Tome of Monsters Volume 1



HOMEBREW

Created by Sonixverse Labs

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Mimics

Mimics are one of the most elusive creatures on the Material Plane. They are notorious for their unique ability to shapeshift into any object. There are numerous debates on the origin of these creatures. Some debate that creatures are the product of arcane or alchemical creation, while other believe mimics are natural creatures that have perfected their skills as an ambush hunter. The ability to transform into nearly any object makes gives them the ultimate element of surprise.

Inanimate Shifter

Their unique ability to change their form as been the center of academic and arcane inquiry. Many studies have been conducted to determine the extent of their shapeshifting capabilities. It seems that these creatures are able to transform into an identical copy of any object it can see. What type of object that a mimic can turn into only seems to bound by the size of the mimic.

However, their ability to shapeshift seems to be limited to inanimate objects. For some unknown reason, mimics are not able to shapeshift into living things. It is believed that mimics seem to have a mental block whenever they attempt to shapeshift into an organic creature, as noted by a rather adventurous wizard who polymorphed into a mimic to learn more of this ability.

Mimic Sizes

Although mimics comes in a wide variety of forms and disguises, their true form always resembles an amorphous mass of eyes, flesh, pseudopods, and teeth. Due to their nearly infinite forms, mimics are best categorized by their size. The largest and most ancient mimics have been known to grow to titanic proportions and are capable of taking the form of entire small fortresses and giant war engines.

Mimic Tactics

By nature, mimics are ambush hunters that rely solely on the element of surprise. Once a mimic identifies its hunting grounds, it prefers to stay there unless driven out or if food becomes scarce.

Due to their voracious appetite, mimics are very keen at identifying what type of objects it must disguise itself as in order to attract the largest amount of prey.

Although they are not the brightest of creatures, they are intelligent enough to know that they must not stay in one place too long or their disguise would be blown, especially since most of its prey tends to be intelligent creatures such as humanoids.

Therefore, an individual mimic may have a multitude of forms that it may cycle through is it moves about its hunting grounds.

When attacking, the mimic does not want to engage in a prolonged fight and will typically only engage creatures its size or smaller, as it is not able to quickly swallow larger creatures in a single bite. The only time a mimic may attack a creature much larger than it is if it outnumbers its opponents with other nearby mimics.

However, if a creature proves to be a challenge, the mimic is the master of using its terrain to its advantage and is able to seemingly blend into the floor or nearby objects to evade detection to either escape or make a surprise attack.

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Swallowed Condition If the target is one size smaller than the mimic, it is swallowed. A swallowed creature is blinded, restrained, cannot speak or breathe, and has total cover against attacks and effects outside the mimic.

At the start of each of its turns, creatures take acid and bludgeoning equal to a number of d8s equivalent to the mimic's proficiency bonus.

For example, a mimic with a +2 proficiency bonus deals 9(2d8) acid +9(2d8) bludgeoning damage.

If the mimic takes damage it must succeed a Constitution saving throw equal to half the damage dealt (minimum 10). Upon a failed saving throw, the mimic regurgitates all swallowed creatures in a spot 30ft. from the mimic.

If the mimic dies, creatures can must spend 10ft. of movement to escape from the mimic exiting prone.

d8	Mimic Quirks
1	While in its object form, the mimic always tries to move whenever creatures are not looking, instantly freezing when a creature looks in its direction
2	Some mimics can't help themselves from looking around. While in their object form, they may accidentally reveal themselves thanks to an eye emerging from its form.
3	The mimic does not understand the concept of common architecture or design and will appear in the oddest of locations. For example, a mimic may appear as a door in the middle of an empty field
4	The mimic is extremely indecisive about its true form and will continually change the color or even the form of its disguise every day.
5	Whenever the mimic changes form, it does so with a high pitched screech. So much for the element of surprise.
6	The mimic behaves the completely opposite from others of its kin. It prefers to remain in its true form only transforming into an object whenever its attacks
7	As a very nomadic and free-spirited creature, the mimic acts as a hitch-hiker using its ability to polymorph to sneak onto vessels and carriages to travel the world
8	The mimic believes the all objects in the world around it are actually lesser evolved mimics that have have lost their ability to revert to their true forms. They have lost their powers because they lost their faith in the one true World Mimic.

Building a Mimic

Since there are seemingly endless varieties of mimics, the best way to implement one in a campaign using these templates is to identify the size and abilities of the mimics you have in mind. Although these templates and variants provide numerous of options to add to mimics, some mimics may possess the characteristics of multiple variants to fully meet your needs.

Size Considerations

However, the first step is to determine the size of your mimic you wish to create. Its size will help determine how you wish to implement it into its surroundings. For example, a medium size mimic may attempt to disguise itself as a suit of armor or a bookshelf, while a large mimic may disguise itself as a doorway.

If you wish to implement smaller mimics, they may appear in small packs in order to take down creatures otherwise too large for them to swallow whole. Extremely large mimics may be modeled as a mimic colony itself disguising a building or vessel, wherein smaller mimics takes the form of objects associated with that larger form.

Mimic Purpose

Once you identify its size, you can choose which variant template(if one at all) will fit its disguise. Some variants (such as the vehicle or building) of mimics may involve a composite approach to creation, wherein multiple mimics are used to create the effective disguise of a manned warship. Others may find themselves at home inside a treasure vault or secret hoard, where it can blend into the surrounding loot. Others may have been intentionally placed in the location of a rare item for it to trick and devour anyone else who seeks this treasure.

Airship Mimic Example

These templates will attempt to provide options for any mimic encounter one can think of. For example, if one wished to create an airship mimic, one may choose the Mimic Colossus Template using the Vehicle Mimic Template. However, to fully flesh out its disguise, the airship mimic may possess a dozen Large Arcane Mimics which pose as "cannons". The airship mimic even fire a volley of Medium mimics disguised as cannonballs using its Summon Mimic's ability.

To flesh it out even further, the deck could be manned by a crew of construct or undine mimics posing as humanoid crew members. Each of these mimics can pose as warriors or spellcasters "wielding" armor, weapon, or spell mimics respectively.

This is just one of the numerous encounters once could build using these templates, wherein your creativity is the only limit.

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Small Mimic Template

Small monstrosity(shapechanger), unaligned

Armor Class 13(Natural Armor)
Hit Points 21 (6d6)
Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	17 (+3)	10 (+0)	5 (-3)	13 (+1)	13 (+1)

Skills Stealth +7, Perception +3, Deception +5
Damage Immunities Acid
Condition Immunities Prone
Senses darkvision 60ft., blindsight 60ft., passive perception 13
Challenge 1 (200xp) **Proficiency Bonus** +2

Adhesive The mimic adheres to anything it touches at will. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 11).

False Appearance While motionless, the mimic is indistinguishable from an ordinary object. While in the presence of an inanimate object, it can use its bonus to Hide.

Shapechanger The mimic can use its bonus action to polymorph into an object or back into its true, amorphous form. its statistics are the same in each form. Any equipment its wearing or carrying isn't transformed. it reverts to its true form if it dies.

Sneak Attack The mimic has advantage on attack rolls against creatures that are surprised or that have not acted yet in combat. Upon hitting a creature under these conditions, the mimic deals an additional 7(2d6) damage. It can deal this extra damage once on each of turns.

Spider Climb The mimic can climb difficult surfaces without needing to make an ability check

Sticky Pseudopods The mimic has advantage on attack rolls against creatures grappled by it. Creatures also have disadvantage on ability checks to escape of grappled

Actions

Multiattack The Mimic can make a bite attack on its turns. Alternatively, it can choose to make two attacks with its pseudopods

Bite *Melee Weapon Attack* +5 to hit, 5ft., one target. *Hit:* 8(1d8+3) piercing damage + 5(1d8) acid damage and is swallowed

Pseudopods *Melee Weapon Attack* +5 to hit, 5ft., one target. *Hit:* 7(1d6+3) bludgeoning damage. This attack can be benefit from Adhesive

Mimic Template

Medium monstrosity(shapechanger), unaligned

Armor Class 15(Natural Armor)
Hit Points 59 (9d8+18)
Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	17 (+3)	14 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Athletics +5, Stealth +7, Perception +3, Deception +5
Damage Immunities Acid
Condition Immunities Prone
Senses darkvision 60ft., blindsight 60ft., passive perception 13
Challenge 2 (450xp) **Proficiency Bonus** +2

Adhesive The mimic adheres to anything it touches at will. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13).

False Appearance While motionless, the mimic is indistinguishable from an ordinary object. While in the presence of an inanimate objects, it can use its bonus to Hide, even if there is no suitable cover.

Shapechanger The mimic can use its bonus action to polymorph into an object or back into its true, amorphous form. its statistics are the same in each form. Any equipment its wearing or carrying isn't transformed. it reverts to its true form if it dies.

Sneak Attack The mimic has advantage on attack rolls against creatures that are surprised or that have not acted yet in combat. Upon hitting a creature under these conditions, the mimic deals an additional 7(2d6) damage. It can deal this extra damage once on each of turns.

Spider Climb The mimic can climb difficult surfaces without needing to make an ability check

Sticky Pseudopods The mimic has advantage on attack rolls against creatures grappled by it. Creatures also have disadvantage on ability checks to escape of grappled

Actions

Multiattack The Mimic can make a bite attack on its turns. Alternatively, it can choose to make two attacks with its pseudopods

Bite *Melee Weapon Attack* +5 to hit, 5ft., one target. *Hit:* 10(2d6+3) piercing damage + 7(2d6) acid damage and is swallowed.

Pseudopods *Melee Weapon Attack* +5 to hit, 5ft., one target. *Hit:* 8(1d8+3) bludgeoning damage. This attack can be benefit from Adhesive

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Large Mimic Template

Large monstrosity(shapechanger), unaligned

Armor Class 17(Natural Armor)
Hit Points 85 (9d10+36)
Speed 20ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	17 (+3)	18 (+4)	5 (-3)	13 (+1)	13 (+1)

Skills Athletics +8, Stealth +9, Perception +4, Deception +7
Damage Immunities Acid
Condition Immunities Prone
Senses darkvision 60ft., blindsight 60ft., passive perception 14
Challenge 5 (1800xp) **Proficiency Bonus** +3

Adhesive The mimic adheres to anything it touches at will. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 16).

False Appearance While motionless, the mimic is indistinguishable from an ordinary object. While in the presence of an inanimate object that is Small or larger, it can use its bonus to Hide.

Shapechanger The mimic can use its bonus action to polymorph into an object or back into its true, amorphous form. its statistics are the same in each form. Any equipment its wearing or carrying isn't transformed. it reverts to its true form if it dies.

Sneak Attack The mimic has advantage on attack rolls against creatures that are surprised or that have not acted yet in combat. Upon hitting a creature under these conditions, the mimic deals an additional 11(3d6) damage. It can deal this extra damage once on each of turns.

Spider Climb The mimic can climb difficult surfaces without needing to make an ability check

Sticky Pseudopods The mimic has advantage on attack rolls against creatures grappled by it. Creatures also have disadvantage on ability checks to escape of grappled

Actions

Multiattack The Mimic can make a bite attack on its turns. Alternatively, it can choose to make two attacks with its pseudopods

Bite *Melee Weapon Attack* +8 to hit, 5ft., one target. *Hit:* 14(2d8+5) piercing damage + 9(2d8) acid damage and is swallowed.

Pseudopods *Melee Weapon Attack* +8 to hit, 10ft., one target. *Hit:* 12(2d6+5) bludgeoning damage. This attack can be benefit from Adhesive

Mimic Titan Template

Huge monstrosity(shapechanger), unaligned

Armor Class 18(Natural Armor)
Hit Points 132 (12d12+60)
Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	17 (+3)	20 (+5)	5 (-3)	13 (+1)	13 (+1)

Saving Throws Str +11, Dex +7, Con +9
Skills Athletics +11, Stealth +11, Perception +5, Deception +9
Damage Immunities Acid
Condition Immunities Prone
Senses blindsight 120ft., passive perception 15
Challenge 10 (5900xp) **Proficiency Bonus** +4

Adhesive The mimic adheres to anything it touches at will. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 18).

False Appearance While motionless, the mimic is indistinguishable from an ordinary object. While in the presence of an inanimate object that is Small or larger, it can use its bonus to Hide.

Shapechanger The mimic can use its bonus action to polymorph into an object or back into its true, amorphous form. its statistics are the same in each form. Any equipment its wearing or carrying isn't transformed. it reverts to its true form if it dies.

Sneak Attack The mimic has advantage on attack rolls against creatures that are surprised or that have not acted yet in combat. Upon hitting a creature under these conditions, the mimic deals an additional 14(4d6) damage. It can deal this extra damage once on each of turns.

Spider Climb The mimic can climb difficult surfaces without needing to make an ability check

Sticky Pseudopods The mimic has advantage on attack rolls against creatures grappled by it. Creatures also have disadvantage on ability checks to escape of grappled

Actions

Multiattack The Mimic can make a bite attack and two attacks with its pseudopods

Bite *Melee Weapon Attack* +11 to hit, 5ft., one target. *Hit:* 24(3d10+7) piercing damage + 14(3d8) acid damage and is swallowed.

Pseudopods *Melee Weapon Attack* +11 to hit, 20ft., one target. *Hit:* 16(2d8+7) bludgeoning damage. This attack can be benefit from Adhesive

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Mimic Colossus Template

Gargantuan monstrosity(shapechanger), unaligned

Armor Class 20(Natural Armor)
Hit Points 315 (18d20+126)
Speed 40ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
29(+9)	17 (+3)	24 (+7)	5 (-3)	13 (+1)	13 (+1)

Saving Throws Str +16, Dex+10, Con +14
Skills Athletics +16, Stealth +17, Perception +8, Deception +15
Damage Immunities Acid
Condition Immunities Prone
Senses blindsight 120ft., passive perception 18
Challenge 22 (41000xp) **Proficiency Bonus** +7

Adhesive The mimic adheres to anything it touches at will. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 24).

Cloned Demise Upon dropping to 0 hitpoints, the mimic can transform into 7(2d6) large mimics that appear within 20ft. of the mimic colossus's space.

False Appearance While motionless, the mimic is indistinguishable from an ordinary object. While in the presence of an inanimate object, it can use its bonus to Hide.

Mimic Hide Whenever the mimic takes more than 50 damage on a single turn, it can spawn 3(1d4) large mimics in a space within 120ft. of the mimic colossus.

These mimics act on initiative count 20 (losing all ties) and count as allies to the mimic.

Legendary Resistances (3/day) If the mimic fails a saving throw, it can choose to succeed. Upon using this feature the mimic colossus can create on large mimic in a space within 120ft. of the colossus.

This mimic act on initiative count 20 (losing all ties) and count as allies to the mimic.

Shapechanger The mimic can use its bonus action to polymorph into an object or back into its true, amorphous form. its statistics are the same in each form. Any equipment its wearing or carrying isn't transformed. it reverts to its true form if it dies.

Sneak Attack The mimic has advantage on attack rolls against creatures that are surprised or that have not acted yet in combat. Upon hitting a creature under these conditions, the mimic deals an additional 14(7d6) damage. It can deal this extra damage once on each of turns.

Spider Climb The mimic can climb difficult surfaces without needing to make an ability check

Sticky Pseudopods The mimic has advantage on attack rolls against creatures grappled by it. Creatures also have disadvantage on ability checks to escape of grappled

Actions

Multiattack The Mimic can make a bite attack and four attacks with its pseudopods

Bite *Melee Weapon Attack* +16 to hit, 5ft., one target. *Hit:* 31(4d10+9) piercing damage + 18(4d8) acid damage and is swallowed.

Pseudopods *Melee Weapon Attack* +16 to hit, 30ft., one target. *Hit:* 20(2d10+9) bludgeoning damage. This attack can be benefit from Adhesive

Summon Mimics(Recharge 5-6) The mimic can summon its choice of the following mimics in a spot within 120ft. of the mimic colossus. it can only choose one at a time. It can summon 2 Huge Mimics, 7(2d6) Medium mimics , or 4(1d6) Large mimics.

These mimics act on initiative count 20 (losing all ties) and count as allies to the mimic.

Legendary Actions (3/turn)

Amorphous Shift(1 action) The mimic can move up to its movement speed to a spot that it can see.

Artificial Camouflage (1 action) The mimic can take the Hide action as long as there are inanimate objects nearby

Recovery(3 actions) The mimic can end one condition or spell effect on it

Bite(2 action) The mimic can make a bite attack against a grappled creature.

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Magical Mimics

Magical mimics are a special breed of mimics that have the unique ability to replicate and adapt to magical effects around them. These types of mimic can be rather dangerous, as they have the ability to replicate even the most powerful of magical effects in a reckless manner.

Arcane Mimic

Arcane mimics are the most common breed of magical mimics. They possess the unique ability to gain immunity to nearly any energy type. This adaptation also begins to physically alter their physiology, causing their blood to resonate with that respective damage type. This breed of mimic also has the unique ability to spit globules of arcane energy at their opponents.

However, this adaptive immunity is not permanent, as the mimic's body seems to return to its normal state after about an hour.

Arcane Mimic Tactics

Thanks to their unique ability, arcane mimics expanded their option of prey from beyond simply beasts or humanoids. Arcane mimics have been known to hunt creatures magical creatures such as elementals, as their adaptable physiology grants them immunity to many of their attacks.

Thanks to their ability for ranged combat, arcane mimics tend to be rather crafty fighters. They prefer to use their ranged spit attacks to wear down their foes, while using their ability to quickly merge into its surroundings to seemingly disappear before their enemy can pinpoint its location. Fighting these mimics in large numbers, especially the smaller breed, can be extremely dangerous because of their ability to hide nearly anywhere.

Spell Mimics

Spell mimics are the most powerful and dangerous of all magical mimics due to their ability to replicate spell effects. They are extremely dangerous because they do NOT understand how to properly use then spell. Whenever a spell is used in its sight, the mimic has an uncontrollable urge to copy that spell (regardless of how it is used or its consequences); similar to a knee-jerk reaction that humanoids possess. Such reckless casting of spells can quickly lead to some rather interesting scenarios.

Spell Mimic Tactics

Despite their limited intelligence, spell mimics are clever enough to disguise themselves as wands or staffs to make their unique abilities believable with their disguise. Larger variants of these mimics have even disguised themselves as wizard towers, often leading even the most powerful of spellcasters to a quick doom.

In general, spell mimics tend to use the same tactics as their relatives; however, in the presence of spells, they can be anything but predictable. However, their innate ability to track magic causes them to prioritize spellcasters or sources of magic in its presence.

Targeting mimics with spells can be particularly dangerous, as they are naturally resilient against their effects reflecting back at their caster. If the caster survives the reflected spell, it must contend with the mimic casting the spell itself. However, clever adventurers are able to use this tactic to their advantage by causing the mimic to cast spells that would prove to be a hindrance to it.

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Arcane Mimic

- **Challenge Rating** Increases by 1

Arcane Blood When a creature touches or hits the mimic with a melee attack while within 5ft. of it, it takes 7(2d6) damage according to one of the types of damage it is attuned to. The default damage type is acid.

Arcane Strikes The Mimics bite can choose to deal additional damage according to the current type of damage it is immune to. The default damage type is acid

False Magica The arcane mimic can give off the aura of a particular school of magic if it wishes for the purposes of effects similar to *Detect Magic*

Magical Attacks The mimic's attacks count as magical for the purpose of overcoming resistance.

Actions

Multiattack The mimic can replace any number of pseudopod attacks for a spit attack.

Spit *Ranged Weapon Attack*, mimic's proficiency + its Dexterity bonus to hit, 30ft.(Medium and Smaller) 120ft.(Large and up), hits one target. Deals damage equal to the total damage die of its pseuodpod attacks.

The damage type of this attack deals damage according to the current type of damage it is immune to. The default damage type is acid

For example, a Colossal mimic immune to lightning will have a +10 to hit, 120ft. range, deals 14 (2d10+3) lightning damage.

Reaction

Arcane Adaptation When a mimic takes the following damage types: Cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, or Radiant, it can choose to take no damage and gain immunity to that damage type for the next hour.

The mimic becomes attuned to that respective element to activate its other abilities. If attuned to multiple damage types, the mimic must choose one at a time when activating its abilities.

Spell Mimic

- **Challenge Rating** Increases by 1

Damage Immunities Acid

Arcane Sense The mimic can pinpoint the location of magical effects within 300ft. of it. It can determine the school of magic and can also decipher whether a creature is a spell caster or not.

False Magica The arcane mimic can give off the aura of a particular school of magic if it wishes for the purposes of effects similar to *Detect Magic*

Magical Attacks The mimic's attacks count as magical for the purpose of overcoming resistance.

Spell Turning The mimic has advantage on saving throws against spells and magical effects. Upon a successful saving throw, the spell has no effect on the mimic and instead targets the caster.

Reaction

Spell Mimic If a creature that the mimic can see within 120ft. of it casts a spell, the mimic can use its reaction to temporarily learn that same spell on its turn.

The mimic can only learn one spell in this manner at a time and must cast these spells before the end of its next turn. Once it casts a spell in this manner, it cannot cast it again unless it learns it again.

Constitution is the mimic's spell casting modifier for these effect.

It can use this reaction once on every creature's turn

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Item Mimics

Item mimics are the most common type of mimic. However, they are certain variants of these subspecies that especially excel at disguise as objects, more so than the rest of their kin. One of the distinguishing traits of an item mimic is its ability to disguise its magical essence to replicate that of an item. Therefore, common methods to detecting mimics such as *Locate Item*, *Find Traps*, or even *Commune with Nature* will fails to reveal the true essence of these creatures as they are able to cloak their aura with that of an object.

Armor Mimic

One of the deadliest variants of item mimics are armor mimics. These mimics specialize in taking the form of armor (both non-magical and magical in nature). These creatures tend to be more patient than their other kin, disguising themselves as entire sets of armor waiting to be equipped by an unsuspecting host.

Armor Mimic Tactics

Once its prey equips it, the mimic takes on its true form fulling engulfing the individual. To an observer, one simply appears to be wearing a full suit of armor, except that the victim's face is seemingly covered by a featureless helmet. However, the victim is entrapped and suffocated inside the mimic and is subjected to its piercing teeth and constricting pseudopods slowly choking the life out of it. An attached mimic will not let go of its host until either its prey dies or the mimic itself is killed.

Attempts to harm the attached mimic will only cause the pain to its victim, as the mimic is able to redirect its pain to that of its victim. To make matters worse, the mimic is able to replicate any special properties that the armor possesses, granting it enhanced durability or even magical abilities for the duration of its form.

Hoard Eater Mimic

Hoard eaters are the most common of all item mimics. They have altered their predatory nature to consume inanimate objects as well as living creatures. Because of their versatile diet, these mimics are able to thrive in nearly any location, switching its diet as it sees fit. Because of this, their populations can explode if unchecked. Their presence is also an extreme nuisance as they are prone to eating any item whether it be coins, weapons, or even powerful magical items.

Hoard Eater Tactics

In comparison to the rest of their kin, hoard eaters are rather lazy predators. Using their ability to pinpoint the location of objects, they tend to flock to locations with a lot of items, such as a treasury or vault where it has a vast supply of food. To avoid detection, it simply transforms into the object it devours and is at times even able to avoid discovery due to its ability to take on the properties of that item. However, if food is scarce, they will resort to eating living prey (as it sustains their appetite for a longer period of time) using their disguise to lure their unsuspecting victims.

Weapon Mimic

Weapon mimics prefer to take on the appearance of any weapon that is sees. Just like the hoard eater, the weapon mimic is a lazy hunter; however, it takes a different approach to find prey. These mimics have learned the usefulness of weapons for sentient creatures and disguises themselves to be used in battle. To the mimic, this strange symbiotic relationship is a win-win, for it gets to devour felled foes and the creature can slay its enemies. Of all kinds of mimics, this trait tends to make them easier to tame; albeit still is a very difficult task as they tend to be extremely fickle and will not hesitate to eat its wielder if its appetite is not sated.

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Armor Mimic

- **Challenge Rating** Increases by 2

Attach(Object Form only) Creatures (of the mimic's size or smaller) that equip the armor mimic while its in is object form become attached by the mimic. A creature can use its action to detach the mimic with a Strength check at disadvantage with a DC equal to 8 + the mimic's strength modifier + its proficiency bonus.

The mimic has advantage on attacks against attached creatures

An attached creature is considered blinded, cannot breathe or speak, and has total cover from any effects outside the mimic. The target also has disadvantage Strength or Dexterity based ability checks and saving throws.

For the duration of this effect, the armor mimic can use its bite attack only on an attached creature.

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

False Presence While in its object form, the mimic counts as an object for the purposes of divination spells and effects used to identify an object, its magical nature, and its location. If the *Identify* spell is used on a mimic while in this state, the spell reveals information for the respective object that the mimic is disguised as

Actions

Attaching Bite When the mimic uses its bite action while in object form, it can choose to attach to a creature instead of swallowing it.

Reaction

Armor Mimic The mimic can use its reaction to assume the characteristics of armor that is its size or smaller that it can see within range. When it uses this feature, it can benefit from any properties the armor possesses such as AC and resistances (including that of magical armor).

The mimic can retain these properties until it uses this feature again on another armor.

Weapon Mimic

- **Challenge Rating** Increases by 1

False Presence While in its object form, the mimic counts as an object for the purposes of divination spells and effects used to identify an object its magical nature, and its location. If the *Identify* spell is used on a mimic while in this state, the spell reveals information for the respective object that the mimic is disguised as

Reaction

Imitate Weapon The mimic can use its reaction to assume the characteristics of a melee weapon that is its size or smaller that it can see within range. When it uses this feature, it can replace its pseudopod attack with that of the weapon. The mimic can benefit from any properties the weapon possesses (including that of magical weapons or artifacts).

It can replicate a number of weapons at a time equal to the amount of pseudopods it can use on a turn.

The mimic can retain these properties until it uses this feature again to substitute a pseudopod for a new weapon

Hoard Eater Mimic

False Presence While in its object form, the mimic counts as an object for the purposes of divination spells and effects used to identify an object, its magical nature, and its location. If the Identify spell is used on a mimic while in this state, the spell reveals information for the respective object that the mimic is disguised as

Hoard Eater Upon reducing an object (magical or non-magical) to 0 hitpoints, the hoard eater mimic can completely destroy the object by devouring it. This feature does not apply to artifacts.

Loot Sense The mimic can pinpoint the location of all objects within 1 mile of it.

Siege Monster The mimic can deal double damage to buildings, structures, and objects. If the object is a magical item, its attacks count as magical for the purpose of overcoming resistance.

Loot Mimic If the transforms into an object it has devoured, it gains all the unique properties that the object possessed in its normal form. For example, a mimic that devoured a torch would gain the ability to give off light, or a mimic that devours a magic item would gain its respective properties.

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Advanced Mimics

Advanced mimics are the absolute masters of their surroundings. They are able to take the form of entire buildings or even the surrounding terrain itself. Unlike other mimics, their ability to shapeshift is particularly resistant against magic and effects that would reverse its polymorphing capabilities, thus ruining its disguise.

Most mimics of this category tend to be much larger than their other kin. Their colossal forms tend to attract smaller mimics which make their home within its disguise, providing assistance to the larger mimic in exchange for protection.

However, smaller variants of mimics have learned to use these capabilities to prey upon small prey, such as tiny fey or fiends.

Building Mimic

Building mimics are the most common and social of all advanced mimics. As their name suggests, they are able to take the form of any nearly any type of building. Due to the rather complex nature of architecture, building mimics tend to be rather colonial in nature, often consisting of dozens or even hundreds of smaller mimics that form smaller components of a building such as doors or furniture. Some of the largest communities even form small neighborhoods, hoping to attract unsuspecting visitors.

Building Mimic Tactics

Despite their best intentions, some building mimics do not fully understand the utility of their chose disguise. As a result, some may take to appear of uncompleted houses, wherein it may appear as a roof impossibly suspended by a single pylon with a haphazard arrangement of walls. While others may have windows or doorframes at impossible locations.

Arguably enough, these failed attempts to disguise themselves seems to still work out as many humanoids still seem to approach these structures to get a closer look at the strange architecture, often leading them to their death.

Some experts even argue that this trait is a sign of the mimic's intelligence, preying off the innate sense of curiosity that most humanoids possess.

Vehicle Mimics

Vehicle mimics are probably the most aggressive form of advanced mimics. Unlike the rest of their kin, they prefer to actively seek out their prey instead of patiently waiting for a chance to strike. They have been known to travel long distances while disguised in their vehicle form, looking for potential hunting grounds.

Sightings of these mimics have prompted many urban legends of haunted carriages or boats patrolling the nearby roads or seas, as they seem to move under its own volition with nobody to pilot them. These ghost vehicles have been known to chase down unsuspecting travelers, seemingly devouring them, leaving no trace behind.

Vehicle Mimic Tactics

Thanks to their immense mobility, vehicle mimics have been known to travel miles to find an ideal hunting grounds. Upon finding an ideal location, it attempts to infiltrate into the region adapting its form to that of the region, for example it may turn into a boat for a coastal region.

However, if its presence seems to attract too much suspicion, it simply leaves in search for a new location to hunt.

Terrain Mimics

Terrain mimics have the unique ability to take the form of natural terrain such as hills, outcroppings, and ponds. Despite their appearance, they are still limited by their inability to take the form of organic objects such as trees. Therefore, these mimics tend to reside in locations such as deserts, mountains, or the coast where they can blend into their surroundings virtually undetected.

Terrain Mimic Tactics

Just like building mimics, terrain mimics largely rely on the assistance of smaller mimics to flesh out its disguise, working together to capture prey. Once a mimic finds an ideal hunting location, it prefers to reside there for its entire life, continually altering its appearance to entice prey to approach it.

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Vehicle Mimic

Chassis While in its object form, creatures at least one size smaller than the mimic can enter into its space without any penalties to its movement speed..

Engulf Whenever the mimic reverts from its object form, all creatures within its space must succeed a Dexterity saving throw 8 + the mimic's proficiency bonus + the mimic's Strength bonus are considered swallowed. It cannot use this feature if creatures are the mimic's size or larger.

On a successful saving throw, that creature appears in a space within 5ft. of the mimic.

Immutable Form The mimic is immune to any spell or effect that would alter its form against its will.

Locomotive Form The mimic acquires the movement speed of its respective vehicle form. For example, a boat mimic can acquire an appropriate swimming speed for its form.

Locomotive Adaption While disguised as a vehicle, it gains any special resistances or traits that is vehicle form. However, its hitpoints and ability scores remain the same.

Building Mimic

Living Hearth(Object Form only) The interior of the mimic has a nearly indistinguishable facade. Objects within looks, sounds, smells, and tastes as if it were the real thing.

Vast Interior (Object Form Only) While in its object form, creatures at least one size smaller than the mimic can enter into its space without any penalties to its movement speed.

Engulf Whenever the mimic reverts from its object form, all creatures within its space must succeed a Dexterity saving throw 8 + the mimic's proficiency bonus + the mimic's Strength bonus are considered swallowed. It cannot use this feature if creatures are the mimic's size or larger. On a successful saving throw, that creature appears in a space within 5ft. of the mimic.

Immutable Form The mimic is immune to any spell or effect that would alter its form against its will.

Bonus Actions

Conjure Object(Object Form Only) As an action, the mimic can create a non-magical object that is at least one size smaller than it within its interior. The object looks, sounds, smells, and tastes as if it were the real thing. Objects created in this manner fade when it reverts to its true form or dismissed by the mimic.

Terrain Mimic

False Communion When a creature uses *Commune with Nature* while within the mimic's space, the mimic can convey false information instead, typically leading the user to its doom or concealing the mimic's true identity.

False Terrain(Object Form Only) Anything within the mimic's space is a nearly indistinguishable facade of natural terrain. All objects in this area must be inorganic (such as crystals, rocks, ponds, etc) but looks, sounds, smells, and tastes as if it were the real thing.

Living Terrain(Object Form) While in its object form, creatures at least one size smaller than the mimic can enter into its space without any penalties to its movement speed.

Engulf Whenever the mimic reverts from its object form, all creatures within its space must succeed a Dexterity saving throw equal to 8 + the mimic's proficiency bonus + the mimic's Strength bonus are considered swallowed. It cannot use this feature if creatures are the mimic's size or larger.

On a successful saving throw, that creature appears in a space within 5ft. of the mimic

Immutable Form The mimic is immune to any spell or effect that would alter its form against its will.

