Expanded Aberrations



HOMEBREW

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Flumphs

Flumphs resemble small jellyfish-like creatures that drift through the subterranean caverns of the Underdark. Despite their diminutive form, flumphs are incredibly intelligent and wise beings. Flumphs have a natural insight into other creatures and are drawn to the auras of their creatures. Depending on the species, some can attune to the psionic essence of a creature while others may sense the planar resonance of nearby creatures. Because of this passive attunement, flumphs are considered to be slightly parasitic as they harmlessly feed off the residual energy that a creature's essence can give off.

Flumph goals

Flumphs are naturally peaceful and curious entities. They naturally gravitate towards those with a rather peculiar essence. They not only feed off any residual energy emitted from a creature's aura but can also use it as a means to understand and interact with others. It also serves as a warning system as a flumph can detect if a creature is extremely malevolent or destructive.

Flumph tactics

In general, flumphs are extremely peaceful and sociable creatures. At the first sight of danger, flumphs will flee immediately. However, if cornered they have the ability to inflict debilitating magical effects on a target to weaken them enough to allow the flumph to escape.

Types of Flumphs

There are several species of flumph found throughout the multiverse.

Emotive flumph

Emotive flumphs possess the special ability to sense the emotions and psionic auras of sentient creatures. Emotive flumphs have been known to flock around the fringes of telepathic societies such as mind flayers, feeding off residual energy from the elder brain's telepathic hub.

Prismatic flumph

Prismatic flumphs possess a special connection to the elements and raw magic. These flumphs can be easily distinguished from their relatives due to glowing forms reflecting their elemental attunement. Thanks to their ability to absorb magical elements, prismatic flumphs can rapidly adapt to protect themselves from all forms of magical attacks. This adaptation also causes them to rapidly change colors to match their respective element, hence giving them their name.

Planar flumph

Planar flumphs possess a special connection to the planes of the multiverse as they feed off the energy from interplanar leylines. Usually, large concentrations of flumphs are seen as a sign that planar rift or incursion is nearby. Unfortunately, some mistake these flumphs as the source of these incursions when they are in reality a side effect. In comparison to the rest of their kind, planar flumphs are considered to be the most dangerous due to their ability to disrupt one's connection to their native plane causing severe internal wounding due to the destabilization of one's body. Thankfully, these flumphs are extremely docile and will only attack as a last resort.



Emotive Flumph

small aberration, lawful good

Armor Class 12 (Natural Armor)
Hit Points 7(2d6)
Speed 5ft., fly 30ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 +2	14 (+2	16 (+3)

Skills Arcana +4, History +4, Insight +4, Perception +4
Senses darkvision 60ft., passive Perception 14
Languages telepathy 60ft, Undercommon
Proficiency Bonus +2
Challenge 1/8 (25 xp)

Advanced Telepathy The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

Mental Insight The flumph can identify the current alignment of a creature it can see.

Prone Deficiency If the flumph is knocked prone, it must roll a d6. On an odd result, the flumph is knocked prone and incapacitated. At the end of each of its turns, it can make a DC 10 Dexterity saving throw to end the effect.

Psionic Consumption When the flumph takes psychic damage, it takes no damage but regains a number of hitpoints equal to the damage dealt. Upon using this feature, the flumph can read the surface thoughts and emotions of its attacker

Telepathic Shroud The flumph is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

Actions

Tendrils. *Melee Weapon Attack:* +4 to hit, 5ft., one target. *Hit:* 4(1d4+2) bludgeoning damage +2(1d4) acid damage. At the end of each of its turns, the target must succeed a DC 10 Constitution saving throw. On failed saving throw, it takes 2(1d4) acid damage. This recurring acid damage can be ended on a successful saving throw or if the target uses *Lesser Restoration* on itself.

Stench(1/day) Creatures in a 15ft. cone originating form the flumph must succeed a DC 10 Dexterity saving throw or be coated in foul toxins for 1d4 hours. While coated, the target and all creatures within 5ft. of it are considered poisoned. This liquid can be removed by taking a short rest bathing in water, alcohol, or similar liquid.

Bonus Actions

Illumination The flumph can give off a dim light in a 10ft. radius. This light can be dismissed with no action required.

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Prismatic Flumph

small aberration, lawful good

Armor Class 12 (Natural Armor)
Hit Points 7(2d6)
Speed 5ft., fly 30ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 +2	14 (+2	16 (+3)

Skills Arcana +4, History +4, Insight +4, Perception +4
Senses darkvision 60ft., passive Perception 14
Languages telepathy 60ft, Undercommon
Proficiency Bonus +2
Challenge 1/8 (25 xp)

Prismatic Attunement At the start of each of its turns, the flumph can roll a d6. Depending on the result the flumph is attuned to one of the following damage types as following: 1. acid, 2. cold, 3. fire, 4. lightning, 5. necrotic, 6. radiant.

Prismatic Consumption When the flumph takes damage that matches its Prismatic Attunement, it takes no damage but regains a number of hitpoints equal to the damge dealt.

Prismatic Skin If a creature hits the flumph with a melee attack while within 5ft. of it, the attacker takes 2(1d4) damage according to its prismatic attunement.

Prone Deficiency If the flumph is knocked prone, it must roll a d6. On an odd result, the flumph is knocked prone and incapacitated. At the end of each of its turns, it can make a DC 10 Dexterity saving throw to end the effect.

Actions

Tendrils. *Melee Weapon Attack:* +4 to hit, 5ft., one target. *Hit:* 4(1d4+2) bludgeoning damage +3(1d6) damage according to its Prismatic Attunement.

Prismatic Flare(1/day) Creatures in a 15ft. cone originating from the flumph must succeed a DC 10 Constitution saving throw or be blinded for 1d4 hours. While blinded in this manner, creatures suffer vulnerability to the damage type the flumph is attuned to. This condition can be reversed by *Lesser Restoration* or a similar effect.

Bonus Actions

Illumination The flumph can give off a dim light in a 10ft. radius. This light can be dismissed with no action required.

Planar Flumph

small aberration, lawful good

Armor Class 12 (Natural Armor)
Hit Points 7(2d6)
Speed 5ft., fly 30ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 +2	14 (+2	16 (+3)

Skills Arcana +4, History +4, Insight +4, Perception +4
Senses truesight 60ft., passive Perception 14
Languages telepathy 60ft, Undercommon
Proficiency Bonus +2
Challenge 1/8 (25 xp)

Planar Insight The flumph can identify the true planar origin of a creature. The planar flumph is also immune to effects that would teleport it against its will.

Planar Consumption When the flumph takes force damage, it takes no damage but regains a number of hitpoints equal to the damge dealt. Upon using this feature, the flumph can teleport up to 30ft. to a location of its choice.

Prone Deficiency If the flumph is knocked prone, it must roll a d6. On an odd result, the flumph is knocked prone and incapacitated. At the end of each of its turns, it can make a DC 10 Dexterity saving throw to end the effect.

Actions

Tendrils. *Melee Weapon Attack:* +4 to hit, 5ft., one target. *Hit:* 4(1d4+2) bludgeoning damage. On a hit, the target must succeed a DC 13 Charisma saving throw. On a failed saving throw, the target becomes dimensionally unstable. If the target willing moves 5 or more feet on its turn, it takes 5(1d10) force damage. At the end of each of its turns, the target must succeed a DC 13 Charisma saving throw to end the effect on a success.

Plane Shift The flumph can cast *Planar Shift* on itself.

Bonus Actions

Blink The flumph can teleport 30ft. to a spot that it can see within range.

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Ixitxachitl

Ixitxachitl are an aquatic kind of aberration found deep within the vast oceans of the Material Plane. These aberrations pledge devotion to powerful demon lords such as Dagon or Demogorgon seeking to claim the waters of the Material Plane for the Abyss.

Demonic Servants

Ixitxachitl are known as demon rays due to their incredibly aggressive behavior on behalf of their demonic masters. They are known to display extreme acts of violence against humanoids by attacking wayward vessels and enslaving their passengers. These rays also are known to be extremely aggressive against other aquatic servants of the Abyss such as merrow, sahuagin, and kuo-toa as they believe they are the superior servant for their demonic overlords.

Ixitxachitl Tactics

Despite their appearance, ixitxachitls are tenacious fighters that use their underwater maneuverability to their advantage. These demon rays rely on hit and run tactics using their aquatic agility to evade their enemy's attacks while rending their foes with their sharp teeth and barbed tail. Some more powerful variants of ixitxachitls have been granted considerable power from the demon lords, giving them access to abyssal magic.

Ixitxachitl variants

There are numerous types of ixitxachitls that have been granted various powers due to their worship of demonic lords.

Bloodtide

Bloodtide ixitxachitls have been blessed with an abyssal variant of blood magic. They are the most aggressive of all their kind relishing in the blood of their foes. These demon rays should be approached with extreme caution due to their ability to pinpoint and target wounded creatures.

Chilltide

Chilltide ixitxachitls are a rare variant of ixitxachitl found in the frozen reaches of the Material Plane. They are notorious ambush combatants that disguise themselves on surrounding ice flows before incapacitating them with their freezing bite.

Galetide

Galetide ixitxachitls are a terrifying variant of demon ray that have been granted the power of flight. These ixitxachitls travel in large schools that burst out of the water to brutally terrorize ships and coastal settlements.

Shadowtide

Shadowtide ixitxachitls hail from the shadowy trenches of the ocean floor. These rays are able to use the murky waters of the ocean floor to shroud themselves before striking down their unsuspecting victims.

