



DIVERSIFY YOUR DUNGEONS NOW!



Why Variate?

Humans need change!
Repetitive actions become
predictable and by
extension, boring (Toohey,
2012).

Your player's have likely
already seen many a
fantasy party defeat horde
of goblins and skeletons.
Unless something's going
on to make the fight
interesting, they're gonna
get bored fast!

The various DND sourcebooks already
have so many obscure monsters, some
of which are hard to forget just by
looking at them.



Ever wanted a
beholder-dragon
hybrid that keeps
both eyebeams AND
dragon's breath? Why
don't you use the
Eyedrake!



If you'd prefer a
sneaky amphibian foe
created by hags with
an great amount of
tools for both surprise
attacks and object
retrieval, Try out the
Banderhobb!

Your players
having to fight
another 10 orcs ...
probably



AN OLD DOG CAN ALWAYS LEARN NEW TRICKS!

Even if you can't figure out a new
monster before next session, there are
many ways to make familiar foes
interesting. If you can't figure it out by
looking at their stats, there are people
who've done the hard work for you!

After all ...

**THE MONSTERS
KNOW WHAT
THEY'RE DOING**

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