Actions

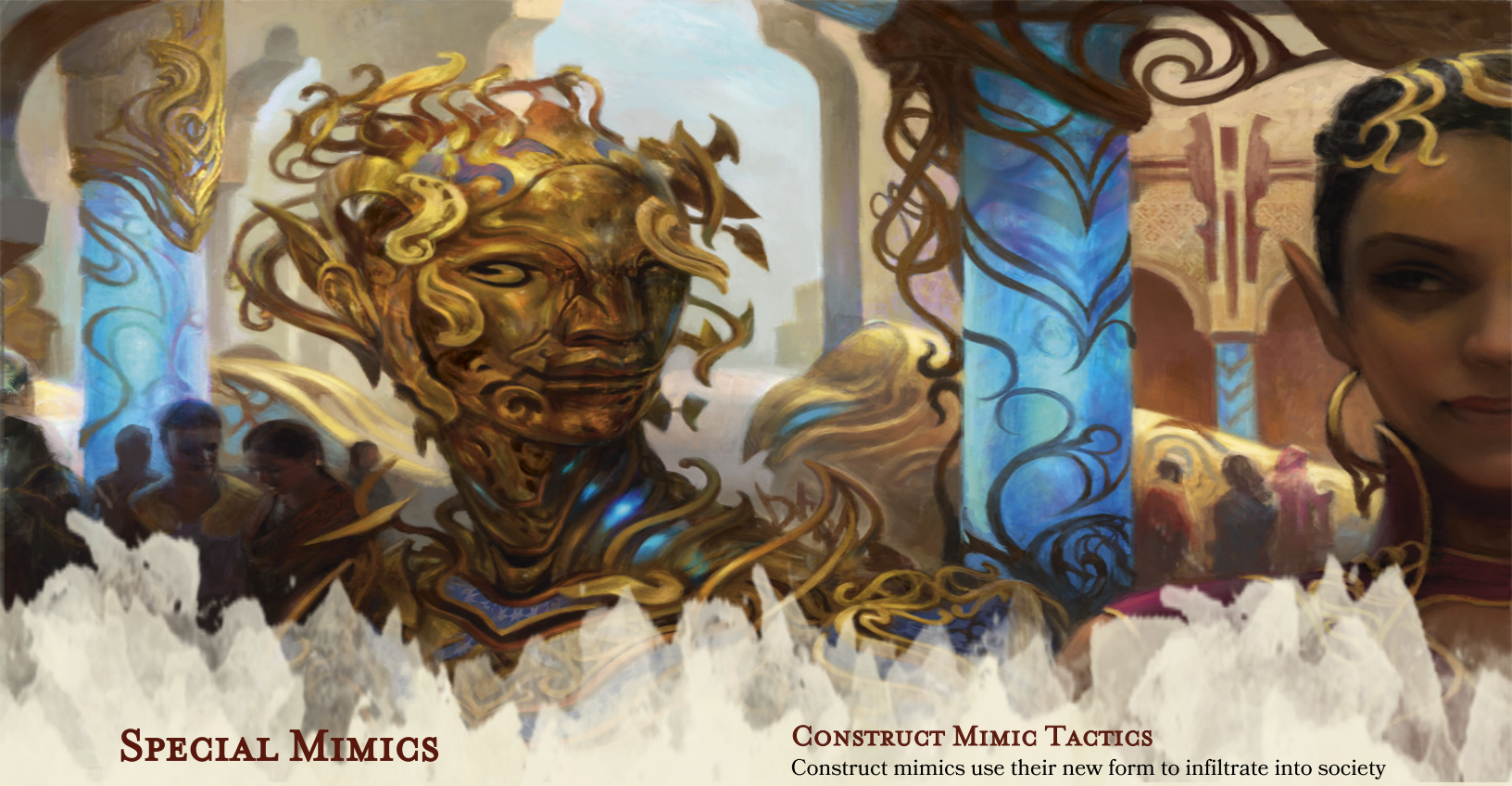
Terrain Shift The mimic can force all creatures in its space to make a 8 + the mimic's proficiency bonus + the mimic's Strength bonus Strength saving throw equal. On a failed saving throw, it is restrained by the mimic. Restrained creatures can repeat its saving throw at the end of each of its turns to end the effect upon a success.

Bonus Actions

Adaptable Terrain(Object Form only) The mimic can alter its appearance of its form to look, sound, smell, or taste like some sort of natural terrain. This manufactured terrain is indistinguishable from the real thing while the mimic is motionless.

Terrain created in this manner fade when it reverts to its true form or dismissed by the mimic.

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Special Mimics

Although it is nearly impossible to categorize all the possible varieties of mimics, a few special breeds of mimics are worthy of discussion.

Bard Mimic

Bard mimics get their names due to their strange affinity for disguising themselves as instruments. These mimics have the unique ability to mimic any sound they hear and are able to replicate the most beautiful of music and even voices. Their mastery of vocalist even grants them the ability to project their voice through ventriloquism.

However, their voice can be quite deadly in its alluring, hypnotizing potential prey to approach it.

Bard Mimic Tactics

Although Bard mimics tend to take the form of instruments, they have been known to take the form of any object that gives off sound, such as a record player or recorder. Its primary tactic is to use its voice to charm unsuspecting prey, while using its ventriloquism to mislead powerful opponents away from it.

Construct Mimics

Some highly evolved mimics have the gained the ability to take the form of a construct. This form of shape-shifting fully changes the mimic's physiology to match that of the constructed form.

As a result, these mimics can be extremely dangerous as they are able to replicate the effect of its construct form. This ability does have its limitation, since it does not alter the mimics mental capabilities beyond its standard form.

Construct Mimic Tactics

Construct mimics use their new form to infiltrate into society to easily pursue prey at its leisure without having to wait patiently as an object. However, their limited intelligence makes it rather hard for them to function in most societies (albeit their appearance as a construct tends to excuse their aberrant behavior). If possible, construct mimics tend to band together in small groups, using their forms to fins and pursue prey as well as defend themselves from attackers.

Mimic Undine

Undine mimics are the highest evolved form of all mimics. They ultimately seek to take the form of a living creature. Their primary forms tend to resemble that of a statue or mannequin of a living creature it seeks to imitate. They have the unique ability to change their appearance at will to create a perfect disguise. However, they are still bound by their inability to comprehend organic forms. Their disguised form is always flawed for its appearance may have a defect such as extremely perfect features, unnaturally smooth or glossy skin, or unnatural facial expressions.

Mimic Undine Tactics

Mimic undines are the most dangerous and clever of all their kin, do to their obsession with the forms of living things. Thanks to their statue-like form, they tend to stay inert in populated areas such as town plazas to observe creatures that pass by. When these mimics see a creature whose form they wish to replicate, they become transfixed with tracking and slaying that creature, using their ability to shift into objects to quickly track creatures unnoticed until it is too late. Before devouring it, the mimic undine attempts to alter its appearance to the best of its ability to match that of its victim.

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Construct Mimic

Constructed Disguise The mimic can use its bonus action to polymorph into an construct it has seen or back into its true, amorphous form.

While polymorphed, its statistics matches that of its new form (such as resistances, AC, attacks, etc) except that hitpoint maximum and Intelligence score remains the same as its true form. Additionally, the mimic cannot cast any spells that its new form may possess.

Any equipment its wearing or carrying isn't transformed. It reverts to its true form if it dies.

Undine Mimic

Alter Appearance (Object Form only) As an bonus action, the mimic undine can change its appearance as a statue of a creature its size or smaller. The mimic determine the specifics of the changes, including its coloration, hair length, scale size, sex, and similar traits.

It can also adjust its height and weight, but not its size. The mimic can make appear as any creature , though none of its statistics change. It can't duplicate the appearance of a creature its never seen, and it must adopt a form that has the same basic arrangement of limbs that its form possesses.

The mimic's form is not perfect as replica and creature can make a Wisdom (Perception) check against the mimic's Charisma (Deception) check to decipher whether its form is believable or not.

The mimic has disadvantage on its ability check to disguise itself as a living creature.

Heightened Intelligence The intelligence score for mimic increases by 10.

Mimicry The mimic can mimic sounds it has heard, including voices. A creature that hears the sounds it makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

Bard Mimic

Sound Mimic When the mimic takes thunder damage or is subjected to an effect that can charm or frighten it, the mimic takes no damage and is unaffected. It can redirect the effect back at the caster. The mimic can use its Constitution modifier for attack rolls or saving throw DC for these effects

Ventriloquism The mimic can make itself sounds as if it is in a location 30ft. away from it. Creatures must succeed a Wisdom (Perception) check against its Charisma (Deception) check to identify the ruse.

Actions

Scream As an action, the mimic can unleash a blood-curdling scream. Each creature that can hear the mimic within 30 feet of it must make a Wisdom saving throw equal to 8 + the mimic's proficiency bonus + its Constitution modifier.

If the creature fails its saving throw, it is frightened for 1 minute. It can repeat its saving throw at the end of each of its turns to end the effect on a success.

Bonus Actions

Enthralling Music (Object Form only) As a bonus action, creatures within 30ft. radius of the mimic that can hear it must succeed a Wisdom saving throw equal to 8 + the mimic's proficiency bonus + the mimic's Constitution modifier.

On a failed saving throw, creatures are considered charmed by the mimic for 1 minute. A charmed creature can do nothing but use its movement to approach the mimic in a safe manner. While an affected creature is within 5 feet of the mimic, it is considered incapacitated as it is enthralled by the music.

Creatures can repeat the saving throw at the end of each of its turns to end the effect.

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Basilisk

Basilisks resemble squat lizards that possess up to six to ten legs, depending on the species. In general, basilisks can be found in nearly environment, ranging from rainforests, subterranean caverns, or even the coastal waters. Despite their appearance, basilisks tend to be rather slow and clumsy creatures.

Clumsy Predators

Under most circumstances, this would prove to be quite problematic for their predatory nature. However, thanks to their unique ability to turn a creature to stone with a single look, they do not have to particularly worry about their prey escaping them.

Ambush Hunters

In fact, basilisks prefer to lie in wait for their potential prey, hiding underground or beneath undergrowth waiting for the opportunity to meet their quarry's gaze.

Acidic Bile

After petrifying their prey, basilisk are free to devour their prey at their leisure. Thanks to the stony nature of their prey, basilisks rarely have to worry about its prey being stolen from other predators. In fact, basilisks are known to carry stone statues of their meals back to their lair. Thanks to a special acid found in their stomach, basilisks are able to digest their petrified prey, as this acid is able to convert the stone back to its organic state.

Petrification Cure

Alchemists have learned to utilize this acid to create salve to reverse the effects of the basilisk's gaze. However, this salve is unable to full restore creatures that may have lost body parts while in its petrified state.

Basilisk Tactics

As mentioned earlier, basilisks are ambush hunters that rely on the element of surprise rather than chasing down their enemies. In fact, if their opponent happens to shrug off its gaze and begin to flee, the basilisk is typically too lazy to chase after its foe.

Once their prey is petrified, basilisks will proceed to shatter the remains of their quarry, as they know the petrification effects will eventually fade away. Plus, it makes it easier to drag their food back to their lair and eat it in bite sized chunks

Communal Hunters

To increase their chances of acquiring prey, basilisks have been known to live in small, loose communities of 5 (2d4) members at a time. Although most basilisk species don't share a pack mentality as many other social predators, they have been known to nest in the same vicinity to share food if prey is scarce.

However, despite this behavior, they still can be somewhat territorial and can become quite temperamental if another basilisk intrudes in its space too long. However, when territorial dispute happen, the basilisk prefer to fight to use their teeth and claws rather than turning each other to stone.

Trained Guardians

Because of their unique ability and reluctance to chase after prey, basilisks make for ideal guardians to prevent entry of opponents. When trained, basilisks can be a potent fighting force, especially when deployed in groups, as they can quickly debilitate multiple opponents.

Adventurer Tactics

Because of their petrifying gaze, adventurers must be extremely wary when fighting basilisks. If possible, one should not look directly at the basilisk when engaging. In fact, it's best to attempt to flee the basilisk stumbling across one basilisk usually means there are more in the vicinity. However, in most cases, the basilisk will not pursue its prey, mainly because their stubby legs are too short.

Misdirection

However, if fighting the basilisk is unavoidable, hampering the basilisk's ability to see is the best alternative as the basilisk must see its opponent to issue its petrifying gaze. Another alternative is to use illusions to divert their attention. Even simple illusions of something desirable to the basilisk will suffice, as they are not known for their intellect.

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Basilisk Types

Since basilisks can make their home in nearly any environment, several subspecies have evolved to help them better adapt to specific biomes

Dire Basilisk

Dire basilisks are the largest of all their kin, rivaling the size of most adult dragons. Unlike their smaller, kin, dire basilisks are known to be much more aggressive and will actively pursue any prey.

In addition to their immense size and strength, dire basilisks are able to emit a noxious cone of poison that causes the skin of its victim to turn to solid stone. In a matter of seconds, a dire basilisk can easily petrify a party of even the most seasoned of adventurers. In order to defeat a dire basilisk, a party must be well-prepared and knowledgeable of its capabilities. Even then, they must be prepared to equip several countermeasures against its petrifying breath, unless they risk a hasty doom.

Coldsnap Basilisk

Coldsnap basilisks make their home in the frigid reaches of the Material Plane. Their scales often resemble glistening ice, which allows them to blend into their surroundings. Some unique variants of coldsnap basilisks have been known to possess a woolly coat of down feathers that almost give them an adorable appearance.

However, these basilisks are just as dangerous as their other kin. In fact, they can prove to be even more dangerous as they are unnaturally agile on ice, using its slick surface to allow them to catch up with their prey.

Obsidian Basilisk

Obsidian basilisk can easily be identified by their glossy scales that resembles obsidian shards. These basilisks are typically found in volcanic regions, but some specimens have been found on the Elemental Plane of Fire. Experts believe these creatures may have been brought over to that Plane by poachers or through occasional rifts to the Plane of Fire that often appear near volcanoes.

These basilisks are perfectly adapted to live in this biome and are completely unaffected by the sulfurous fumes of such an environment. They even have adapted to swim in lava, almost akin to magma crocodiles.

Sylver Basilisk

Sylver basilisks are a peculiar breed of basilisk that are typically found deep within jungles and rainforests. Unlike the rest of their kin, sylver basilisks are herbivores. Ironically, their behavior does not differ from the rest of their relatives. Sylver basilisks are considered to be herbivores as their bodies can only digest plants; however, these basilisks have evolved to turn living flesh into solid wood. Because of this adaptation, the animal basilisk is still able to devour living creatures with little issue and does not require special acids to break down stone into flesh.

Arcanists believe the sylver basilisk was the result of biomancers attempting to create a new type of basilisk; one that could be used as a transmuter's tool to turn objects into a different substance. These basilisks were designed to be herbivorous so that they would not pose a threat to their masters. However, the experimentation seemed to backfire, as the basilisk still only had the ability to turn flesh into a new substance. However, its gaze only converted organic matter into a new form, which was plant matter instead. Furthermore, it still retained many of its predatory instincts, as it primarily used its new ability to convert normal prey into floral biomatter instead.

Ever since, these basilisks have reintroduced themselves back into the wild and have established themselves as a prominent niche in the ecosystems they call home.

Tidewater Basilisk

Tidewater basilisks are commonly found in coastal regions near large rivers, lakes, and oceans. Although they share many characteristics to the common basilisk, they possess dorsal fins that allow them to glide through the water with ease. Additionally, their glistening scales allow them to blend into the shifting colors of the open seas as well as escape the grasp of larger aquatic predators.

Sabertooth Basilisk

As their name suggests, the sabertooth basilisk can be easily identified by their pairs of elongated incisors located both on their upper and lower jaws. Unlike their relatives, these basilisks travel in close-knit packs.

They have highly developed senses that enable to pick up the scent of their prey. Once their prey has been found, they employ clever tactics to trap their prey, hoping to lure it into the gaze of one of its pack members.

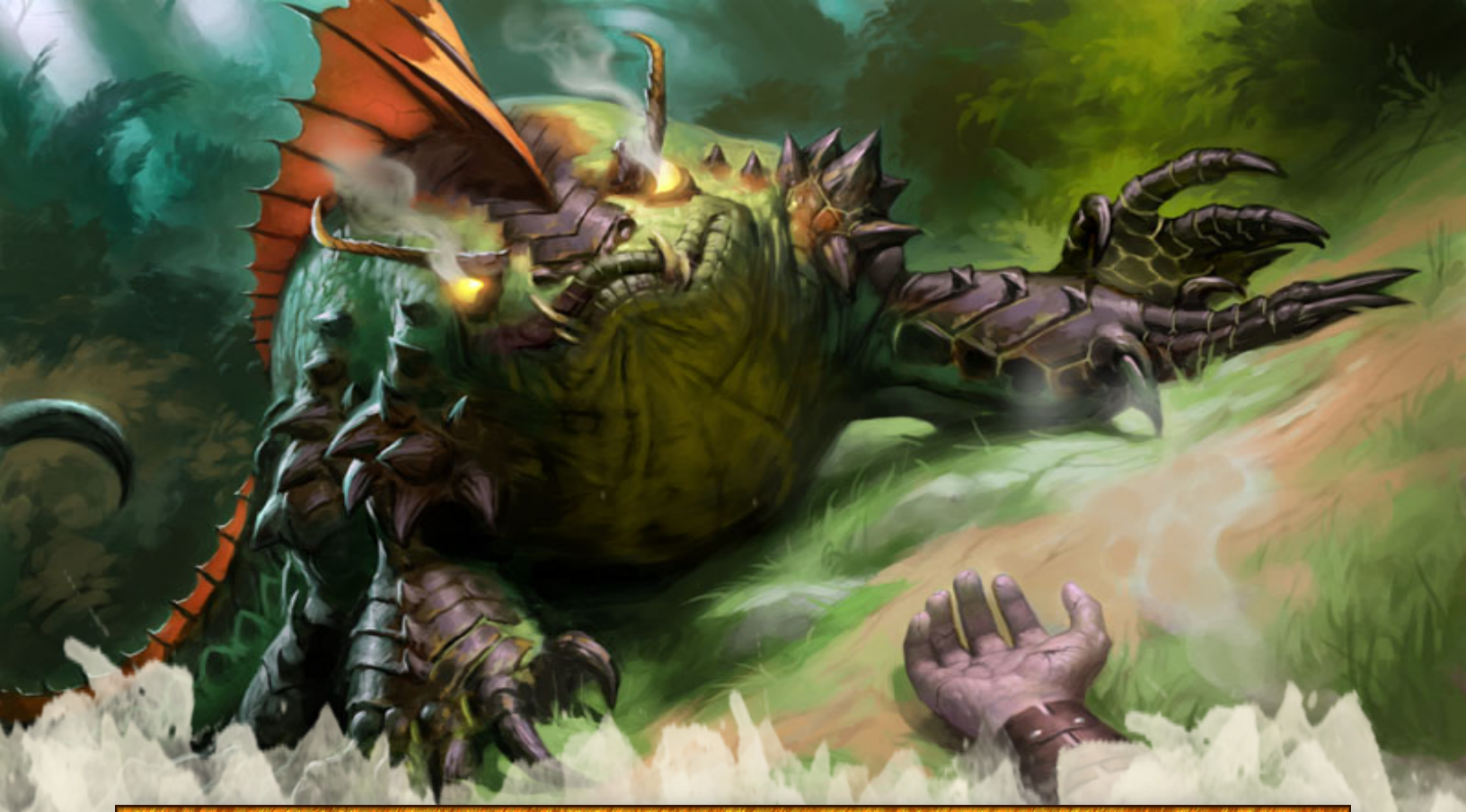
Because of their skill as a pack, sabertooth basilisks are highly valued monsters to tame and can fetch a lucrative price on the market.

Primeval Basilisk

Primeval basilisks are believed to be the common ancestor of all basilisks. However, very few have seen a primeval basilisk, as many suspect that they went extinct. Reports of their existence claim that their blood is extremely acidic and emits a strange miasma that petrifies the skin of any creature that gets too close.

However, the most interesting fact about them is that, unlike their other kin, they are completely immune to the effects of petrification. In fact, many alchemists hope to discover the location of the primeval basilisk in hopes of creating an elixir for immunity to petrification.

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Basilisk

Medium Monstrosity, unaligned

Armor Class 14 (Natural Armor)
Hit Points 52 (8d8+16)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	13 (+1)	12 (+1)

Skills Stealth +3, Perception +3
Damage Resistances Acid, Poison
Senses darkvision 60ft., passive Perception 13
Proficiency Bonus +2
Challenge 3 (700 xp)

Petrifying Gaze If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated.

On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *Greater Restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again.

If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Poison Resistance The basilisk has advantage on saving throws against being poisoned.

Siege Monster The basilisk deals double damage to buildings and objects

Spider Climb The basilisk can climb difficult surfaces (including ceilings) without needing to make an ability check

Spined Body When a creature grapples or hits the basilisk with a melee weapon attack while within 5ft. of it, the attacker takes 4(1d6) piercing damage

Actions

Bite. *Melee Weapon Attack* +5 to hit, 5ft., one target. *Hit:* 10 (2d6+3) piercing damage + 7(2d6) acid damage.

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Dire Basilisk

Huge Monstrosity, unaligned

Armor Class 17 (Natural Armor)
Hit Points 184 (16d12+89)
Speed 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	2 (-4)	13 (+1)	17 (+3)

Saving Throws Str +10, Con +10
Skills Stealth +9, Perception +6
Damage Resistances Acid, Poison
Senses darkvision 60ft., passive Perception 16
Proficiency Bonus +5
Challenge 14 (11500 xp)

Petrifying Gaze If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 18 Constitution saving throw if the basilisk isn't incapacitated.

On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *Greater Restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again.

If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Poison Resistance The basilisk has advantage on saving throws against being poisoned.

Siege Monster The basilisk deals double damage to buildings and objects

Spider Climb The basilisk can climb difficult surfaces (including ceilings) without needing to make an ability check

Spined Body When a creature grapples or hits the basilisk with a melee weapon attack while within 5ft. of it, the attacker takes 4(1d6) piercing damage

Actions

Multiattack The Basilisk can make two attacks on its turn: one with its bite and one with its tail.

Bite. *Melee Weapon Attack* +10 to hit, 5ft., one target. *Hit:* 33 (8d6+5) piercing damage + 18(4d8) acid damage. Upon a hit, Large and Smaller creatures are immediately swallowed. The swallowed target is blinded and restrained and has total cover against all attacks and effects outside the basilisk.

At the start of each of the basilisk's turns, a creatures take 35 (10d6) acid damage. Petrified creatures that take this acid damage are immediately returned to their normal state.

Whenever the basilisk takes damage from a swallowed creature, it must succeed a Constitution saving throw with a DC equal to half the damage dealt (minimum 10). On a failed saving throw, the basilisk regurgitates all swallowed creatures in a space within 10ft. of the basilisk.

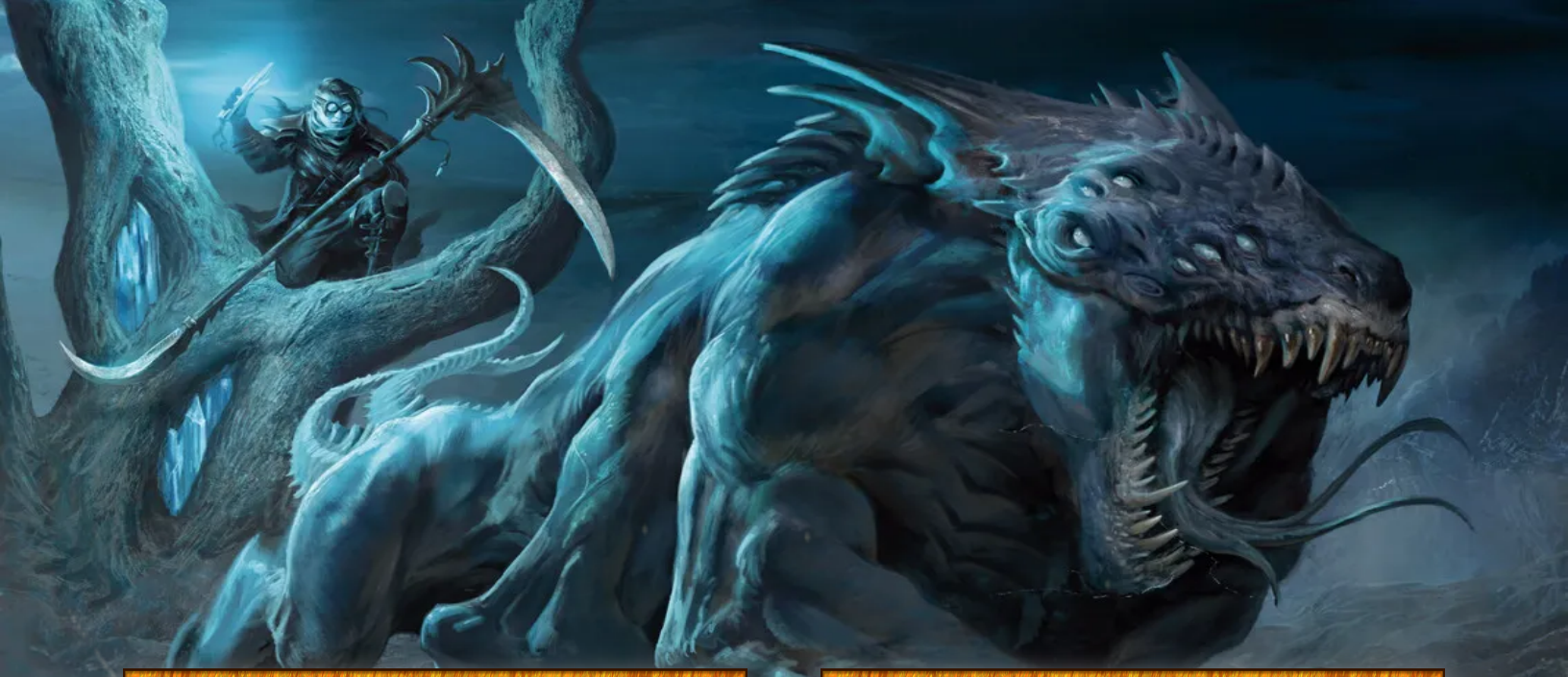
If the basilisk dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 10ft. of movement to exit prone.

Tail. *Melee Weapon Attack* +10 to hit, 10ft., one target. *Hit:* 16 (2d10+5) piercing damage + 11(2d10) piercing damage. Upon a hit, the target must succeed a DC 17 Strength saving throw or be knocked prone.

Petrifying Breath(Recharge 5-6) Creatures in a 60ft. cone must succeed a DC 18 Constitution saving throw. On a failed saving throw, creatures take 35(10d6) poison damage and is restrained and half as much and is not restrained on a success. A restrained creature must repeat the saving throw at the end of its next turn.

On a successful saving throw, the effect ends. On a failure, a creature is petrified until *Greater Restoration* or a similar effect is used.

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Coldsnap Basilisk

- **Damage Immunties** Cold
- **Challenge Rating** Increases by 1

False Appearance While motionless, the basilisk is indistinguishable from a frozen rock.

Frozen Scales When a creature grapples or hits the basilisk with a melee weapon attack while within 5ft. of it, the attacker takes 4(1d6) cold damage

Glacial Fangs Whenever the basilisk deals acid damage, it can replace the damage dealt as cold damage instead.

Ice Camouflage The Coldsnap Basilisk had advantage on Dexterity(Stealth) checks while in icy terrain

Ice Walk The basilisk can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Freezing Breath(Replaces Petrifying Breath) Creatures in a 30ft. cone must succeed a DC 18 Constitution saving throw. On a failed saving throw, creatures take 35(10d6) cold damage and is restrained and half as much and is not restrained on a success. A restrained creature must repeat the saving throw at the end of its next turn.

On a successful saving throw, the effect ends. On a failure, a creature is petrified until Greater Restoration or a similar effect is used.

Bonus Action

Ice Glide The basilisk can use its bonus action to take the Dash action while on icy terrain

Obsidian Basilisk

- **Damage Immunties** Fire, Poison
- **Condition Immunities** Poisoned
- **Movement Speed** burrow speed equal to walking speed
- **Challenge Rating** Increases by 1

False Appearance While motionless, the basilisk is indistinguishable from a molten rock.

Magma Fangs Whenever the basilisk deals acid damage, it can replace the damage dealt as fire damage instead.

Molten Scales When a creature grapples or hits the basilisk with a melee weapon attack while within 5ft. of it, the attacker takes 4(1d6) fire damage

Terran Camouflage The basilisk had advantage on Dexterity(Stealth) checks while in rocky terrain

Volcanic Swimmer The basilisk has a swimming speed equal to itd walking speed while in lava. It can also breathe while submerged in lava.

Actions

Molten Breath(Replaces Petrifying Breath) Creatures in a 30ft. cone must succeed a DC 18 Constitution saving throw. On a failed saving throw, creatures take 35(10d6) fire damage and is restrained and half as much and is not restrained on a success. A restrained creature must repeat the saving throw at the end of its next turn.

On a successful saving throw, the effect ends. On a failure, a creature is petrified until Greater Restoration or a similar effect is used.

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Sylver Basilisk

- **Challenge Rating** Increases by 1

Floral Camouflage The basilisk had advantage on Dexterity(Stealth) checks while lightly obscured by ample plant life

Regeneration At the start of each of its turns, the basilisk regains a number of hitpoints equal to 5 times its proficiency bonus as long as it has at least 1 hitpoint.

Sylver Gaze Creatures petrified by the basilisk are turned to wood instead of stone

Actions

Natural Cure As a n action, the basilisk can end one status condition on itself.

Bonus Actions

Nature's Mask While lightly obscured by ample plant life, the basilisk can take the Hide action.

Sabertooth Basilisk

Pack Tactics The basilisk has advantage on attack rolls against a creature if at least one of the basilisk's allies is within 5 feet of the creature and the ally isn't incapacitated.

Predatory Instinct The basilisk is immune to being charmed or frightened by creatures at least one size smaller than it.

Keen Senses The basilisk has advantage on Wisdom(Perception) checks that rely on sight, smell, or hearing.

Opportunistic Hunter When the basilisk takes the Attack action against a creature that is under a status condition, it can make one additional bite attack as part of that action.

Bonus Actions

Aggressive The basilisk can use its bonus action to move up to half its movement speed towards a hostile creature it can see in range.

Tidewater Basilisk

- **Damage Resistances** Cold, Lightning
- **Movement Speed** The basilisk has a swimming speed equal to its walking speed

Amphibious The basilisk can breathe in air and in water.

Bioluminesence The basilisk gives off bright light in a 10ft. radius and dim light an additional 10ft.

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

Slippery Body The basilisk has advantage on ability checks and saving throws that rely on Strength or Dexterity to escape being grappled or restrained.

Underwater Camouflage The basilisk had advantage on Dexterity(Stealth) checks while submerged underwater

Primeval Basilisk

Damage Immunities Acid, Poison
Condition Immunities Poisoned, petrified
Challenge Rating Increases by 1

Acidic Body When a creature grapples or hits the basilisk with a melee weapon attack while within 5ft. of it, the attacker takes 4(1d6) acid damage

Petrifying Miasma When the basilisk reduces a creature to 0 hitpoint, it body immediately turn to stone. This condition can be reversed with *Greater Restoration*

Slippery Body The basilisk has advantage on ability checks and saving throws that rely on Strength or Dexterity to escape being grappled or restrained.

Reactions

Reactive Gaze When the basilisk takes damage from a creature within 60ft. of it that it can see, it can force that creature to make a saving throw against its Petrifying Gaze

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Dire Cockatrice

Due to their small size and hyper-aggressive nature, many cockatrices rarely make it to adulthood and those that due normally do not have long lifespans. However, a certain species of cockatrice, whether by natural luck or arcane meddling, manage to survive and evolve to an immense size.

Aggressive Behavior

Just like its smaller kin, it is extremely aggressive and territorial. However, it is much deadlier due to its strength, agility, as well as its sharp beak and claws. Thanks to its instinctual aggression, it possesses unnatural resilience to shrug off fatal blows.

Petrifying Beak

However, its most potent weapon is its beak. From a single peck, the cockatrice can cause a creature's muscles to seize up from paralysis as its victim proceeds to turn to stone.

Stone Diet

Unlike other predators, the cockatrice is not able to digest organic flesh like most creatures. Instead, it must devour rocks and stone instead. However, the cockatrice is rarely seen eating natural stones, as that would be a much easier alternative than hunting. Some arcanists, believe that the cockatrice sustains itself from minerals and crystals that natural develops in its prey's body as part of the petrification process.

This theory also explains the reason why some cockatrices are known to hunt earth elementals as an alternative source of food, as many of these creatures provide these mineral as well.

Dire Cockatrice Tactics

The cockatrice is not a subtle hunter, as it recklessly charges towards its prey. It relies largely on its paralyzing gaze to incapacitate its foes before charging in to attack its foes. If overwhelmed, it will release an ear-splitting shriek to give it the opportunity to escape unharmed.

Adventurer Tactics

The cockatrice is an extremely dangerous opponent due to its unexpected tenacity and fury. When aggravated, it will not stop until it has defeated its foe or its slain. While the best tactic is to divert its attention among multiple opponents to avoid its breath attack, becoming the sole target of a cockatrice's fury is extremely dangerous, as the cockatrice will explicitly focus on its current foe until they are defeated.

To make matters worse, a petrified creature is especially vulnerable when near the cockatrice due to its reckless nature and can easily destroy a statue when in combat. If one manages to become petrified, it is best that a cure is implemented as soon as possible.

Dire Cockatrice Variants

Throughout the centuries, the dire cockatrice has evolved into several species in an attempt to adapt to its prey in the ever-changing environment of the Material Plane

Frostbeak Cockatrice

Frostbeak cockatrices have adapted to make themselves at home in frozen biomes. They possess a thick coat of white or blue feathers that not only shields them from the cold, but can also grant them the ideal camouflage for such an environment.

Just like the common dire cockatrice, frostbeaks generally sustain themselves of magical ice crystals, typically from creatures that have been frozen solid from magical frost.

Viper Cockatrice

In comparison to its relatives, the viper cockatrice retains a much more reptilian appearance than avian. One of its most defining traits, is its special scales and feathers that allows it to seemingly vanish completely from sight; at least until it makes an attack against its quarry.

However, it most potent ability is its ability to emit a toxic cloud that paralyzes any creature that inhales its toxins. Thankfully, these beasts can only be found in the deepest jungles and rarely venture towards civilization.

Magma Cockatrice

Magma cockatrice is a rare subspecies that are typically only found in subterranean caverns which prominent lava flows. These creatures typically lurk these paths in the Underdark to surprise unsuspecting travelers, turning them into crystal with a single scratch from its beak.