Stormtide

Despite their beautiful appearance, stormtide ixitxachitls are incredibly dangerous due to their ability to unleash electrical shocks to immobilize their opponents. They also can use their alluring appearance to hypnotize their opponents causing them to lower their guard

Viletide

Viletide ixitxachitl are able to infuse their surroundings with the noxious pollution from the Abyss itself. This power grants them supernatural immunity to all manners of poison and disease as well as the ability to poison those it makes contact with.

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Bloodtide Ixitxachitl

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3
Senses darkvision 60ft., passive Perception 13
Languages Abyssal, Ixitxachitl
Proficiency Bonus +2
Challenge 1(200 xp)

Bloodlust The ixitxachitl has advantage on attack rolls against bleeding creatures or creatures below half their hitpoint maximum.

Blood Sense The ixitxachitl can pinpoint the location of bleeding creature or a creature below half its hitpoint maximum within 300ft. of it.

Keen Senses The ixitxachitl has advantage on Wisdom(Perception) checks that rely on smell.

Nimble Swimmer The ixitxachitl can swim outside a creatures reach without provoking attacks of opportunity.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 10(2d6+3) piercing damage. If the target is bleeding or below half its hitpoint maximum, it deals 14(2d10+3) piercing damage instead.

Reactions

Barbed Tail. *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 8(1d10+3) piercing damage. On a hit, the target must succeed a DC 13 Constitution saving throw or suffer from bleeding for one minute.

Bleeding creatures take 1d10 damage (cannot be reduced in any way) at the start of each of its turns and cannot regain hitpoints. A creature can use an action to make a DC 10 Wisdom (Medicine) check to remove the bleeding condition from themselves or an ally."

Bloodtide Ixitxachitl Cleric

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3
Senses darkvision 60ft., passive Perception 13
Languages Abyssal, Ixitxachitl
Proficiency Bonus +2
Challenge 3(700 xp)

Bloodlust The ixitxachitl has advantage on attack rolls against bleeding creatures or creatures below half their hitpoint maximum.

Blood Sense The ixitxachitl can pinpoint the location of bleeding creature or a creature below half its hitpoint maximum within 300ft. of it.

Keen Senses The ixitxachitl has advantage on Wisdom(Perception) checks that rely on smell.

Nimble Swimmer The ixitxachitl can swim outside a creatures reach without provoking attacks of opportunity.

Spellcasting

The ixitxachitl is a 6th level spellcaster that uses Wisdom as its spellcasting DC (spell save DC 11, +3 to hit). The ixitxachitl has the following spells:

Cantrips(At Will) *Guidance, Thaumaturgy, Toll the Dead*

1st Level(4 slots) *Create or Destroy Water, Inflict Wounds*

2nd Level (3 slots) *Hold Person*

3rd Level(2 slots) *Dispel Magic, Vampiric Drain*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 10(2d6+3) piercing damage. If the target is bleeding or below half its hitpoint maximum, it deals 14(2d10+3) piercing damage instead.

Reactions

Barbed Tail. *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 8(1d10+3) piercing damage. On a hit, the target must succeed a DC 13 Constitution saving throw or suffer from bleeding for one minute.

Bleeding creatures take 1d10 damage (cannot be reduced in any way) at the start of each of its turns and cannot regain hitpoints. Bleeding creatures can use its action to complete a DC 10 Wisdom(Medicine) check to remove this condition.

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Chilltide Ixitxachitl

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3; Stealth +5
Senses darkvision 60ft., passive Perception 13
Damage Immunities Cold
Languages Abyssal, Ixitxachitl
Proficiency Bonus +2
Challenge 1(200 xp)

False Appearance While motionless, the ixitxachitl is indistinguishable from a ice.

Snow Sight The ixitxachitl's vision is not obscured by snow or fog.

Nimble Swimmer The ixitxachitl can swim outside a creatures reach without provoking attacks of opportunity.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 6(1d6+3) piercing damage + 5(1d8) cold damage. On a hit, the target's movement speed is reduced by 10ft.

Bonus Actions

Ice Camouflage While lightly obscured by snow or ice, the ixitxachitl can use its bonus action to Hide.

Reactions

Chilltide Stinger. *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 8(1d10+3) piercing damage. On a hit, the target must succeed a DC 13 Constitution saving throw or suffer vulnerability to cold damage until the end of its next turn.

Chilltide Ixitxachitl Cleric

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3; Stealth +5
Senses darkvision 60ft., passive Perception 13
Damage Immunities Cold
Languages Abyssal, Ixitxachitl
Proficiency Bonus +2
Challenge 3(700 xp)

False Appearance While motionless, the ixitxachitl is indistinguishable from a ice.

Snow Sight The ixitxachitl's vision is not obscured by snow or fog.

Nimble Swimmer The ixitxachitl can swim outside a creatures reach without provoking attacks of opportunity.

Spellcasting

The ixitxachitl is a 6th level spellcaster that uses Wisdom as its spellcasting DC (spell save DC 11, +3 to hit). The ixitxachitl has the following spells:

Cantrips(At Will) *Guidance, Thaumaturgy, Ray of Frost*

1st Level(4 slots) *Create or Destroy Water, Frost Fingers Ice Knife*

2nd Level (3 slots) *Hold Person, Spike Growth, Snowball Swarm*

3rd Level(2 slots) *Dispel Magic, Sleet Storm*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 6(1d6+3) piercing damage + 5(1d8) cold damage. On a hit, the target's movement speed is reduced by 10ft.

Bonus Actions

Ice Camouflage While lightly obscured by snow or ice, the ixitxachitl can use its bonus action to Hide.

Reactions

Chilltide Stinger. *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 8(1d10+3) piercing damage. On a hit, the target must succeed a DC 13 Constitution saving throw or suffer vulnerability to cold damage until the end of its next turn.

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Galetide Ixitxachitl

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed fly 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Acrobatics +5, Perception +3
Senses darkvision 60ft., passive Perception 13
Languages Abyssal, Ixitxachitl
Proficiency Bonus +2
Challenge 1 (200 xp)

Dive If the ixitxachitl flies or swims at least 20ft. and makes a bite attack on the same turn, it can deal an additional 7(2d6) damage.

Evasion If the ixitxachitl fails a Dexterity saving throw that deals damage, it takes half damage and none on a successful save.

Flyby The ixitxachitl can fly outside a creature's reach without provoking attacks of opportunity.

Nimble Swimmer The ixitxachitl can swim outside a creatures reach without provoking attacks of opportunity.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 10(2d6+3) piercing damage.

Reactions

Whiplash Tail *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 8(1d10+3) slashing damage. On a hit, the target must succeed a DC 13 Strength saving throw or be pushed back 5ft. and knocked prone.

Galetide Ixitxachitl Cleric

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed fly 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Acrobatics +5, Perception +3
Senses darkvision 60ft., passive Perception 13
Languages Abyssal, Ixitxachitl
Proficiency Bonus +2
Challenge 3 (700 xp)

Dive If the ixitxachitl flies or swims at least 20ft. and makes a bite attack on the same turn, it can deal an additional 7(2d6) damage.

Evasion If the ixitxachitl fails a Dexterity saving throw that deals damage, it takes half damage and none on a successful save.

Flyby The ixitxachitl can fly outside a creature's reach without provoking attacks of opportunity.

Nimble Swimmer The ixitxachitl can swim outside a creatures reach without provoking attacks of opportunity.

Spellcasting

The ixitxachitl is a 6th level spellcaster that uses Wisdom as its spellcasting DC (spell save DC 11, +3 to hit). The ixitxachitl has the following spells:

Cantrips(At Will) *Guidance, Thaumaturgy, Toll the Dead*

1st Level(4 slots) *Create/Destroy Water, Thunderous Smite, Thunderwave*

2nd Level (3 slots) *Hold Person, Levitate*

3rd Level(2 slots) *Dispel Magic, Fly, Wind Wall*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 10(2d6+3) piercing damage.

Reactions

Whiplash Tail *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 8(1d10+3) slashing damage. On a hit, the target must succeed a DC 13 Strength saving throw or be pushed back 5ft. and knocked prone.

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Gravetide Ixitxachitl

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3
Senses darkvision 60ft., passive Perception 13
Languages Abyssal, Ixitxachitl
Proficiency Bonus +2
Challenge 1(200 xp)

Life Sense The ixitxachitl can pinpoint the location of a living creature within 60ft. of it.

Nimble Swimmer The ixitxachitl can swim outside a creature's reach without provoking attacks of opportunity.

Undying Fortitude If the ixitxachitl is reduced to 0 hitpoints, it can make a Constitution saving throw equal to half the damage dealt (minimum of 10). On a successful saving throw, it regains 1 hitpoint.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 6(1d6+3) piercing damage+ 4(1d8) necrotic damage. On a hit, the target cannot regain hitpoints until the end of its next turn.

Reactions

Withered Stinger. *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 5(1d4+3) piercing damage. On a hit, the target must succeed a DC 13 Constitution saving throw or take 9(2d8) necrotic damage and have its hitpoint maximum reduced by that amount.

This hitpoint reduction lasts until the target finishes a long rest. If this reduction reduces a creature to 0 hitpoints, it immediately dies.

Gravetide Ixitxachitl Cleric

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3
Senses darkvision 60ft., passive Perception 13
Languages Abyssal, Ixitxachitl
Proficiency Bonus +2
Challenge 3(700 xp)

Life Sense The ixitxachitl can pinpoint the location of a living creature within 60ft. of it.

Nimble Swimmer The ixitxachitl can swim outside a creature's reach without provoking attacks of opportunity.

