additional Tunnel Sweeper into the combat, adjacent to the first. Each now have one half the original's Hit Points (rounded down).

TROPHIES

- ◆ **Adhesive (Mundane):** Acting quickly, you can gather 1d6 doses of adhesive. This adhesive allows you to stick two surfaces together. Seperating these surfaces requires an opposed STR roll against the adhesive's STR of 12.

TUNNEL SWEEPER, ADULT

"How does a thinking creatures actually get consumed by one of these?"

- ALLABRAXIS ROOKWOOD

Adult Tunnel Sweepers benefit from the protection of size. Easily filling 64 cubic meters (4x4x4 meters), they are organic walls that consume anything they can come in contact with. Easily outrun by virtually anything paying attention, Adult Tunnel Sweepers pose a threat to only the least experienced dungeoneers.

RANDOM ENCOUNTER

While running from something more dangerous than a wall of jelly, the party turns a corner too quickly and runs headlong into an Adult Tunnel Sweeper. The character at the head of the marching order is automatically affected by the Sweepers Adhesive quality.

ADVENTURE SEED

A local aqueduct has stopped flowing. The party is hired to investigate why it's blocked. Travelling into the mountain tunnels, they find the aqueduct's path blocked by a strange sticky substance. Can they clear it out before the water pressure builds to bursting?

FEROCITY: 1 **SIZE:** Large

MOVEMENT: 4 **ARMOR:** — **HP:** 100

Adhesive: A Tunnel Sweeper's skin is covered in an adhesive mucus. Anything that touches it requires an opposed STR roll against a 12 to dislodge.

Immunity Tunnel Sweepers are completely immune to piercing damage, magical or mundane.

Impassive Adult Tunnel Sweepers do not hunt, they are true filter feeders. They eat any organic matter they come in contact with but do not act with any kind of intellect.

MONSTER ATTACKS

D4 ATTACK

- 1 **GRAPPLE:** The Tunnel Sweeper makes a Grapple attack against a target within 2 meters. The opposed roll is against the sweeper's Adhesive quality.
- 2 **CONSUME:** The Sweeper attempts to pull a grappled victim into its body, the victim makes a STR roll each round it is grappled. Each failure deals 1d6 acid damage and imposes a Bane against further STR based rolls to escape.
- 3 **SUFFOCATION:** After 3 failed attempts to escape the Tunnel Sweeper's Consume attack, the target starts to drown.
- 4 **SWEEPER SPAWN:** Reproducing through mitosis, the Adult Tunnel Sweeper loses 2d6 Hit Points and a Young Tunnel Sweeper appears within 6 meter the same number of Hit Points as were lost by its parent.

TROPHIES

- ◆ **Adhesive (Mundane):** Acting quickly, you can gather 4d6 doses of adhesive. This adhesive allows you to stick two surfaces together. Separating these surfaces requires an opposed STR roll against the adhesive's STR of 12.
- ◆ **Collected Treasures:** Adult Tunnel Sweepers often have random innorganic material inside their bodies.

MIMIC, REFLECTING POOL

"Always carry enough water with you, you can never trust a pool in the wild. If it doesn't make you sick, it may try to eat you."

Reflecting pool mimics make their homes in wells and small bodies of water. They are primarily filter feeders, eating the tiny creatures that called the pool home until the mimic arrived.

Filling the space with thier mass, these mimics lie in wait, looking like a perfectly still body of water.

RANDOM ENCOUNTER

Seeking respite, the adventurer approaches a small pool of water. Cupping their hands beneath it's surface to quench their thirst, the character is grabbed and pulled under in a surprise attack.

ADVENTURE SEED

At the heart of every village is its well. The lifeblood of the community. Arriving in town, the party finds all the home locked and a single body lying next to the well, apparently drowned, bucket lying next to them. What could have done such a thing.

FEROCITY: 2 **SIZE:** Huge

MOVEMENT: 6 **ARMOR:** — **HP:** 100

Twisted Reflection: Any creatures looking into the body of a Reflecting Pool Mimic doesn't see a perfect reflection, but rather one that appears to be made frfom melting wax.

Immunity Reflecting Pool Mimics are completely immune to piercing damage, magical or mundane.

Liquid Body The body of a Reflecting Pool mimic is nearly liquid. You can swim in it, sluggishly, but with more boyancy than expected.

MONSTER ATTACKS

D6 ATTACK

- 1 **TENTACLE WHIPE:** A lash of thick liquid splashes out, striking a victim within 6 meters for 2d6 bludgeoning damage.
- 2 **CRASHING WAVES:** Shifting its entire body, the mimic attempts to topple a target within 4 meters. The victim takes 2d8 bludgeoning damage and must make a STR roll or be knocked prone.
- 3 **HUNGRY VISAGE:** Weaponizing it's reflection, all creatures within 10 meters must succeed on an Evade roll to shield their eyes. Failing triggers a WIL roll to resist becoming Disheartend,
- 4 **SUBSUME:** Looping a tendril around a target within 4 meters, the victim makes a STR check to resist being grappled. Failure pulls them into the mimic's body, where they must swim to stay afloat.
- 5 **DROWN:** A grappled target is pulled beneath the surfaces of the mimic's body. While there, the victim must make a CON check each round while grappled or suffer 1d6 damage as they slowly drown.
- 6 **SPRIAL SWEEP:** A single tentacle sweeps out, striking every target within 4 meters for 2d6 bludgeoning damage. Every victim must also succeed at an Evade roll or be toppled.

TROPHIES

- ◆ **None:** The mimic's liquid body is too thick to drink and would most likely rot inside your stomach.

MIMIC, SKELETON

"Because a pile of bones animated by magic isn't quite scary enough."

On occasion, a mollusk breed mimic will take up home inside a skeleton. Crawling into a fresh corpse and trying to live inside a slowly rotting home. Eventually, the mimic's body replaces the flesh of the victim, leaving a bony construct animated by the mimic's actions.

To the untrained eye, they appear to be skeletons surrounded by translucent gel.

HYBRID TEMPLATE

This is not a creature by itself. Instead, it is an additional layer laid on top of the Skeleton creature from the Core Rules. The abilities, traits, and attacks listed here are in addition to those found in the skeleton stat block.

ADDITIONAL ABILITIES

Immunity Skeleton Mimics are completely immune to piercing damage, magical or mundane.

MONSTER ATTACKS

D6 ATTACK

- 1 **SKELETON ATTACK:** Make an attack roll as normal with the skeleton's weapons.
- 2 **PSUEDOPOD:** A tentacle lashes out from the skeleton's stomach, slamming into a target within 2 meters for 2d6 bludgeoning damage.
- 3 **SKELETON ATTACK:** Make an attack roll as normal with the skeleton's weapons.
- 4 **SPIRAL TENTACLE:** Grabbing its victim the mimic attempts to make a grapple attack.
- 5 **SKELETON ATTACK:** Make an attack roll as normal with the skeleton's weapons.
- 6 **REMORA'S BITE:** A cookie cutter mouth reaches out from the skeleton and bites a victim within 2 meters, dealing 2d6 slashing damage.

TROPHIES

- ◆ **None:** The only thing left behind is a bit of slimy meat and the remains of the skeleton.