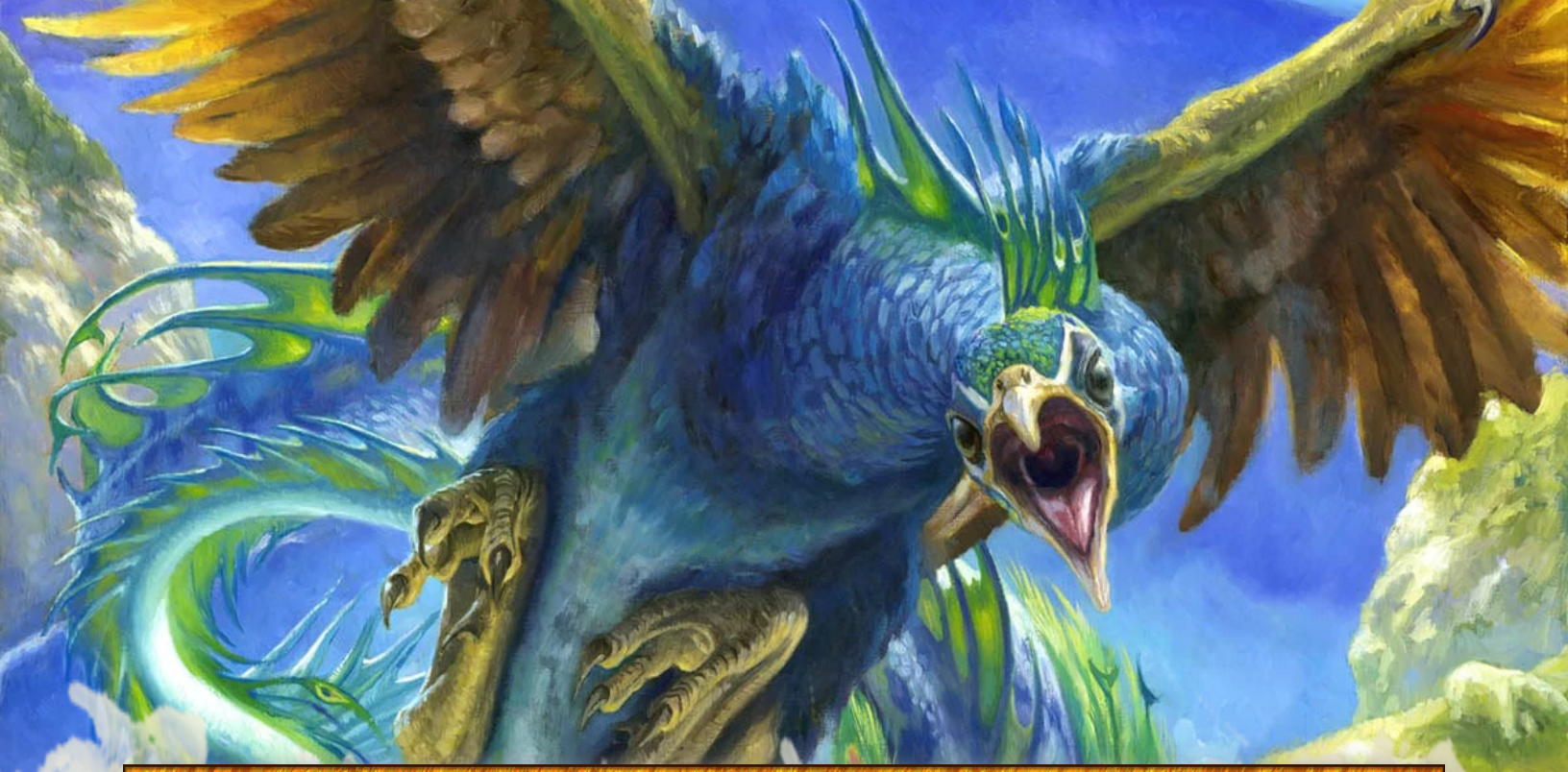
Thanks to its unique feather design, the cockatrice is able to blend into its surroundings with little difficulty and can avoid detection until it's too late for its prey.

Dread Cockatrice

Dread cockatrices are a rather peculiar breed. Unlike the rest of their kin, the dread cockatrice prefers to give its prey a chance to run by invoking a sense of mortal terror with its terrifying screams.

Experts believe that the dread cockatrice particularly enjoyed devouring frightened creatures. It is believed that when magically petrified, a creature's fear is able to form special crystal or minerals that the cockatrice particularly enjoys.

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Dire Cockatrice

large monstrosity, unaligned

Armor Class 16 (Natural Armor)
Hit Points 92(12d10+36)
Speed 30ft.. 60ft. fly

STR	DEX	CON	INT	WIS	CHA
16(+3)	17 (+3)	17 (+3)	2(-4)	13 (+1)	15 (+2)

Skills Acrobatics +6, Athletics +6, Perception +4, Intimidation +5, Performance +5
Damage Resistances Poison
Condition Immunities Petrification
Senses darkvision 60ft., passive Perception 14
Proficiency Bonus +3
Challenge 7(2900 XP)

Poison Resistance The cockatrice has advantage on saving throws against being poisoned

Reckless The cockatrice advantage on attack rolls but attack against it have advantage.

Relentless If the cockatrice is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Skydive If the cockatrice flies at least 30ft. on its turn and makes a beak attack on the same turn, it can deal an additional 11(3d6) damage.

Actions

Multiattack The cockatrice can make four attacks on its turn: One with its beak, two with its claws, and one with its tail.

Beak. *Melee Weapon Attack +6 to hit:*, 5ft. , one target. *Hit* 10(2d6+3) piercing damage. On a hit, the target must succeed a DC 14 Constitution saving throw against being magically petrified.

On a failed saving throw, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn.

On a successful saving throw, the effect ends. On a failure, a creature is petrified for 24 hours or until *Greater Restoration* or a similar effect is used.

Claws *Melee Weapon Attack, +6 to hit:* 5ft., one target. *Hit* 10(2d6+3) piercing damage.

Tail *Melee Weapon Attack*, +6 to hit: 10ft., one target. *Hit* 10(1d10+3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Wing Attack *Melee Weapon Attack* +6 to hit: 10ft., all creatures in range. *Hit* 17(4d6+3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed back 10ft. and knocked prone. The cockatrice can fly up to half its movement speed as part of this action.

Petrifying Breath(Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 14 Constitution saving throw. On a failed saving throw, creatures take 21(6d6) poison damage and is restrained and half as much and is not restrained on a success. A restrained creature must repeat the saving throw at the end of its next turn.

On a successful saving throw, the effect ends. On a failure, a creature is petrified for 24 hours or until *Greater Restoration* or a similar effect is used.

Bonus Actions

Aggressive As a bonus action, the creature can move up to its movement speed toward a hostile creature it can see.

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Frost Cockatrice

- **Damage Resistances** Cold

Frost Down(Replaces Poison Resistance) When the cockatrice fails a saving throw against an effect that deals cold damage, it takes half damage and none on a success.

Ice Walk The cockatrice can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Freezing Breath(Replaces Petrifying Breath) Creatures in a 30ft. cone must succeed a DC 14 Constitution saving throw. On a failed saving throw, creatures take 21(6d6) cold damage and is restrained and half as much and is not restrained on a success. A restrained creature must repeat the saving throw at the end of its next turn.

On a successful saving throw, the effect ends. On a failure, a creature is petrified for 24 hours or until Greater Restoration or a similar effect is used.

Bonus Action

Snowy Feathers (Replaces Aggressive) As a bonus action, the cockatrice can use its bonus action to Hide while slightly obscured by snowy terrain or snowfall

Viper Cockatrice

- **Condition Immunities** Paralyzed
- **Challenge Rating** Increases by 1

Actions

Paralyzing Breath (Replaces Petrifying Breath) Creatures in a 30ft. cone must succeed a DC 14 Constitution saving throw. On a failed saving throw, creatures take 21(6d6) poisoned damage and are paralyzed for 1 minute. On a successful saving throw, creatures take half damage and are otherwise unaffected

Paralyzed creatures can repeat its saving throw at the end of each of its turns to end the effect on a success.

Bonus Actions

Active Camouflage (Replaces Aggressive) As a bonus action, the cockatrice use its bonus action to turn Invisible until it makes an attack against a creature.

Magma Cockatrice

- **Damage Resistances** Fire

Fireproof The cockatrice cannot be set ablaze.

Heatproof (Replaces Poison Resistance) When the cockatrice fails a saving throw against an effect that deals fire damage, it takes half damage and none on a success.

Crag Walker The cockatrice can move across through difficult terrain caused by rocky terrain without spending extra movement.

Actions

Magma Breath (Replaces Petrifying Breath) Creatures in a 30ft. cone must succeed a DC 14 Constitution saving throw. On a failed saving throw, creatures take 21(6d6) fire damage and is restrained and half as much and is not restrained on a success. A restrained creature must repeat the saving throw at the end of its next turn.

On a successful saving throw, the effect ends. On a failure, a creature is petrified for 24 hours or until Greater Restoration or a similar effect is used.

Bonus Action

Earthen Camouflage (Replaces Aggressive) As a bonus action, the cockatrice can use its bonus action to Hide while slightly obscured by rocky terrain

Dread Cockatrice

- **Damage Resistances** Psychic
- **Challenge Rating** Increases by 1

Fearmonger The dread cockatrice has advantage on attack rolls against frightened creatures.

Actions

Terrifying Screech (Replaces Petrifying Breath) Creatures in a 30ft. radius around the cockatrice that can hear it must succeed a DC 14 Wisdom saving throw. On a failed saving throw, creatures take 21(6d6) psychic damage and are frightened for 1 minute. Frightened creatures are considered incapacitated as it cowers in fear.

On a successful saving throw, creatures take half damage and are otherwise unaffected

Frightened creatures can repeat its saving throw at the end of each of its turns to end the effect on a success.

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Bulette

Bulettes are ravenous hunters that roam wide berths of territory in search of good. These heavily armored juggernauts are infamously known as land sharks as they furiously plow through loose earth in search of food.

Bulettes are particularly known for their fearless nature, as they are known to attempt to make anything that moves as a potential meal, even creatures bigger than it. Bulettes have been known to steal prey from other apex predators and at times even turn the hunter into the prey.

Despite their reckless and intrepid nature, they are not entirely foolish and will not start a fight it knows that it cannot win, unless it's protecting its young or territory.

Bulette Tactics

In general, bulettes tend to be reckless combatants, as they are prone to charge into the fray with apparent disregard to their safety. The bulette's greatest weapon is its powerful jaws, immense size, and surprising speed.

Resilient Juggernaut

Thanks to their thick body armor and incredible endurance, bulettes can afford such reckless tactics in combat. They have even been known to shrug off blows that are considered lethal to creatures much larger than it. This makes engaging in prolonged battles against the bulette quite dangerous.

Mobile Fighter

Despite its size, the bulette is continually moving in combat, utilize its charge and standing leap to its greatest capacity. Although this could prove problematic when fighting multiple opponents, its thick armor allows it to shrug off any opportunistic strikes its opponent may make. If its opponent proves to be troublesome, the bulette will resort to more clandestine tactics by burrowing beneath the earth to strike at its foes from below.

Heavyweight Fighter

Its primary tactics are to knock its opponent off balance using its sheer bulk. It can accomplish this by charging into its opponent or leaping on it. While its opponent if off-balance, it can use its crushing jaws to finish off its prey while it is vulnerable.

Adventurer Tactics

The best way to take down a bulette is to not engage it in direct melee combat for prolonged periods of time, as under most circumstances, the bulette will most likely physically overpower most opponents.

As the bulette typically prefers to keep moving, the best tactic is to engage it in a tight space, limiting its movement. However, this is much easier said than done depending on the environment as the bulette has the capability to burrow through loose earth allowing it to reposition itself to a more opportune location.

However, in such an environment, one must be careful not to bunch together as the bulette will attempt to leap onto creatures clustered together.

Bulette Species

Due to the roaming nature of bulettes, these predators have adapted to flourish in the environments or biomes that they call home.

Pygmy Bulettes

Pygmy bulettes are diminutive versions of the common bulette. Whereas most bulettes are the size of a rhino or most dinosaurs, the pygmy bulette typically reaches the size of a domesticated dog. Despite their small size, they are incredibly strong and can easily overpower a humanoid with ease.

Just like their larger ancestors, they retain their fearless nature and will not back down from a challenge, even from creatures much larger than it. Despite their wild tendencies, domesticated pygmy bulettes can make for quite loving pets when trained. However, the downsides to having a pygmy bulette is its ravenous appetite and its tendency to eat small pets or children. It also does not seem to be completely unaware of its size and weight and can accidentally harm its master with its playful antics.

Dire Bulette

Dire bulettes are colossal variants of common bulette. These monstrosities are walking dreadnoughts that are capable of burrowing through solid stone. These behemoths are viewed both as a blessing and an omen. They play an essential role in many ecosystems due to their tendency to hunt other apex predators. They are particularly beneficial to subterranean biomes such as the Underdark to control giant worms.

However, their hunting behavior has been known to be quite destructive. Unlike most predators, the dire bulette hunts according to its hibernation cycle. For example, the dire bulette will hunt extensively for several months, devouring anything in its path before going back to sleep in its lair for months until awakened again by its hunger.

During their hunting sprees, dire bulettes typically leave a trail of destruction and often target large populations, especially if there are no megafauna in the vicinity Thankfully, the hibernation cycle of the dire bulette is well documented and can be predicted. Because of this, many civilizations have developed countermeasures (such as freeing livestock or even capturing megafauna for it to hunt) to prevent the bulette from setting its sights on a city.

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Crag Bulette

The crag bulette is a common subspecies typically found in deserts, mountains, or the Underdark. They can easily be identified by their jagged body armor that not only serves as a means of self-defense, but allows them to blend into their surroundings. These bulettes can be particularly dangerous to come across thanks to their ability to climb nearly any surface thanks to their specialized feet. In fact, these bulettes are notorious from dropping from cavern ceilings or cliff edges onto unsuspecting prey below.

Feral Bulette

Although most bulettes are voracious predators by nature, none match the ferocity of the feral bulette. In comparison to the rest of it kin, the feral bulette possess a keen sense of smell that allows it to track its prey. When the bulette catches the smallest scent of blood, it is thrown into a violent frenzy of gnashing teeth. To make matters worse, these bulettes are near impossible to tame as their feral demeanor allows them to temper itself from mind-altering effects from most magics.

Thalassic Bulette

The thalassic bulette is an amphibious subspecies that can only be found at the bottoms of lakes and oceans. In fact, the thalassic bulette spends the majority of its time underwater and only comes on land to raise its young until they are big enough to venture out on their own.

Umber Bulette

Umber bulettes can only be found deep in the subterranean caverns of the Underdark. Unlike their relatives, the umber bulette has no eyes, but instead relies on echolocation to navigate their surrounding. Although this provides them many advantages over many subterranean denizens it calls prey, it does leave it vulnerable to loud noises, which can temporarily blinded them as their sensitive ears are overwhelmed.

Ooze Eater Bulette

Ooze eater bulettes have evolved to hunt one specific type of prey: oozes. Their bodies have specifically adapted to hunting such prey, as they actually receive nourishment from the otherwise corrosive attacks from most oozes.

The blood of the ooze eater bulette is also quite unique as it seems to be empowered whenever it is under the effects of poison, give it a supernatural burst of speed and incredible regenerative abilities that allows it to even come back from the brink of death.

Magma Bulette

Magma bulettes can easily be identified by their blacked skin that resembles molten rock. Many experts believe that magma bulettes evolved from exposure to the Elemental Plane of Fire, thus granting them their rather elemental appearance.

Because of this, they are perfectly comfortable in swimming through molten rock and lava. Their adaptations also make them considerably more dangerous than their relatives due to their burning skin. Because of this, they are commonly tamed by the various denizens of the Plane of Fire.

Glacier Bulette

Glacier bulettes make their home in the frozen reaches of the Material Plane. Glacier bulettes are typically viewed as a nuisance for many civilizations living in these environments due to their ability to disguise themselves as floating ice chunks in the water. They are known to burst from underneath the ice dragging their prey to the frigid depths and in some cases, they have even sunk small vessels in an attempt to acquire their prey inside.

Galejaw Bulette

The galejaw is the most peculiar of all bulettes. Galejaw bulettes can easily be identified by their oversize and gaping maw. The bulette is actually able to use this jaw as a vacuum to suck unsuspecting prey into its mouth. It can also use it as a means of self-defense by unleashing a high-pitched scream that blasts back its opponents, leaving them disoriented.

However, what sets the galejaw bulette apart from its relatives is its pair of leathery wings. However, despite its ability to fly, the galejaw bulette is not an extremely graceful flier and is much slower than other airborne creatures. However, this evolution is more than enough to capture most of its prey.

Displacer Bulette

Displacer bulettes are a special breed of bulettes that have magically mutated due to exposure to the Fey Wild. They possess the unique ability to create illusory mirages of their true form. This gives them a considerable advantage in the wild, as they are able to confound and intimidate their rivals.

The greatest advantage that the displacer bulette possesses is its enhanced mobility. Not only does its blurred movement make it extremely hard to target, it also has the capability to short-range teleportation, which allows it to easily catch up with escaping prey.

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Pygmy Bulette

Small Monstrosity, unaligned

Armor Class 14 (Natural Armor)
Hit Points 22(4d6+8)
Speed 20ft., 20ft. burrow

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	15 (+2)	2 (-5)	10 (+0)	5 (-2)

Skills Perception +2
Senses tremorsense 60ft.
Proficiency Bonus +2
Challenge 1 (200 xp)

Reckless At the start of each of its turns, the bulette can grant itself advantage. However, attacks against it has advantage.

Relentless If the bulette drops to 0 hitpoints, it can make a DC 10 Constitution saving throw. On a successful saving throw, the Bulette regains 1 hitpoint. Upon each success, the DC increases by 5. This DC resets after a short or long rest.

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

Standing Leap The bulette's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, 5ft., one target. *Hit:* 9(1d12+2) damage

Standing Leap. If the bulette jumps at least 10 ft. as part of its movement, it can then use this action to land on its feet in a space that contains one Medium or smaller creatures. That creature must succeed on a DC 12 Strength or Dexterity saving throw (target's choice) or be knocked prone. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Bonus Actions

Gnaw The bulette can use its bonus action to make an additional bite attack against a creature that is prone

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Bulette

Large Monstrosity, unaligned

Armor Class 18 (Natural Armor)
Hit Points 84(8d10+40)
Speed 40ft., 40ft. burrow

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+5)	2 (-5)	10 (+0)	5 (-2)

Saving Throws Str +7, Con +8
Skills Atheltics +7, Perception +3
Senses tremorsense 60ft., passive Perception 13
Proficiency Bonus +3
Challenge 6(2300 xp)

Charge If the bulette moves or burrows up at least 20ft. and makes a bite attack on its turn, the target must succeed a DC 15 Strength saving throw or be knocked prone.

Endurance When the bulette fails a saving throws against a Constitution saving throw that deals damage, it takes half damage. On a successful saving throw, it takes none

Reckless At the start of each of its turns, the bulette can grant itself advantage. However, attacks against it has advantage.

Relentless f the drops to 0 hitpoints, it can make a DC 10 Constitution saving throw. On a successful saving throw, the Bulette regains 1 hitpoint. Upon each success, the DC increases by 5. This DC resets after a short or long rest.

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

Standing Leap The bulette's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start.

Thick Hide The bulette can reduces bludgeoning, piercing, and slashing damage by 5.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit:* 30(4d12+4) damage

Standing Leap. If the bulette jumps at least 15 ft. as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 ft. out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Bonus Actions

Gnaw The bulette can use its bonus action to make an additional bite attack as a bonus action against a prone creature in range.

Reactions

Ravenous When the bulette reduces a creature to 0 hitpoints, it can move up to half its movement speed an make an additional bite attack against a creature in range.

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Dire Bulette

Gargantuan Monstrosity, unaligned

Armor Class 20 (Natural Armor)
Hit Points 210(12d20+84)
Speed 40ft., 40ft. burrow

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	24 (+7)	2 (-5)	10 (+0)	5 (-2)

Saving Throws Str +13, Con +13
Skills Atheltics +13, Perception +6
Senses tremorsense 60ft., passive Perception 16
Proficiency Bonus +6
Challenge 18 (20000 xp)

Charge If the bulette moves or burrows up at least 20ft. and makes a bite attack on its turn, the target must succeed a DC 21 Strength saving throw or be knocked prone.

Endurance When the bulette fails a saving throws against a Constitution saving throw that deals damage, it takes half damage. On a successful saving throw, it takes none

Reckless At the start of each of its turns, the bulette can grant itself advantage. However, attacks against it has advantage.

Relentless f the drops to 0 hitpoints, it can make a DC 10 Constitution saving throw. On a successful saving throw, the Bulette regains 1 hitpoint. Upon each success, the DC increases by 5. This DC resets after a short or long rest.

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

Standing Leap The bulette's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start.

Thick Hide The bulette can reduces bludgeoning, piercing, and slashing damage by 10.

Titanic Frame The bulette has advantage on Strength and Constitution checks and saving throws.

Actions

Bite. *Melee Weapon Attack:* +13 to hit, 5ft., one target. *Hit:* 40(5d12+7) damage. If the target is a Large or smaller creature, it is swallowed, .

While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the bulette, and it takes 54 (12d8) acid damage at the start of each of the bulette's turns.

If the bulette takes damage from a swallowed creature, the bulette must succeed on a Constitution saving throw with a DC equal to half the total damage dealt at the end of that turn (minimum 10). On a failed saving throw, the bulette regurgitates all swallowed creatures, which fall prone in a space within 10 feet of the bulette.

If the buletten dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone

Standing Leap. If the bulette jumps at least 15 ft. as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 28 (6d6 + 7) bludgeoning damage plus 28 (6d6 + 7) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 ft. out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Earthquake(Recharge 5-6) Creatures within 30ft. of the Bulette must succeed a DC 21 Strength saving throw. On a failed saving throw, creatures take 42 (12d6) bludgeoning damage and are knocked prone.

Bonus Actions

Gnaw The bulette can use its bonus action to make an additional bite attack as a bonus action against a prone creature in range.

Reactions

Ravenous When the bulette reduces a creature to 0 hitpoints, it can move up to half its movement speed an make an additional bite attack against a creature in range.

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Crag Bulette

- **Movement** 40ft. climb

False Appearance While motionless, the bulette is indistinguishable from a giant rock.

Hardened Shell When the bulette starts its turns below half its hitpoint maximum, it AC increases by 3.

Spider Climb The bulette can climb difficult surfaces, including ceilings, without needing to make an abiltiy check.

Spiked Body When a creature grapples the bulette or hits it with a melee weapon attack while within 5ft. of it, it takes 5(1d8) piercing damage.

Feral Bulette

Challenge Rating Increases by 1

Blood Frenzy When the bulette takes the Attack action against a creature below half its hitpoint maximum, it can make one additional bite attack against that creature as part of that action.

Feral The bulette has advantage on saving throws against being charmed or frightened. Upon a successful saving throw, the bulette is immune to being charmed or frightened by that creature for the next 24 hours.

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

Bonus Actions

Aggressive The bulette can use its bonus action to move up to half its movement speed towards a creature it can see within range.

Thalassic Bulette

- **Damage Resistances** Acid, Cold, Lightning
- **Movement** 40ft. swim

Amphibious The bulette can breathe in air and in water

Stunning Dive If the bulette swims up at least 20ft. and makes a bite attack on its turn, the target must succeed a Constitution saving throw equal to its melee DC or become stunned until the end of its next turn.

Umber Bulette

- **Condition Immunities** Blinded
- **Senses** blindsight 120ft.
- **Movement Speed** Climb 40ft.

Echolocation The bulette can't use its blindsight while deafened.

Sound Sensitivity Whenever the bulette takes thunder damage, it must succeed a Constitution saving throw equal to half the damage dealt (minimum 10). On a failed saving throw, the bulette is considered deafened until the end of its next turn.

Keen Senses The bulette has advantage on Wisdom (Perception) checks that rely on hearing

Spider Climb The bulette can climb difficult surfaces, including upside surfaces, without needing to make an ability check.

Ooze Eater Bulette

- **Damage Immunities** Poison

Acid Absorption When the bulette takes acid damage, it takes no damage and regains a number of hitpoints equal to the damage dealt instead.

Ooze Hunter When the bulette takes the Attack action against an Ooze, it can make on additional bite attack as part of that action.

Poison Boost Whenever the bulette is forced to make a saving throw against being poisoned, it automatically fails. While poisoned, the bulette can ignore the negative aspects of the poisoned condition.

Toxic Frenzy While poisoned, the bulette's movement speed is doubled for the duration of the effect.

Toxic Regeneration While poisoned, the bulette regains 10 hitpoints at the start of each of its turns.

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Magma Bulette

- **Damage Immunities** Fire
- **Challenge Rating** Increases by 1

Blazing Fury The bulette can deal an additional 5 (1d8) fire damage on its bite attacks.

Flame Charge (Replaces Charge) If the bulette moves or burrows up at least 20ft. and makes a bite attack on its turn, the target takes an additional 13(2d12) fire damage. When the bulette leaves from 5 feet of a creature or an object, that creature takes 13(2d12) fire damage. A creature or object can take this damage only once during a turn.

Lava Swimmer When the bulette has a swimming speed equal to its walking speed while in lava. The bulette is able to breathe in air and in water.

Heated Body When a creature grapples the bulette or hits it with a melee weapon attack while within 5ft. of it, it takes 5(1d8) fire damage.

Actions

Explosive Leap(Replaces Standing Leap). When the bulette uses its standing leap, it can deal fire damage instead of slashing damage.

Fissure (Replaces Earthquake) Creatures within 30ft. of the Bulette must succeed a DC 21 Dexterity saving throw. On a failed saving throw, creatures take 54 (12d8) fire damage and are pushed back 10ft. On a successful saving throw, it takes half damage and are not pushed.

Glacial Bulette

- **Damage Immunities** Cold
- **Movement** 40ft. swim
- **Challenge Rating** Increases by 1

Amphibious The bulette can breathe in air and in water.

Glacial Fury The bulette can deal an additional 5 (1d8) cold damage on its bite attacks.

Icy Charge (Replaces Charge) If the bulette moves or burrows up at least 20ft. and makes a bite attack on its turn, the target takes an additional 13(2d12) cold damage. When the bulette moves within 5 feet of a creature or an object, that creature must succeed a DC 16 Dexterity saving throw or be knocked prone. A creature or object can only be affected by this ability once during a turn.

Ice Walk The bulette can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Frozen Body When a creature grapples the bulette or hits it with a melee weapon attack while within 5ft. of it, it takes 5(1d8) cold damage.

Actions

Glacial Leap (Replaces Standing Leap). When the bulette uses its standing leap, it can deal cold damage instead of slashing damage.

Frigid Slam (Replaces Earthquake) Creatures within 30ft. of the Bulette must succeed a DC 21 Constitution saving throw. On a failed saving throw, creatures take 54 (12d8) cold damage and are restrained until the end of its next turn. On a successful saving throw, it takes half damage and is not restrained.

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Displacer Bulette

- **Damage Resistances** Force, Psychic
- **Challenge Rating** Increases by 1

Avoidance If the bulette is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement The bulette projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

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

Illusory Images Whenever the a creature targets the bulette with an attack or with an effect that targets only the bulette, it must roll a d6. Upon rolling a 5 or 6, the attack or effect immediately misses as the creatures targets one of the illusory bulettes. It can only benefit from this feature while its displacement ability is active.

Bonus Actions

Displaced Blink) The bulette can teleport up to its movement speed to a spot that it can see within range.

Galejaw Bulette

- **Damage Resistances** Thunder
- **Movement** 40ft. fly

Amphibious The bulette can breathe in air and in water.

Glacial Fury The bulette can deal an additional 5 (1d8) cold damage on its bite attacks.

Skydive(Replaces Charge) If the bulette moves, flies, or burrows up at least 20ft. and makes a bite attack on its turn, the target takes an additional 13(2d12)damage. When the bulette moves within 5 feet of a creature or an object, that creature must succeed a DC 16 Dexterity saving throw or be knocked prone. A creature or object can only be affected by this ability once during a turn.

Actions

Thunderous Leap (Replaces Standing Leap). When the bulette uses its standing leap, it can deal thunder damage instead of slashing damage.

Sonic Burst(Replaces Earthquake) Creatures within 30ft. of the Bulette must succeed a DC 21 Constitution saving throw. On a failed saving throw, creatures take 54 (12d8) thunder damage and are pushed back 10ft, knocked prone, and deafened until the end of its next turn. On a successful saving throw, it takes half damage and are otherwise unaffected.

Bonus Actions

Vacuum Maw (Dire Bulette Only) Creatures in a 30ft. cone must succeed a DC 21 Strength saving throw or be pulled 30ft. towards the bulette on a failed saving throw.

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Owlbear

The owlbear is a peculiar creature that resembles both an owl and a bear. Despite its immense size and bulk, it is a surprisingly quiet hunter, as its soft feather masks any sounds from its movement.

Treetop Hunter

It even has the capability to short-ranged flight that enables it to leap from treetops. Its powerful claws allow it to easily climb trees that it uses to perch while waiting for prey. It also is known for its ear-piercing shriek that it uses to incapacitate its prey or any rivals.

Owlbear's Fear

Owlbears are also notorious for their feral rage. When outnumbered or severely wounded, the owlbear can erupt into a violent frenzy of claws. Their rage also gives them supernatural endurance that lets them shrug off otherwise lethal wounds.

Owlbear Tactics

The owlbear has been notoriously called the "drop bear" due to its tactic to drop from the treetops onto unsuspecting prey. The only warning prey gets is a piercing shriek that incapacitate its target.

Ambush Hunter

Their mottled feathers allow it to blend into the foliage, while its owl-like head allows it to rotate its vision at unnatural angles to see targets below. Because owlbear tend to mate for life, when one owlbear attacks, another is usually close by.

Deadly Bruisers

They are powerful melee fighters thanks to their powerful forearms and uncanny endurance. However, they are especially agile for their size, capable of leading into the treetops in a single bound.

Adventurer Tactics

When engaging an owlbear, the best tactics to keep its attention divided among opponents. Under most circumstances, the owlbear will typically target the creature that harmed it the most ; although its tactics may vary if protecting its young. Understanding these tactics is important, especially as the owlbear becomes injured as it becomes even deadlier, can easily rip an adventurer in half in a matter of seconds.

However, despite their fury, owlbears will make a hasty retreat it outmatched. However, owlbears are vengeful fighters and will return to enact vengeance against those who bested it. So adventurers should never let their guard down if they drive off an owlbear as it will mostly like return to finish the job.

Owlbear Types

Owlbears comes in a wide variety of colors and sizes, each dependent on the biome it calls home.

Dire Owlbear

Dire owlbears are the greatest of their kind, rivaling the size of mammoths and many dinosaurs. Although dire owlbears share many of the same tactics as its smaller relatives, they tend to be solitary by nature, only interacting with other dire owlbears when mating or raising young.

Snow Owlbear

Snowy owlbears can be easily recognized by the mottled white coat that allow them to vanish in their snowy terrain. These dense feathers also provide it plenty of insulation from even the harshest of blizzards. They also possess significantly longer claws than their relatives, which allows them to tread slick ice with little problem.

Devil Owlbear

Devil owlbears get their name from their extended tufts of fear and fur that give them a horned appearance akin to that of a fiend. In fact, it uses these horns as an intimidation tactic to scare off rivals and other predators.

Additionally, as if trying to live up to its name, the devil owlbear is notorious for its foul demeanor, even by owlbear standards. They are known to be brutal combatants that instantly attack at the slightest transgression.

Coven Owlbear

Coven owlbears are known for their extremely close knit packs consisting of up to 11(2d10) members. However, their pack bonds tend to be much stronger that that of a typical pack animal. Thanks to their unbreakable bonds, a pack of coven owlbears are an extremely potent fighting force fearlessly are able to take on opponents much more powerful than themselves.

Winged Owlbear

Winged owlbears are an extremely evolved form of the owlbear that has evolved a pair of powerful wings granting it the ability to fly. In fact, many experts believe this form of the owlbear represents a common ancestor between the species of owlbear and the gryphon.

Moon Owlbear

Moon owlbears get their name from their eerie and otherworldly appearance. Their perfectly round face and glittering eyes gives off a supernatural quality reminiscent of the Feywild. In fact, their fey ancestry grants them the ability to see through magical illusions and invisibility.

Displacer Owlbear

Displace owlbears are another species of owlbear found in the Feywild. Most of its special abilities rely primarily on misdirection and illusions, causing attacks against it to inevitably miss.

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Owlbear

Large monstrosity, unaligned

Armor Class 14 (Natural Armor)
Hit Points 68(8d10+24)
Speed 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
20(+5)	12 (+1)	17 (+3)	3(-4)	17 (+3)	7 (-2)

Saving Throws Dexterity +4, Constitution +5
Skills Athletics +7, Stealth +3, Perception +5
Senses darkvision 120ft., passive Perception 15
Proficiency Bonus +2
Challenge 4(1100 XP)

Gloom Sight The Owlbear's vision is not obscured by non-magical darkness.

Wounded Fury If the Owlbear makes the Attack action while below half its hitpoint maximum, it can make an additional claw attack as part of that action action.

Temperamental The Owlbear advantage on saves against being charmed or frightened.

Nocturnal The Owlbear has advantage on Dexterity (Stealth and Initiative) checks it makes at night or while in dim light or darkness.

Relentless If the Owlbear is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Keen Senses The Owlbear as advantage on Wisdom (Perception) checks relying on sight and hearing

Actions

Multiattack The Owlbear can make three attacks on its turn: One with its beak, two with its claws.

Beak. *Melee Weapon Attack* +7 to hit:, 5ft. , one target. *Hit* 12(2d6+5) piercing damage.

Claws *Melee Weapon Attack*, +7 to hit:, 5ft. , one target. *Hit* 11(1d10+5) slashing damage. If the target is a creature that is Medium or smaller, it must succeed a DC 15 Strength saving throw or be knocked prone.

Stunning Shriek (Recharge 5-6) Creatures in a 30ft. radius must succeed a DC 13 Constitution saving throw. On a failed saving throw, creatures are considered stunned and deafened until the end of its next turn.

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Dire Owlbear

Huge monstrosity, unaligned

Armor Class 17 (Natural Armor)
Hit Points 150(12d12+72)
Speed 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
25(+7)	12 (+1)	22 (+6)	3(-4)	17 (+3)	7 (-2)

Saving Throws Str +11, Dex +5, Constitution +11
Skills Athletics +7, Stealth +3, Perception +5
Senses darkvision 120ft., passive Perception 15
Proficiency Bonus +4
Challenge 10(5900 XP)

Gloom Sight The Owlbear's vision is not obscured by non-magical darkness.

Dire Fortitude The Owlbear has advantage on Strength and Constitution ability checks and saving throws.

Siege Monster The Owlbear deals double damage to buildings and objects

Wounded Fury If the Owlbear makes the Attack action while below half its hitpoint maximum, it can make an additional claw attack as part of that action action.