Undying Fortitude If the ixitxachitl is reduced to 0 hitpoints, it can make a Constitution saving throw equal to half the damage dealt (minimum of 10). On a successful saving throw, it regains 1 hitpoint.

Spellcasting

The ixitxachitl is a 6th level spellcaster that uses Wisdom as its spellcasting DC (spell save DC 11, +3 to hit). The ixitxachitl has the following spells:

Cantrips(At Will) *Guidance, Thaumaturgy, Toll the Dead*

1st Level(4 slots) *Create/Destroy Water, Inflict Wounds*

2nd Level (3 slots) *Hold Person, Wither/Bloom*

3rd Level(2 slots) *Animate Dead, Dispel Magic, Summon Undead*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 6(1d6+3) piercing damage+ 4(1d8) necrotic damage. On a hit, the target cannot regain hitpoints until the end of its next turn.

Reactions

Withered Stinger. *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 5(1d4+3) piercing damage. On a hit, the target must succeed a DC 13 Constitution saving throw or take 9(2d8) necrotic damage and have its hitpoint maximum reduced by that amount.

This hitpoint reduction lasts until the target finishes a long rest. If this reduction reduces a creature to 0 hitpoints, it immediately dies.

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Stormtide Ixitxachitl

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3
Senses darkvision 60ft., passive Perception 13
Languages Abyssal, Ixitxachitl
Challenge 3(700 xp) **Proficiency Bonus** +2

Illumination The ixitxachitl gives off a dim light in a 10ft. radius..

Lightning Absorption When the ixitxachitl takes lightning damage, it takes no damage and regains a number of hitpoints equal to the lightning damage dealt.

Nimble Swimmer The ixitxachitl can swim outside a creature's reach without provoking opportunity attacks.

Actions

Multiattack The ixitxachitl can make an attack with its Hypnotic Trance and a bite attack on its turn

Hypnotic Trance THe ixitxachitl can force one creature that can see it within 30ft. to make a DC 11 Wisdom saving throw. On a failed saving throw, the creature is charmed until the end of its next turn. Charmed creatures are considered to be incapacitated for the duration. On a successful saving throw, the creature is immune to any ixitxathitl's Hypnotic trance for the next 24 hours.

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 6(1d6+3) piercing damage+ 4(1d8) lightning damage. On a hit, the target cannot take reactions until the end of its next turn.

Reactions

Paralytic Stinger. *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 5(1d4+3) piercing damage. On a hit, the target must succeed a DC 11 Constitution saving throw or take 9(2d8) lightning damage and become paralyzed until the end of its next turn.

Stormtide Ixitxichitl Cleric

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3
Senses darkvision 60ft., passive Perception 13
Languages Abyssal, Ixitxachitl
Proficiency Bonus +2 **Challenge** 3(700 xp)

Illumination The ixitxachitl gives off a dim light in a 20ft. radius around it.

Lightning Absorption When the ixitxachitl takes lightning damage, it takes no damage and regains a number of hitpoints equal to the damage dealt.

Nimble Swimmer The ixitxachitl can swim outside a creature's reach without provoking opportunity attacks.

Spellcasting

The ixitxachitl is a 6th level spellcaster that uses Wisdom as its spellcasting DC (spell save DC 11, +3 to hit) and has the following spells:

Cantrips(At Will) *Dancing Lights, Lightning Lure*

1st Level(4 slots) *Create or Destroy Water, Witch Bolt*

2nd Level (3 slots) *Mirror Image, Hold Person*

3rd Level(2 slots) *Dispel Magic, Hypnotic Pattern, Lightning Bolt*

Actions

Multiattack The ixitxachitl can make an attack with its Hypnotic Trance and a bite attack on its turn

Hypnotic Trance THe ixitxachitl forces creature that can see it within 30ft. to make a DC 11 Wisdom saving throw. On a failed saving throw, the creature is charmed and incapacitated until the end of its next turn. Charmed creatures are incapacitated for the duration. On a successful saving throw, the creature is immune to any ixitxathitl's Hypnotic trance for the next 24 hours.

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 6(1d6+3) piercing damage+ 4(1d8) lightning damage. On a hit, the target cannot take reactions until the end of its next turn.

Reactions

Paralytic Stinger. *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 5(1d4+3) piercing damage. On a hit, the target must succeed a DC 11 Constitution saving throw or take 9(2d8) lightning damage and become paralyzed until the end of its next turn.

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Shadowtide Ixitxachitl

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3; Stealth +5
Senses darkvision 120ft., passive Perception 13
Languages Abyssal, Ixitxachitl
Proficiency Bonus +2
Challenge 1(200 xp)

Gloom Shroud While in dim light or darkness, the ixitxachitl is invisible to creatures that rely on darkvision to see it

Gloom Sight The ixitxachitl's vision is not obscured by magical darkness.

Light Fury If the ixitxachitl starts its turn in bright light, it can make an additional bite attack as part of its Attack action.

Nimble Swimmer The ixitxachitl can swim outside a creatures reach without provoking attacks of opportunity.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 10(2d6+3) piercing damage.

Bonus Actions

Shadow Camouflage While in dim light or darkness, the ixitxachitl can use its bonus action to Hide.

Reactions

Hooked Tail *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 8(1d10+3) piercing damage.

Shadowtide Ixitxachitl Cleric

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3; Stealth +5
Senses darkvision 120ft., passive Perception 13
Languages Abyssal, Ixitxachitl
Proficiency Bonus +2
Challenge 3(700 xp)

Gloom Shroud While in dim light or darkness, the ixitxachitl is invisible to creatures that rely on darkvision to see it

Gloom Sight The ixitxachitl's vision is not obscured by magical darkness.

Light Fury If the ixitxachitl starts its turn in bright light, it can make an additional bite attack as part of its Attack action.

Nimble Swimmer The ixitxachitl can swim outside a creatures reach without provoking attacks of opportunity.

Spellcasting

The ixitxachitl is a 6th level spellcaster that uses Wisdom as its spellcasting DC (spell save DC 11, +3 to hit). The ixitxachitl has the following spells:

Cantrips(At Will) *Guidance, Thaumaturgy*

1st Level(4 slots) *Create/Destroy Water, Fog Cloud*

2nd Level (3 slots) *Darkness, Hold Person, Silence*

3rd Level(2 slots) *Dispel Magic, Hunger of Hadar*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 10(2d6+3) piercing damage.

Bonus Actions

Shadow Camouflage While in dim light or darkness, the ixitxachitl can use its bonus action to Hide.

Reactions

Hooked Tail *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 8(1d10+3) piercing damage.

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Viletide Ixitxachitl

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3; Stealth +5
Senses darkvision 120ft., passive Perception 13
Damage Immunities Acid, Poison
Languages Abyssal, Ixitxachitl
Proficiency Bonus +2
Challenge 1(200 xp)

Nimble Swimmer The ixitxachitl can swim outside a creatures reach without provoking attacks of opportunity.

Polluted Waters Any creature other than a ixitxachitl that starts its turn within 5 feet of the ixitxachitl must succeed on a DC 11 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Polluted Water of any ixitxachitl for 1 hour.

Viletide When the ixitxachitl deals damage to a poisoned creature, each of its attacks deal an additional 5(2d4) acid damage.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 6(1d6+3) piercing damage + 3(1d6) poison damage. On a hit, the target must succeed a DC 11 Constitution saving throw or become poisoned until the end of its next turn.

Reactions

Poisonous Stinger *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 5(1d4+3) piercing damage. On a hit, the target must succeed a DC 11 Constitution saving throw or take an additional 7(2d6) poison damage and is poisoned for one minute.

Poisoned creatures can repeat its saving throw at the end of each of its turns, end the effect on a successful saving throw.

Viletide Ixitxachitl Cleric

Small Aberration, chaotic evil

Armor Class 14(Natural Armor)
Hit Points 27 (6d6+6)
Speed swim 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Skills Perception +3; Stealth +5
Senses darkvision 120ft., passive Perception 13
Damage Immunities Acid, Poison
Languages Abyssal, Ixitxachitl
Challenge 3(700 xp) **Proficiency Bonus** +2

Nimble Swimmer The ixitxachitl can swim outside a creatures reach without provoking opportunity attacks.

Polluted Waters Any creature other than a ixitxachitl that starts its turn within 5 feet of the ixitxachitl must succeed on a DC 11 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Polluted Water of any ixitxachitl for 1 hour.

Viletide When the ixitxachitl deals damage to a poisoned creature, each of its attacks deal an additional 5(2d4) acid damage.

Spellcasting

The ixitxachitl is a 6th level spellcaster that uses Wisdom as its spellcasting DC (spell save DC 11, +3 to hit). The ixitxachitl has the following spells:

Cantrips(At Will) *Guidance, Thaumaturgy, Poison Spray*

1st Level(4 slots) *Create/Destroy Water, Ray of Sickness*

2nd Level (3 slots) *Hold Person, Ray of Enfeeblement*

3rd Level(2 slots) *Dispel Magic, Stinking Cloud*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 6(1d6+3) piercing damage + 3(1d6) poison damage. On a hit, the target must succeed a DC 11 Constitution saving throw or become poisoned until the end of its next turn.

Reactions

Poisonous Stinger *Melee Weapon Attack:* +5 to hit, 5ft., one target that provokes an opportunity attack. *Hit:* 5(1d4+3) piercing damage. On a hit, the target must succeed a DC 11 Constitution saving throw or take an additional 7(2d6) poison damage and is poisoned for one minute.

