



THREATS



THREATS

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CHAPTER 1: NEW CREATURE TRAITS	9	CHAPTER 4: INSECTS & PLANTS	41
Acidic Excretion	10	Ant, Giant	41
Additional Eye	10	Choking Vine	42
Albino	10	Dead Mold	42
Atrophy	11	Flytrap, Giant	43
Blood Substitution	11	Sentient Tree	44
Body of Metal	11	Wasp, Giant	46
Cosmetic	12	CHAPTER 5: DEVILS & DEMONS	47
Crystalline	12	Demons	48
Extremity Weapons	12	Adramelech	48
Cloud of Flies	12	Belphegor	49
Manikin	12	Berith	50
Multiple Heads	13	Crapaud	51
Rotting Flesh	13	Deumus	52
Stinger	13	Soldiers of Chaos	53
Suckers	13	Zaebus	54
Prehensile Trunk	13	Devils	55
Tusks	13	Abigor	55
Walking Head	13	Alastor	56
CHAPTER 2: CREATURES	15	Caym	57
Apes of the Dark	15	Flagu	58
Dwellers of the Caves	16	Haborym	59
Color Out of Space	17	lpes	60
Dragon	18	Lamia	61
Griffin	19	Legionnaires	62
Harpy	20	Orobas	63
Hound of Tindalos	22	CHAPTER 6: UNIQUE MONSTERS	65
Lamias	23	Emberstrike the Ancient	66
Medusa	24	King Trath	69
Minotaur	24	Lord Thomas Greycloak IX	72
Night Beast	26	Berg The Treader of the Dark	75
Night Gaunt	27	The Shadow's Hunter	76
Roc	28	CHAPTER 7: ADVERSARIES	79
Slime	29	The Bakers' Guild	79
Troll	30	Organization	81
White Ape	31	Politics	82
CHAPTER 3: ANIMALS	33	Adventure Hooks	83
Albino Penguin	33	Bloodmaw's Marauders	86
Alligator	34	Bloodmaw the Mighty	87
Bobcat	34	The Marauders	87
Coyote	35		
Crocodile	36		
Mammoth	37		
Raven	38		
Rhino	38		
Sabertooth Tiger	39		
Walrus	40		

NTRODUCTION

hreats. For any roleplaying game, let alone a fantasy one, threats are the primary component of great adventures. Threats take many forms. A threat might be band of thieves plaguing the streets of a city. It might be a loathsome terror whose fangs drip black poison. A threat can also be something as mundane as a plant or as fear-inducing as a band of cutthroats terrorizing a farming community.

In **Shadow, Sword & Spell: Threats** you will find a collection of threats running the gamut from monsters of myth to the more mundane ones. These threats are ready to run as is. They are fully statted, have hooks, and in some cases come with adventure seeds ready for you to take shape into adventures of your own.

THE WORLD IS A DANGER FILLED PLACE!

Monsters lurk in the shadows waiting for the moment to strike upon the unsuspecting. The Jungles or Moran teems with threats both mundane and magical. Though most threats are from the physical world, there are many threats originating from nether realms.

SHADOW, SWORD & SPELL: THREATS is your guide to the dangers that lurk upon The World. Here you will find numerous monsters, and other dangers inspired by pulp fantasy and myth. Each monster is fully fleshed out, and ready to be used as is. For Gamemasters wanting to create their own unique creatures, new traits are introduced giving you more options in your own creations.

Beside threats of a more mundane sort, you will also find fully detailed threats that serve as the springboard for any campaign. From an ancient dragon who runs a cult, to a giant mustering forces so that he can control all trade through the mountain passes, to a group of thieves who use the cover of a bakery to profit in a special type of "dough," THREATS is your guide to the unique adversaries found in Shadow, Sword & Spell's The World.

Grab your swords, summon your cohorts, and prepare yourself to face some of the most dangerous threats found in The World today!



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