Temperamental The Owlbear advantage on saves against being charmed or frightened.

Nocturnal The Owlbear has advantage on Dexterity (Stealth and Initiative) checks it makes at night or while in dim light or darkness.

Relentless If the Owlbear is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. If it succeeds, it drops to 1 hitpoint instead. Each time it uses this feature after the first, the DC increases by 5. The DC resets to 10 after a short or long rest.

Keen Senses The Owlbear as advantage on Wisdom (Perception) checks relying on sight and hearing

Actions

Multiattack The Owlbear can make three attacks on its turn: One with its beak, two with its claws.

Beak. *Melee Weapon Attack* +11 to hit:, 5ft. , one target. *Hit* 21(4d6+7) piercing damage.

Claws *Melee Weapon Attack*, +11 to hit:, 10ft. , one target. *Hit* 18(2d10+7) slashing damage. If the target is a creature that is Medium or smaller, it must succeed a DC 19 Strength saving throw or be knocked prone.

Stunning Shriek (Recharge 5-6) Creatures in a 30ft. radius that can hear the Owlbear must succeed a DC 18 Constitution saving throw. On a failed saving throw, creatures are considered stunned and deafened until the end of its next turn.

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Snow Owlbear

- **Damage Resistances** Cold
- **Movement** 40ft, Swim

Snow Sight The Owlbear's vision is not obscured by non-magical fog, sand, snow, or rain.

Ice Stride The Owlbear can move across icy surfaces without needing to make an ability check. It can also travel across non-magical difficult terrain cause by ice without expending additional movement speed.

Downy Feather When the Owlbear takes damage from a saving throw that deals cold damage, it takes half damage on a failed saving throw and none on a successful throw.

Snowy Feathers The Owlbear has advantage on Dexterity (Stealth) checks while in snowy or icy conditions or terrain.

Bonus Actions

Snowy Hide The Snow Owlbear can use its bonus action to Hide. It can hide in this manner when lightly obscured by snowfall, ice, or similar terrain or conditions.

Devil Owlbear

- **Challenge Rating** Increases by 1

Frightful Presence Each creature of the Owlbear's choice that is within 30 ft. of the Owlbear and is aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creature's frightened in this manner are considered paralyzed for the duration of this effect. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Owlbear's Frightful Presence for the next 24 hours.

Reckless At the start of each of its turns, the Owlbear can grant itself advantage on attack rolls until the start of its next turn. For the duration of this effects, attacks against the Owlbear has advantage.

Bonus Actions

Aggressive The Owlbear can use its bonus action to move up to its movement speed towards a hostile creature it can see within range.

Reactions

Retaliation When a creature hits the Owlbear with a melee attack, the Owlbear can use its reaction to make a claw attack against that creature. It can take this reaction at the end of each of every creature's turn.

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Coven Owlbear

- **Challenge Rating** Increases by 1

Gang Boost The Owlbear can deal a critical hit on a 19-20 against a creature if at least one of the Owlbear's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pack Tactics The Owlbear has advantage on attack rolls against a creature if at least one of the Owlbear's allies is within 5 feet of the creature and the ally isn't incapacitated.

Owlbear Bond While the Owlbear can see another allied Owlbear with 30ft. of it that is not incapacitated, the Owlbear is immune to being charmed or frightened.

Actions

Rallying Shriek When the Owlbear uses its Stunning Shriek, other Owlbear within range are unaffected by this feature. Instead those Owlbear gain advantage on attack rolls and saving throws until the end of their next turn.

Reactions

Vengeance Whenever one of the Owlbear's allies with 5ft. of it is hit with a melee attack, the Owlbear can use its reaction to make a claw attack against that creature.

Winged Owlbear

- **Movement Speed** 40ft. Fly

Elongated Limbs The Owlbear's reach for its melee attacks increases by 5ft.

False Flight If the Owlbear ends its turn with nothing keeping it aloft, it begins to fall.

Feather Fall When the Owlbear takes fall damage, it can make a DC 10 Dexterity saving throw. On a failed saving throw, it takes take half damage and fall prone. On a success, it takes half damage and does not fall prone. The DC increases by 1 for every 10ft. above 40ft. that the Owlbear falls.

Owlbear Bond While the Owlbear can see another allied Owlbear with 30ft. of it that is not incapacitated, the Owlbear is immune to being charmed or frightened.

Moon Owlbear

- **Damage Resistances** Psychic, Radiant
- **Challenge Rating** Increases by 1

Fey Touched The Owlbear cannot be put to sleep by magical means

Moon Sight The Owlbear the true form of creatures hidden by illusions, invisibility, or effects that changes a creatures form. It does not suffer disadvantage on attack rolls or Wisdom (Perception) checks because of these effects.

Magic Resistance The Owlbear has advantage on saving throws against spells and magical effects.

Magical Attacks The Owlbear's attacks count as magical for the purpose of overcoming resistance

Bonus Actions

Moon Feather The Owlbear can use its bonus action to turn invisible until the start of its next turn.

Displacer Owlbear

- **Damage Resistances** Psychic, Force
- **Challenge Rating** Increases by 1

Avoidance Whenever the Owlbear fails a saving throw against an effect that deals damage, the Owlbear takes half damage. On a successful saving throw, the Owlbear takes none

Displacement The Owlbear projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the Owlbear is incapacitated or has a speed of 0.

Displaced Mirages Whenever a creature targets the Owlbear with an attack or an effect that only targets the Owlbear, that creature must roll a d6. Upon rolling a 6, the Owlbear takes no damage as the attack or effect targets one of its illusory doubles instead. It can only benefit from this feature while its Displacement feature is active.

Bonus Actions

Displaced Blink The Owlbear can use its bonus action to teleport up to its movement speed to a spot that it can see within range.

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Crag Owlbear

- **Movement Speed** 20ft. burrow

Endurance Whenever the Owlbear fails a Constitution saving throw against an effect that deals damage, the Owlbear takes half damage. On a successful saving throw, the Owlbear takes none

Rocky Camouflage The Owlbear has advantage on Dexterity (Stealth) checks while in sandy or rocky conditions or terrain.

Sand Sight The Owlbear's vision is not obscured by non-magical fog, sand, snow, or rain.

Crag Walker The Owlbear can move across sandy or rocky surfaces without needing to make an ability check. It can also travel across non-magical difficult terrain caused by sand or rocks without expending additional movement speed.

Spider Climb The Owlbear can climb difficult surfaces without needing to make an ability check

Crag Owlbear

Crag owlbears are a hardy variant found in arid and barren wastelands and mountains. Their fur serves as the perfect camouflage to allow them to lie unnoticed by their prey. They possess exceedingly sharp claws that allow them to burrow through solid rock and even latch on cliff faces and even ceiling with little difficulty.

Savage Owlbear

- **Challenge Rating** increases by 1

Brutal When the Owlbear deals a critical hit against a creature, it can triple the damage die instead.

Last Stand Whenever the Owlbear starts its turn below half its hitpoint maximum, it gains resistance to all damage

Feral When the Owlbear has at least two hostile creature's within 5ft. of it, it can make additional claw attack as a bonus action when it takes the Attack action.

Wounded Frenzy When the Owlbear is below half its hitpoint maximum, its melee attacks have advantage.

Reactions

Rampage When the Owlbear reduces a creature to 0 hitpoints or deal a critical hit, it can use its reaction to move up to half its movement speed and make a beak attack against a creature in range.

Savage Owlbear

Savage owlbears are another brutal subspecies of owlbear rivaling that of the devil owlbear. Thankfully, the savage owlbear prefers to keep to itself. However, when antagonized, it will erupt into a bloody frenzy that will not end until all of its foes are dead.

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Gryphon

Gryphons are largely considered to be the rulers of the skies. They are easily recognizable by their bird-like head and wings and their lion's like body.

Numerous Varieties

However, they come in variations similar to owls, parrots, eagles, and hummingbirds while possessing the body of a tiger or a leopard. Although many gryphons possess a pair of wings, some species have been known to sport up to four and even 6 wings.

Gryphon Prides

Gryphons typically live in large prides, typically of 7(2d6) members, that they use to hunt prey and raise their young. They prefer to hunt in groups, targeting any prey they can grasp in their claws. Unlike other social predators, gryphon prides are rarely led by a single "alpha". Gryphon prides retain a much more familial aspect and are often led by a dominant mated pair.

Tamed Gryphons

Due to their social nature and their strong bonds with members of their pride, gryphons make for ideal mounts. Thanks to their strength, speed, and mobility, the gryphon is the perfect all-terrain combat mount. Although they are rather easy to domesticated, it does require a significant amount of training between the rider and the gryphon to become the perfect fighting unit.

However, once trained, gryphon riders are some of the most elite cavalry on the Material Plane. Thanks to their intelligence and tactics, they are able to easily defeat other mounts such as wyverns that are under most circumstances physically superior to the gryphon.

Gryphon Tactics

Gryphons rely on their superior flying ability to get the drop on their prey. The sheer impact of their dive has been known to kill a creature upon impact.

For larger and more difficult prey, Gryphons prefer to simply lift their target from the sky and let gravity do the rest.

However, as the creature falls, gryphon prides tend to treat it as a sport, diving in to slash at the helpless creature as it falls to the ground.

When hunting as a pride, gryphons will encircle their prey to prevent their prey. Once in the optimal position, they will all unleash a torrent of sonic booms.

Adventurer Tactics

When fighting a gryphon, one must be a patient fighter, as gryphon typically rely on skirmisher tactics. Despite their strength, gryphons rarely engage in a prolonged melee brawl, as they primarily engage in melee long enough to grab their prey off the ground. If their prey puts up too much of a fight, it'll simply drop them and repeat their attack.

To prevent this, it is best to limit the gryphon's capability of flight, such as fighting in an obscured location such as forest. In such a circumstance, the gryphon will be forced to retreat as it loses its advantage, or it will be forced to fight on the ground where it's comparatively weaker.

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Gryphon Types

Gryphons come in all shapes and sizes depending on their origin.

Gryphon Cub

Gryphon cubs make for lovable pets, as they often share many characteristics of puppies and kittens. Despite their lovable personalities, it is still important to remember that they are wild animals and if their natural instincts are not controlled or tamed, they can inflict harm on their owners or other pets by accident thanks to their sharp beak and claws.

Dire Gryphon

Dire gryphons are believed to be the ancient ancestors of common gryphons. Dire gryphons were much more common during times wherein ambient magic was much more concentrated on the Material Plane. However, as time passed, their numbers dwindled due to less resources and from being hunted down by fearful humanoids.

However, some societies have learned to tame these majestic beasts. A fully grown dire gryphon is a force to be reckoned with, rivaling that of certain adult dragons. Their greatest weapon is their thunderous screech, which has been known to literally blow apart its foes from its sheer power.

Phoenix Gryphon

As gryphons are such a valuable tame, many gryphons have been exported to the Material Plane. Here, they have adapted to their hellish environment. They feathers seem to give off a dull orange glow as it gives off a burning heat akin to a living flame.

These gryphons also have the special ability to cause the surrounding air to immediately combust, causing the creature in range to burst into flame.

Blizzard Gryphon

Blizzard gryphons are easily recognized thanks to their snow-white feathers. Interestingly enough, blizzard gryphons are completely amphibious and have the capability of diving into the frigid waters in search of food. Because of this, they are an extremely valuable tame for many arctic societies.

Tempest Gryphon

During a powerful thunderstorm, one may seem streaks of lightning raining from the cloud, almost like the meteor disappearing over the horizon followed by an echoing boom. These streaks are not a new form of lightning, but are mostly likely tempest gryphons on the hunt. These gryphons are the absolute masters of the skies, as they can easily fly through the most chaotic of storms with little difficulty.

Their feathers have the unique ability to charge the surrounding air to create an ionized gale that creates a tremendous thunder burst to stun its prey.

Aether Gryphon

Aether gryphons are an artificially created subspecies of gryphon created by mages to serve as an ideal combat mount for spellcasters. The aether gryphon's feathers have a special lining that allows them to ward of magical spell effects.

They also have the unique ability to concentrate the ambient magic aether around them into a storm that disrupts the spellcasting abilities of its opponents. This makes them particularly useful in warfare, as many armies employ various forms of arcane warfare in their conquests.

Twilight Gryphon

Twilight gryphons are a reclusive species of gryphons as they are completely nocturnal. These gryphons can easily be identified by their stark black feathers that allows them to seemingly vanish into the shadows. Because of their nocturnal nature, races such as vampires really find these creatures quite useful for their goals.

Their primary weapon is their ability to travel unseen, so a lot of their tactics revolve around hindering their opponent's ability to see.

Primal Gryphon

The primal gryphon is a larger and more feral counterpart to the common gryphon. They are known for their particularly aggressive and stubborn demeanor. Although they are much harder to train, they are quite valuable as they are able to remain unfazed by the horrors of the battlefield.

Additionally, they possess the unique ability to fling razor sharp feathers at their opponents, giving them a considerable edge against their relatives while in aerial combat.

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Gryphon Cub

Small monstrosity, unaligned

Armor Class 12 (Natural Armor)
Hit Points 14(4d6)
Speed 20ft., 20ft. fly

STR	DEX	CON	INT	WIS	CHA
13(+1)	15 (+2)	11 (+0)	8(-1)	13 (+1)	8 (-1)

Skills Perception +3
Senses passive Perception 13
Proficiency Bonus +2
Challenge 1/2(100 XP)

Keen Senses The gryphon cub advantage on Wisdom (Perception) checks relying on sight

Flyby The gryphon cub doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Weak Flier Althought the gryphon cub has a flying speed, it will begin to fall if it ends its movement while nothing is holding it aloft.

Actions

Beak *Melee Weapon Attack*, *+4 to hit:* 5ft., one target. *Hit* 5(1d4+2) piercing damage.

Screech(Recharge 5-6) The gryphon cub can unleash a high pitched screech that can be heard clearly from 300ft. away. Creatures within 30ft. that can hear the gryphon cub must succeed a DC 10 Constitution saving throw or become deafened until the end of its next turn.

Gryphon

large monstrosity, unaligned

Armor Class 15 (Natural Armor)
Hit Points 68(8d10+24)
Speed 40ft.. 80ft. fly

STR	DEX	CON	INT	WIS	CHA
18(+4)	15 (+2)	16 (+3)	8(-1)	18 (+4)	8 (-1)

Skills Athletics +6, Perception +8
Senses passive Perception 18
Proficiency Bonus +2
Challenge 4(1100 XP)

Skydive If the griffin is flying and dives at least 40ft towards a target and then hits it with a beak attack on the same turn, the attack deals an extra 14 (4d6) damage to the target.

Keen Senses The gryphon advantage on Wisdom (Perception) checks relying on sight

Flyby The gryphon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Primary DC

Some gryphon variants require a saving throw. The following DCs can be used to calculate the saving throws for those effects:

Primary DC The gryphon's primary DC is 13

Melee DC The gryphon's primary DC is 14

Actions

Multiattack The gryphon can make three attacks on its turn: One with its beak, two with its claws.

Beak. *Melee Weapon Attack*, *+6 to hit:*, 5ft. , one target. *Hit* 11(2d6+4) piercing damage.

Claws *Melee Weapon Attack*, *+6 to hit:* 5ft., one target. *Hit* 9(1d8+4) piercing damage.

Wing Attack *Melee Weapon Attack*, +6 to hit: 10ft., all creatures in range. *Hit* 21(4d8+3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw. On a failed saving throw, that creature is pushed back 10ft. and knocked prone.

The Gryphon can fly up to half its movement speed as part of this action.

Sonic Boom (Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 14 Constitution saving throw. On a failed saving throw, creatures take 22 (4d10) thunder damage are pushed back 20ft., knocked prone, and deafened until the end of its next turn. on a failed save, creatures take half damage and are otherwise unaffected.

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Dire Gryphon

Huge monstrosity, unaligned

Armor Class 17 (Natural Armor)
Hit Points 171(16d12+80)
Speed 60ft. 120ft. fly

STR	DEX	CON	INT	WIS	CHA
23(+6)	15 (+2)	21(+5)	8(-1)	18 (+4)	8 (-1)

Saving Throws Str+11, Dex +7, Con +10
Skills Athletics +11, Perception +9
Senses passive Perception 17
Proficiency Bonus +5
Challenge 13(10000 XP)

Flyby The gryphon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Senses The gryphon advantage on Wisdom (Perception) checks relying on sight

Legendary Resistances(3/day) When the gryphon fails a saving throw, it can choose to succeed. Upon using this feature, it can fly up to its movement speed without provoking attacks of opportunity.

Majestic Presence Each creature of the gryphon's choice that is within 120 ft. of the gryphon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the Effect ends for it, the creature is immune to the gryphon's Majestic Presence for the next 24 hours.

Skydive If the griffin is flying and dives at least 60ft towards a target and then hits it with a beak attack on the same turn, the attack deals an extra 21 (6d6) damage to the target.

Primary DC

Some gryphon variants require a saving throw. The following DCs can be used to calculate the saving throws for those effects:

Primary DC The gryphon's primary DC is 18

Melee DC The gryphon's primary DC is 19

Actions

Multiattack The gryphon can make three attacks on its turn: One with its beak, two with its claws.

Beak. *Melee Weapon Attack*, *+11 to hit:*, 5ft. , one target. *Hit* 20(4d6+6) piercing damage.

Claws *Melee Weapon Attack*, *+11 to hit:* 5ft., one target. *Hit* 13(3d4+6) slashing damage.

Wing Attack *Melee Weapon Attack*, +11 to hit: 10ft., all creatures in range. *Hit* 34(8d6+6) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw. On a failed saving throw, that creature is pushed back 10ft. and knocked prone.

The Gryphon can fly up to half its movement speed as part of this action.

Sonic Boom (Recharge 5-6) Creatures in a 60ft. cone must succeed a DC 18 Constitution saving throw. On a failed saving throw, creatures take 55 (10d10) thunder damage are pushed back 30ft., knocked prone, and deafened until the end of its next turn. on a failed save, creatures take half damage and are otherwise unaffected.

Reactions

Gale Wings When a creatures grapples the gryphon or hits it with a melee weapon attack while within 10ft. of the gryphon, it can force all creatures within 10ft. of it to make a DC 19 Strength saving throw. On a failed saving throw, creatures pushed back 10ft. and fall prone.

Legendary Actions (3/turn)

The Dire Gryphon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dire Gryphon regains spent legendary actions at the start of their turn.

Wing Gale(1 action) The Dire Gryphon can force creatures within 10ft. of it to make a DC 19 Strength saving throw or be pushed back 10ft. and knocked prone. Upon using this feature, the Gryphon can fly up to half its movement speed.

Deafening Shriek(2 action) Creatures within 60ft. of the Gryphon that can hear it must succeed a DC 19 Constitution saving throw or be deafened until the end of its next turn

Resilience(3 actions) The gryphon can end the effects of a status conditions or spell effect on itself.

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Phoenix Gryphon

- **Damage Immunity** Fire
- **Challenge Rating** Increases by 1

Blazing Talons The phoenix gryphon can deal an additional 5(1d8) fire damage on each of its melee weapon attacks

Cinder Feathers Whenever a creature grapples or hits the phoenix gryphon with a melee attack within 5ft of it, it takes 5(1d8) fire damage.

Burning Dive When the phoenix gryphon uses its Skydive feature, it deals additional fire damage instead.

Illumination The phoenix gryphon gives off a bright light in a 30ft. radius and dim light an additional 30ft.

Actions

Combusting Screech(Replaces Sonic Boom) Creatures with range appropriate for the type of gryphon (30ft. cone for normal and 60ft. cone for dire) must succeed a Constitution saving throw equal to the Gryphon's Primary DC.

On a failed saving throw, creatures takes both fire and thunder damage equal to a number of d10s equal to the proficiency bonus of the gryphon and are set ablaze for 1 minute. Creatures set ablaze take 6(1d10) fire damage at the start of each of its turns unless it uses an action to put out the flames. On a successful saving throw, creatures take half damage and are otherwise unaffected.

Reactions

Immolating Gale(Replaces Gale Wings) When a creatures grapples the gryphon or hits it with a melee weapon attack while within 10ft. of the gryphon, it can force all creatures within 10ft. of it to make a Dexterity saving throw equal to its Primary DC. On a failed saving throw, creatures are set ablaze for one minute. Creatures set ablaze take 6(1d10) fire damage at the start of each of its turns unless it uses an action to put out the flames.

Blizzard Gryphon

- **Damage Immunity** Cold
- **Movement** 30ft. Swim
- **Challenge Rating** Increases by 1

Frozen Talons The blizzard gryphon can deal an additional 5(1d8) cold damage on each of its melee weapon attacks

Glacial Feathers Whenever a creature grapples or hits the blizzard gryphon with a melee attack within 5ft of it, it takes 5(1d8) cold damage.

Frigid Dive When the blizzard gryphon uses its Skydive feature, it deals additional cold damage instead.

Hold Breath The blizzard gryphon can hold its breath for up to 30 minutes.

Ice Walk The blizzard gryphon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Blizzard Gale(Replaces Sonic Boom) Creatures with range appropriate for the type of gryphon (30ft. cone for normal and 60ft. cone for dire) must succeed a Constitution saving throw equal to the Gryphon's Primary DC.

On a failed saving throw, creatures takes both cold and thunder damage equal to a number of d10s equal to the proficiency bonus of the gryphon and its movement speed is reduced to 0 until the end of its next turn. On a successful saving throw, creatures take half damage and are otherwise unaffected.

Reactions

Freezing Winds(Replaces Gale Wings) When a creatures grapples the gryphon or hits it with a melee weapon attack while within 10ft. of the gryphon, it can force all creatures within 10ft. of it to make a Constitution saving throw equal to its Primary DC. On a failed saving throw, creatures have their movment speed reduced to 0 until the end of its next turn

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Tempest Gryphon

- **Damage Immunity** Lightning

Storm Talons The tempest gryphon can deal an additional 5(1d8) lightning damage on each of its melee weapon attacks

Charged Feathers Whenever a creature grapples or hits the Tempest Gryphon with a melee attack within 5ft of it, it takes 5(1d8) cold damage.

Lightning Dive When the tempest gryphon uses its Skydive feature, it deals additional lightning damage instead.

Tempest Wings The tempest gryphon can fly through turbulent winds without needing to make an ability check. Additionally, difficult terrain composed strong winds doesn't cost it extra movement.

Actions

Tempest Gale (Replaces Sonic Boom) Creatures with range appropriate for the type of gryphon (30ft. cone for normal and 60ft. cone for dire) must succeed a Constitution saving throw equal to the Gryphon's Primary DC.

On a failed saving throw, creatures takes both lightning and thunder damage equal to a number of d10s equal to the proficiency bonus of the gryphon and is stunned until the end of its next turn. On a successful saving throw, creatures take half damage and are otherwise unaffected.

Reactions

Shocking Storm (Replaces Gale Wings) When a creatures grapples the gryphon or hits it with a melee weapon attack while within 10ft. of the gryphon, it can force all creatures within 10ft. of it to make a Constitution saving throw equal to its Primary DC. On a failed saving throw, creatures cannot take reactions end of its next turn

Aether Gryphon

- **Damage Immunity** Force

Aether Break Creatures that take damage from the aether gryphon have disadvantage on saving throws to maintain concentration on spell effects

Magical Attacks The aether gryphon's attacks count as magical for the purpose of overcoming resistance.

Magic Sight The aether gryphon can pinpoint the location of a magical effect within 120ft. of it. It can also determine if a creature is a spellcaster or not.

Spell Turning Feathers The aether gryphon has advantage on saving throws against spells and magical effects. If the gryphon succeeds a saving throw against a spell effect that only affects its, the aether gryphon takes no damage and can redirect the spell back at the target

Actions

Aether Gale (Replaces Sonic Boom) Creatures with range appropriate for the type of gryphon (30ft. cone for normal and 60ft. cone for dire) must succeed a Constitution saving throw equal to the Gryphon's Primary DC.

On a failed saving throw, creatures takes both force and thunder damage equal to a number of d10s equal to the proficiency bonus of the gryphon and cannot cast or concentrate on spell effects until the end of its next turn. On a successful saving throw, creatures take half damage and are otherwise unaffected.

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Twilight Gryphon

- **Damage Immunity** Necrotic

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

Shadow Evasion While in dim light or darkness, the twilight gryphon has advantage on Dexterity saving throws. Upon failing a Dexterity saving throw, the twilight gryphon only takes half damage and none of a successful saving throw.

Actions

Twilight Gale(Replaces Sonic Boom) Creatures with range appropriate for the type of gryphon (30ft. cone for normal and 60ft. cone for dire) must succeed a Constitution saving throw equal to the Gryphon's Primary DC.

On a failed saving throw, creatures takes both necrotic and thunder damage equal to a number of d10s equal to the proficiency bonus of the gryphon and are blinded until the end of its next turn. On a successful saving throw, creatures take half damage and are otherwise unaffected.

The affected area is also shrouded in magical darkness until the end of its next turn.

Bonus Actions

Shadow Stealth The Twilight Gryphon can use its bonus action to Hide while in dim light or darkness

Reactions

Shadow Burst When a creature grapples the gryphon or hits it with a melee weapon attack while within 10ft. of the gryphon, the gryphon can shroud an area within 10ft. around it in magical darkness which lasts until the end of its next turn.

Primal Gryphon

- **Challenge Rating** Increases by 1

Pack Tactics The gryphon has advantage on attack rolls against a creature if at least one of the gryphon's allies is within 5 feet of the creature and the ally isn't incapacitated.

Dauntless The Primal Gryphon has advantage on saving throws against being frightened. Upon succeeding a saving throw against being frightened, the Primal Gryphon is immune to being frightened by that creature for the next 24 hours.

Defiant The Primal Gryphon has advantage on saving throws against being charmed. Upon succeeding a saving throw against being charmed, the Primal Gryphon is immune to being charmed by that creature for the next 24 hours.

Actions

Blade Feather(Replaces Sonic Boom) Creatures with a 30ft. radius around the Gryphon must succeed a Dexterity saving throw equal to its melee DC. On a failed saving throw, creatures take piercing damage equal to a number of d10s equal to twice the gryphon's proficiency bonus.

On a successful saving throw, creatures take half damage.

Bonus Actions

Aggressive The gryphon can move up to its movement speed towards a hostile creature it can see within range.

Reactions

Savagry When a creature grapples the gryphon or hits it with a melee weapon attack while within 5ft. of the gryphon, the gryphon can make two claw attacks against that creature

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Roc

Few people have ever seen the majestic roc. At first glance, rocs often appear as an enormous bird of prey; however, it is not uncommon that these titans possess a set of four to six wings, each with a wingspan of at least 100ft. when fully grown. However, because this creature is so rare, some believe specimens that had been discovered were only adolescents and had not even reached its full size yet.

They are surprisingly swift and nimble for their size, capable of swiftly diving to swoop up their prey in a matter of seconds before escaping to the skies. However, their most potent weapon is their ability to use their wings to conjure a windstorm capable of leveling any creature or structure unfortunate enough to find itself in proximity.

Roc Tactics

Thankfully, the roc does not prefer to eat prey much smaller than it unless there are no other options available, as it would be a waste of energy. When hunting, it uses its keen vision to spot distant targets before slowly circling to perform a killer skydive to swoop onto its prey. If the target survives its kill dive, it simply flies hundreds of feet into the sky, dropping the creature. Assuming it's prey still lives, it performs one last skydive to finish off its prey. When threatened by another creature such as a dragon, another roc, or large flocks of griffins or wyverns, they use their colossal wings to whip up a windstorm knocking their attackers from the skies.

Roc Variants

Despite their rare appearance, many accounts of roc encounters seem to suggest that they are an extremely diverse creature with numerous adaptations

Storm Roc

Storm rocs are believed to be the source of many myths and legends regarding the legendary thunderbird. Like all rocs, storm rocs tend to be quite reclusive but have been known to be attracted to powerful thunderstorms.

In fact, many myths seems to false assert that these creatures create thunderstorms. However, experts believe such claims are erroneous as the storm roc is merely attracted to the electrical discharges of lightning storms as they are able to use its energy for sustenance.

However, due to the immensity and sheer power of the beasts, they definitely do live up to their storm reputation as their powerful wings are able to generate a perpetual tempest and can electrically charge the surrounding air. When threatened, they can use this ability to superheat the surrounding air creating a devastating thunder burst, paralyzing anything in range.

Blizzard Roc

The blizzard roc is a close relative to the storm roc that can only be found in the polar expanses of the Material Plane. Just like its stormy counterpart, the blizzard roc is mistakenly blamed as the source of many snowstorms.

However, these rocs primarily use these conditions as the optimal time for hunting, as it is able to shroud its huge form amidst the swirling storm. However, its powerful wings do have the capability to manipulating the air currents around it to redirect frigid blasts of air that can temporarily coat its opponents in a layer of ice.

Cinder Roc

Because of their fiery appearance and enormous size, the cinder roc is often confused for the Elemental Phoenix. Many believe the cinder roc is not a natural species, but rather one created through forced adaptation. It is believed that cinder rocs were bred by fire giants who took broods of rocs to the Elemental Plane of Fire, which caused them to magically evolve and mutate to adapt to their new home.

As a result, the fire giants acquired a new mount of war that was perfectly suited for conquests on the Material Plane as well as the Plane of Fire.

Stormtide Roc

Despite their enormous size, stormtide rocs are tremendous swimmers. Their powerful wings allow them to propel through even the most turbulent of waves and current. These colossal birds are able to effortlessly transition from the sky to the sea with graceful dives that allows them to easily grasp the largest of aquatic prey. They are also surprisingly capable combatants underwater, as they are able to whip their wings together to create a violent whirlpool that flings away any creature that gets too close.

Many sailors view this beast as a blessing, as its mere presence frightens all but the largest of aquatic megafauna.

Gloom Roc

Gloom rocs are terrifying nocturnal predators that stalk the night skies of their hunting grounds. These rocs typically hunt when there is little light from the moon, which allows them to seemingly vanish amidst the blackness of the night.

However, the most peculiar aspect about these rocs is that they have the ability to conjure gales of shadow that shrouds their prey in a vortex of darkness. Upon using this feature, their prey become shrouded and disoriented in a cloud of darkness, granting the roc the perfect opportunity to strike.

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Manastorm Roc

Manastorm rocs are one of the rarest of their kind. In fact, manastorm rocs are believed to only be created when exposed to a magical catastrophe such as an eldritch incursion, spell storm, or deliberate magical experimentation.

Regardless of their origins, manastorm rocs possess a special sensitivity to magic that inevitably draws them to large concentrations of raw magic. The feathers of the manastorm roc has special innate properties that allows it to absorb magical energy to replenish its vitality.

These rocs also have the ability to condense and energize the ambient magical aether around it into an arcane spell storm. Such tempests can prove to be especially disruptive to those with a natural connection to magic.

Stardust Roc

Stardust rocs are a peculiar subspecies that typically are only found in the Astral Sea. Just like the Cinder Roc, the stardust roc is believed to be a magical mutation due to exposure to the Astral Sea.

These rocs can be easily identified by their ethereal wings that shimmer with a trail of starry motes. Their prolonged time while stranded in the Astral Sea has enabled them to adapt to such an environment. Their attunement to the cosmic energy of this realm allows them to manipulate light, condensing it into a cloud of motes that protects it from harm.

Void Roc

The void roc is the close relative to the stardust roc, although its cosmic attunement is aligned closer to the gravitational force of the Astral Plane. These rocs emit a powerful gravitational well that pulls in anything that wanders too close. Because of this, the void roc endlessly roams across the Astral Sea, pulling in anything that it wishes to consume.

If it encounters rather resilient prey or a challenging foe, it can conjure a gravitational tempest that crushes anything in its path, leaving it unable to move as the roc finishes it off with its beak and claws.



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Roc

Gargantuan monstrosity, unaligned

Armor Class 15 (Natural Armor)
Hit Points 202(16d20+80)
Speed 20ft.. 120ft. fly

STR	DEX	CON	INT	WIS	CHA
28(+9)	10 (+0)	20 (+5)	8(-1)	15 (+2)	9 (-1)

Saving Throws Dexterity +5, Constitution +10
Skills Acrobatics +4, Perception +7
Senses passive Perception 17
Proficiency Bonus +5
Challenge 13(10000 XP)

Keen Sight The roc as advantage on Wisdom (Perception) checks relying on sight

Powerful Wings The roc can fly through strong winds without needing to make an ability check to stay airborne. The roc does not expend additional movement by flying through difficult terrain caused by strong winds or weather.

Skydive If the roc is flying and dives at least 60ft towards a target and then hits it with a talon attack, the attack deals an extra 21(6d6) damage to the target.

Flyby The roc doesn't provoke opportunity attack when flying outside an enemies reach

Siege Monster The roc deals double damage to objects and structures.

Actions

Multiattack The roc can make two attacks with its talons

Talons. *Melee Weapon Attack* +14 to hit:, 5ft. , one target. *Hit* 20(4d6+6) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target. It can grapple one creature at a time in each of its talons

Wing Attack *Melee Weapon Attack*, +14 to hit: 20ft., all creatures in range., *Hit* 35(4d12+9) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed back 10ft. and knocked prone.

The roc can fly up to half its movement speed as part of this action.

Hurricane(Recharge 5-6) The roc begins to whip its wings furiously. Creatures within 30ft. radius of the roc must succeed a DC 22 Strength saving throw or take 55 (10d10) thunder damage and be pushed back 30ft. and knocked prone.

Bonus Actions

Beak. *Melee Weapon Attack* +14 to hit:, 10ft. , one grappled target. *Hit* 27(4d8+9) piercing damage.

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Storm Roc

- **Challenge Rating** Increases by 1

Charged body The roc can deal an additional 9(2d8) lightning damage and on each of its melee weapon attacks

Stormy Dive (Replaces Skydive) If the roc is flying and dives at least 60ft towards a target and then hits it with a talon attack, the attack deals an extra 27(6d8) lightning damage to the target. The target must succeed a DC 18 Constitution saving throw or become paralyzed until the end of its next turn.