Poisoned creatures can repeat its saving throw at the end of each of its turns, end the effect on a successful saving throw.

Otyugh

Otyughs are grotesque abominations with a squat, bulbous body, three squat legs, and a protruding eyestalk sprouting from its spine. These creatures are notorious omnivores, scavenging anything in its path, using their leaf-like tentacles to scoop any food towards its maw.

Filthy Scavengers

Otyughs are well known for their filthy habits as they make their homes underneath piles of refuse and waste. They are extremely lazy as they spend the entire day wallowing and eating tons of filth. Only when a creature wanders by its abode will it lash out with its tendrils to gulp down its new source of food.

Waste Eaters

These creatures typically can be found in murky swamps or overgrown jungles where ample organic matter and refuse is available for it to consume. However, it is not uncommon for otyugh to wander toward urban areas, especially cities with large sewer systems where they feed off the waste freely. Despite the filthy appearance, they are actually quite beneficial for most biomes as they help minimize excess waste. In fact, some cities specifically breed and tame them to control waste in the sewers. However, it is important to remember that these creatures are only tamed by their appetite. Because of this, it is very important that the otyugh remains well-fed, otherwise it will begin wandering in search of food, to the misfortune of anyone who crosses paths with it.

Otyugh tactics

If possible, it is best to avoid combat with an otyugh. Even apex predators give otyughs a wide berth due to their contagious presence. Otyughs are notorious disease spreaders, primarily due to the squalor in which they naturally dwell. However, due to their incredible immune system, they are completely unaffected by all manner of disease and instead act as a host or carrier from which these diseases spread.

Because of their lazy nature, the otyugh is an ambush hunter that seeks to acquire their prey quickly rather than a prolonged chase. They use their barbed tentacles to quickly restrain their prey and will use their superior strength to continually bash their prey together to prevent them from fighting back. While disoriented, the otyugh will use its diseased maw to weaken their prey with various diseases that saps their prey's vitality. However, their deadliest ability is their vitriolic bile that coats all creatures in its path with caustic bile.

Otyugh Variants

There are several species of otyugh, each with their own unique ailment that they can inflict on their prey.

Gravemaw Otyugh

Gravemaw otyughs are the ultimate scavenger as their diet primarily consists of dead creatures. This behavior is believed to be the result of magical mutation due to the otyugh devouring undead infused with necromantic magics. Due to their necrotic diet, they emit a natural miasma that infects nearby creatures with grave fever, a disease that causes the skin to literally rot off one's body.

Oozeblood otyugh

Oozeblood otyughs are a natural variant known for their acidic blood. However, their blood is extremely dangerous outside of its corrosive nature. When one makes contact with their blood, there is a chance for them to contract bloodfire. This disease can turn one's blood into a caustic soup leaving them in chronic agony slowly killing them overtime as acid burns them from the inside out.

Plaguemaw otyugh

Plaguemaw otyughs are the most common of their kind. As their name suggests, their jagged maws are lined with all manner of filth and toxins. Creatures bitten by it immediately contract a disease called filth plague that slowly drains vitality over several days.

Spellplague otyugh

It is unclear whether spellplague otyugh were created through magical experimentation or from evolutionary adaptation to the magical nature of its environment, but spellplague otyughs have the unique ability to devour magical energy. These are able to pinpoint the location of magical items and spellcasting creatures which drives them into a feeding frenzy. Due to the danger that many spellcasting creatures pose, the otyugh has developed a special disease known as spellplague that hinders one's ability to channel magic.

Viperscale otyugh

These otyugh are a rare variant that has grown hardened scales akin to that of a snake or dragon. Instead of barbed tentacles, the otyugh has evolved a set of stingers that it uses to poison and blind their opponents. However, what makes them so dangerous is that they are a carrier for the magical disease known as stone fever. This disease has the ability to severely hamper one's mobility and if left untreated, the target begins to turn to stone. As a result, many medusas find these creatures to be valuable pets to further expand their stone sculpture gardens.

Neo-Otyugh

Neo otyughs are considered to be the ultimate evolution of all otyughs. These aberrations have grown to tremendous size rivaling that of adult dragons. While they retain many of the abilities of their normal counterparts, otyughs possess an innate ability to cast magic, particularly those dealing with poison and disease.

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Gravemaw Otyugh

Large Aberration, neutral

Armor Class 14(Natural Armor)
Hit Points 114(12d10+48)
Speed 30ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7
Skills Perception +7
Damage Immunities Poison
Condition Immunities Diseased, Poisoned
Senses darkvision 120ft., passive Perception 14
Languages Otyugh
Proficiency Bonus +3
Challenge 6 (2300 xp)

Death Eater When otyugh takes necrotic damage, it takes no damage. Instead the otyugh regains a number of hitpoints equal to the necrotic damage dealt instead. The otyugh is also immune to effects that would reduce its hitpoint maximum

Death Sense The otyugh can pinpoint the location of an undead within 120ft of it.

Decaying Stench Any creature other than a otyugh that starts its turn within 10 feet of the otyugh must succeed on a DC 15 Constitution saving throw. On a failed saving trow, it takes 14(3d8) necrotic damage. Creatures that take this damage have their hitpoint maximum reduced by the necrotic damage dealt. This reduction lasts until the creature finishes a long rest. If this reduction reduces a creature to 0 hitpoints, it dies. On a successful saving throw, creatures are immune to any otyugh's Decaying Stench for 24 hours. Every 24 hours, a diseased creature can repeat its saving throw curing the disease on a success.

Grave Fever Creatures with Grave Fever are considered poisoned for the duration. While poisoned in this manner, the target cannot regain hitpoints, its movement speed is halved, and its attacks that rely on Strength deal half damage for the duration. If a creature is reduced to 0 hitpoints while diseased, it immediately dies. Every 24 hours, a diseased creature can repeat its saving throw curing the disease on a success.

Keen Senses The otyugh has advantage on Wisdom(Perception) checks that rely on smell

Limited Telepathy The otyugh can magically transmit simple messages and images to any creature within 120ft.of it that can understand of language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The otyugh make three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack* +6 to hit, 5ft., one target. *Hit:* 14 (2d10+3) piercing damage + 14 (3d8) necrotic damage.. On a hit, the target must succeed a DC 15 Constitution saving throw. On a failed saving throw, the target is infected with Grave Fever.

Tentacle. *Melee Weapon Attack* +6 to hit, 10ft., one target. *Hit:* 7 (1d8+3) bludgeoning + 4(1d8) piercing damage. On a hit, a Medium or smaller creature is considered to be grappled and restrained (escape DC 14). The otyugh has two tentacles, each of which can grapple on target.

Tentacle Bash The otyugh slams two grappled creatures into each other. Each creature must succeed a DC 14 Constitution saving throw or take 27 (6d8) bludgeoning damage and is stunned until the end of the Otyugh's next turn. On a successful saving throw, creatures take half damage and are not stunned.

Decaying Bile (Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 15 Constitution saving throw. ON a failed saving throw, the targets take 14 (3d8) acid damage+ 14(3d8) necrotic damage and are infected with Grave Fever. On a success, creatures take half as much damage and are not infected.

Reactions

Corpse Eater When a creature within 30ft.of the otyugh is reduced to 0 hitpoints, the otyugh can move up to its full movement speed to make a bite attack against that creature. If the creature dies, the otyugh devours its body and regains 30 hitpoints.

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Oozeblood Otyugh

Large Aberration, neutral

Armor Class 14(Natural Armor)
Hit Points 114(12d10+48)
Speed 30ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7
Skills Perception +7
Damage Immunities Poison
Condition Immunities Diseased, Poisoned
Senses darkvision 120ft., passive Perception 14
Languages Otyugh
Proficiency Bonus +3
Challenge 6 (2300 xp)

Amphibious The otyugh can breath in air and in water.

Flesh Rot Creatures with Flesh Rot are considered poisoned for the duration. While poisoned in this manner, the target suffers vulnerability to all damage. Every 24 hours, a diseased creature can repeat its saving throw curing the disease on a success.

Keen Senses The otyugh has advantage on Wisdom(Perception) checks that rely on smell

Limited Telepathy The otyugh can magically transmit simple messages and images to any creature within 120ft.of it that can understand of language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Ooze Blood When a creature hits the otyugh with a melee attack while within 5ft. of it, the target take 10(4d4) acid damage and must succeed a DC 15 Constitution saving throw. On a failed saving throw, the target contracts Flesh Rot.

Ooze Eater When the otyugh takes acid damage, it takes no damage but regains a number of hitpoints equal to the acid damage dealt.

Slimy Body The otyugh has advantage on ability checks or saving throws against being grappled or restrained.

Stench Any creature other than a otyugh that starts its turn within 10 feet of the otyugh must succeed on a DC 15 Constitution saving throw or become poisoned until the end of its next turn. On a successful saving throw, the creature is immune to the Stench of any otyugh for 1 hour.

Actions

Multiattack. The otyugh make three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack* +6 to hit, 5ft., one target. *Hit:* 14 (2d10+3) piercing damage + 7 (3d4) acid damage.. On a hit, the target must succeed a DC 15 Constitution saving throw. On a failed saving throw, the target is infected with Flesh Rot.

Tentacle. *Melee Weapon Attack* +6 to hit, 10ft., one target. *Hit:* 7 (1d8+3) bludgeoning + 4(1d8) piercing damage. On a hit, a Medium or smaller creature is considered to be grappled and restrained (escape DC 14). The otyugh has two tentacles, each of which can grapple on target.

Tentacle Bash The otyugh slams two grappled creatures into each other. Each creature must succeed a DC 14 Constitution saving throw or take 27 (6d8) bludgeoning damage and is stunned until the end of the Otyugh's next turn. On a successful saving throw, creatures take half damage and are not stunned.

Vitriolic Bile (Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 15 Constitution saving throw. On a failed saving throw, the targets take 11 (3d6) acid damage+ 11(3d6) poison damage and are infected with Flesh Rot. On a success, creatures take half as much damage and are not infected.

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Plaguemaw Otyugh

Large Aberration, neutral

Armor Class 14(Natural Armor)
Hit Points 114(12d10+48)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7
Skills Perception +7
Damage Immunities Acid, Poison
Condition Immunities Diseased, Poisoned
Senses darkvision 120ft., passive Perception 14
Languages Otyugh
Proficiency Bonus +3
Challenge 6 (2300 xp)

Filth Plague Creatures with Filth Plague are considered poisoned for the duration. Every 24 hours, a diseased creature can repeat its saving throw, reducing their hitpoints maximim by 11(3d6) on a failure. The disease is cured on a success. The target dies if the disease reduces them to 0 hitpoints. This reduction to the target's hitpoint maximum lasts until the disease ends.

Keen Senses The otyugh has advantage on Wisdom(Perception) checks that rely on smell

Limited Telepathy The otyugh can magically transmit simple messages and images to any creature within 120ft.of it that can understand of language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Stench Any creature other than a otyugh that starts its turn within 10 feet of the otyugh must succeed on a DC 15 Constitution saving throw or contract Filth Plague. On a successful saving throw, the creature is immune to the Stench of any Otyugh for 1 hour.

Actions

Multiattack. The otyugh make three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack* +6 to hit, 5ft., one target. *Hit:* 14 (2d10+3) piercing damage. On a hit, the target must succeed a DC 15 Constitution saving throw. On a failed saving throw, creatures take 11(3d6) poison damage and are infected with Filth Plague. On a successful save, creatures take half damage and are not infected.

Tentacle. *Melee Weapon Attack* +6 to hit, 10ft., one target. *Hit:* 7 (1d8+3) bludgeoning + 4(1d8) piercing damage. On a hit, a Medium or smaller creature is considered to be grappled and restrained (escape DC 14). The otyugh has two tentacles, each of which can grapple on target.

Tentacle Bash The otyugh slams two grappled creatures into each other. Each creature must succeed a DC 14 Constitution saving throw or take 27 (6d8) bludgeoning damage and is stunned until the end of the Otyugh's next turn. On a successful saving throw, creatures take half damage and are not stunned.

Vitriolic Bile (Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 15 Constitution saving throw. ON a failed saving throw, the targets take 11 (3d6) acid damage+ 11(3d6) poison damage and are infected with Filth Plague. On a success, creatures take half as much damage and are not infected.

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Spellplague Otyugh

Large Aberration, neutral

Armor Class 14(Natural Armor)
Hit Points 114(12d10+48)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	16 (+3)

Saving Throws Con +7, Cha +6
Skills Perception +7
Damage Immunities Acid, Poison
Condition Immunities Diseased, Poisoned
Senses darkvision 120ft., passive Perception 14
Languages Otyugh
Proficiency Bonus +3
Challenge 6 (2300 xp)

Keen Senses The otyugh has advantage on Wisdom(Perception) checks that rely on smell

Limited Telepathy The otyugh can magically transmit simple messages and images to any creature within 120ft.of it that can understand of language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Magic Sense The otyugh can pinpoint the location of a magical effect or item within 300ft. of it. It can also determine if a creature it can see is a spellcaster or not.

Magical Resistance The otyugh has advantage on saving throws against spells and magical effects.

Spellbreaker Creatures have disadvantage on saving throws to maintain concentration to maintain spell effects from taking damage from the otyugh.

Spellplague Creatures with Spellplague are considered poisoned for the duration. While poisoned in this manner, creatures are unable to cast spells for the duration of this spell effect. Creatures also suffer disadvantage on Charisma saving throws for the durations. Every 24 hours, a diseased creature can repeat its saving throw. The disease is cured on a success.

Stench Any creature other than a otyugh that starts its turn within 10 feet of the otyugh must succeed on a DC 15 Constitution saving throw or contract Spellplauge. On a successful saving throw, the creature is immune to the Stench of any Otyugh for 1 hour.

Actions

Multiattack. The otyugh make three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack* +6 to hit, 5ft., one target. *Hit:* 14 (2d10+3) piercing damage. On a hit, the target must succeed a DC 15 Constitution saving throw. On a failed saving throw, creatures take 11(3d6) poison damage and are infected with Spellplague. On a successful save, creatures take half damage and are not infected. If the target is a spellcaster, it takes an additional 3(1d6) poison damage equal to 1d6 times the level of the highest available spell slot.

Tentacle. *Melee Weapon Attack* +6 to hit, 10ft., one target. *Hit:* 7 (1d8+3) bludgeoning + 4(1d8) piercing damage. On a hit, a Medium or smaller creature is considered to be grappled and restrained (escape DC 14). The otyugh has two tentacles, each of which can grapple on target.

Tentacle Bash The otyugh slams two grappled creatures into each other. Each creature must succeed a DC 14 Constitution saving throw or take 27 (6d8) bludgeoning damage and is stunned until the end of the Otyugh's next turn. On a successful saving throw, creatures take half damage and are not stunned.

Vitriolic Bile (Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 15 Constitution saving throw. ON a failed saving throw, the targets take 11 (3d6) acid damage+ 11(3d6) poison damage and are infected with Spellplague. On a success, creatures take half as much damage and are not infected.

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Viperscale Otyugh

Large Aberration, neutral

Armor Class 17(Natural Armor)
Hit Points 114(12d10+48)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7
Skills Perception +7
Damage Immunities Acid, Poison
Condition Immunities Diseased, Poisoned
Senses darkvision 120ft., passive Perception 14
Languages Otyugh
Proficiency Bonus +3
Challenge 6 (2300 xp)

Blinding Poison Creatures poisoned by the otyugh are considered to be blinded for the duration of the effect.

Every 24 hours, a diseased creature can repeat its saving throw, The disease and petrification are cured on a success.

Keen Senses The otyugh has advantage on Wisdom(Perception) checks that rely on smell

Limited Telepathy The otyugh can magically transmit simple messages and images to any creature within 120ft.of it that can understand of language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Siege Monster The otyugh can deal double damage to buildings and objects

Spider Climb The otyugh can climb difficult surfaces, including ceilings, without needing to make ability checks

Stone Fever Creatures with Filth Plague are considered poisoned for the duration. For the duration of this diseases, creature's have their movement halved and have disadvantage on Dexterity saving throws. After the first 24 hours, the target must repeat its saving throw, on a failed saving throw, the target is petrified as it turns to stone. The petrification lasts until the creature is freed by the *Greater Restoration* spell or other magic.

Actions

Multiattack. The otyugh make three attacks: one with its bite and two with its stingers.

Bite. *Melee Weapon Attack* +6 to hit, 5ft., one target. *Hit:* 14 (2d10+3) piercing damage. On a hit, the target must succeed a DC 15 Constitution saving throw. On a failed saving throw, creatures take 11(3d6) poison damage and contracts Stone Fever. On a successful save, creatures take half damage and are not infected.

Stinger. *Melee Weapon Attack* +6 to hit, 10ft., one target. *Hit:* 7 (1d8+3) piercing damage. On a hit, a target must succeed a DC 15 Constitution saving throw or become poisoned until the end of its next turn

Petrifying Bile (Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 15 Constitution saving throw. ON a failed saving throw, the targets take 21 (6d6) poison damage and are infected with Stone Fever. On a success, creatures take half as much damage and are not infected.

Bonus Actions

Active Camouflage As a bonus action, the otyugh can turn invisible until it makes an attack or forces a creature to make a saving throw.

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Neo-otyugh

Huge Aberration, neutral

Armor Class 17(Natural Armor)
Hit Points 162(12d12+84)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	24 (+7)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Str+9, Con +9
Skills Perception +9
Damage Immunities Acid, Poison
Condition Immunities Diseased, Poisoned
Senses darkvision 120ft., passive Perception 19
Languages Otyugh
Proficiency Bonus +4
Challenge 10 (5000 xp)

Filth Plague Creatures with Filth Plague are considered poisoned for the duration. Every 24 hours, a diseased creature can repeat its saving throw, reducing their hitpoints maximim by 14(4d6) on a failure. The disease is cured on a success. The target dies if the disease reduces them to 0 hitpoints. This reduction to the target's hitpoint maximum lasts until the disease ends.

Keen Senses The neo-otyugh has advantage on Wisdom(Perception) checks that rely on smell

Limited Telepathy The neo-otyugh can magically transmit simple messages and images to any creature within 120ft.of it that can understand of language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Magical Resistance The neo-otyugh has advantage on saving throws against spells and magical effects.

Stench Any creature other than a neo-otyugh that starts its turn within 10 feet of the neo-otyugh must succeed on a DC 19 Constitution saving throw or contract Filth Plague. On a successful saving throw, the creature is immune to the Stench of any Otyugh for 1 hour.

Virulence The neo-otyugh's attacks and effects can ignore resistance and immunity to poison. Additionally, creatures cannot benefit from immunity to poison and disease.