Perpetual Storm Creatures that first enters or starts its turn within 30ft. of the roc takes 9(2d8) lightning damage. If a creature ends its turn within 30ft. of the roc it cannot take reactions until the end of its next turn

Lightning Absorption When the storm roc takes lightning damage, it takes no damage. Instead it regains a number of hitpoints equal to the damage dealt.

Actions

Shockwave(Replaces Hurricane) The roc begins to glow as its body pulses with electrical energy which it unleashes in a thunderous burst. Creatures within 30ft. radius of the roc must succeed a DC 21 Constitution saving throw. On a failed saving throw, creatures take 28 (5d10) lightning damage + 28(5d10) thunder damage and are paralyzed and deafened until the end of its next turn. This ability creates a thunderous burst that can be loudly heard a mile away.

Bonus Actions

Storm Feathers The roc can use its bonus action to Hide while lightly obscured by ample cloud cover or rain.

Blizzard Roc

- **Challenge Rating** Increases by 1

Frozen body The storm roc can deal an additional 9(2d8) cold damage on each of its melee weapon attacks

Frozen Dive (Replaces Skydive) If the roc is flying and dives at least 60ft towards a target and then hits it with a talon attack, the attack deals an extra 27(6d8) cold damage to the target. When the roc leaves from 5ft. from a creatures space, that creature takes 14 (3d8) cold damage. A creature can only suffer this damage once on its turn.

Endless Blizzard Creatures that first enters or starts its turn within 30ft. of the roc takes 9(2d8) cold damage. Creatures that end their turn in this area has their movement speed reduced by 10ft. until the end of its next turn

Frost Feathers When the storm roc takes cold damage, it takes no damage. Instead its armor class increases by 3 until the end of its next turn.

Actions

Blizzard(Replaces Hurricane) The roc emits a frigid burst of frost and wind. Creatures within 30ft. radius of the roc must succeed a DC 22 Constitution saving throw. On a failed saving throw, creatures take 28 (5d10) cold damage + 28 (5d10) thunder damage and are restrained until the end of its next turn. On a successful saving throw, creatures take half damage and are otherwise unaffected. Creatures reduced to 0 hitpoints by this attack are turned to ice.

Bonus Actions

Snowy Down The roc can use its bonus action to Hide while lightly obscured by ample snowfall.

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Cinder Roc

- **Challenge Rating** Increases by 1

Blazing Form The cinder roc can deal an additional 9(2d8) fire damage on each of its melee weapon attacks

Illuminated Form The cinder roc gives off a bright light in a 30ft. radius and dim light an additional 30ft.

Meteoric Dive (Replaces Skydive) If the roc is flying and dives at least 60ft towards a target and then hits it with a talon attack, the attack deals an extra 27(6d8) fire damage to the target. Creatures within 10ft. of the target must succeed a DC 18 Dexterity saving throw or take 27(6d8) fire damage.

Blazing Aura Creatures that first enters or starts its turn within 30ft. of the roc takes 9(2d8) fire damage. Creatures that end their turn in this area are set ablaze. Creatures set ablaze take 5(1d8) fire damage at the start of each of its turns and can use its action to end the effect.

Flame Heal When the cinder roc takes fire damage, it takes no damage. Instead it regains a number of hitpoints equal to the damage dealt

Actions

Inferno (Replaces Hurricane) The roc emits a vortex of swirling wind and flame Creatures within 30ft. radius of the roc must succeed a DC 22 Dexterity saving throw. On a failed saving throw, creatures take 28 (5d10) fire damage + 28 (5d10) thunder damage and are blinded until the end of its next turn. On a successful saving throw, creatures take half damage and are otherwise unaffected.

Stormtide Roc

- **Swimming Speed** 60ft. swim

Amphibious The stormtide roc can breathe in air an in water

Stunning Dive (Replaces Skydive) If the roc is flying and dives at least 60ft towards a target and then hits it with a talon attack, the attack deals an extra 21(6d6) damage to the target. Upon a hit, the target must succeed a DC 21 Constitution saving throw or become stunned until the end of its next turn

Powerful Swimmer The roc can swim through strong tides and current without needing to make an ability check. The roc does not expend additional movement by swimming through difficult terrain caused by strong tides

Actions

Maelstrom (Replaces Hurricane) The roc begins to whip its wings furiously. Creatures within 30ft. radius of the roc must succeed a DC 22 Strength saving throw or take 55 (10d10) thunder damage and be pushed back 30ft. and knocked prone.

Creatures underwater have disadvantage on saving throws against this effect.

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Gloom Roc

- **Skills** Stealth +8
- **Senses** Darkvision 300ft.

Gloom Sight The gloom roc's vision is not obscured by magical darkness

Shadow Evasion While in dim light or darkness, whenever the Gloom Roc makes a Dexterity saving throw or a saving saving throw against an effect that targets only the roc, it takes half damage on a failed saving throw and none on a success.

Actions

Shadow Gale (Replaces Hurricane) The roc begins to whip its wings furiously. Creatures within 30ft. radius of the roc must succeed a DC 22 Strength saving throw or take 55 (10d10) thunder damage and be pushed back 30ft. and knocked prone.

Any source of light in range is extinguished and this area is obscured by magical darkness for 1 minute until dispelled by a source of magical light.

Bonus Action

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

Manastorm Roc

- **Challenge Rating** Increases by 1

Perpetual Manastorm Creatures that first enters or starts its turn within 30ft. of the roc takes 9(2d8) force damage. Creatures that end their turn in this area take 9(2d8) lightning damage cannot maintain concentration on spell effects.

Magic Sense The manastorm roc can pinpoint the location of a magical effect within 1 mile of it.

Magical Absorption The manastorm roc has advantage on saving throws against spell effects. On a successful saving throw, the roc takes no damage and regains a number of hitpoints equal to a number of d8s equal to the level of the spell cast(minumum of 1)

Actions

Manastorm (Replaces Hurricane) The roc begins to whip its wings furiously. Creatures within 30ft. radius of the roc must succeed a DC 22 Charisma saving throw. On a failed saving throw, creatures take 28(5d10) force damage + 28 (5d10) lightning damage and half as much on a successful saving throw.

Creatures under the effects of a spell or concentrating on a spell effect have disadvantage on this saving throw. On a failed saving throw, the creature automatically loses concentration and any active spell effects on that creature immediately ends.

Bonus Action

Spell Dispersal The manastorm roc can end one spell effect on itself.

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Stardust Roc

- **Damage Resistances** Force
- **Damage Immunities** Cold, Fire, Radiant
- **Challenge Rating** Increases by 1

Star Storm Creatures that first enters or starts its turn within 30ft. of the roc takes 9(2d8) radiant damage. Creatures that end their turn in this area are blinded until the end of its next turn.

Starlit Form The stardust roc gives off a bright light in a 30ft. radius and dim light an additional 30ft. This light counts as sunlight

Quantum Flight The stardust roc has advantage on saving throws against effects that would reduce its movement speed. While airborne, the stardust roc is considered to be hovering

Quantum Nature The stardust roc does not need to eat, breathe, or sleep

Supernova When the stardust roc is reduced to 0 hitpoints, creatures in a 20ft. radius around it must succeed a DC 18 Constitution saving throw. On a failed save, creatures take 28 (5d10) radiant damage and half as much on a success.

Actions

Star Storm (Replaces Hurricane) The roc begins to whip its wings furiously unleashing a shower of stars. Creatures within 30ft. radius of the roc must succeed a DC 22 Dexterity saving throw. On a failed saving throw, creatures take 28(5d10) radiant damage + 28 (5d10) thunder damage and attacks against the target has advantage until the end of its next turn. On a successful saving throw, creatures take half damage and are otherwise unaffected.

Void Roc

- **Damage Immunities** Cold, Fire, Force
- **Challenge Rating** Increases by 1

Gravity Flux Creatures that first enters or starts its turn within 30ft. of the roc takes 9(2d8) force damage. Creatures that end their turn in this area are knocked prone.

Event Horizon When the void roc takes radiant damage, it takes no damage and regain a number of hitpoints equal to the damage dealt instead.

Quantum Flight The void roc has advantage on saving throws against effects that would reduce its movement speed. While airborne, the void roc is considered to be hovering

Quantum Nature The void roc does not need to eat, breathe, or sleep

Singularity Collapse When the stardust roc is reduced to 0 hitpoints, creatures in a 20ft. radius around it must succeed a DC 17 Strength saving throw. On a failed save, creatures take 28 (5d10) force damage and half on a success.

Actions

Singularity Storm (Replaces Hurricane) The roc begins to whip its wings unleashing surges of crushing gravity. Creatures within 30ft. radius of the roc must succeed a DC 22 Constitution saving throw. On a failed saving throw, creatures take 28(5d10) force damage + 28(5d10) thunder damage and are knocked prone and restrained until the end of its next turn. On a successful saving throw, creatures take half damage and are otherwise unaffected.

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Giant Worms

Worms are the largest of all vermin. These colossal behemoths can range from 50ft. to at times 200ft. or more in length. These creatures live in subterranean environments all around the Material Plane. As a result, many of these titans have adapted to live in the most extreme of environments.

When a worm decides to surface for a feeding frenzy, there is little one can do to stop it. Thankfully, much research has been put into studying the migrations and hunting grounds to keep civilization clear of the voracious appetites. However, it is not uncommon that these beasts still test their luck against the walls of a city in search for food.

Whenever they are not actively hunting, worms prefer to wait underneath subterranean sinkholes, wherein prey can unwittingly fall into its toothy maw.

Magma Worms

These worms tend to be only found in the deepest tunnels of the Underdark near magma flows. However, they have been known to make appearances near the surface, particularly near regions with volcanic activity or incursions with the Elemental Plane of Fire. As being quite attuned to such environments, the worm is completely impervious to extreme heat, actually known to swim in lava. Its body is extremely hot to the touch and given enough time, it can melt the surrounding earth into magma to take a deadly magma sinkhole where it lurks to hunt for prey.

Leviathan Worm

The leviathan worm makes its home in the deepest oceans and, at times, in extremely large lakes or rivers. Although they still prefer to remain under the seafloor, they are quite prolific swimmer and easily can compete for dominant predator in the open seas.

While in the open seas, worms prefer to be quite efficient hunters, expending as little energy as possible. Therefore, it tends to target the largest schools of fish or aquatic life. These worms have the unique ability to suck water into their maws in a whirlpool-like vortex. Creatures caught in this current are instantly sucked into its stomach.

Sand Worms

Whereas the leviathan swims in the ocean, the sand worm swims through the vast seas of sand of the desert. To the doom of many creatures, these worms are often mistaken for sand dunes. Once spotted by a sand worm, there is no escape as these colossal beasts are extremely agile and are unmatched for their speed to swim through the sands.

However, they pose the deadliest threat when they lie in wait in their sinkhole traps. Creatures that fall within its sinkhole as trapped with a sinkhole. Due to the coarse nature of this trap, creatures are buried alive under layers of sand as it activates its trap. For those unfortunate creatures, a quick death from the worm's maw is a mercy in comparison to suffocating to death under layers of sand.

Sky Worms

Often mistaken for a dragon, sky worms dominate the skies, even rivaling other titanic creatures such as the roc. Despite its name, the sky worm does not spend the majority of its times in the sky, instead it prefers to reside in burrows along the highest mountain peaks.

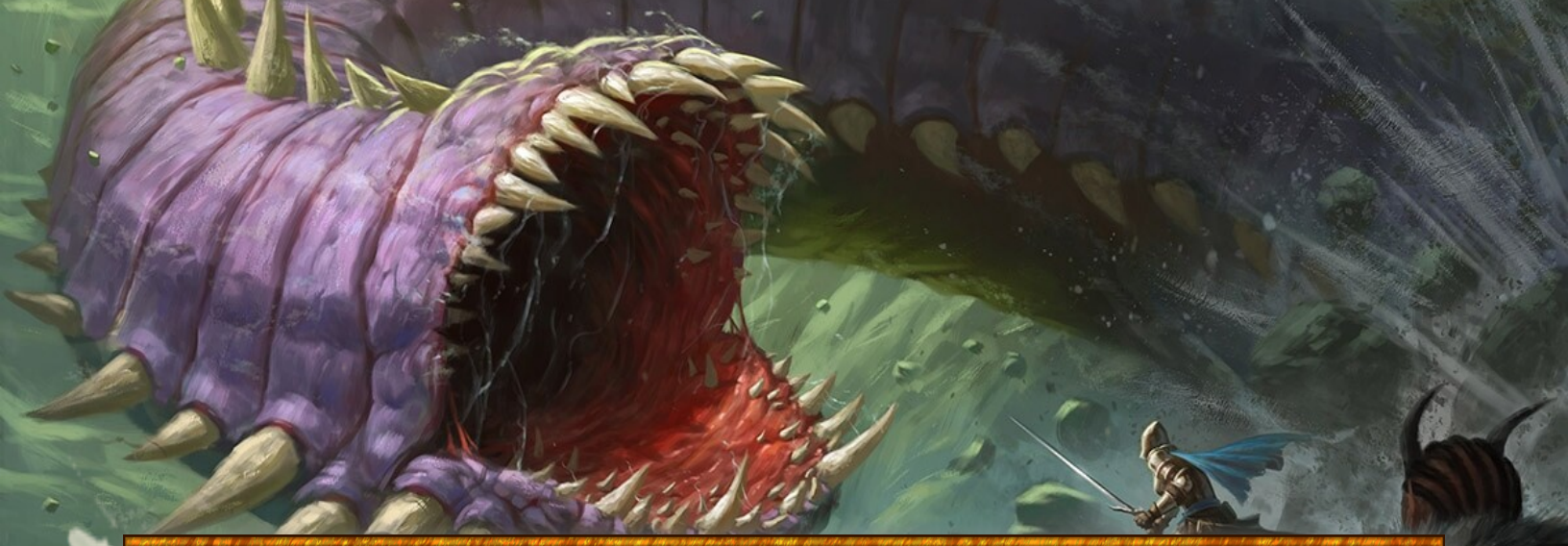
It only takes to the air when it wishes to feed. When it feeds, it tends to target highly populated areas such as dense forests or towns, wherein it can use its vacuum breath to suck prey into its maw. Because of the rarity of this worm, many towns are unprepared for the arrival of a sky worm. Thanks to its large size, it can easily consume a small settlement within minutes, sucking up animals, plants, people, and buildings into its all-consuming maw.

Ice Worms

Ice worms serve as the apex predator of many arctic environments. These colossal worms roam the frozen wastes, devouring anything in their path by navigating a complex network of subterranean tunnels they carve through the ice and snow.

Unlike other worms, these creatures are also highly amphibious, allowing them to safely traverse the frigid waters of their homes when their normal source of food is scarce. Their favorite tactics are to burst from underneath the snow and ice to devour their unsuspecting prey above them. If their prey manages to survive or evade its initial assault, they can unleash a frigid cone of frost that encases their foes in a thick layer of ice that the worm can devour at its own leisure.

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Giant Worm

Gargantuan Monstrosity, unaligned

Armor Class 17(Natural Armor)
Hit Points 272 (16d20+96)
Speed 40ft., 40ft. burrow

STR	DEX	CON	INT	WIS	CHA
28(+9)	7 (-2)	22(+6)	1 (-5)	13 (+1)	4 (-3)

Saving Throws Strength +14, Constitution +11
Skills Athletics +14, Perception +5
Senses blindsight 60ft., tremorsense 120ft., passive Perception 15
Profiency Bonus +5
Challenge 16(15000 XP)

Siege Monster The worm deals double damage to buildings and objects

Spiked Body Whenever a creature grapples or hits the worm with a melee weapon attack while within 5ft. of it, it takes 9(2d8) piercing damage.

Tunneler The worm can burrow through solid rock leaving a 10ft. diameter tunnel in its wake.

Actions

Multiattack The worm can make a bite and tail attack. It cannot make the same attack against the same target with both a bite and tail attack

Bite. *Melee Weapon Attack, +14 to hit:*, 20ft. , one target. *Hit* 27(3d10+9) piercing damage. If the target is a Large or smaller creature, it must succeed a DC 23 Strength saving throw or become swallowed by the worm.

A swallowed creature is blinded and restrained and has total cover from attack and effects outside of the worm. While inside the worm, the creature take 23(5d8) bludgeoning + 23(5d8 acid) damage at the start of each of the worm's turns.

If the worm takes damage, it must succeed a Constitution saving throw equal to half the damage dealt by the swallowed creature (minimum 10).

On a failed saving throw, the worm regurgitates all swallowed creature which fall prone in a space within 20ft. of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 20ft. of movement exiting prone.

Tail *Melee Weapon Attack, +14 to hit:*, 20ft. , one target. *Hit* 29(3d12+9) bludgeoning damage. Creatures must succeed a DC 23 Strength saving throw or fall prone.

Sinkhole(1/day) The giant worm can spend 10 minutes to create wherein it can patiently wait for prey to unwittingly fall into.

The trap takes the shape of a 60ft. wide and 60ft. deep cylinder that lies beneath the surface of the ground originating at the worm. Creatures can decipher this trap by spend an action to investigate with a successful DC 20 Wisdom(Perception) check to detect it

As an action, when the worm detects the presence of a creature passing over it, it opens its maw sucking the ground beneath its prey's fee causing creature to fall 60ft. towards the worm's maw. Creatures must succeed a DC 20 Dexterity saving throw or take 21(6d6) bludgeoning damage and fall prone. On a successful save, creatures take half damage. The giant worm can use its reaction to make a bite attack against one falling creatures with advantage.

At the start of its turn, trapped creatures in the trap must must succeed a DC 20 Strength saving throw or become restrained. Upon a successful saving throw, creatures are able to move through the pit as if it were difficult terrain. it can attempt to climb the sides of this pit with a DC 20 Strength (Athletics) or Dexterity (Acrobatics) checks.

The worm is not hindered by the the terrain of the sinkhole

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Magma worm

- **Damage Immunities** Fire
- **Movement Speed** 60ft. swim (lava only)
- **Challenge Rating** Increases by 2

Flame Body (Replace Spiked Body) Creatures that hit it with a melee attack or grapples it takes 9 (2d8) fire damage. Its melee weapon attacks also deal an additional 9(2d8) fire damage.

Magma Pit Creatures that first enter or start its turn within the worm's sinkhole takes 18(4d8) fire damage at the start of each of its turns.

Illuminated Body The giant worm gives off a bright light in a 30ft. radius and emits dim light an additional 30ft.

Actions

Magma Bile(Recharge 5-6) Creatures in a 120ft. cone of the magma worm must succeed a DC 21 Dexterity saving throw. On a failed saving throw, creatures take 45 (10d8) fire damage and begins to turn to stone and is Restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Leviathan worm

- **Movement Speed** 40ft. swim
- **Damage Resistances** Acid; Cold
- **Challenge Rating** Increases by 2

Amphibious The worm can breathe in air and in water.

Actions

Whirlpool (Recharge 5-6) The giant worm's colossal maw begins to suck in the surrounding water causing a large whirlpool sucking creatures into its maw. Large or smaller creatures in a 120ft. cone must succeed a DC 21 Strength saving throw or be pulled 120ft. and swallowed by the worm.

A swallowed creature is blinded and restrained and has total cover from attack and effects outside of the worm. While inside the worm, the creature take 23(5d8) bludgeoning + 23(5d8 acid) damage at the start of each of the worms turns.

If the worm takes damage, it must succeed a Constitution saving throw equal to half the damage dealt by the swallowed creature (minimum 10). On a failed saving throw, the worm regurgitates all swallowed creature which fall prone in a space within 20ft. of the worm.

If the worm dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 20ft. of movement exiting prone.

Creatures without a natural swimming speed have disadvantage on the saving throw. On a successful save, creatures are completely unaffected.

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Sand worm

- **Challenge Rating** Increases by 1

False Appearance While motionless, the worm is indistinguishable from a sand dune.

Sand Treader While on loose earth such as sand, the worm can use its bonus action to Dash while it is burrowing

Sand Tomb Creatures that first enter or start its turn within the worm's sinkhole are blinded and cannot breathe for the duration that it is within the pit.

Actions

Sandstorm Breath (Recharge 5-6) Creatures in a 120ft. cone of the magma worm must succeed a DC 21 Constitution saving throw. On a failed saving throw, creatures take 45 (10d8) slashing damage and is blinded until the end of its next turn.

Sky worm

- **Movement Speed** 40ft. fly
- **Challenge Rating** Increases by 1

Actions

Vacuum Maw (Recharge 5-6) The giant worm's colossal maw begins to suck in the surrounding air causing a large vacuum sucking creatures into its maw. Large or smaller creatures in a 120ft. cone must succeed a DC 21 Strength saving throw or be pulled 120ft. and swallowed by the worm.

A swallowed creature is blinded and restrained and has total cover from attack and effects outside of the worm. While inside the worm, the creature take 23(5d8) bludgeoning + 23(5d8 acid) damage at the start of each of the worms turns.

If the worm takes damage, it must succeed a Constitution saving throw equal to half the damage dealt by the swallowed creature (minimum 10).On a failed saving throw, the worm regurgitates all swallowed creature which fall prone in a space within 20ft. of the worm.

If the worm dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 20ft. of movement exiting prone. On a successful save, creatures are completely unaffected.

Ice worm

- **Damage Immunities** Ice
- **Challenge Rating** Increases by 2

Frost Pit Creatures that first enter or start its turn within the worm's sinkhole takes 18(4d8) cold damage at the start of each of its turns.

Frozen Body(Replace Spiked Body) Creatures that hit it with a melee attack or grapples it takes 9 (2d8) cold damage.

Frozen Essence Creatures that first enters or starts its turn within a 10ft. radius of the worm takes 9(2d8) cold damage.

Actions

Frost Breath(Recharge 5-6) Creatures in a 120ft. cone of the ice worm must succeed a DC 21 Constitution saving throw. On a failed saving throw, creatures take 45 (10d8) cold damage and begins to turn to ice and is Restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Bonus Action

Ice Tunneler The ice worm can burrow through solid ice leaving a 10ft. diameter tunnel in its wake.

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Hydra

One of the most bizarre and deadliest of creatures on the Material Plane is the hydra. Most hydras resemble a large serpentine beast, typically with five heads that often resembles a snake or a dragon.

Regenerative Heads

All hydras share the unique ability to regrow heads upon its destruction. However, the stimulus or process of this regeneration can vary depending on the species of hydra. Some hydras have been known to regrow additional heads upon taking severe wounds, while others have been known to regenerate heads upon absorbing magical energy.

Arcane Inquiry

This interesting ability has been the source of debate among scholar on the total amount of heads a hydra can possess at one time. Although most hydras are born with 5 heads, many questioned how many heads they could grow. After a series of very dangerous experiments and observations around the Material Plane, it has been concluded that most species of hydras can possess at maximum 10 heads at a time before it becomes too much for the organism to manage.

Using this as a guideline, one can often determine the age and strength of a hydra by the number of heads it may have possessed. Although each head works together as one organism, they seem to develop divergent personalities and leads to interesting interactions seemingly favoring some heads over another, almost akin to siblings.

Hydra Tactics

Hydras are one of the deadliest creatures on the material plane. Thanks to their sheer bulk and regenerative abilities, they are able to establish themselves as a dominant predator in many ecosystems

Endless Hunger

Its extraordinary ability to heal wounds and even regenerate heads causes them to have a voracious appetite. As a result, hydras spend most of their time either actively searching for food or resting so that it can conserve energy.

Careful Hunters

Despite what one may expect, hydras do not particularly enjoy growing additional heads, as it means needs to eat more to satisfy the appetite of yet another mouth. As a result, hydras tend not to recklessly attack creatures that appear to be strong enough to damage one of its heads (such as various megafauna such as the largest of dinosaurs or rocs).

Unchecked Growth

However, if the region has an ample supply of food to fulfill its appetite and no rivals to challenge it, the hydra can become much bolder and powerful, growing to colossal proportions with a maximum total of 10 heads.

Regenerative Counters

Depending on the type of hydra, their regenerative abilities can be halted by certain stimuli (most commonly fire). In this case, hydras tend to avoid and possibly flee from its presence, especially if it is already wounded.

Hydra Combat

If one wishes to challenge a hydra, it is best to fully understand its strengths or weaknesses, as hydras can become immensely powerful if one is reckless. In combat, the best tactic is to spread out and divert the attention of each of the heads for if the hydra gets the chance, all of its heads will hone in on isolated targets for a quick kill.

Vengeful Predators

Simply driving off or wounding a hydra is not enough, for it will come back much stronger and tends to hold grudges against those who defeat it. However, its limited intelligence and memory causes it to lash out at any creature that resembles its assailant. Many towns and innocents have been killed by vengeful hydras that reckless adventurers failed to kill.

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Crypt Hydra

Crypt hydras are believed to have been created from yuan-ti burial rituals used to turn their faithful guardians beyond the grave. These hydras act as guardians of the ancient barrows and tombs.

Its ability to decipher the presence of living creatures makes it an ideal guardian to deter tomb robbers. As it was in life, the crypt hydra is notoriously powerful and becomes stronger the more it is wounded. However, its regenerative abilities have been further enhanced by its undying nature in the following ways. Its necrotic essence allows it to regenerate additional head from seemingly mortal wounds.

The hydra's endless hunger has been weaponized to consume the living essence of its enemies, converting their withered corpses into mindless thralls bound to the will of the hydra's master.

Evermaw Hydra

Evermaw hydras are the most common type of hydra and is what typically comes to mind when one thinks of hydra. As their name suggests, evermaw hydras have the ability to sprout two additional heads upon decapitation thanks to their superior regeneration

Carelessly attacking one of these creatures can quickly lead to the downfall of inexperienced adventurers. However, numerous heads are not its only weapon. Hydra's have extremely acidic blood that is able to melt the skin off most creatures. However, it most potent weapon is its ability to exhale an acidic mist that grows much more powerful the more heads it possesses.

Thankfully, the hydra has a weakness to fire, which is able to halt its regenerative abilities.

Primordial Hydra

Primordial hydras are some of the oldest species of hydras. They primarily make their home in magically volatile regions such as elemental hotspots or deep underground near magma pools. Although primordial hydras still eat living creatures like the rest of their kin, they have evolved the ability to feed off of elemental energy as well. As a result, they are known to target elementals on their hunt for food.

Their ability to absorb elemental energy also grants them the ability to grow additional heads, which take the form of that respective element type. However, this ability also makes their body somewhat unstable. Upon destroying the hydra's heads, it can emit an elemental explosion. They also have been able to unleash this energy in a prismatic torrent of energy that grows more powerful for each head the hydra possesses.

Runic Hydra

Unlike the rest of its kin, the runic hydra is not a natural organism, for it was created from arcane experimentation on various species of hydras. These creatures will built as weapons to counter various forms of magical warfare by combining the hydra's regeneration capabilities with numerous arcane countermeasures.

Its scales have the ability to absorb magical energy and transform it to enhance its own capabilities, according to the spell's school of magic. Its ravenous appetite has been coupled with the ability to consume magical energy, allowing it to siphon magic from its surroundings to create temporary antimagic fields. Whenever one of its heads are destroyed, it can generate a burst of antimagic that dispels any magical effects in the vicinity.

When engaging these hydras, one should proceed with extreme caution, for they no longer behavior off of a hungering instinct like the rest of their kin. Instead, they are efficient hunters seeking to eliminate any target commanded by their masters. Spellcasters and wielders of magical items should especially be careful, with they are typically the first targets of the hydra. Thanks to their abilities, they can quickly disable and consume magical items, destroying it in the process.

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Sylvan Hydra

The Sylvan Hydra is a special breed of hydra only found in the Feywild. The interesting ability about these hydras is that they play on a creature's fear. At first glance, there is little to differentiate a sylvan hydra from their common counterparts outside the often colorful and psychedelic coloration of the sylvan variant. In fact, due to their connection to the Feywild, silvered weapons are requires defeating the hydra as the presence of this metal is quite toxic and prevents it from regenerating its heads.

However, the greatest strength of the Sylvan Hydra is its ability to manipulate the fears of its prey. Creatures frightened by the hydra begin to hallucinate, causing them to see dozens of heads rapidly growing from its form.

In additional to its phantasmal dread, the sylvan hydra possesses a sedating breath that can cause all but the hardiest of creatures to instantly fall asleep, giving the hydra enough time to dig into its prey while they are vulnerable.

Siren Hydra

The siren hydra is a close relative to the Sylvan Hydra. Most specimens of the siren hydra resemble large multi-headed cobras with extremely colorful patterns lining their hoods.

These hydras can be found in a wide variety of biomes such as jungles, caves, and even on the ocean coasts.

Instead of relying on a creature's fear like its fey counterpart, the Siren Hydra uses the beautiful patterns and natural bioluminescence to hypnotize its prey. Creature hypnotized by this creature often imagine seeing a person or object that they most desire, leaving them dazed while transfixed on this illusion.

While its prey is hypnotized, the hydra will proceed to slowly suffocate its prey with narcotic poison that dulls a creature pain, keeping it in this hypnotic trance while the hydra begins to rip them apart with its jaws.

Strangely enough, the siren hydra seems to possess a specific vulnerability to psionic assaults. Concentrated blasts of psychic energy seems to disrupt the hydra's ability to maintain its hypnosis, as well as halt its natural ability to regenerate its wounds.

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Splitscale Hydra

Splitscale hydras is closely related to the evermaw. However, upon decapitation, the splitscale hydra has a much more interesting yet terrifying ability. Each of the hydra's heads has the ability to rapidly grow into a serpentine reptile known as the splitscale viper within a matter of seconds. When greatly wounded, the hydra has the ability to detach its tail (like certain lizards) that will grow into a much larger splitscale viper.

These vipers are miniature clones of its original form and will fight alongside the hydra. As a result, when one encounters a splitscale hydra, one must be wary of splitscale vipers that follows the hydra in droves hoping to scavenge from its kills.

Despite their rapid creation, splitscale vipers take a while to fully regrow into a hydra. However, once they grow large enough to become greater splitscale vipers, they are driven off by the original hydra to find their own territory lest they end up as the hydra's meal.

Thankfully, this behavior serves as a natural check to limiting the population of these hydras, as many greater splitscale vipers rarely survive to adulthood on its own. Unfortunately, many societies attempted to exploit the regenerative abilities of these creatures, causing their populations to explode. However, this cause these hydras to be hunted to near extinction, making them extremely rare to find.

Umbermaw Hydra

Of all standard species of hydra, the umbermaw hydra is believed to be the largest and most destructive. The umbermaw hydra is often confused for a multi-headed worm do to its eyeless, heads, segmented body, and vestigial limbs. However, the hydra developed these adaptations to living in the deepest reaches of the Underdark. Their immense size allows them to compete with other subterranean apex predators such as worms. Their sheer strength and size allows them to burrow through solid stone to quickly devour anything unlucky to find its way into its colossal maw.

However, what makes these hydras extremely destructive and invasive is their ability to reproduce. The umbermaw hydra can regenerate its head in a matter of seconds upon decapitation. However, the decapitated head does not die, but simply falls to the ground. Immediately, the severed head begins to harden into a cocoon, burying itself 50 to 100ft. deep underground.

Here it lies dormant for several days, slowly regrowing into a fully grown umbermaw hydra. As these hydras tend to be a deadly nuisance to many underground civilizations, many umbermaw hydras are carelessly killed leaving (at times dozens of dormant heads) in its demise; quickly turning a simple incursion into an umbermaw hydra infestation.

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Crypt Hydra

Huge Undead, unaligned

Armor Class 18 (Natural Armor)
Hit Points 184 (16d12+80)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20 (+5)	2 (-4)	15 (+2)	17 (+3)

Condition Immunities Charmed, Frightened, Exhausted, Paralyzed, Poisoned, Stunned
Damage Resistances bludgeoning, piercing, or slashing damage from non-silvered attacks
Damage Immunities Poison, Psychic
Saving Throws Str+10, Con+10, Wis+7, Charisma +8
Skills Athletics +10, Perception +12
Senses passive Perception 22, darkvision 120ft.
Proficiency Bonus +5
Challenge 16 (15000 xp)

Deathly Regeneration At the start of each of its turns, the hydra regains 30 hitpoints at the start of each of its turns. It can benefit from this feature, even if it starts its turn with 0 hitpoints. However, it can die upon failed death saving throws. It cannot benefit from this feature if it took radiant damage on the previous turn. It regains 10 additional hitpoints for each head it recovers

Death Eater Upon taking necrotic damage, the hydra takes no damage and instead regains an additional head.

Radiant Charring If the hydra takes more than 30 damage on a single turn, one of the heads dies. If all the heads die, the hydra dies. At the end of its turn, it regain two additional heads for each of its heads that die.

It cannot benefit from this feature if it takes radiant damage on its turn.

Turn Resistance The hydra has advantage on saving throws against any effects that turn the undead.

Reactive Heads The hydra can take a reaction at the end of each of every creature's turn. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

Undying Nature The hydra no longer needs to breathe, eat, or sleep.

Undying Heads If the hydra starts its turns with 0 hitpoints, it can a Constitution saving throw equal to half the damage dealt by the killing blow (minimum 10). Upon a successful saving throw, the hydra regains two additional heads and recovers an additional 10 hitpoints per head recovered. It cannot benefit from this feature if it took radiant damage on that turn.

It can grow a maximum of 10 heads at a time

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Withering Bite. *Melee Weapon Attack:* +10 to hit, reach 15ft., one target. 16 (2d10+5) piercing damage + 9 (2d8) necrotic damage and must make a DC 17 Constitution saving throw. On a failed saving throw, that creature's hitpoint maximum is reduced by the necrotic damage dealt.