Innate Spellcasting

The neo-otyugh's innate spellcasting in Constitution (spell save DC 19). It can innately cas tthe following spells requiring no components:

At Will *Detect Thoughts, Telekinesis*

3/day each *Hold Person, Stinking Cloud*

1/day each *Cloudkill, Confusion, Hold Monster*

Actions

Multiattack. The neo-otyugh make three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack* +6 to hit, 5ft., one target. *Hit:* 20 (2d12+7) piercing damage. On a hit, the target must succeed a DC 19 Constitution saving throw. On a failed saving throw, creatures take 14(4d6) poison damage and are infected with Filth Plague. On a successful save, creatures take half damage and are not infected.

Tentacle. *Melee Weapon Attack* +6 to hit, 10ft., one target. *Hit:* 14 (2d6+7) bludgeoning + 7(2d6) piercing damage. On a hit, a Large or smaller creature is considered to be grappled and restrained (escape DC 16). The neo-otyugh has two tentacles, each of which can grapple on target.

Tentacle Bash The neo-otyugh slams two grappled creatures into each other. Each creature must succeed a DC 17 Constitution saving throw or take 36 (8d8) bludgeoning damage and is stunned until the end of the Otyugh's next turn. On a successful saving throw, creatures take half damage and are not stunned.

Vitriolic Bile (Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 19 Constitution saving throw. ON a failed saving throw, the targets take 14 (4d6) acid damage+ 14(4d6) poison damage and are infected with Filth Plague. On a success, creatures take half as much damage and are not infected.

Legendary Actions

The neo-otyugh can take 3 Legendary Actions, choosing from the options below. Only one legendary Action can be used at a time, and only at the end of another creature's turn. Spent legendary Actions are regained at the start of each turn.

Movement The neo-otyugh can move up to half its movement speed to a spot that it can see within range

Attack (Costs 2 actions) The neo-otyugh can make a tentacle attack against a creature it can see in range.

Spell (Costs 2 actions) The neo-otyugh can cast a spell of its choice

Resilience (Costs 3 actions) The neo-otyugh can end one spell effect or condition on itself.

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Cloakers

Cloakers are large leathery creatures that resemble airborne manta rays that patrol the dark tunnels of the Underdark. They are ambush predators that rely on their leathery hide to blend into their surroundings before engulfing unsuspecting and isolated prey.

Intelligent Hunters

Despite their ray-like form, cloakers are remarkably intelligent. Although they typically are solitary creatures, they occasionally meet with others of their kind to trade information about their surroundings through a series of haunting moans and shrieks.

Cloaker tactics

Cloakers are notorious ambush hunters that rely primarily on the elements of surprise. Its primary means of attack is using its sharp fangs and leathery wings to smother and ensnare prey. While attached to a creature, the cloaker forms a symbiotic link with its prey as its feeds. This is used as a defense mechanism to protect the cloaker while it is vulnerable as it redirects some of its pain to the target instead. In most circumstances, the cloaker will avoid combat with multiple opponents and will use its haunting moan or phantasm illusions to scare off attackers so it can escape.

Cloaker Variants

There are several species of cloakers that can be found on the Material Plane.

Skinpeeler cloaker

Skinpeeler cloakers can be easily distinguished by their barbed hide and dozens of hooked claws that line its underbelly. These barbs also make removing the cloaker from its victim an incredibly difficult task. In fact, the more the victim struggles, the deeper these barbs will sink into its flesh. If the cloaker is forced off its quarry, the target will be severely injured as the cloaker's wings begin to literally peel off the skin of its prey.

Shadow Cloaker

Shadow cloakers are the most dangerous of their kind thanks to their ability to blend into the shadows. Their inky black wings allow them to become virtually invisible in the dark, evading the sight of creatures naturally acclimated to seeing in dark conditions. These cloakers even have the unique ability to manipulate the shadows to manipulate their haunting moans to frighten all but the most stalwart of opponents.

Vampiric cloaker

Vampiric cloakers are known for their ability to siphon the life force of creatures they attach to. Because of their ability, they are even able to hinder a creatures ability to heal itself, using that energy instead to revitalize any injuries the cloaker sustains instead.



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Skinpeeler Cloaker

Large Aberration, chaotic neutral

Armor Class 13 (Natural Armor)
Hit Points 78 (12d10+12)
Speed 10ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +6, Perception +5
Senses darkvision 120ft., passive Perception 15
Languages Deep Speech, Undercommon
Proficiency Bonus +4
Challenge 10(5900 xp)

Ambusher The cloaker has advantage on initiative checks. If the cloaker attacks a creature that is surprised or has not acted yet in combat, its attacks have advantage and it can deal an additional 14(4d6) damage once on that turn.

Barbed Scales When a creatures hits the cloaker with a melee attack while within 5ft. of it, the attacker takes 3(1d6) piercing damage.

Damage Transfer While attached to a creature, the cloaker takes half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance While motionless without its underside exposed, the cloaker is indistinguishable from a leather cloak

Flyby The cloaker can fly outside a creatures reach without provoking attacks of opportunity.

Light Sensitivity While in bright light, the cloaker has disadvantage on attack rolls and Wisdom(Perception) checks that rely on sight.

Piercing Spines While attached to a creature, the cloaker deals 14(4d6) piercing damage to that creature at the start of each of the target's turns.

Actions

Multiattack. The cloaker can make an attack with its bite and tail

Bite. *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit:* 10(2d6+3) piercing damage and if the target is Larger or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 15 Strength check.

When a creatures fails its Strength check to free itself from the attached cloaker, it takes 28(8d6) piercing damage as the barbs sink deeper into their flesh. Creatures take half damage on a successful Strength check.

Tail. *Melee Weapon Attack*, +7 to hit, 10ft., one target. *Hit:* 8(1d10+3) slashing damage

Shriek Each creature within 60ft. of the cloaker that can hear it and is not an aberration must succeed a DC 16 Constitution saving throw. On a failed save, the target is frightened and deafened by the cloaker until the end of the cloaker's next turn. If the creature's saving throw is successful, it is immune to the cloaker's shriek until the end of its next turn.

Bonus Actions

Phantasm While in dim light or darkness, the cloaker can cast *Mirror Image* without requiring spell components.

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Shadow Cloaker

Large Aberration, chaotic neutral

Armor Class 13 (Natural Armor)
Hit Points 78 (12d10+12)
Speed 10ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +6, Perception +5
Senses darkvision 120ft., passive Perception 15
Languages Deep Speech, Undercommon
Proficiency Bonus +4
Challenge 10(5900 xp)

Ambusher The cloaker has advantage on initiative checks. If the cloaker attacks a creature that is surprised or has not acted yet in combat, its attacks have advantage and it can deal an additional 14(4d6) damage once on that turn.

Damage Transfer While attached to a creature, the cloaker takes half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance While motionless without its underside exposed, the cloaker is indistinguishable from a leather cloak

Flyby The cloaker can fly outside a creatures reach without provoking attacks of opportunity.

Gloom Sight The cloaker's vision is not obscured by magical darkness.

Light Sensitivity While in bright light, the cloaker has disadvantage on attack rolls and Wisdom(Perception) checks that rely on sight.

Shadow Evasion While in dim light or darkness, when the cloaker fails a saving throw against an effect that deals damage, it takes half damage. On a successful save, it takesno damage instead.

Actions

Multiattack. The cloaker can make an attack with its bite and tail

Bite. *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit:* 10(2d6+3) piercing damage and if the target is Larger or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 15 Strength check.

Tail. *Melee Weapon Attack*, +7 to hit, 10ft., one target. *Hit:* 8(1d10+3) slashing damage

Moan Each creature within 60ft. of the cloaker that can hear it and is not an aberration must succeed a DC 16 Wisdom saving throw. On a failed save, the target is frightened by the cloaker until the end of the cloaker's next turn. If the creature's saving throw is successful, it is immune to the cloaker's moan until the end of its next turn. Creatures in dim light or darkness have disadvantage on this saving throw

Bonus Actions

Phantasm While in dim light or darkness, the cloaker can cast *Mirror Image* without requiring spell components.

Shadow Stealth While in dim light or darkness, the cloaker can use its bonus action to Hide.

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Vampiric Cloaker

Large Aberration, chaotic neutral

Armor Class 13 (Natural Armor)
Hit Points 78 (12d10+12)
Speed 10ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +6, Perception +5
Senses darkvision 60ft., passive Perception 15
Languages Deep Speech, Undercommon
Proficiency Bonus +4
Challenge 9(5000 xp)

Ambusher The cloaker has advantage on initiative checks. If the cloaker attacks a creature that is surprised or has not acted yet in combat, its attacks have advantage and it can deal an additional 14(4d6) damage once on that turn.

Damage Transfer While attached to a creature, the cloaker takes half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance While motionless without its underside exposed, the cloaker is indistinguishable from a leather cloak

Flyby The cloaker can fly outside a creatures reach without provoking attacks of opportunity.

Life Drain While attached to a creature, the target is unable to regain hitpoints by any means. Any amount of healing that the creature receives is redirected to the cloaker instead.

Light Sensitivity While in bright light, the cloaker has disadvantage on attack rolls and Wisdom(Perception) checks that rely on sight.

Actions

Multiattack. The cloaker can make an attack with its bite and tail

Bite. *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit:* 10(2d6+3) piercing damage and if the target is Larger or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 15 Strength check.

Tail. *Melee Weapon Attack*, +7 to hit, 10ft., one target. *Hit:* 8(1d10+3) slashing damage

Moan Each creature within 60ft. of the cloaker that can hear it and is not an aberration must succeed a DC 16 Wisdom saving throw. On a failed save, the target is frightened by the cloaker until the end of the cloaker's next turn. If the creature's saving throw is successful, it is immune to the cloaker's moan until the end of its next turn.

Bonus Actions

Phantasm While in dim light or darkness, the cloaker can cast *Mirror Image* without requiring spell components or concentration.

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Morkoths

Morkoth are extremely rare and alien aberrations that few within the multiverse have encountered. The primary reason for their elusive nature is that these creatures are interplanetary wanderers. They are believed to be the spawn of ancient long-dead deities whose remains intermingled with cosmic energy to create these strange beings.

Interplanar Wanderers

Morkoths travel across the multiverse from their decadent islands floating through the various planes of existence. Although morkoths rarely leave their domain, it is not uncommon that items are magically drawn and transported to their domain due to the magical nature of their realm. As a result, many morkoth islands are littered with treasures and relics from many locations and times periods.

Predicting the island's path ultimately depends on the morkoth. Some travel regular routes whose arrival can be predicted. Others can prove to be quite erratic following whatever catches the interest of the morkoth.

Reclusive Collectors

Morkoths tend to be rather reclusive creatures that constantly plot how to protect or expand their collection. Many morkoth islands are inhabited by creatures who have been trapped on its islands, treating these entities as their gods giving them any treasure they find. Although morkoths are quite proud of their collections, they are willing to bargain their riches for another item to add to their collection.

However, the morkoth has little tolerance for thieves and will brutally destroy any plunderers. There is no place to hide for those who manage to steal from their collection, as the morkoth is keenly aware of each item in its collection and will relentlessly hunt down the suspect.

Cosmic Islands

A morkoth is at its strongest while in its domain. Morkoths are powerful spellcasters that rely on skirmish tactics instead of directly facing their opponents. Morkoths make full use of their control of their island, setting up places for ambushes, traps, or sending their worshippers to directly engage the enemy while it slings spells from afar. Morkoths are also known to use their vast collection of magical items and artifacts at their disposal, so adventurers must be well prepared when fighting a morkoth in its domain.

Morkoth Variants

Morkoth can differ greatly depending on their interests while traveling across the planes.

Morkoth Collector

Morkoth collectors are the most common of all their kind. They are notorious hoarders of loot and have a special interest in items with magical potential. They have a particular interest in magical items and artifacts owned by other. When confronting the owners, the morkoth will use its antimagic abilities to disarm their opponents causing their magical weaponn to immediately become useless.

Morkoth Planeshifter

Planeshifter morkoths are considered to be the rarest of all their kind. These aberrations possess a special connection to the planes that that allows them to magically attune to each realm. These morkoths tend to be natural explorers seeking out the hidden secrets of the various planes of existence. In fact, their islands often resemble fragments of different planes that they have visited. den secrets of the various planes of existence. In fact, their islands often resemble fragments of different planes that they have visited.

Morkoth Surveyor

Although all morkoths have a natural interest in rare treasure, morkoth surveyors are especially fond of rare or extraordinary individuals. These morkoths tend to be act as interplanar slavers that capture and trade creatures that they find interesting. Their islands serve as inescapable prisons where captured individuals are able to dwell freely but ultimately serve as members of their vast living collection.

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Morkoth Collector

Medium Aberration, varies

Armor Class 17 (Natural Armor)
Hit Points 130 (20d8+40)
Speed 25ft., swim 50ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	20 (+5)	20 (+5)	18 (+4)

Saving Throws Dex +6, Int +9, Wis +9, Cha +8
Skills Arcana +9, History +9, Perception +9, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing damage from non-magical attacks; cold; fire; force; radiant
Senses blindsight 120ft., darkvision 120ft.
Languages telepathy 120ft.
Proficiency Bonus +4
Challenge 12 (8400 xp)

Alien Nature The morkoth doesn't require air, food, drink, or sleep.

Antimagic Cone The morkoth creates an area of antimagic, as in the antimagic field spell, in a 150-foot-cone. At the start of each of its turns, the morkoth decides which way the cone faces and whether the cone is active. The area works against the morkoth's own spells.

Item Sense The morkoth can identify each object it can see within 300ft. of it and immediately knows its true worth in gp.

Magical Resistance The morkoth has advantage on saving throws against spells and magical effects.

Treasure Sense The morkoth can pinpoint the exact location of an item from its hoard, regardless of what plane of existence it is located. This ability is not affected by diviniation spells that would block an item's location.

Spellcasting

The morkoth is a 10th level spellcaster that uses Wisdom as its spellcasting DC (spell save DC 11, +3 to hit). The morkoth has the following spells:

Cantrips(At Will) *Eldritch Blast, Mage Hand, Prestidigiation*

1st Level(4 slots) *Detect Magic, Identify, Magic Missile, Shield*

2nd Level (3 slots) *Detect Thoughts, Hold Person, Mirror Image, Misty Step, Wristpocket*

3rd Level(3 slots) *Counterspell, Dispel Magic, Glyph of Warding, Fast Friends, Lightning Bolt, Sending, Tiny Servant*

4th Level(3 slots) *Dimension Door, Fabricate, Evard's Black Tentacles, Hallucinatory Terrain, Leomund's Secret Chest, Locate Object*

5th Level(3 slots) *Animate Objects, Creation, Geas, Legend Lore, Scrying, Telekinesis, Wall of Force*

Actions

Multiattack. The morkoth can make a bite attack and two attacks with its tentacle.

Bite *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 14(4d6+2) piercing damage

Tentacles *Melee Weapon Attack:* +6 to hit, 10ft., one target. *Hit:* 20(4d8+2) bludgeoning damage. On a hit, a Large or smaller creature is grappled and restrained (escape DC 14). Until the grapple ends, the target takes 18(4d8) bludgeoning damage at the start of each of its turns and the morkoth cannot make a tentacle attack against another creature.

Hypnosis Beam. The morkoth projects a hypnotic wave in a 30ft. cone originating from its space. Each creature within range must succeed a DC 17 Wisdom saving throw. On a failed saving throw, the target is charmed by the Morkoth for one minute. While charmed in this way, the target attempts to get as close to the Morkoth as possible, using its actions to Dash until it is within 5ft. of the Morkoth.

A charmed target can repeat its save at the end of each of its turns and whenever it takes damage. If a creature succeeds its saving throw, the effect ends and the creature has advantage on saving throws against the Morkoth's Hypnosis for 24 hours.

Reactions

Antimagic Surge If the morkoth succeeds on a saving throw against a spell effect, or if the effect misses, the morkoth takes no damage. Instead, it can force the attacker to make a Charisma saving throw. On a failed saving throw, it takes 1d10 force damage per level or the spell (minimum of 1) and cannot cast spells until the end of its next turn. On a success, creatures take half damage and are otherwise unaffected.

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Morkoth Planeshifter

Medium Aberration, varies

Armor Class 17 (Natural Armor)
Hit Points 130 (20d8+40)
Speed 25ft., swim 50ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	20 (+5)	20 (+5)	18 (+4)

Saving Throws Dex +6, Int +9, Wis +9, Cha +8
Skills Arcana +9, History +9, Perception +9, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing damage from non-magical attacks; cold; fire; force; radiant
Senses blindsight 120ft., darkvision 120ft.
Languages telepathy 120ft.
Proficiency Bonus +4
Challenge 12 (8400 xp)

Alien Nature The morkoth doesn't require air, food, drink, or sleep.

Dimensional Lock Other creatures can't teleport to or from a space within 60 feet of the morkoth. Any attempt to do so is wasted.

Planar Sense The morkoth can determine if a creature is on its native plane of existence.

Magical Resistance The morkoth has advantage on saving throws against spells and magical effects.

Treasure Sense The morkoth can pinpoint the exact location of an item from its hoard, regardless of what plane of existence it is located. This ability is not affected by diviniation spells that would block an item's location.

Spellcasting

The morkoth is a 10th level spellcaster that uses Wisdom as its spellcasting DC (spell save DC 11, +3 to hit). The morkoth has the following spells:

Cantrips(At Will) *Eldritch Blast, Mage Hand*

1st Level(4 slots) *Detect Evil and Good, Detect Magic, Identify, Protection from Evil and Good, Shield*

2nd Level (3 slots) *Detect Thoughts, Darkness, Hold Person, Locate Object, Misty Step, , Vortex Warp*

3rd Level(3 slots) *Counterspell, Dispel Magic, Glyph of Warding, Lightning Bolt, Sending*

4th Level(3 slots) *Banishment, Blink, Dimension Door, Gravity Sinkhole, Hallucinatory Terrain,*

5th Level(3 slots) *Dispel Evil and Good, Hold Monster Legend Lore, Scrying, Telekinesis, Teleportation Circle, Wall of Force*

Actions

Multiattack. The morkoth can make a bite attack and two attacks with its tentacle.

Bite *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 14(4d6+2) piercing damage

Tentacles *Melee Weapon Attack:* +6 to hit, 10ft., one target. *Hit:* 20(4d8+2) bludgeoning damage. On a hit, a Large or smaller creature is grappled and restrained (escape DC 14). Until the grapple ends, the target takes 18(4d8) bludgeoning damage at the start of each of its turns and the morkoth cannot make a tentacle attack against another creature.

Hypnosis Beam. The morkoth projects a hypnotic wave in a 30ft. cone originating from its space. Each creature within range must succeed a DC 17 Wisdom saving throw. On a failed saving throw, the target is charmed by the Morkoth for one minute. While charmed in this way, the target attempts to get as close to the Morkoth as possible, using its actions to Dash until it is within 5ft. of the Morkoth.