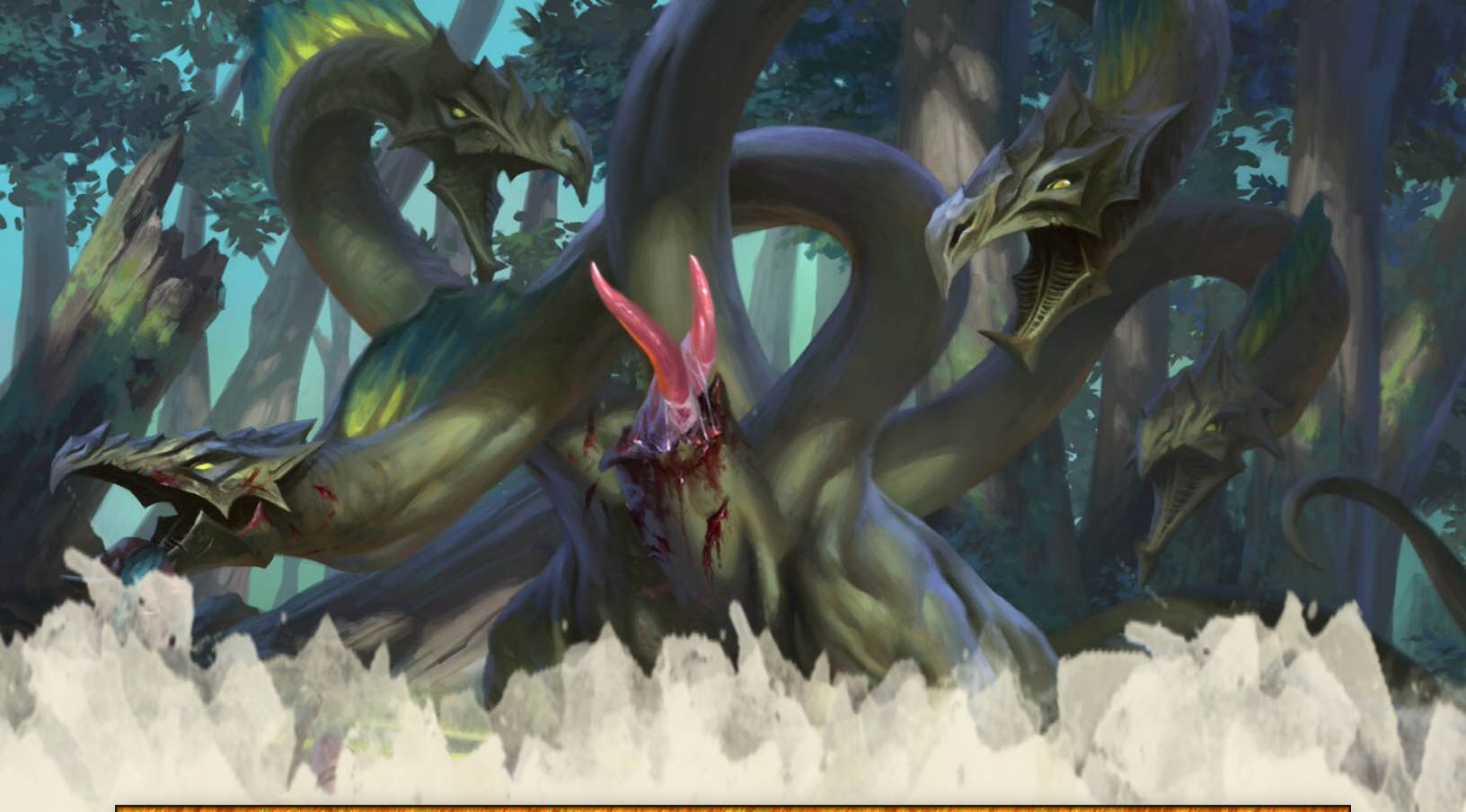
This effect can be ended by taking a long rest or using *greater restoration*.

If a humanoid is reduced to 0 hitpoints from this attack, it instantly dies and returns to life as a mummy at the start of its next turn. The mummy acts as an ally of the hydra acting after the hydra's turn.

Withering Breath(Recharge 5-6) Creatures in a 60ft. cone must succeed a DC 18 Constitution saving throw. On a failed saving throw, creatures take 45(10d8) necrotic damage and half as much on a successful saving throw.

For each additional head above or below 5 that the hydra possesses, the damage increases or decreases by 9 (2d8).

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Evermaw Hydra

Huge Monstrosity, unaligned

Armor Class 18 (Natural Armor)
Hit Points 184 (16d12+80)
Speed 30ft. 30ft. swim, 30ft. climb

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20 (+5)	2 (-4)	20 (+5)	12 (+1)

Condition Immunities Poisoned
Damage Immunities Acid, Poison
Saving Throws Strength +10, Constitution +10, Wisdom +10
Skills Athletics +10, Perception +10
Senses passive Perception 20, darkvision 60ft
Proficiency Bonus +5
Challenge 14 (11500xp)

Acid Blood When the hydra takes damage, creatures within 5ft. of the hydra takes 9(2d8) acid damage.

Hold Breath The hydra can hold its breath for 1 hour

Reactive Heads The hydra can take a reaction at the end of each of every creature's turn. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

Multiheaded The hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned,

Rapid Regeneration At the start of each of its turns, the hydra regains 30 hitpoints if it at least 1 hitpoint. It cannot benefit from this feature if it has taken fire damage on its turn.

Regenerative Heads If the hydra takes more than 30 damage on a single turn, one of the heads dies. If all the heads die, the hydra dies. At the end of its turn, it regain two additional heads for each of its heads that die. It cannot benefit from this feature if it takes fire damage.

For each head recovered, it regains 10 hitpoints.

Shed Scales At the start of its turn, the hydra can end one of the following conditions on itself: blinded, deafened, paralyzed, or poisoned

Actions

Multiattack. The hydra makes as many bite attacks as it has heads and a single tail attack

Bite. *Melee Weapon Attack:* +10 to hit, reach 15ft., one target. 11 (1d10+5) piercing damage + 5(1d10) acid damage

Tail. *Melee Weapon Attack:* +10 to hit, reach 15ft., one target. 16 (2d10+5) bludgeoning damage. If the target is a creature, it must succeed a DC 18 Strength saving throw or fall prone.

Poison Breath(Recharge 5-6) Creatures within a 60ft. cone must succeed a DC 18 Constitution saving throw or take 18(5d6) acid damage + 18(5d6) poison damage and are poisoned for one minute. On a successful saving throw, creatures take half damage and are not poisoned.

Creatures poisoned in this manner can repeat its saving throw at the end of each of its turns to end the effect on a success.

The damage dealt increases or decreases by 4(1d6) acid damage + 4(1d6) poison damage for each head it possesses above or below 5.



Primordial Hydra

Huge Monstrosity, unaligned

Armor Class 18 (Natural Armor)
Hit Points 184 (16d12+80)
Speed 30ft., 30ft. swim, 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20 (+5)	2 (-4)	20 (+5)	17 (+3)

Condition Immunities Paralyzed, Poisoned
Saving Throws Str +11, Con +11, Wis +11, Cha +9
Skills Athletics +11, Perception +11
Senses passive Perception 22, darkvision 60ft., tremorsense 120ft.
Proficiency Bonus +6
Challenge 17 (18000 xp)

Primordial Aura When the hydra is grappled or its hit with a melee attack from creatures within 5ft. of the hydra, the attacker takes 11(2d10) damage of your choice of acid, cold, fire, or lightning damage.

Rapid Regeneration At the start of each of its turns as long as it has at least 1 hitpoint, the hydra regains 20 hitpoints.

Reactive Heads The hydra can take a reaction at the end of each of every creature's turn. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

Multiheaded The hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned,

Primordial Regeneration Whenever the hydra takes acid, cold, fire, lightning, or thunder damage, it takes no damage. Instead it gains an additional head. The hydra can only have one head, according to a particular element at a time. Upon regrowing a head, the hydra regains 20 hitpoints. It can possess a maximum of 10 heads at a time

Explosive Heads If the hydra takes more than 30 damage on a single turn, one of the heads dies. When that head dies, creatures within a 10ft. radius of the hydra (other than the hydra) must succeed a DC 19 Dexterity saving throw or take 17(3d10) damage on a failed saving throw. On a successful saving throw, it takes half damage. The damage dealt corresponds to the element of the head.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads. The primordial bolt can substitute a fang attack for a primordial bolt attack

Primordial Fang. *Melee Weapon Attack:* +11 to hit, reach 15ft., one target. 16 (2d10+5) damage. This damage is your choice of acid, cold, fire, lightning, or thunder.

Primordial Bolt. *Ranged Weapon Attack:* +11 to hit, reach 120ft., one target. 16 (2d10+5) damage. This damage is your choice of acid, cold, fire, lightning, or thunder.

Primordial Barrage (Recharge 5-6) Creatures within a 60ft. cone must succeed a DC 19 saving throw saving throw. On a failed saving throw, creatures takes 66 (12d10) elemental damage. You must roll a d10 to determine the effect the damage type and saving throw.

1-2. Creatures take acid damage and must succeed a Dexterity saving throw. On a failed saving throw, creatures are coated in acid for one minute taking 11(2d10) acid damage at the start of each of its turns. It can use its action but get rid of the acid. On a successful saving throw, creatures take half damage and are otherwise unaffected.

3-4. Creatures take cold damage and must succeed a Strength saving throw. On a failed saving throw, creatures are restrained for one minute. It can repeat its saving throw at the end of each of its turns to end the effect. On a successful saving throw, creatures take half damage and are otherwise unaffected.

5-6. Creatures take fire damage and must succeed a Dexterity saving throw. On a failed saving throw, creatures are set ablaze for one minute taking 11(2d10) fire damage at the start of each of its turns. It can use its action to put out the flames ending the effect. On a successful saving throw, creatures take half damage and are otherwise unaffected.

7-8. Creatures take lightning damage and must succeed a Constitution saving throw. On a failed saving throw, creatures are paralyzed for one minute. It can repeat its saving throw at the end of each of its turns to end the effect. On a successful saving throw, creatures take half damage and are otherwise unaffected.

9-10. Creatures take thunder damage and must succeed a Strength saving throw. On a failed saving throw, creatures are pushed back 30ft. and knocked prone. >On a successful saving throw, creatures take half damage and are otherwise unaffected.

The damage from this attack increases or decreases by 6(1d10) for each head the hydra possesses above or below 5.

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Runic Hydra

Huge Monstrosity, unaligned

Armor Class 18 (Natural Armor)
Hit Points 184 (16d12+80)
Speed 30ft., 30ft. swim, 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20 (+5)	12 (+1)	20 (+5)	17 (+3)

Damage Resistances Non-magical bludgeoning, piercing, or slashing damage
Saving Throws Str+10, Con +10, Int +6, Wis +10, Cha +8
Skills Athletics +10, Perception +10
Senses passive Perception 20, darkvision 120ft.
Languages The hydra can understand Common and one language of your choice but cannot speak it
Proficiency Bonus +5
Challenge 16 (15000 xp)

Arcane Regeneration If the hydra is hit with a spell attack roll, it can roll a d6. On a 5 or a 6, it is unaffected by the spell and can activate its Runic Heads feature.

Arcane Sense The hydra can pinpoint the location and school of a magical effect or item within 300ft. of it. It can also determine if a creature is a spellcaster.

Dispelling Heads If the hydra takes more than 30 damage on a single turn, one of the heads dies. When that head dies, an antimagic field is generated in a 30ft. radius around the hydra until the end of its next turn. Any active spells if the affect area are immediately dispelled.

Multiheaded The hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned,

Any active spell effects within in this area are immediately dispelled.

Magic Attacks The hydra's attacks count as magical for the purpose of overcoming resistance

Spell Absorption The hydra has advantage on magical saving throws. Upon a successful saving throw, it takes no damage and can activate its Runic Heads Feature.

Spell Resistance The hydra has resistance to damage from spell effects.

Rapid Regeneration At the start of each of its turns as long as it has at least 1 hitpoint, the hydra regains 20 hitpoints.

Runic Heads Upon activation, the hydra grows an additional head and regains 20 hitpoints for each head that is recovered.

Reactive Heads The hydra can take a reaction at the end of each of every creature's turn. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

Runic Scale At the start of each of its turn if it has at least one hitpoint, the hydra one end any spell effect on itself.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15ft., one target. 16 (2d10+5) piercing damage.

Force Bolt. Ranged Weapon Attack: +10 to hit, reach 120ft., one target. 16 (2d10+5) force damage.

Dispelling Breath(Recharge 5-6) Creatures in a 60ft. cone must succeed a DC 18 Charisma saving throw. On a failed saving throw, creatures take 55(10d10) force damage. On a successful saving throw, it takes half damage.

On a failed saving throw, creatures cannot cast or concentrate spells for one minute. At the end of each of its turns, it can repeat its saving throw to end the effect upon a success.

The affected area counts as an anti-magic field for one minute or until the hydra uses this feature again.

The damage from this attack increases or decreases by 6(1d10) for each head the hydra possesses above or below 5.

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Splitscale Hydra

Huge Monstrosity, unaligned

Armor Class 18 (Natural Armor)
Hit Points 184 (16d12+80)
Speed 30ft. 30ft. swim, 30ft. climb

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20 (+5)	2 (-4)	20 (+5)	12 (+1)

Condition Immunities Poisoned
Damage Immunities Poison
Saving Throws Strength +10, Constitution +10, Wisdom +10
Skills Athletics +10, Perception +10
Senses passive Perception 20, darkvision 60ft
Proficiency Bonus +5
Challenge 15 (13000xp)

Hold Breath The hydra can hold its breath for 1 hour

Reactive Heads The hydra can take a reaction at the end of each of every creature's turn. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

Multiheaded The hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned,

Rapid Regeneration At the start of each of its turns, the hydra regains 30 hitpoints if it at least 1 hitpoint. It cannot benefit from this feature if it has taken fire damage on its turn.

Living Heads If the hydra takes more than 30 damage on a single turn, one of the heads dies. If all the heads die, the hydra dies. At the end of its turn, the head returns to life as a splitscale viper. The viper acts on its own turn on initiative count 20 (losing any ties.) as an ally of the hydra.

It cannot benefit from this feature if it takes fire damage on that turn.

Shed Scales At the start of its turn, the hydra can end one of the following conditions on itself: blinded, deafened, paralyzed, or poisoned

Sentient Tail (1/long rest) If the hydra starts its turn with less than half its hitpoint maximum, its tail can break off as a greater splitscale viper. The viper acts on its own turn on initiative count 20 (losing any ties). The hydra loses its tail attack upon using this feature. It can regrow its tail after 1 day.

Actions

Multiattack. The hydra can use its Sprout Heads ability (if available) and makes as many bite attacks as it has heads and a single tail attack.

Sprout Heads(Recharge 5-6) The hydra can regrow 3 (1d4) additional heads. It cannot use this feature if it possesses 10 heads. It regains 10 hitpoints for each head recovered.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15ft., one target. 10(2d4+5) piercing damage. Creatures must succeed a DC 18 Constitution saving throw or take 14 (4d6) poison damage and is poisoned until the end of its next turn. On a successful saving throw, it takes half damage and is not poisoned.

Constricting Tail. *Melee Weapon Attack:* +10 to hit, reach 15ft., one target. 16 (2d10+5) bludgeoning damage and the target is grappled and restrained (escape DC 18). Until this grapple ends, the hydra cannot grapple another target.

While restrained, creatures take 11(2d10) bludgeoning damage at the start of each of its turns.

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Splitscale Viper

Small monstrosity, unaligned

Armor Class 15 (Natural Armor)
Hit Points 33(6d6+12)
Speed 30ft., 30ft. climb, 30ft. swim

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	2 (-4)	15 (+2)	7 (-1)

Saving Throws Dex +5, Con +4
Skills Stealth +5, Perception +4
Damage Immunities Poison
Condition Immunities Poisoned
Senses darkvision 60ft., passive Perception 14
Proficiency Bonus +2
Challenge 2 (450 xp)

Pack Tactics The viper has advantage on attack rolls against a creature that is within 5ft. of one of the viper's allies that is not incapacitated.

Shed Scale At the start of its turn, the viper can end one of the following conditions on itself: blinded, deafened, or paralyzed.

Hydra Growth After 3(1d4) weeks, the split scale viper can grow into a greater splitscale viper

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. 7(2d4+2) piercing damage. Creatures must succeed a DC 12 Constitution saving throw or take 14 (4d6) poison damage and is poisoned until the end of its next turn. On a successful saving throw, it takes half damage and is not poisoned.

Greater Splitscale Viper

Large monstrosity, unaligned

Armor Class 15 (Natural Armor)
Hit Points 71(9d10+27)
Speed 30ft., 30ft. climb, 30ft. swim

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	15 (+2)	2 (-4)	15 (+2)	7 (-1)

Saving Throws Str +8, Dex +6, Con +5
Skills Athletics +8, Stealth +5, Perception +5
Damage Immunities Poison
Condition Immunities Posioned
Senses darkvision 60ft., passive Perception 15
Proficiency Bonus +3
Challenge 5 (1800 xp)

Pack Tactics The viper has advantage on attack rolls against a creature that is within 5ft. of one of the viper's allies that is not incapacitated.

Hydra Growth After 3(1d4) weeks, the greater splitscale viper can grow into a splitscale hydra

Shed Scale At the start of its turn, the viper can end one of the following conditions on itself: blinded, deafened, or paralyzed.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. 10(2d4+5) piercing damage. Creatures must succeed a DC 13 Constitution saving throw or take 14 (4d6) poison damage and is poisoned until the end of its next turn. On a successful saving throw, it takes half damage and is not poisoned.

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Sylvan Hydra

Huge Monstrosity, unaligned

Armor Class 18 (Natural Armor)
Hit Points 184 (16d12+80)
Speed 30ft. 30ft. swim, 30ft. climb

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20 (+5)	2 (-4)	20 (+5)	17 (+3)

Condition Immunities Charmed, Frightened, Poisoned
Damage Resistances Psychic, Force
Saving Throws Strength +10, Constitution +10, Wisdom +10
Skills Athletics +10, Perception +10
Senses passive Perception 20, darkvision 60ft
Proficiency Bonus +5
Challenge 14 (11500 xp)

Frightful Presence Creatures that can see the hydra must succeed a DC 16 Wisdom saving throw. On a failed saving throw, it is considered frightened by the hydra as it imagines that the hydra has dozens of heads, more than it actually has. Creatures can repeat its saving throw at the end of each of its turns to end the effect on a success. On a successful saving throw, creatures are immune to this effect for the next 24 hours.

Hold Breath The hydra can hold its breath for 1 hour

Illusory Heads Whenever creatures frightened by the hydra makes an attack against it, it must roll a d6. Upon rolling a 5 or 6, the attack automatically misses as it aims at an illusory head.

Phantasmal Bite The hydra has advantage on saving throws against creature's frightened by it. Whenever it his a frightened creature with its bite attack, it can deal an additional 7(2d6) psychic damage as that creature imagines imaginary heads biting it.

Reactive Heads The hydra can take a reaction at the end of each of every creature's turn. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

Multiheaded The hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned,

Rapid Regeneration At the start of each of its turns, the hydra regains 30 hitpoints if it at least 1 hitpoint. It cannot benefit from this feature if it has taken damage from silvered weapons

Regenerative Heads If the hydra takes more than 30 damage on a single turn, one of the heads dies. If all the heads die, the hydra dies. At the end of its turn, it regain two additional heads for each of its heads that die. It cannot benefit from this feature if it takes damage from silvered weapons.

For each head recovered, it regains 10 hitpoints.

Spell Turning The Hydra has advantage on saving throws against spells and magical effects. If it succeeds a saving throw against a spell effect that effects only the hydra, it take no damage and the spell effect is redirected at the caster

Actions

Multiattack. The hydra makes as many bite attacks as it has heads and a single tail attack

Bite. *Melee Weapon Attack:* +10 to hit, reach 15ft., one target. 11 (1d10+5) piercing damage + 7(2d6) psychic damage

Tail. *Melee Weapon Attack:* +10 to hit, reach 15ft., one target. 16 (2d10+5) bludgeoning damage. If the target is a creature, it must succeed a DC 18 Strength saving throw or fall prone.

Euphoria Breath(Recharge 5-6) Creatures within a 60ft. cone must succeed a DC 18 Dexterity saving throw. On a failed saving throw, creatures take 18(5d6) poison damage + 18(5d6) psychic damage and fall unconscious for one minute. On a On a successful saving throw, creatures take half damage and are not knocked unconscious.

Unconscious creature immediately wake up whenever a creature uses its action to wake it up or if it takes damage..

The damage dealt increases or decreases by 4(1d6) psychic damage + 4(1d6) poison damage for each head it possesses above or below 5.

Bonus Actions

Sylvan Shroud The Sylvan Hydra can use its reaction to teleport 30ft. to a spot that it can see in range.

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Siren Hydra

Huge Monstrosity, unaligned

Armor Class 18 (Natural Armor)
Hit Points 184 (16d12+80)
Speed 30ft. 30ft. swim, 30ft. climb

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20 (+5)	2 (-4)	20 (+5)	17 (+3)

Condition Immunities Charmed, Frightened, Poisoned
Saving Throws Strength +10, Constitution +10, Wisdom +10
Skills Athletics +10, Perception +10
Senses passive Perception 20, darkvision 60ft
Proficiency Bonus +5
Challenge 14 (11500xp)

Alluring Presence Creatures that can see the hydra must succeed a DC 16 Wisdom saving throw. On a failed saving throw, it is considered charmed by the hydra. Creatures charmed by the hydra are considered incapacitated and must spend its movement to move closer towards the hydra as its sees a glimpse of person, object, or event that the creature desires. Creatures can repeat its saving throw at the end of each of its turns to end the effect on a success. O

Hold Breath The hydra can hold its breath for 1 hour

Psionic Disruption Whenever the hydra takes psychic damage, creatures charmed by the Siren Hydra can use its reaction to repeat its saving throw with advantage to escape the effect.

Narcotic Poison Creatures poisoned by the Siren Hydra cannot repeat their saving throws against being charmed by taking damage. Additionally, whenever a creature makes a saving throw against the siren Hydra's charmed while poisoned, it must do so with advantage.

Reactive Heads The hydra can take a reaction at the end of each of every creature's turn. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

Multiheaded The hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned,

Rapid Regeneration At the start of each of its turns, the hydra regains 30 hitpoints if it at least 1 hitpoint. It cannot benefit from this feature if it has taken damage psychic damage on its previous turn

Regenerative Heads If the hydra takes more than 30 damage on a single turn, one of the heads dies. If all the heads die, the hydra dies. At the end of its turn, it regain two additional heads for each of its heads that die. It cannot benefit from this feature if it takes psychic damage.

For each head recovered, it regains 10 hitpoints.

Psionic Reflection When the Hydra succeeds a saving throw against an effect that would charm or frighten it, it can redirect it back at the caster

Actions

Multiattack. The hydra makes as many bite attacks as it has heads and a single tail attack. It can replace a bite attack against a Psionic Gaze

Bite. *Melee Weapon Attack:* +10 to hit, reach 15ft., one target. 11 (1d10+5) piercing damage + 7(2d6) psychic damage

Psionic Gaze One creature that the siren hydra can see within range must succeed a DC 16 Wisdom saving throw or become charmed by the Siren Hydra for 1 minute. Creatures charmed by the hydra are considered incapacitated and must spend its movement to move closer towards the hydra as its sees a glimpse of person, object, or event that the creature desires. Creatures can repeat its saving throw at the end of each of its turns to end the effect on a success. Upon

Tail. *Melee Weapon Attack:* +10 to hit, reach 15ft., one target. 16 (2d10+5) bludgeoning damage. If the target is a creature, it must succeed a DC 18 Strength saving throw or fall prone.

Narcotic Breath(Recharge 5-6) Creatures within a 60ft. cone must succeed a DC 18 Constitution saving throw. On a failed saving throw, creatures take 35(10d6) poison damage and are poisoned for one minute. On a On a successful saving throw, creatures take half damage and are not knocked poisoned. Creatures that take damage from this feature cannot repeat their saving throw against being charmed as a result of taking damage.

The damage dealt increases or decreases by 7(2d6) poison damage for each head it possesses above or below 5.

Reactions

Reactive Charm When a creature makes an attack or targets the Sylvan Hydra with an effect, the hydra can use its reaction to use its Psionic Gaze on a creature that creature.

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Umbermaw Hydra

Huge Monstrosity, unaligned

Armor Class 20 (Natural Armor)
Hit Points 279 (16d20+112)
Speed 40ft., 40ft. climb, 40ft. burrow

STR	DEX	CON	INT	WIS	CHA
25(+7)	17(+3)	25 (+7)	2 (-4)	20 (+5)	17 (+3)

Damage Immunities Acid
Saving Throws Strength +14, Constitution +14, Wisdom +12
Skills Athletics +14, Perception +12
Senses passive Perception 22, tremorsense 120ft., blindsight 120ft.
Proficiency Bonus +7
Challenge 21 (33000 xp)

Cloned Heads Whenever the hydra takes 50 or more damage on one turn, one of its heads falls off its body.

The head as an 50 hitpoints, an AC of 18, and is immune to all status condition, has a burrowing speed of 20ft. The head drops to an unoccupied space within 20ft. of the hydra and acts on initiative count 20 (losing all ties).

On its turn, it will using its action to Dash to burrow as deep as it can. After 3(1d4) days it will grow into a fully grown umbermaw hydra.

At the end of its turn, the hydra can regain an additional head recovering 20 hitpoints for each head recovered. It cannot benefit from this feature if it takes fire damage on its turn.

Rapid Regeneration At the start of each of its turns as long as it has at least 1 hitpoint, the hydra regains 30 hitpoints. It cannot benefit from this feature if it took fire damage on its turn.

Multiheaded The hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, or stunned.

Siege Monster The hydra deals double damage to buildings and objects.

Reactive Heads The hydra can take a reaction at the end of each of every creature's turn. You can use these reactions only to make a bite attack against a creature that enters within range of its bite attack or if it provokes opportunity attack

Spider Climb The hydra can climb difficult surfaces without needing to make an ability check

Tunneler The hydra can burrow through solid rock at halve its movement speed and leaves a 20ft. diameter tunnel in its wake

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +14 to hit, reach 20ft., one target. 25 (4d8+7) piercing damage. If the target is a large or smaller creature, it must succeed a DC 22 Strength saving throw or be swallowed by the Hydra.

A swallowed creature is blinded, restrained, cannot breathe or speak, and has total cover from effects outside of the hydra. At the start of each of its turns, it takes 18(4d8) acid damage + 18(4d8) bludgeoning damage.

If the hydra takes damage from a creature inside of it, it must succeed a Constitution saving throw equal to half the damage dealt (minimum 10). On a failed saving throw, it regurgitates all swallowed creatures, which fall prone in a place within 20ft. of the hydra.

If the hydra dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20ft. of movement exiting prone.

Repulsive Vomit(Recharge 5-6) Creatures in a 120ft. cone must succeed a DC 20 Dexterity saving throw or take 63 (14d8) acid damage. On a successful saving throw, creatures take half damage.

Swallowed creatures immediately fail this saving throw and are ejected 20ft. from the hydra prone.

The damage from this attack increases or decreases by 9(2d8) for each head the hydra possesses above or below 5.

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Worldeater Hydra

Although all hydras are known for the ravenous hunger, none can invoke the level of dread and impending doom as the worldeater hydra. The worldeater hydra is believed to be the ancestor from which all hydras are descended. However, it is unknown whether there is only one worldeater or if there are multiple of its kin.

Apocalyptic Origins

The origins of this creature are unclear, but it is believed to be a Primordial titan akin to the tarrasque that has lain dormant for centuries. The true cause of its awakening is unclear, as some believe that it could be summoned with enough magical power while others believe it serves as a natural force of the Material Plane serving as an agent of extinction that consumes all life in its wake to spur the dawn of a new age before falling dormant again for the next cataclysm.

Lord of Hydras

The sign of an oncoming worldeater hydra is heralded by a surge in the appearances of all species of hydras. Any hydra within the vicinity of this entity immediately falls under its control, even those create and controlled through artificial means, such as the crypt hydra and the runic hydra.

Mythic Interpretations

Legends suggest the worldeater hydra possess a seemingly infinite number of heads on its colossal form. However, all records point out that the worldeater hydra has 5 primary heads of colossal size. Many scholars believe this is the reason why all hydras are innately born with 5 heads. This entity is often worshiped and revered by many races such as the yuan-ti or lizardfolk while other fear its return.

Depending on the mythological iteration, each of these heads are worshiped as a separate deity each seemingly correlates to a certain aspect, typically along the lines of destruction or the apocalypse.

Hydra Spawn

If one of its heads are destroyed, it is able to birth a new hydra within a few seconds. This hydra resembles that of the evermaw hydra except that it sprouts multiple pairs of bat-like wings akin to that of the worldbreaker. This hydra aids its master in its quest to devour anything in sight.

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Worldeater Hydra

Gargantuan Hydra, unaligned

Armor Class 20 (Natural Armor)
Hit Points 592 (32d20+256)
Speed 60ft., 60ft. swim, 60ft. climb, 120ft. fly

STR	DEX	CON	INT	WIS	CHA
30(+10)	15(+2)	26 (+8)	14 (+2)	20 (+5)	22 (+6)

Condition Immunities Charmed, Frightened, Exhausted, Paralyzed, Poisoned, Stunned
Damage Resistances bludgeoning, piercing, or slashing damage from non-magical weapons
Damage Immunities Acid, Poison
Saving Throws Str+18, Dex+10,Con+16, Wis+13, Cha+14
Skills Athletics +18, Perception +21
Senses passive Perception 31, darkvision 300ft., blindsight 120ft.
Proficeincy Bonus +8
Challenge 28 (120000 xp)

Ancestor Hydra If the worldeater, hydra takes 100 damage in one round, one of its primary heads are destroyed. Upon its destruction, an evermaw hydra appears in an unoccupied spot within 30ft. of the worldeater hydra.

This hydra has a flying speed of 60ft and its attacks are considered magical for the purpose of overcoming resistance. The hydra acts on initiative count 20 losing all ties and is considered an ally to the worldeater hydra.

If the hydra loses all of its heads, it dies.

Frightening Presence Creatures within 300ft. of the hydra and is aware of it must succeed a DC 24 Wisdom saving throw or become frightened. Creatures frightened in this manner are paralyzed with fear for one minute. A creature can repeat its saving throw at the end of each of its turns to end the effect upon a successful save. On a successful saving throw, creatures are immune to this effect for the next 24 hours.

Magical Attacks The hydras attacks count as magical for the purpose of overcoming resistance.

Multiheaded The hydra has advantage on saving throws against being blinded or deafened.

Legendary Resistances (5/long rest) If the hydra fails a saving throw, it can choose to succeed. As part of this feature, the hydra recovers 50 hitpoits and regrows one head(total maximum of 5 heads).

Rapid Regeneration At the start of each of its turns, the hydra regains 50 hitpoints at the start of each of its turns if it has at least one hitpoints.

Reactive Heads The hydra can take a reaction at the end of each of every creature's turn. It can use these reactions only to make an infinity maw attack against a creature that enters within range or provokes opportunity attack

Siege Monster The hydra deals double damage to buildings and objects

Titanic Proportions The hydra has advantage on Strength and Constitution saving throws. Upon a successful saving throw, it takes no damage and half upon a success.

Unusual nature The hydra does not need to breathe or sleep.

Actions

Multiattack. The hydra can make a Cataclysmic Screech and can make as many devouring maw attacks as it has heads on a turn.

Devouring Maw Melee Weapon Attack: +18 to hit, reach 60ft., one target. 32 (4d10+10) piercing damage. If the target is Huge or smaller creature, it is swallowed by the Hydra.

A swallowed creature is blinded, restrained, cannot breathe or speak, and has total cover from effects outside of the hydra. At the start of each of its turns, it takes 22(4d10) acid damage + 22(4d10) bludgeoning damage.

If the hydra takes damage from a creature inside of it, it must succeed a Constitution saving throw equal to half the damage dealt (minimum 10). On a failed saving throw, it regurgitates all swallowed creatures, which fall prone in a place within 30ft. of the hydra.

If the hydra dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20ft. of movement exiting prone. Creatures killed while inside the hydra are instantly killed.

Cataclysmic Screech (Recharge 5-6) Creatures within a 300ft. radius of the hydra that can hear it must succeed a DC 24 Constitution saving throw. On a failed save, creatures fall prone and become stunned for one minute. Any buildings or structures within range take 88 (16d10) thunder damage. Creatures can repeat its saving throw at the end of each of its turns to end the effect.

Reactions

Infinite Maws Melee Weapon Attack: +18 to hit, reach 60ft., one target. 21 (2d10+10) piercing damage. If the target is a Large or smaller creature, it is grappled by the Hydra (escape DC 26).

Legendary Actions (5/ turn)

Titanic Charge(1 action) The hydra can move up to half its movement speed without provoking opportunity attack

Devour (1 action) The hydra can make a Devouring Maw attack against a creature grappled by its Infinite Maw.

Regenerate Head(3 actions) The hydra can regain one of its lost heads and recovers 50 hitpoints as part of this action.

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Mythic Traits

Fury of the Hydra(1/short rest) If the hydra starts its turn below half its hitpoint maximum, the hydra can regrow all of its lost heads (regaining hitpoints for each head recovered) and regains all expended legendary resistances. Upon using this feature, it can use its Cataclysmic Screech, even if its not recharged.

Renewed Fear Upon using the Fury of the Hydra, creatures must repeat its saving throw against its Frightening Presence, even if it already succeeded on its saving throw.

Mythic Actions

If the hydras mythic trait is active, it can use the following legendary actions 1 hour after using Fury of the Hydra.

Storm of Jaws(3 actions) The hydra can make an Infinity Maw attack against all creatures within its reach.

Regional Effects

The presence of a worldeater hydra is warped by its presence creating one or more of the following effects.

Hydra Evolution Hydras within 6 miles of it fall under the control of this entity. As a result, they begin to rapidly evolve and gain a flying speed of 60ft. and its attacks count as magical for the purpose of overcoming resistance.

If the hydra dies, the hydras lose their supernatural link. As a result, they lose their flying speed and magical attacks

Devourer's Omen The worldeater can pinpoint the location of every living creature within 6 miles of it.

Apocalyptic Presence The presence of wildlife is strangely absent hinting at the presence of a terrible presence.