A charmed target can repeat its save at the end of each of its turns and whenever it takes damage. If a creature succeeds its saving throw, the effect ends and the creature has advantage on saving throws agains the Morkoth's Hypnosis for 24 hours.

Planeshift(Recharge 5-6) The morkoth can cast *Plane Shift* at 7th level.

Reactions

Spell Absorption If the morkoth succeeds on a saving throw against a spell effect, or if the effect misses, the morkoth takes no damage. Instead, it regains a number of hitpoints 10 hitpoints per level of the spell (minimum of 1).

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Morkoth Surveyor

Medium Aberration, varies

Armor Class 17 (Natural Armor)
Hit Points 130 (20d8+40)
Speed 25ft., swim 50ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	20 (+5)	20 (+5)	18 (+4)

Saving Throws Dex +6, Int +9, Wis +9, Cha +8
Skills Arcana +9, History +9, Perception +9, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing damage from non-magical attacks; cold; fire; force; radiant
Senses blindsight 120ft., darkvision 120ft.
Languages telepathy 120ft.
Proficiency Bonus +4
Challenge 12 (8400 xp)

Alien Nature The morkoth doesn't require air, food, drink, or sleep.

Creature Sense The morkoth can pinpoint the location of any creature 300ft. of it.

Magical Resistance The morkoth has advantage on saving throws against spells and magical effects.

Treasure Sense The morkoth can pinpoint the exact location of an item from its hoard, regardless of what plane of existence it is located. This ability is not affected by divinitation spells that would block an item's location.

Spellcasting

The morkoth is a 10th level spellcaster that uses Wisdom as its spellcasting DC (spell save DC 11, +3 to hit). The morkoth has the following spells:

Cantrips(At Will) *Friends, Mage Hand, Mind Sliver*

1st Level(4 slots) *Charm Person, Detect Magic, Identify, Shield, Sleep*

2nd Level (3 slots) *Detect Thoughts, Hold Person, Mirror Image, Locate Object, Misty Step, Suggestion, Vortex Warp*

3rd Level(3 slots) *Counterspell, Hypnotic Pattern, Dispel Magic, Glyph of Warding, Fast Friends, Lightning Bolt, Sending*

4th Level(3 slots) *Dimension Door, Evard's Black Tentacles, Hallucinatory Terrain, Creature*

5th Level(3 slots) *Dominate Person, Geas, Legend Lore, Scrying, Telekinesis, Wall of Force*

Actions

Multiattack. The morkoth can make a bite attack and two attacks with its tentacle.

Bite *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 14(4d6+2) piercing damage

Tentacles *Melee Weapon Attack:* +6 to hit, 10ft., one target. *Hit:* 20(4d8+2) bludgeoning damage. On a hit, a Large or smaller creature is grappled and restrained (escape DC 14). Until the grapple ends, the target takes 18(4d8) bludgeoning damage at the start of each of its turns and the morkoth cannot make a tentacle attack against another creature.

Hypnosis Beam. The morkoth projects a hypnotic wave in a 30ft. cone originating from its space. Each creature within range must succeed a DC 17 Wisdom saving throw. On a failed saving throw, the target is charmed by the Morkoth for one minute. While charmed in this way, the target attempts to get as close to the Morkoth as possible, using its actions to Dash until it is within 5ft. of the Morkoth.

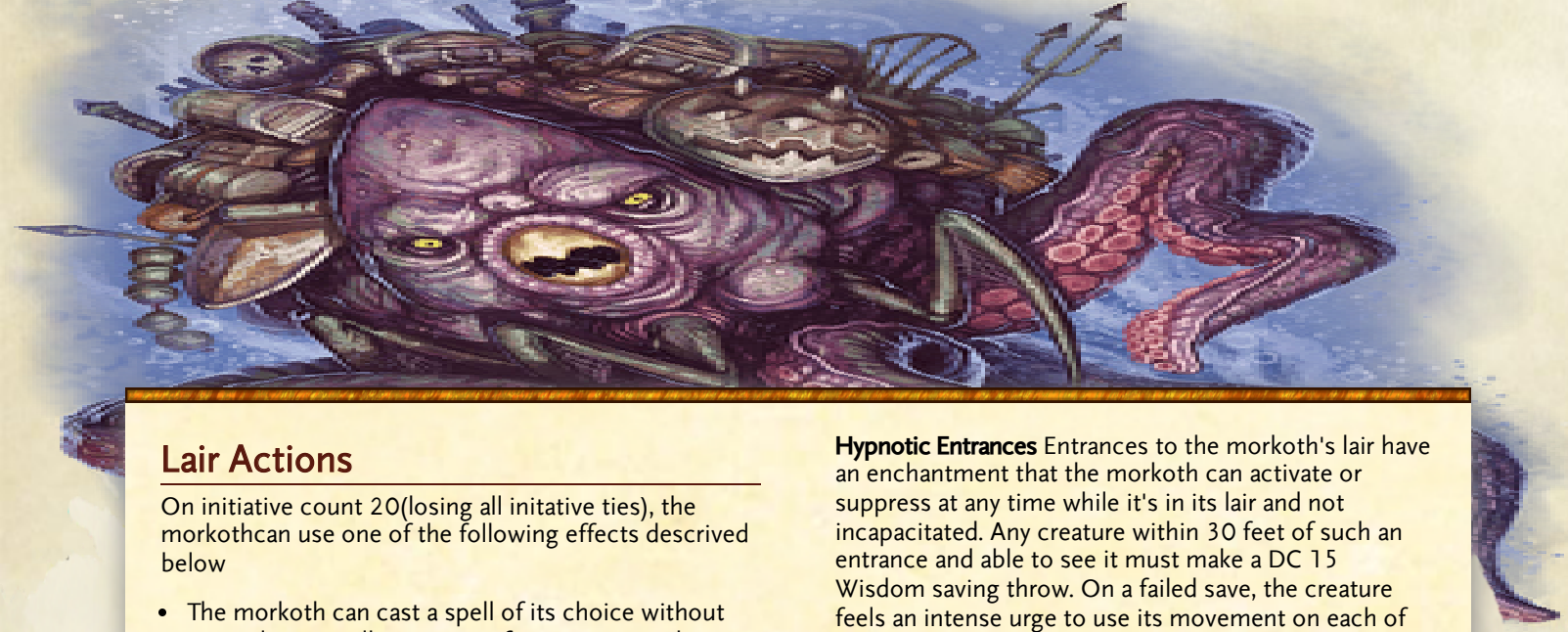
A charmed target can repeat its save at the end of each of its turns and whenever it takes damage. If a creature succeeds its saving throw, the effect ends and the creature has advantage on saving throws agains the Morkoth's Hypnosis for 24 hours.

Incapacitation Beam(Recharge 5-6) The morkoth projects a pulse of energy sending creatures in a 30ft. cone originating from the morkoth into a deep coma. Each creature within range must succeed a DC 17 Constituion saving throw. On a failed saving throw, the target immediately falls unconscious for one hour unless a creatures uses its action to attempt to wake it up or if the unconscious creature takes damage.

Reactions

Spell Reflection If the morkoth makes a successful saving throw against a spell, or a spell attack misses it, the morkoth can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell targets the chosen creature instead of the morkoth. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

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Lair Actions

On initiative count 20(losing all initative ties), the morkothcan use one of the following effects descrived below

- The morkoth can cast a spell of its choice without expending a spell originating from a point within 120ft. of itself. The morkoth doesn't need to see the effect's point of origin.
- The morkoth can use its Hypnosis originating from a point within 120ft. of itself. The morkoth doesn't need to see the effect's point of origin.

Regional Effects

The island surrounding a morkoth's lair is warped by the creature's presence, creating the following effects:

The morkoth is aware of any new arrival, whether an object or a creature, on its island or in its sanctum. As an action, the morkoth can locate any one creature or object on the island. Visitors to the island feel as though they are being watched, even when they aren't.

Disappearing Objects Each time a creature that has been on the island for less than a year finishes a short or long rest, it must make a DC 10 Intelligence (Investigation) check. On a failure, the creature has misplaced one possession (chosen by the player, if the creature is that player's character). The possession remains nearby but concealed for a short time, so it can be recovered with a successful DC 15 Wisdom (Perception) check. An object that is misplaced but not recovered ends up in the morkoth's lair 1 hour later. If the creature later goes to the morkoth's lair, its lost possessions stand out in its perception and are easily recovered.

Hypnotic Entrances Entrances to the morkoth's lair have an enchantment that the morkoth can activate or suppress at any time while it's in its lair and not incapacitated. Any creature within 30 feet of such an entrance and able to see it must make a DC 15 Wisdom saving throw. On a failed save, the creature feels an intense urge to use its movement on each of its turns to enter the lair and to move toward the morkoth's location (the target doesn't realize it's heading toward a creature). The target moves toward the morkoth by the most direct route. As soon as it can see the morkoth, the target can repeat the saving throw, ending the effect on itself on a success. It can also repeat the saving throw at the end of each of its turns and every time it takes damage.

Distorted Waters With a thought (no action required), the morkoth can initiate a change in the water within its lair that takes effect 1 minute later. The water can be as breathable and clear as air, or it can be normal water (ranging in clarity from murky to clear).

If the morkoth dies, these regional effects end immediately.

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Art Credits

Cover Art: Olivier Bernard

Flumph 1: Brian Valeza

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Galetide Ixitxachitl: Mike Bierek

Neo-Otyugh: Arnie Swekel

Cloaker: Mark Behm

Morkoth: Christopher Burdett

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Watercolor Stains: Jared Ondricek

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