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Chimera

Chimeras are horrendous abominations resulting from magical practices used to distort and pervert nature. There is no definitive form that a chimera can take, for it is an amalgamation of traits from different creatures. However, many chimera share the same baseline traits consisting of three heads, a winged four legged body as well as a weaponized tail. Due to their magical origin, they can possess the ability to emit magical attacks from their breath and disrupt their enemies with the sheer power of their essence.

Chimera Tactics

Because chimera are not natural creatures but rather the result of a magical creation, they tend to be found as guardians of cultists headquarter, mage towers, corrupted druid sanctuaries, and similar institutions where such magics can be practiced without interruptions. Their unique nature also makes them prize mounts of war, or beasts held by crime lords or gladiator arenas. If introduced to the wild, these creatures can be quite devastating to the local ecosystem thanks to their destructive tendencies. Because of their unique form, it is nearly impossible to provide any insight to their tactics. The best advice for engaging these creatures is to be ready for anything.

Chimera Customization

To build your chimera, you can refer to the following tables, either rolling for your results or choosing whichever traits you wish. To build a typical chimera, you can select three head options and one option for each subsequent category: body, chimeric aura, mobility, and tail.



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Common Chimera

Large monstrosity, unaligned

Armor Class 16 (Natural Armor)
Hit Points 85(10d10+30)
Speed 40ft., 60ft. fly

STR	DEX	CON	INT	WIS	CHA
17(+3)	16 (+3)	17 (+3)	8(-1)	16 (+3)	15 (+2)

Saving Throws Str +6, Dex +6, Con +6, Wis +6
Skills Athletics +6, Stealth +6, Perception +6
Senses darkvision 120ft., passive Perception 16
Proficiency Bonus +3
Challenge 5(1800 xp)

Keen Senses The Chimera advantage on Wisdom (Perception) checks relying on sight and hearing

Reactive The Chimera can make an attack at the end of every creature's turn.

Multi-Headed The Chimera advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious

Immutable Form The Chimera is immune to effects that magically changes if form against its will

Actions

Multiattack The Chimera can make six attacks on its turn: three with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack*, +6 to hit:, 5ft. , one target. *Hit* 8(1d8+3) piercing damage.

Claws *Melee Weapon Attack*, +6 to hit:, 5ft. , one target. *Hit* 10(2d6+3) slashing damage.

Tail *Melee Weapon Attack*, +6 to hit:, 10ft. , one target. *Hit* 9(1d10+3) bludgeoning damage.

Greater Chimera

Large monstrosity, unaligned

Armor Class 17 (Natural Armor)
Hit Points 171(18d10+72)
Speed 40ft., 60ft. fly

STR	DEX	CON	INT	WIS	CHA
19(+4)	11 (+0)	19 (+4)	8(-1)	19 (+4)	15 (+2)

Saving Throws Str +9, Dex +5, Con +9, Wis +9
Skills Athletics +7, Stealth +5, Perception +9
Senses darkvision 60ft., passive Perception 18
Profiency Bonus +5
Challenge 13(10000 XP)

Keen Senses The Chimera advantage on Wisdom (Perception) checks relying on sight and hearing

Reactive The Chimera can take a reaction at the end of every creature's turn

Multi-Headed The chimera has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious

Immutable Form The Chimera is immune to effects that magically changes if form against its will

Legendary Resistance(3/day) If the chimera fails a saving throw, it can choose to succeed instead.

Actions

Multiattack The Chimera can make six attacks on its turn: three with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack*, +9 to hit:, 5ft. , one target. *Hit* 11(2d6+4) piercing damage.

Claws *Melee Weapon Attack*, +9 to hit:, 5ft. , one target. *Hit* 15(3d6+4) slashing damage.

Tail *Melee Weapon Attack*, +9 to hit:, 10ft. , one target. *Hit* 15(2d10+4) bludgeoning damage.

Legendary Actions(3/turn)

Wing Attack(1 action) All creatures in a 10ft. radius of the Chimera must succeed a DC 17 Strength saving throw or be pushed back 10ft. and knocked prone. The Chimera can fly up to half its movement speed as part of this action.

Burning Fury (2 action) If it's breath attack has not recharged, it can attempt to roll again to regain its breath attack.

Resilience(3 actions) The Chimera can end one status condition or spell effect on itself

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Chimeric Abomination

Gargantuan monstrosity, unaligned

Armor Class 20 (Natural Armor)
Hit Points 600(40d20+280)
Speed 60ft., 120ft. fly

STR	DEX	CON	INT	WIS	CHA
24(+7)	10 (+0)	24 (+7)	8(-1)	19 (+4)	20 (+5)

Saving Throws Str +15, Dex+8, Con +15, Wis +12, Cha +13
Skills Athletics +15, Stealth +11, Perception +12
Senses darkvision 120ft., passive Perception 22
Proficiency Bonus +8
Challenge 25(75000 XP)

Keen Senses The Chimera has advantage on Wisdom (Perception) checks relying on sight and hearing

Reactive The Chimera can make an attack on every creatures turn that can only be used for opportunity attacks

Immutable Form The Chimera is immune to effects that magically changes if form against its will

Multi-Headed The Chimera has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious

Legendary Resistance(3/day) If the chimera fails a saving throw, it can choose to succeed instead.

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

Titanic Form The Chimera has advantage on Strength and Constitution saving throws and ability checks

Actions

Multiattack The Chimera can make six attacks on its turn: three with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack*, +15 to hit:, 10ft. , one target. *Hit* 20(2d12+7) piercing damage.

Claws *Melee Weapon Attack*, +15 to hit:, 10ft. , one target. *Hit* 28(6d6+7) slashing damage.

Tail *Melee Weapon Attack*, +15 to hit:, 20ft. , one target. *Hit* 26(4d10+4) bludgeoning damage.

Legendary Actions(3/turn)

Wing Attack(1 action) All creatures in a 30ft. radius of the Chimera must succeed a DC 22 Strength saving throw or be pushed back 30ft. and knocked prone. The Chimera can fly up to half its movement speed as part of this action.

Burning Fury (2 action) If its breath attack has not recharged, it can attempt to roll again to regain its breath attack.

Resilience(3 actions) The Chimera can end one status condition or spell effect on itself

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Head Options

D6	Bite Option	Effects
1	Frenzied	When the Chimera makes an bite attack with this head against a creature below half its hitpoint maximum, it can make another Frenzied bite attack against that creature as part of the action
2	Horned	If the Chimera moves at least 20ft. towards a creature that it can see and then hits the creature with a Horned bite attack, the target takes an additional 11(2d10) damage and must make a Strength saving throw against its melee DC. On a failed saving throw, that creature is knocked prone.
3	Magical	Upon a hit, the target takes an additional 6(1d10) damage from your choice of cold, fire, lightning, radiant, or necrotic. This attack counts as magical for the purpose of overcoming resistance.
4	Poisonous Fangs	Upon a hit, the target must succeed a saving throw against the Chimera's Primary DC. On a failed saving throw, it is poisoned until the end of its next turn
5	Sabertooth	Upon a hit, if the target is the Chimera's size or smaller, it is grappled with an escape DC equal to the Chimera's melee DC. If this grapple ends, Chimera cannot make another Sabertooth bite against another target but can use its bonus action to make one additional bite attack against that creature..
6	Vampiric	Upon a hit, the Chimera regains hitpoints equal to half the damage dealt by the Vampiric bite attack. The target cannot regain hitpoints until the end of its next turn.

Tail Options

D6	Tail Option	Effects
1	Clubbed	Upon a hit, the target must succeed a Strength saving throw against the Chimera's Melee DC or be knocked prone.
2	Constricting	Upon a hit, the target becomes grappled and restrained with an escape DC equal to the Chimera's Melee DC. For the duration of the grapple, the Chimera cannot make a tail attack against another creature. At the start of each the Chimera's turns, a restrained creatures takes 5 (1d10) bludgeoning damage for the duration of the grapple
3	Elongated	This attack's reach increases by 5ft and upon the hit, if target must succeed Strength saving throw equal to the Chimera's Melee DC be pushed back 10 ft.
4	Fanged	The Chimera has an additional head where its tail should be. It loses its tail attack and makes one additional head attack when it takes its Multiattack. This special bite attack has a reach of 10ft.
5	Magical	The Chimera's tail can make a ranged spell attack which deals damage equal to the tails damage die as a damage type of your choice. This attack is a ranged weapon attack that uses the Chimera's Constitution modifier instead of Strength.
6	Stinger	Upon a hit, the target must succeed a Constitution saving throw equal to the Chimera's Primary DC or become poisoned until the end of its next turn.

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Breath Options

D8	Breath Attack Option	Effects
1	Fire Breath	Creatures in a 30ft. cone must succeed a Dexterity saving throw with a DC equal to the Chimera's Primary DC. On a failed saving throw, creatures take fire damage equal to a number of d10s equal to twice the Chimera's proficiency bonus. On a successful saving throw, creatures take half damage.
2	Frost Breath	Creatures in a 30ft. cone must succeed a Constitution saving throw equal to the Chimera's Primary DC. On a failed saving throw, creatures take cold damage equal to a number of d8s equal to twice the Chimera's proficiency bonus and are restrained for one minute. The creature must repeat the saving throw on at the end of its next turns, ending the the effect on a success. On a successful saving throw, creatures take half damage and are not restrained.
3	Hypnotic Array	Creatures in a 20 radius around the Chimera must succeed a Wisdom saving throw equal to the Chimera's Primary DC. On a failed saving throw, creatures take psychic damage equal to a number of d8s equal to twice the Chimera's proficiency bonus and are stunned for one minute. The creature must repeat the saving throw on at the end of its next turns, ending the the effect on a success. On a successful saving throw, creatures take half damage and are not stunned.
4	Lightning Breath	Creatures in a 60ft. long and 10ft. wide line must succeed a Dexterity saving throw with a DC equal to the Chimera's Primary DC. On a failed saving throw, creatures take lightning damage equal to a number of d10s equal to twice the Chimera's proficiency bonus. On a successful saving throw, creatures take half damage.
5	Poison Breath	Creatures in a 30ft. cone must succeed a Constitution saving throw equal to the Chimera's Primary DC. On a failed saving throw, creatures take poison damage equal to a number of d8s equal to twice the Chimera's proficiency bonus and are poisoned for one minute. The creature must repeat the saving throw on at the end of its next turns, ending the the effect on a success. On a successful saving throw, creatures take half damage and are not poisoned.
6	Radiant Breath	Creatures in a 30ft. cone must succeed a Constitution saving throw equal to the Chimera's Primary DC. On a failed saving throw, creatures take radiant damage equal to a number of d8s equal to twice the Chimera's proficiency bonus and are blinded for one minute. The creature must repeat the saving throw on at the end of its next turns, ending the the effect on a success. On a successful saving throw, creatures take half damage and are not blinded.
7	Sonic Screech	Creatures in a 30ft. cone must succeed a Strength saving throw equal to the Chimera's Primary DC. On a failed saving throw, creatures take thunder damage equal to a number of d8s equal to twice the Chimera's proficiency bonus and pushed back 30ft., knocked prone, and are deafened for one minute. The creature must repeat the saving throw on at the end of its next turns, ending the the effect on a success. On a successful saving throw, creatures take half damage and are not deafened.
8	Withering Breath	Creatures in a 30ft. cone must succeed a Constitution saving throw equal to the Chimera's Primary DC. On a failed saving throw, creatures take necrotic damage equal to a number of d8s equal to twice the Chimera's proficiency bonus and cannot regain hitpoints for one minute. The creature must repeat the saving throw on at the end of its next turns, ending the the effect on a success. On a successful saving throw, creatures take half damage and are otherwise unaffected.

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Body Options

D6	Body	Effects
1	Absorption	When the Chimera takes damage from one of the following damage types: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder, it takes no damage and regains a number of hitpoint equal to the damage dealt instead.
2	Armored Hide	The Chimera's armor class increases by 3.
3	Avoidance	When the Chimera succeeds a fails throw that deals damage, it takes half damage. On a successful saving throw, it takes none
4	Bioluminescent	It has advantage on magical saving throws. As a bonus action, it can emit bright light in a 10ft. radius and dim light an additional 10ft. feet. This light can be dismissed as a bonus action.
5	Chameleon	The Chimera can use its bonus action to turn invisible until the start of its next turn.
6	Deadly Hide	When a creature hits it with a melee attack while within 5ft. of it, that creature take 7(2d6) damage of your choice (acid, cold, fire, piercing, lightning, or slashing damage).
7	Displacement	Attacks against the Chimera have disadvantage. Upon a hit, the Chimera cannot benefit from this feature until the start of its next turn.
8	Regeneration	At the start of each of its turns, it regains a number of hitpoints equal to 10 times half the Chimera's proficiency bonus (rounded down).
9	Resilience	The Chimera has resistance to two damage types of your choice.
10	Relentless	When the Chimera is reduced to 0 hitpoints, it can make an attack, it can make a Constitution saving throw equal to half the damage dealt (minimum of 10). On a successful saving throw, the Chimera regains 1 hitpoint.
11	Spell Turning	The Chimera has advantage on saving throws against spell effects. Upon a successful saving throw against a spell effect that targets only the Chimera, it takes no damage and redirects it back at the caster instead.
12	Unnatural Resilience	The Chimera has advantage on saving throws against being exhausted, paralyzed, or poisoned.

Mobility Options

D6	Mobility	Effects
1	Aggressive	As a bonus action, the Chimera can move up to its movement speed towards a hostile creature that it can see.
2	Amorphous	The Chimera can move through a space as narrow as 1 inch without squeezing
3	Aquatic	The Chimera can breath on air and in water. It also gains a swimming speed of 40ft.
5	Burrower	The Chimera gains a burrowing speed of 40ft. It can burrow through non-magical, unworked earth and stone at its full burrowing speed. It can burrow through solid rock at half its burrow speed.
6	Climber	The Chimera gains a climbing speed equal to its walking speed. It can also climb on difficult surfaces including upside down on ceilings without needing to make ability checks.
7	Flyby	The Chimera does not provoke opportunity attack when it flies outside of a creature's reach
8	Incorporeal	The Chimera can move through other creatures and objects as if they were difficult terrain. If it ends its turn in an occupied space, it is shunted to the nearest unoccupied space taking 5(1d10) force damage for every 5ft. it was shunted
9	Shadow Skulker	When in dim light or darkness, it is invisible to creatures that rely on darkvision to see it. When these conditions are met, it can use its bonus action to Hide.
10	Teleportation	The Chimera can use its bonus action to teleport to a spot that it can see within range of its walking speed.

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Chimeric Aura

D6	Aura	Effects
1	Antimagic Gaze	The Chimera's gaze creates a zone of antimagic in a 30ft. cone. At the start of its turn, the Chimera decides which way the cone faces and whether it is active or not
2	Frightful Presence	Each creature of the Chimera's choice that is within 30ft. of the Chimera must succeed a DC Wisdom saving throw against its Power DC or become frightened for one minute. A creature can repeat the saving throw if it ends its turn 60ft. away from the Chimera, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Chimera's frightful presence for the next 24 hours.
3	Hypnotic Presence	Each creature of the Chimera's choice that is within 30ft. of the Chimera must succeed a Wisdom saving throw against the Chimera's Power DC or become charmed for one minute on a failed save. While charmed in this manner, the creature is incapacitated and its speed is 0. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Chimera's Hypnotic Presence for the next 24 hours.
4	Petrifying Gaze	If a creature starts its turn within 30ft. of the chimera and the two of them can see each other, the chimera can force that creature to make a Constitution saving throw against the Chimera's Primary DC if the chimera is not incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or greater magic.
5	Stench	Any creature other than the Chimera that starts its turn within 10ft. of the Chimera must succeed a Constitution saving throw against the Chimera's Primary DC or become poisoned until the end of that creatures next turn. While poisoned in this manner, the creatures are considered incapacitated as it is retching and reeling. Creatures that don't need to breath or are immune to poison automatically succeed this saving throw.
6	Withering Aura	Creatures other than the Chimera that first enter or start its turn within 30ft. of the Chimera cannot regain hitpoints.



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Therianthropy

Therianthropy is a magical curse that can be inflicted on humanoids, granting them to turn into bestial hybrids. While some view this ability as a boon as it grants supernatural strength, agility, and endurance; many see it as a curse that must be eradicated from the Material Plane due to the violent tendencies associated therian wereshapes.

Therianthropy Traits

There are numerous types of therianthropes; however they all share the same base characteristics. All forms of therianthropy can be contracted from a single bite from a werecreature. However, it is believed that the most powerful of therian is able to curse the mind of a creature cursing it with therianthropy with a single gaze.

Creatures infected with the curse possesses heightened senses, enhanced speed, endurance and regeneration. They also have an uncanny resilience against any form of weaponry, non-magical and magical alike. However, they seem to show a particular vulnerability to silver, which halts their regenerative traits. Applying such a coating to weapons is highly recommended for engaging therian.

Power of the Moon

All therians show a special connection to the moon. The presence of moonlight further empowers their abilities. It is believed that under a full moon, therians are nigh unstoppable, and thus they tend to come out in large numbers to take advantage of this boon. This lunar connection also grants them particular resilience to many form of light-based magic.

Spellshifters and Lunar Magic

Some therians, known as spellshifters, possess a special attunement to the moon, even more than the rest of their kin. As a result, they are able to cast spells using the magical energy generated by moonlight. Such abilities can include call forth packs of wolves, calling down columns of moonfire, or transforming their opponents into harmless beasts.

Therian Tactics

In combat, therians often mimic the tactics of their bestial form. For example, a wererat would rely primarily on ambushes and guerilla tactics while a wereboar or werebear would charge into the midst of the fray using their superior and endurance to annihilate their foes.

As most therians tend to be part of a close-knit pack, they tend to fight in groups of 4 (1d6) or more, each utilizing their form's particular strengths and weaknesses to fight as a formidable pack.

Despite their superior strength, therians are elusive fighters, using their abilities to shapeshift into beasts to avoid detection until their time to strike.

Moon Touched Weapons

Because of their connection to the moon, many therians uses weapons that specifically resonate with the moon. To other creatures, these weapons are no different from a mundane weapon. However, in the presence of a therian, it acquires magical properties as it resonates with the magical power of their curse. In the presence of moonlight, these weapons begin to glow a silvery hue as it becomes empowered by moonlight.

Only when wielded by a therian, moon-touched weapons count as magical for the purposes of overcoming resistance and deals an additional 1d8 radiant damage when in moonlight or under a full moon. These weapons do not require attunement

Silver Weakness

Therians are acute aware of their weakness and will instantly begin to disengage in the presence of silvered weapons, at least until gain an opportunity to turn the tables. Such tactics would be resorting to hit-and-run tactics, specifically focusing and attempting to separate those wielding silver weapons, so they can be dispatched one by one. If the therian is a spellshifter, it may resort to polymorphing that target to render them useless.

If the battle still does not go in their favor, they are not afraid to retreat, as their natural healing will quickly recover their wounds and strike before their opponent can even recover from the first engagement.

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Therian Packs

Therian Communities

Therians typically live in small communities or packs, as they tend to be reviled by most civilization if they reveal their true form. For many therians, their pack means everything to them. A therian exiled from its back will do anything to find another pack or return into its favor.

Types of Packs

Therian communities have many sizes and compositions. Some therian packs may consist only of one type of therian such as a weretiger or werebear while other is a haven for all kinds of therian's regardless of their bloodline. Most packs have up to 7(2d6 members) but the largest have been known to have 50 or even more.

Pack Leaders

All therians packs are led by a single pack lord. These individuals typically are chosen by the community by individuals who have proven their worth. For larger therian packs, they are often led by a powerful alpha therian. If a leader has proven to be weak or incapable, others may challenge for the position, which as the potential to turn into a bloody duel.

Pack Magic

Therian packs are more than just a social element of therian society, for it is a magical pact between members. Members often have to prove themselves to the pack in order to join this magical union. Once initiated, therians are able to unlock the true power of their wereshapes and call upon the aid of their pack in the time of need. Although some packs have 50 or more members, individual pack magic typically binds up to 7 (2d6) members at a time.

So, for example, a large pack may have 4 or 5 smaller packs binding each member together.

Therian Pack Abilities

Therians that are magically bonded into a pack gain access to the following abilities.

Pack Sense All pack members knows the general direction of another member of its pack as long as they are on the same plane of existence

Pack Resolve While within 60ft. of a pack member it can see, the therian can end a condition affecting it at the start of its turn.

Pack Actions (5/day)

The pack as a whole has a wide range of abilities that can be used by any one of the members each day. Any member can use these abilities (if applicable), but the pack as a whole can only use them 5 times a day.

Call of the Wild (1 action) The therian can call (1d4) wild beasts (of the appropriate type) to come to its aid. For this creature's statistics, you can use *Summon Beast* spell as if it were cast a 4th level. This ability does not count as a spell for the purposes of *Counterspell*, *Dispel Magic*, or *Antimagic Field*. Wisdom is the modifier for this ability.

Call of the Pack(1 action) The therian can summon another willing member of the pack for aid. The pack member magically teleports to a location within 120ft. of the therian.

Pack Magic(1 action) If a therian has the spellcasting capability, it can expend one of its spell slots to grant another member the ability to cast that spell. This spell lasts for the next 24 hours or until used. Wisdom is the spellcasting modifier for these spells.

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Therian Template

medium humanoid (shapechanger) , varies

Armor Class 16(Natural Armor)
Hit Points 68 (9d8+27)
Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +6, Dex+6, Con+6, Wis+6
Skills Athletics +6, Acrobatics +6, Perception +9, Stealth +6, Intimidation +6
Damage Resistances bludgeoning, piercing, and slashing damage from non-silvered weapons
Condition Immunities Poisoned
Senses passive Perception 19, darkvision 120ft.
Languages Common and one language of your choice (can't speak in beast form)
Proficiency Bonus +3
Challenge 5(1800xp)

Magical Attacks The therian's attacks count as magical for the purpose of overcoming resistance.

Keen Senses The therian has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Therian Regeneration At the start of each of its turns, the therian regain 10 hitpoints as long as it has at least one hitpoint and haven't taken damage from silvered weapons

Actions

Multiattack The therian can make two attacks with its moonblade or moonbow (humanoid and hybrid form) or one bite and two with its claws (hybrid or beast form)

Moonblade *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 9 (1d10+3) slashing damage. If the therian starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Moonbow(Humanoid or Hybrid Form Only)* *Ranged Weapon Attack:* +6 to hit, 150/600ft., one target. *Hit:* 8 (1d8+3) piercing damage. If the therian starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Bite.(Beast or Hybrid Form only) *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this lycanthorpe for the next 24 hours.

Claw.(Beast or Hybrid Form only) *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 8 (1d8+3) slashing damage.

Bonus Actions

Shapechanger The therian can use its bonus action to polymorph into a hybrid, a beast, or back into its true form, which is humanoid. Its statistic are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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Therian Spellshifter Template

medium humanoid (shapechanger) , varies

Armor Class 16(Natural Armor)
Hit Points 75 (10d8+30)
Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +6, Dex+6, Con+6, Wis+6
Skills Athletics +6, Acrobatics +6, Perception +9, Stealth +6, Intimidation +6
Damage Resistances bludgeoning, piercing, and slashing damage from non-silvered attacks
Condition Immunities Poisoned
Senses passive Perception 19, darkvision 120ft.
Languages Common and one language of your choice (can't speak in beast form)
Proficiency Bonus +3
Challenge 8(3900xp)

Magical Attacks The therian's attacks count as magical for the purpose of overcoming resistance.

Keen Senses The therian has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Lunar Magic Spells that emit light or daylight counts as moonlight

Therian Regeneration At the start of each of your turns, you regain 10 hitpoints as long as you have at least one hitpoint and haven't taken damage from silvered weapons

Spellcasting

The therian is an 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

Cantrips(at will) Light, Dancing Lights

1st Level(4/long rest) Disguise Self, Faerie Fire*, Guiding Bolt, Hutner's Mark, Speak with Animals

2nd Level(3/long rest) False Life, Darkness, Invisibility, Moonbeam*, Summon Beast

3rd Level(3/long rest) Daylight*, Conjure Animals

4th Level(3/long rest) Greater Invisibility, Polymorph

5th Level Spells(2/long rest) Dawn*, Flame Strike*, Holy Weapon*

Actions

Multiattack The therian can cast a spell and make a bite and two claw attacks on its turn

Bite.(Beast or Hybrid Form only) *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this lycanthorpe for the next 24 hours.

Claw.(Beast or Hybrid Form only) *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 8 (1d8+3) slashing damage.

Bonus Actions

Shapechanger The therian can use its bonus action to polymorph into a hybrid, a beast, or back into its true form, which is humanoid. Its statistic are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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Alpha Therians

Alpha therians are the most powerful and ancient of therians. It is believed that they acquired their immense power after decades or even centuries of slowly absorbing lunar magic. They have evolved to the point wherein they are able to command and even create other therians with a single thought. When under a full moon, alpha therians extremely powerful and nigh unstoppable as they are able to benefit from the true potential of the moon.

Cursed Presence

The very presence of an alpha therian is able to evoke a primal fear with the hardiest of individuals, causing their limbs to lock up in terror. Their very presence is able to draw out the inner beast in every individual, cursing them with therianthropy with just a single gaze. Creatures already inflicted with this curse are at risk of falling under the control of this entity, as they are able to force a creature to transform at their command.

Alpha Mooncasters

The most powerful of all therians are mooncasters who wiled the terrible might and endurance of a standard alpha therian, but is capable of wielding lunar magic with unparalleled skill. They have mastered the ability to mask their true nature thanks to their ability to conjure magical disguises and even change their forms, allowing themselves to integrate themselves deep within society unnoticed. When subterfuge fails, they are capable spellcasters capable of calling down the full fury of the moon upon their opponents.

Alpha Goals

Having mastered their therian abilities, many alphas find themselves leading numerous packs of therians. Some create these clans to provide sanctuary and haven to those with the therian curse. However, some have been come more extreme and zealous in their goal for sanctuary. As many therians are often the target of adventurers and monster hunters, some alphas have devoted themselves and seeking vengeance and annihilating those who devote themselves to hunting therian kind.

Others view their ability as a gift that is meant to be shared to the rest of the world. Some purposely seek out others who they deem strong and worthy enough for the gift of therianthropy. Some alphas interpret this view as the world is their ultimate hunting ground, wherein the weak are hunted. While under the power of the full moon, their packs unite in a massive hunting raid, viciously slaying those who they deem weak while infecting the strong.

Despite some stigma held against them, some therians seek to do good in the world by providing guidance and refuge for those who are inflicted with their curse. Others strive to seek out and stop other therians that poses a threat to civilization.

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Therian Alpha Template

medium humanoid (shapechanger) , varies

Armor Class 18(Natural Armor)
Hit Points 171 (18d8+90)
Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	21(+5)	10 (+0)	21 (+5)	15 (+2)

Saving Throws Str +10, Dex+8, Con+10, Wis+10
Skills Athletics +10, Acrobatics +8, Perception +15, Stealth +8, Intimidation +12
Damage Resistances bludgeoning, piercing, and slashing damage from weapons attacks that aren't silvered or are not silvered
Condition Immunities Poisoned
Senses passive Perception 25, darkvision 120ft.
Languages Common and one language of your choice (can't speak in beast form)
Proficiency Bonus +5
Challenge 14(11500xp)

Aura of the Alpha Other therians within 60ft. of the alpha therian has advantage on saving throws against being charmed or frightened.

Frightful Presence Each creature of the therian's choice within 120ft. of it must succeed a DC 18 saving throw. On a failed saving throw, creatures become frightened for one minute. Creature's frightened in this manner are considered paralyzed for the duration. A creature can repeat it saving throw at the end of each of its turns, ending the effect upon a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to being frightened in this manner for the next 24 hours.

Magical Attacks The therian attacks count as magical for the purpose of overcoming resistance.

Keen Senses The therian has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Legendary Resistances(3/day) The therian can choose to succeed a saving throw that it failed. Upon using this feature, the Therian regains 30 hitpoints upon using this feature.

Therian Regeneration At the start of each of your turns, you regain 30 hitpoints as long as you have at least one hitpoint and haven't taken damage from silvered weapons

Actions

Multiattack The therian can make three attacks with its moonblade or moonbow (humanoid and hybrid form) or one bite and two with its claws (hybrid or beast form)

Moonblade *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit:* 12 (2d6+5) slashing damage. If the therian starts its turn in moonlight, this attack deals an additional 9(2d8) radiant damage.

Moonbow(Humanoid or Hybrid Form Only)* *Ranged Weapon Attack:* +8 to hit, 150/600ft., one target. *Hit:* 6 (1d8+3) piercing damage. If the therian starts its turn in moonlight, this attack deals an additional 9(2d8) radiant damage.

Bite.(Beast or Hybrid Form only) *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit:* 16 (2d10+5) piercing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this lycanthorpe for the next 24 hours.

Claw.(Beast or Hybrid Form only) *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Bonus Actions

Shapechanger The therian can use its bonus action to polymorph into a hybrid, a beast, or back into its true form, which is humanoid. Its statistic are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

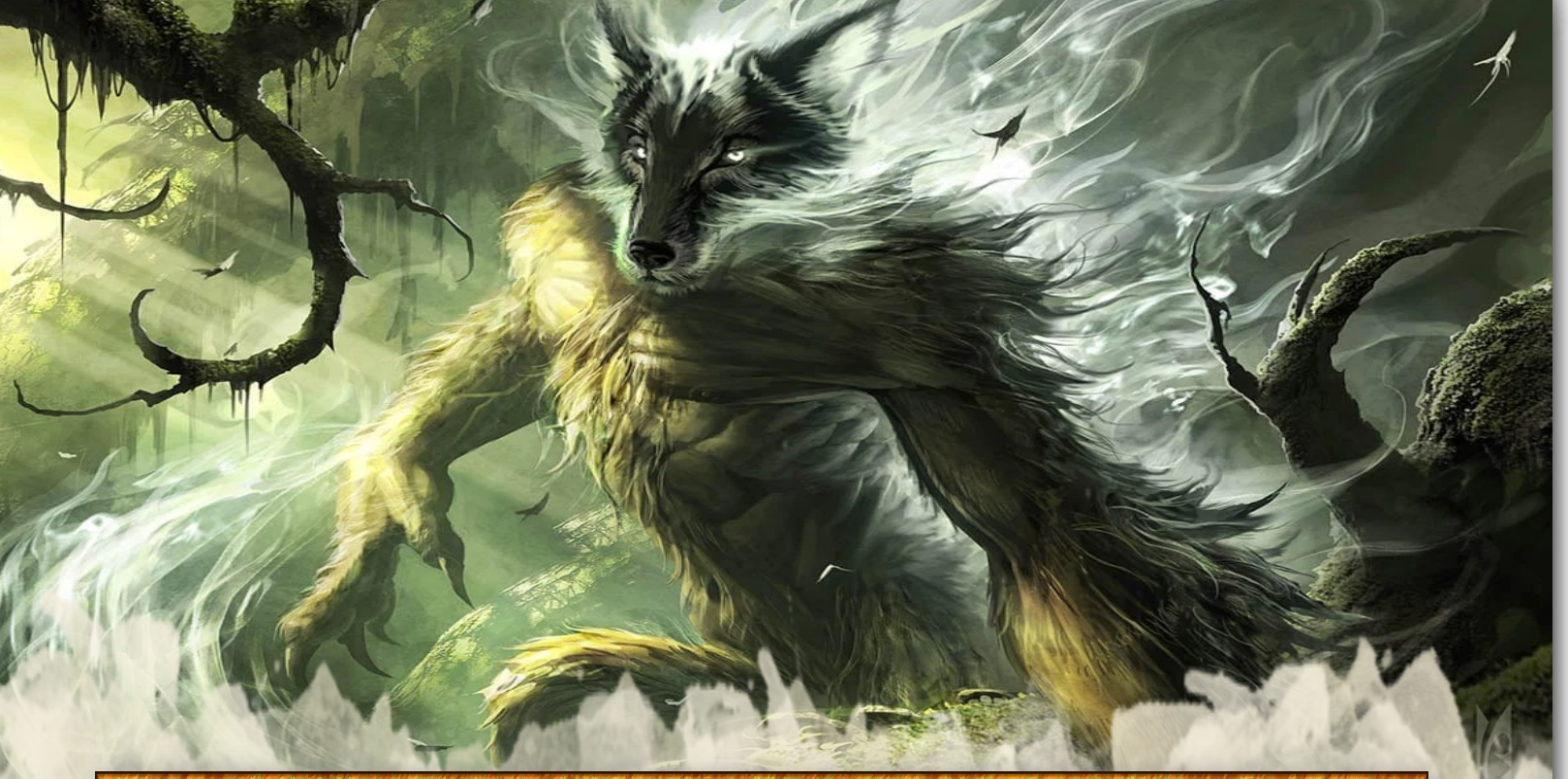
Legendary Actions (3/ turn)

Therian Rush (1 action) The therian can move up to its movement speed without provoking opportunity attack.

Therian Gaze(2 action) The therian targets one creature it can see within 60ft with a feral gaze. That creature must succeed a DC 18 Wisdom saving throw. On a failed saving throw, creatures contract therianthropy. Upon a successful saving throw, creatures are immune to being cursed in this manner for the next 24 hours.

Call of the Moon (2 actions) The therian target one creature cursed with therianthropy that it can see within 120ft. of it. That creature must succeed a DC 18 Wisdom saving throw. On a failed saving throw, that creature is charmed by the therian and polymorphs into its hybrid form. While charmed, the creature cannot shift into its other form and fully obeys the therian's commands. It can repeat the saving throw whenever it takes damage from any source ending it upon a success. Upon a successful saving throw, creatures are immune to this feature for the next 24 hours.

Therian Recovery(3 action) The therian can end one condition or spell effect on itself.



Therian Alpha Mooncaster Template

medium humanoid (shapechanger) , varies

Armor Class 18(Natural Armor)
Hit Points 171 (18d8+90)
Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	21(+5)	10 (+0)	21 (+5)	15 (+2)

Saving Throws Str +11, Dex+9, Con+11, Wis+11
Skills Athletics +11, Acrobatics +9, Perception +11, Stealth +8, Intimidation +12
Damage Resistances bludgeoning, piercing, and slashing damage from weapons attacks that aren't silvered or are not silvered
Condition Immunities Poisoned
Senses passive Perception 21, darkvision 120ft.
Languages Common and one language of your choice (can't speak in beast form)
Proficiency Bonus +6
Challenge 17(18000xp)

Aura of the Alpha Other therians within 60ft. of the alpha therian has advantage on saving throws against being charmed or frightened.

Frightful Presence Each creature of the therian's choice within 120ft. of it must succeed a DC 18 saving throw. On a failed saving throw, creatures become frightened for one minute. Creature's frightened in this manner are considered paralyzed for the duration. A creature can repeat it saving throw at the end of each of its turns, ending the effect upon a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to being frightened in this manner for the next 24 hours.

Magical Attacks The therian attacks count as magical for the purpose of overcoming resistance.

Keen Senses The therian has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Legendary Resistance(3/day) Upon failing a saving throw, the therian can choose to succeed. Upon using this feature, the therian can cast a spell as part of this feature.

Therian Regeneration At the start of each of your turns, you regain 30 hitpoints as long as you have at least one hitpoint and haven't taken damage from silvered weapons

Actions

Multiattack The therian can cast 1 spell and make one bite attack and two with its claws

Bite.(Beast or Hybrid Form only) *Melee Weapon Attack:* +11 to hit, 5ft., one target. *Hit:* 16 (2d10+5) piercing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this lycanthorpe for the next 24 hours.

Claw.(Beast or Hybrid Form only) *Melee Weapon Attack:* +11 to hit, 5ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Bonus Actions

Shapechanger The therian can use its bonus action to polymorph into a hybrid, a beast, or back into its true form, which is humanoid. Its statistic are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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Spellcasting

The therian is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

- **Cantrips(at will)** Light, Dancing Lights
- **1st Level(4/long rest)** Disguise Self, Faerie Fire*, Guiding Bolt, Hunter's Mark, Speak with Animals
- **2nd Level(3/long rest)** Alter Self, Darkness, Invisibility, Moonbeam*, Summon Beast
- **3rd Level(3/long rest)** Daylight*, Conjure Animals
- **4th Level(3/long rest)** Greater Invisibility, Polymorph
- **5th Level Spells(2/long rest)** Dawn*, Flame Strike*, Holy Weapon*
- **6th Level Spells(2/long rest)** Tenser's Transformation, Sunbeam*
- **7th Level Spells(1/long rest)** Regeneration*
- **8th Level Spells(1/long rest)** Animal Shapes, Feeblemind, Sunburst*
- **9th Level Spells(1/long rest)** Mass Polymorph, True Polymorph

Legendary Actions (3/ turn)

Therian Rush (1 action) The Therian can move up to its movement speed without provoking opportunity attack.

Cast a Spell((2 action) The therian can cast a spell

Therian Gaze(2 action) The therian targets one creature it can see within 60ft with a feral gaze. That creature must succeed a DC 18 Wisdom saving throw. On a failed saving throw, creatures contract therianthropy. Upon a successful saving throw, creatures are immune to being cursed in this manner for the next 24 hours.

Call of the Moon (2 actions) The therian target one creature cursed with Therianthropy that it can see within 120ft. of it. That creature must succeed a DC 18 Wisdom saving throw. On a failed saving throw, that creature is charmed by the therian and polymorphs into its hybrid form. While charmed, the creature cannot shift into its other form and fully obeys the therian's commands. It can repeat the saving throw whenever it takes damage from any source ending it upon a success. Upon a successful saving throw, creatures are immune to this feature for the next 24 hours.

Therian Recovery(3 action) The therian can end one condition or spell effect on itself.



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Building a Therian

Because therians can take a number of forms whether it be werewolves, werebears, wererats, weremammoths, werewhales, or even werespiders. In order to build your own custom therian, this guide will provide a template as well as a number of special traits that can be added to the base therian template. To create a therian, you can select one Therian Tactic, Therian Mobility, and a Therian Mobility option. These options will provide a wide array of abilities that will allow you to create a therian custom to your setting.

Therian Options

Assuming you choose one ability from each category, you can expect the CR of that creature to increase by 1. If you choose two option from any category, the CR will most like increase by 2. It is recommended no more than two abilities from a single section be added at a time, as it will be hard to gauge the creature's CR accurately from there.

Lunar Powers

All therians revere the moon, as it is the source of its power. Whenever in the presence of moonlight or a full moon, therians become empowered in a variety of way. This power can be manifested in numerous ways. Some therians are only able to display a few of these powers at a time, while the most powerful are able to acquire all of these effects.

When building your Therian, determine how many abilities lunar powers it could acquire while under moonlight or a full moon. If you are designing an alpha therian, it is very likely it can benefit from all the lunar powers simultaneously. While under these effects, the CR of the Therian can increase again by 1. If all these features are used, it increases again by 2.

For example, the alpha werebear as seen in the appendix would be a CR 18 with all of its lunar boons.

Many therians often undergo various trials or rituals to fully unlock their full potential of their lunar abilities, so these can provide interesting plot hooks as players learn more about therians in order to fight them.

Alpha Therian Boons

Alpha therians have a number of various powerful abilities at their disposal that only they have access to. When designing your Alpha Therian, it is recommended you only choose one of the effects for its special ability.

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Therian Tactics

Due to their animalistic instincts, therians can display a variety of fighting styles based on their therianthropic origins. Upon building your therian, you can choose one of the following traits.

- **Aggressive** As a bonus action, the therian can move up to its movement speed towards a hostile creature it can see.
- **Ambush Predator** The therian has advantage on attack rolls against surprised creatures or creatures that have not acted yet in combat. Upon using this feature, it can make one additional weapon attack as part of action.
- **Bloodlust** When the therian takes the Attack action against a creature below half its hitpoint maximum, it can make an additional fail or bite attack against that creature.
- **Brutal** The therian can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die
- **Charge** If the therian moves at least half its movement speed in a straight line towards a creature that, it can force that creature to make a Strength saving throw with a DC of 8 + its Strength bonus + its proficiency bonus. On a failed saving throw, creatures are knocked prone. The therian can use its bonus action to make an additional melee weapon attack against that creature.
- **Magical Strikes** Whenever the therian makes an attack with its bite or claws, it can deal an additional 5 (1d8) damage of one of the following damage types: acid, cold, fire, force, lighting, poison, necrotic, or radiant.
- **Multi-limbed** Upon hitting a creature with a claw attack, that creature is grappled and restrained (escape DC is equal to 8 + its Strength bonus + its proficiency bonus). While grappled in this manner, the therian can use its bonus action to make an additional claw attack against that creature.
- **Pack Tactics** If the therian makes an attack against a creature that is within 5ft. of one of the therian's allies, the therian had advantage on attack rolls against that creature as long as its allies are not incapacitated.
- **Siege Monster** The therian deals double damage to buildings and objects

Therian Mobility

Therian possess supernatural speed and endurance due to the feral blood running through their veins. When building your Therian, it gains one of the following benefits

- **Amphibious** The therian can breathe in air and in water and it can swim outside another creature's reach without provoking opportunity attack
- **Behemoth** The therian's size counts as Large and its reach increases by 5ft. Its hit die increases accordingly
- **Chameleon** The therian can use its bonus action to Hide. It can use the Hide action even if there is no suitable cover around it.
- **Diminutive** The therian's size counts as Small and can move through the space of a creature one size larger than it without expending extra movement. It's hit die changes accordingly
- **Flyby** The therian gains a flying speed of 40ft. It can fly outside a creature's reach without provoking opportunity attack.
- **Nimble** The therian can move outside a creature's reach without provoking opportunity attack. It can use its bonus action to take the Dash action.
- **Powerful Leap** The distance of the therian's long jump is tripled; every foot of its walking speed that it spend on the jump allows it to move 2 ft.
- **Shadow Skulker** While in dim light or darkness, the Therian can use its bonus action to Hide. While in darkness, the therian counts as invisible to creatures that rely on sight to see it.
- **Spider Climb** The therian can climb difficult surfaces without needing to make an ability check.
- **Terrain Adept** The therian has advantage on Stealth checks in one of the following conditions or terrain: ample plant cover, icy or snowy terrain or snowfall, or rocky terrain. While these conditions are met, it can use its bonus action to Hide. Its movement and visibility is also unaffected by difficult terrain or conditions caused by each respective environment

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Therian Defenses

The magical transformation that therian's possess grants them them supernatural endurance which manifests itself in a variety of way. Upon building your therian, you can choose one of the following features.

- **Deadly Body** Whenever a creature grapples or hits a therian with a melee attack while within 5ft. of it, it take 7 (2d6) damage. This damage can be from a damage type of your choice
- **Feral Frenzy** If the therian starts below its hitpoint maximum, it can make melee weapon attacks against all creature within range.
- **Last Stand** If the therian starts below its hitpoint maximum, it gains resistance to all damage.
- **Magic Resistance** The therian has advantage on saving throws against spells and magical effects.
- **Relentless** If the drops to 0 hitpoints, it can make a DC 10 Constitution saving throw. On a successful saving throw, the Therian regains 1 hitpoint. Upon each success, the DC increases by 5. This DC resets after a short or long rest.
- **Resistant Body** The therian can gain resistance to one damage type of your choice.
- **Wounded Fury** If the therian starts below its hitpoint maximum, it has advantage on all of its attack rolls

Lunar Powers

The moon has a powerful effect on many therianthropes. When building your therian, you can choose one of the following powers.

- **Lunar Aegis** Therians have advantage on saving throws and ability checks
- **Lunar Healing** Therians can recover an additional 10 hitpoints from its regeneration.
- **Lunar Weapon** Moonblade and moonbows become fully empowered under a full moon. They deal a critical hit on an 19-20 and can deal an additional 1d8 radiant damage when activated.
- **Moon Casting*** Whenever the therian deals radiant damage, it can treat the roll as its maximum value instead of rolling
- **Moon Fury** While under a full moon, therian gain a +3 bonus to attack rolls, damage rolls, and saving throws.
- **Moonhide** The therian gains immunity to radiant damage.
- **Moon Veil** Therians can change their forms as a bonus action. Their humanoid and beast form can take the form of any humanoid or beast respectively. This feature does not affect the therian's statistics.
- **Power of the Moon** Therians do not suffer from the effects of silvered weapons.

Alpha Therian Boons

Alpha therian are incredibly powerful variants of normal therians and possess special powers according to their origin. Upon building a alpha therian, it gains one the following abilities.

- **Alpha's Howl(Recharge 5-6)** The therian unleashes a howl driving all nearby therians into a frenzy. Until the end of its next turn, the alpha and any therian within 60ft. that can hear it gains advantage on attack rolls, ability checks, and saving throws. It it takes the Attack action, it can make one additional attack as part of that action.
- **Breath Attack(5-6)** Creatures within a 30ft. cone must succeed a DC 18 Dexterity saving throw or take 55 (10d10) damage. The damage can be one of the following damage types (acid, cold, fire, lightning, necrotic, poison, or thunder)
- **Therian Spirit Beast(1/long rest)** As an action, the therian can call one therian spirit beast to come to its aid.

These creatures resemble spectral copies of its beast form and share the same statistics and attacks of your Therian's beast form except that they cannot be charmed or frightened and do not have any legendary actions or resistances.

They act on initiative count 20 (losing all ties) and count as allies to the Therian. When they drop to 0 hitpoints, they disappear in a cloud of smoke.

Moonlight and Lunar Magic

Since therianthropes gain a lot of their power from the moon, therians with the ability to spellcast gain a special connection to the radiant energy of the moon. Because of the nature of the moon, it differs from most convention forms of radiant light.

Lunar magic infuses any source of magical light created from their spell effect, giving it a magical nature akin to daylight. Spells that traditionally cast dim light, bright light, or sunlight instead generate moonlight which can serve as a boon to many abilities that therian's possess.

However, this nature of this magic does not provide them an advantage against creatures vulnerable to sunlight such as vampires or shadows.

Spells listed with an * are respectively altered by Lunar Magic emitting moonlight instead of dim light, bright light, or sunlight.

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Werewolf

medium humanoid (shapechanger) , varies

Armor Class 16(Natural Armor)
Hit Points 68 (9d8+27)
Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +6, Dex+6, Con+6, Wis+6
Skills Athletics +6, Acrobatics +6, Perception +9, Stealth +6, Intimidation +6
Damage Resistances bludgeoning, piercing, and slashing damage from non-silvered weapons
Condition Immunities Poisoned
Senses passive Perception 19, darkvision 120ft.
Languages Common and one language of your choice (can't speak in beast form)
Proficiency Bonus +3
Challenge 6(2300xp)

Feral Frenzy If the werewolf starts below its hitpoint maximum, it can make melee weapon attacks against all creature within range.

Pack Tactics If the werewolf makes an attack against a creature that is within 5ft. of one of the werewolf's allies, the werewolf has advantage on attack rolls against that creature as long as its allies are not incapacitated.

Magical Attacks The werewolf attacks count as magical for the purpose of overcoming resistance.

Keen Senses The werewolf has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Shadow Skulker While in dim light or darkness, the werewolf can use its bonus action to Hide. While in darkness, the werewolf counts as invisible to creatures that rely on sight to see it.

Therian Regeneration At the start of each of its turns, the werewolf regain 10 hitpoints as long as it has at least one hitpoint and haven't taken damage from silvered weapons. While in moonlight, the amount of health recovered increases to 20.

Actions

Multiattack The werewolf can make two attacks with its moonblade or moonbow (humanoid and hybrid form) or one bite and two with its claws (hybrid or beast form)

Moonblade *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 9 (1d10+3) slashing damage. If the werewolf starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Moonbow(Humanoid or Hybrid Form Only)* *Ranged Weapon Attack:* +6 to hit, 150/600ft., one target. *Hit:* 8 (1d8+3) piercing damage. If the werewolf starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Bite.(Beast or Hybrid Form only) *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this lycanthorpe for the next 24 hours.

Claw.(Beast or Hybrid Form only) *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 8 (1d8+3) slashing damage.

Bonus Actions

Shapechanger The werewolf can use its bonus action to polymorph into a hybrid, a beast, or back into its true form, which is humanoid. Its statistic are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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Wererat

Small humanoid (shapechanger) , varies

Armor Class 16(Natural Armor)
Hit Points 59 (9d6+27)
Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +6, Dex+6, Con+6, Wis+6
Skills Athletics +6, Acrobatics +6, Perception +9, Stealth +6, Intimidation +6
Damage Resistances bludgeoning, piercing, and slashing damage from non-silvered weapons
Condition Immunities Poisoned
Senses passive Perception 19, darkvision 120ft.
Languages Common and one language of your choice (can't speak in beast form)
Proficiency Bonus +3
Challenge 6(2300xp)

Diminutive The wererat can move through the space of a creature one size larger than it without expending extra movement.

Pack Tactics If the wererat makes an attack against a creature that is within 5ft. of one of the wererat's allies, the wererat has advantage on attack rolls against that creature as long as its allies are not incapacitated.

Magical Attacks The wererat's attacks count as magical for the purpose of overcoming resistance.

Keen Senses The wererat has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Nimble The wererat can move outside a creature's reach without provoking opportunity attack. It can use its bonus action to take the Dash action.

Therian Regeneration At the start of each of its turns, the wererat regain 10 hitpoints as long as it has at least one hitpoint and haven't taken damage from silvered weapons

Wounded Fury If the wererat starts below its hitpoint maximum, it has advantage on all of its attack rolls

Actions

Multiattack The wererat can make two attacks with its moonblade or moonbow (humanoid and hybrid form) or one bite and two with its claws (hybrid or beast form)

Moonblade *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 9 (1d10+3) slashing damage. If the wererat starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Moonbow(Humanoid or Hybrid Form Only)* *Ranged Weapon Attack:* +6 to hit, 150/600ft., one target. *Hit:* 8 (1d8+3) piercing damage. If the wererat starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Bite.(Beast or Hybrid Form only) *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this lycanthorpe for the next 24 hours.

Claw.(Beast or Hybrid Form only) *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 8 (1d8+3) slashing damage.

Bonus Actions

Shapechanger The wererat can use its bonus action to polymorph into a hybrid, a beast, or back into its true form, which is humanoid. Its statistic are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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Werewhale

large humanoid (shapechanger) , varies

Armor Class 16(Natural Armor)
Hit Points 77 (9d10+27)
Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +6, Dex+6, Con+6, Wis+6
Skills Athletics +6, Acrobatics +6, Perception +9, Stealth +6, Intimidation +6
Damage Resistances bludgeoning, piercing, and slashing damage from non-silvered weapons, cold
Condition Immunities Poisoned
Senses passive Perception 19, darkvision 120ft.
Languages Common and one language of your choice (can't speak in beast form)
Proficiency Bonus +3
Challenge 6(2300xp)

Amphibious The werewhale can breathe in air and in water and it can swim outside another creature's reach without provoking opportunity attack

Magical Attacks The werewhale attacks count as magical for the purpose of overcoming resistance.

Keen Senses The werewhale has advantage on Wisdom (Perception) checks relying on hearing, sight, or smell.

Power of the Moon Werewhales do not suffer from the effects of silvered weapons while in moonlight.

Siege Monster The werewhale deals double damage to buildings and objects

Therian Regeneration At the start of each of its turns, the werewhale regain 10 hitpoints as long as it has at least one hitpoint and haven't taken damage from silvered weapons

Actions

Multiattack The werewhale can make two attacks with its moonblade or moonbow (humanoid and hybrid form) or one bite and two with its claws (hybrid or beast form)

Moonblade *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 9 (1d10+3) slashing damage. If the werewhale starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Moonbow(Humanoid or Hybrid Form Only)* *Ranged Weapon Attack:* +6 to hit, 150/600ft., one target. *Hit:* 8 (1d8+3) piercing damage. If the werewhale starts its turn in moonlight, this attack deals an additional 5 (1d8) radiant damage.

Bite.(Beast or Hybrid Form only) *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with therianthropy on a failed saving throw. If a creature fails this saving throw, its hitpoint maximum is reduced by this effect. Creatures with therianthropy is immune to this feature. Upon a successful saving throw, creatures are immune to be cursed by this lycanthorpe for the next 24 hours.

Claw.(Beast or Hybrid Form only) *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 8 (1d8+3) slashing damage.

Bonus Actions

Shapechanger The werewhale can use its bonus action to polymorph into a hybrid, a beast, or back into its true form, which is humanoid. Its statistic are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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Cryptids

By its very nature, the Material Plane is a realm full of mysterious creatures and legends. Despite centuries or even millennia of research and study, there are still many unknowns associated with the Material Plane and its inhabitants, some that defy all explanation.

One of these mysteries are cryptids, whose very existence is often debated. The only information of these creatures are from various accounts and legends of varying degrees of credibility. Attempts to search out the true, scientific and magical, have failed to fully understand these creatures.

However, such stories and accounts are often the motivation more many adventurers seeking a true challenge to attempt to uncover the truth behind such creatures.

Woodwalker

The most notorious of all cryptids is the elusive woodwalker. Most civilizations to some degree have recorded mysterious encounters with a enormous humanoid creature. Although many accounts vary from one another, such accounts seem to suggest the woodwalker is a large humanoid that is covered in a thick coat of fur, or even feathers. Some suggest these creatures are merely a hoax or magical illusion, while others seem to believe it is a subspecies of giant or yeti.

Territorial Ambusher

Although most accounts just describe a potential sighting, a select few accounts that describes actual encounters with this creature. Such accounts seem to suggest it is an ambush predator relying on the element of surprise. Despite its large size, this creature is surprisingly fast and elusive, seemingly vanishing into the shadows in the blink of an eye. However, this elusiveness seems to make it an extremely dangerous entity. This creature has been reported to be quite hostile, stealthily stalking individuals that wander into its territory. Although most accounts seem to suggest woodwalkers are a solitary creature, some select few accounts seem to suggest that some may exist in small communities.

Supernatural Abilities

It seems to prefer to take out its prey one at a time, leaping out of the shadows and ripping its foes limb for limb before fleeing back to the shadows. This creature seems to have a supernatural resilience, easily recovering from the harshest of wounds and debilitating effects. Its thick fur seems to dampen the blows of most conventional forms of weaponry, and its sharp claws are powerful enough to shred all by the hardiest of armors. However, its most terrifying ability seems to be the gaze of such of creature that seems to fill its opponent with an overwhelming sense of dread that locks one's very muscles.

Fear of Fire

Thankfully, some of these accounts seems to suggest it has an aversion of fire. It seems that exposure to fire poisons or debilitates this creature, causing it to temporarily negate some up the woodwalker's defenses. Utilizing such magic or weaponry should prove advantageous when attacked by a woodwalker; however, this would also cause the woodwalker to flee. Once it flees, its nigh impossible to track where it flees off to thanks to its cryptic nature.

Night Walker Tactics

The woodwalker is an extremely elusive but territorial creature. It tends to patrol a large swathe of territory, typically around 100 miles across covering a lot of ground and avoiding civilization. Thanks to its keen senses and vision, the woodwalker is able to detect and pinpoint the presence of a humanoid within 6 miles of it.

Vigilant Stalker

Upon detecting their presence, the woodwalker begins to stalk and track these individuals for hours and even days, watching and learning of their habits and behavior. Most of the time, the woodwalker will not become aggressive and is content to leave them be. However, it will become hostile if the individuals do not leave its territory in a timely manner, if they further encroach on its realm, possibly in search of it, or if it's feeling particularly hungry.

Scare Tactics

When dealing with humanoid prey, it prefers an elusive chase rather than a direct attack that it tends to do with its standard prey. Since most humanoids tend to rarely travel alone, the woodwalker will resort to spooking them in an attempt to cause them to flee. It will resort to making unearthly screeches or causing noise in the underbrush to unnerve the intruders. Such tactics will cause its target to either flee or follow the source of the sound.

The Chase

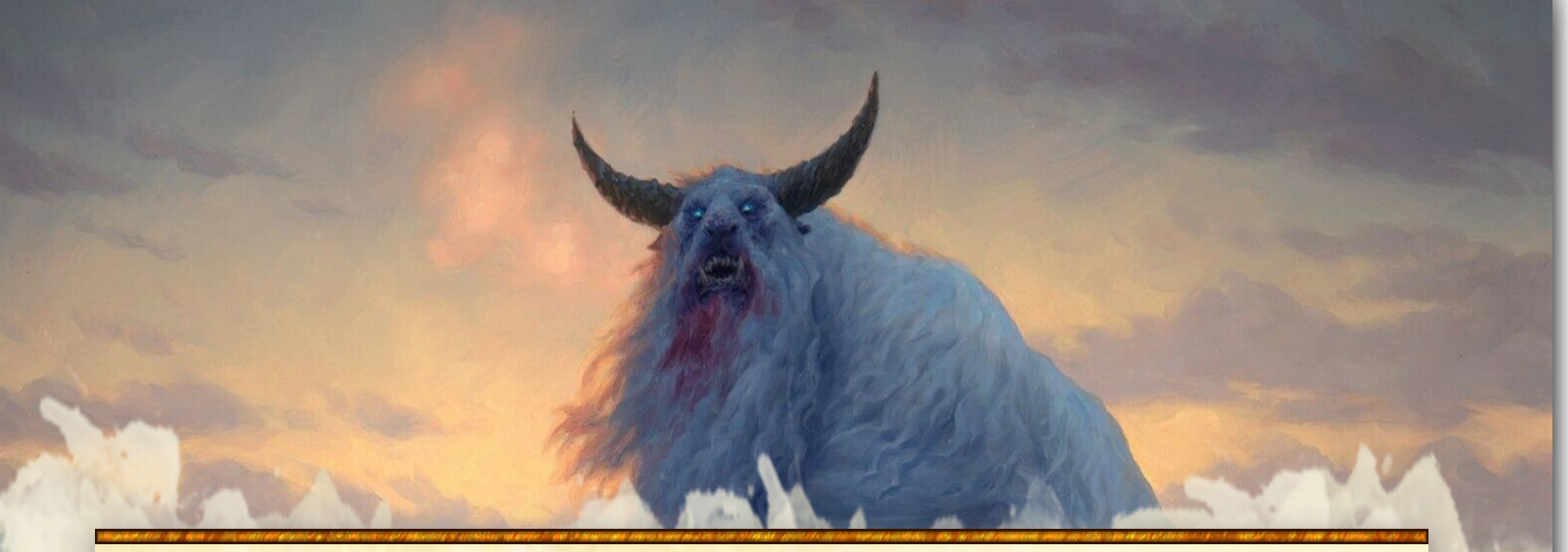
If it flees, it continues to skulk and spook its target, leading it out of its territory. If its prey chooses to pursue it, it leads them deeper into its territory where it has the advantage. As an intelligent creature, the woodwalker has learned to craft primitive traps to catch prey as well as defend itself. Using a series of unnatural shrieks and false trails, it attempts to deceive its prey into believing there are multiple entities, causing them to split up. Using its supernatural agility and climbing ability, it is able to cover much ground to stalk its intruder with incredible speed.

Ambush Combatant

Using the cover of shadow and plant life, it is able to sneak up and surprising its prey. Upon appearance, it locks its gaze on that creature causing it to tense up in fear, preventing its escape or the ability to call for help. Once its prey is incapacitated, the woodwalker makes quick work of its prey, using its sheer strength to bludgeon its foe with its powerful fists in a matter of seconds. If the creature survives its initial onslaught (typically after 1d4 rounds or if its prey acquires assistance), the woodwalker will rarely engage a creature for too long before skulking back into the shadows. Although its bulk and endurance allows it to endure a lot of punishment, it prefers to fight on its own terms and can patiently wait for its foe to let its guard down to deal the finishing blow.

Upon killing a creature, it will rarely feast on its prey until all of its opponents are slain, but will use their corpses to taunt and spur the survivors to make foolish and rash actions to engage the beast on its own terms.

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Woodwalker

Large Monstrosity, varies

Armor Class 16 (Natural Armor)
Hit Points 114 (12d10+48)
Speed 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	12 (+1)	17 (+3)	17 (+3)

Saving Throws Str +10, Dex +6, Con +8, Wis +7
Skills Athletics +10, Acrobatics +6, Stealth +10, Perception +7
Damage Resistances non-magical bludgeoning, piercing, and slashing damage
Condition Immunities Charmed
Senses darkvision 300ft., passive Perception 21
Languages can understand Common but cannot speak it.
Proficiency Bonus +4
Challenge 10 (5900 xp)

Cryptic Nature The walker is immune to the effects of divination spells

Cryptic Mind When the walker fails a Wisdom saving throw that deals damage, it takes half damage. Upon a successful saving throw, it takes no damage.

Humanoid Sense The walker can pinpoint the presence of a humanoid within 1 mile of it.

Trackless The walker leaves no tracks or scent for creatures to follow unless it chooses to.

Endurance When the walker fails a Constitution saving throw that deals damage, it takes half damage. Upon a successful saving throw, it takes no damage.

Magical Attacks The walker's attackers count as magical for the purpose of overcoming resistance.

Standing Leap The walker can spend any amount of its movement speed to leap vertically by the amount of movement spent.

Skulker While in dim light, darkness, or obscured by ample plant life, the walker can use its bonus action to Hide. While these conditions are met, it takes half damage from failing a Dexterity saving throw. Upon a successful saving throw, it takes no damage.

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

Shadow Stealth While in darkness, the walker is invisible to creatures that rely on vision to see it.

Regeneration At the start of each of its turns, the walker regains 20 hitpoints and can end one of the following effects on it: blinded, exhausted, paralyzed, poisoned, and stunned. It can only benefit from these features if it has at least 1 hitpoint or if it has not taken fire damage on this fire damage on the previous round.

Ambush Strike The walker has advantage on initiative checks. Whenever it makes an attack against a surprised creature, a creature that hasn't acted yet in combat, or if the walker has advantage on attack rolls, it can make an additional claw attack as part of its action.

Last Stand (1/short rest) When the walker is below half its hitpoint maximum, it gains advantage on attacks rolls and gains resistance to all damage for one minute.

Actions

Multiattack. The walker can make a paralyzing gaze and two claw attacks. It can substitute its two claw attacks for a stone attack.

Paralyzing Gaze A creature that the walker can see must succeed a DC 15 Wisdom saving throw. On a failed saving throw, creature are frightened for one minute. While frightened in this manner, creatures are considered paralyzed. At the end of each of its turns, creatures can repeat its saving throw to end the effect. Upon a success, that creature is immune to being frightened in this manner. Creatures immune to being frightened are unaffected by this feature.

Claw *Melee Weapon Attack:* +10, 10ft., one target. *Hit* 15 (2d8+6) slashing damage. Creatures must succeed a DC 18 Strength saving throw or be knocked prone.

Stone *Ranged Weapon Attack:* +10, 60/120ft., one target. *Hit* 24 (4d8+6) bludgeoning damage. Creatures must succeed a DC 18 Strength saving throw or be knocked prone.

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Frostwalker Variant

- **Damage Immunities** Cold
- **Challenge Rating** Increases by 1

Snow Stalker(Replaces Skulker) While in dim light, darkness, or in snowy or icy terrain, the walker can use its bonus action to Hide. While these conditions are met, it takes half damage from failing a Dexterity saving throw. Upon a successful saving throw, it takes no damage.

Ice Walk The walker can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snow Sight The walker's sight is not obscured by fog or snowfall.

Snow Fur While in icy or snow terrain, or obscured by ample snowfall, the walker is invisible to creatures that rely on vision to see it.

Actions

Petrifying Gaze A creature that the walker can see must succeed a DC 15 Wisdom saving throw. On a failed saving throw, creatures become restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the Greater Restoration spell or other a similar effect.

Bonewalker

- **Armor Class** Increases by 3 (Bone Armor)
- **Challenge Rating** Increases by 1

Actions

Bone Claws(Replaces Claws) Melee Weapon Attack: +10, 10ft., one target. Hit 15 (3d10+6) slashing damage. If the target is a Medium or smaller creature, that creature becomes grappled (escape DC 18). For the duration of this grapple, the walker cannot make an bone claw attack against another creature nor can it make a stone attack. Until this grapple ends, the walker can use its bonus action to make an additional claw attack.

Spine Taker Melee Weapon Attack: +10, 10ft., one grappled creature. Hit 52 (8d10+6) piercing damage. If this damage reduces the target to 0 hitpoints, the bonewalker kills the target by severing its spine from its body. If the creature is still alive, it must succeed a DC 18 Constitution saving or become paralyzed as its spine is shattered. Creatures remain paralyzed in this manner unless fully healed back to its hitpoint maximum.

Frost Walker

Although the majority of woodwalker accounts seem to be in regions with dense forests; some accounts rumor of another species that resides in arctic regions. This creature seems to be much more elusive, but more dangerous than its forest-dwelling kin.

Icy Gaze.

It is rumored frostwalkers only appear in blizzards and large snowstorms, where they seem to appear out of the storm as wraiths towards their prey. A single gaze from such a creature has been known to transform a creature into a statue of ice. It is believed such a gaze is used primarily as a defense mechanism and not a means of incapacitating prey, as they seem to prefer fresh blood rather than ice. **You can replace its paralyzing gaze with its petrifying gaze**.

Blizzard Marauders

They have been rumored to attack settlements under the cover of a blizzard taking kidnapping individuals from their very homesteads, dragging them back to their lair to eat them. The only sign of their presence after a blizzard are the missing individuals and the shattered and melting shards of ice of anyone that attempted to stand in its way. Unfortunately, because of their appearance and abilities, they are often confused to be yetis, who often are the subject of retaliation for such attacks.

Bonewalker

The bonewalker is the deadliest relative of the woodwalker. It shares a similar appearance to the woodwalker but seems to be slightly larger and is adorned with an array of skulls, spines, and ribs that are fashioned into primitive armor and weapons.

Savage Hunter

Whereas the woodwalker is largely territorial unless hungry, the bonewalker actively searches for humanoids in its territory. Most of the time it hunts for sustenance, but will hunt for sport, especially when it comes to humanoids.

Bone Collector

It prizes itself on its collection of bones from each successful hunt and fashions it into primitive and brutal weapons. Its territory is often decorated with totems and traps forged with the bones of its enemies. However, it employs a brutal tactic to retrieve its bones, by ripping the spine from the very body of its living prey.

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Spike Trap

Creatures within a 10ft. radius of its designated spot, creatures must succeed a DC 15 Dexterity saving throw or fall 30ft. into the trap. Upon a failed saving throw, creatures takes 25 (7d6) piercing damage and is restrained. It must take an action to remove itself from from the spikes with a DC 15 saving throw. Upon a failed check, it take 7(2d6) piercing damage. On a successful saving throw, it takes half damage and is not restrained.

This trap is indistinguishable from a pile of leaves unless a creature succeeds with a DC 15 Wisdom (Perception) check to notice something is amiss. If they are searching fro traps, they must succeed a DC 15 Intelligence (Investigation) check to discover the trap/

Snare Trap

Creatures within a 10ft. radius of its designated spot, creatures must succeed a DC 15 Strength saving throw. On a failed saving throw, creatures are restrained and pulled 30ft. into the air ensnared within a net. While trapped, creatures take 10(4d4) piercing damage at the start of each of its turns.

Alternatively, this trap can be destroyed. The trap has 20 hitpoints and an AC of 10. It is immune to all conditions, immune to poison and psychic damage.

This trap can be discovered with a DC 15 Wisdom (Perception) check to notice something is amiss. If they are searching fro traps, they must succeed a DC 15 Intelligence (Investigation) check to discover the trap. This trap can be successful disarmed with a DC 15 Dexterity (Sleight of Hand) check using thieves tools.

Log Trap

A creature must succeed a DC 15 Dexterity saving throw or take 20 (3d12) bludgeoning damage. Upon a failed saving throw, creatures are knocked prone and stunned until the end of its next turn. For every 10ft. above 30ft. it is suspended, it deals an additional 7 (1d12) damage. This trap is normally situated at most 60ft. in the air.

This trap can be discovered with a DC 15 Wisdom (Perception) check to notice something is amiss. If they are searching fro traps, they must succeed a DC 15 Intelligence (Investigation) check to discover the trap

Traps

The walker employs a number of traps in its territory that it uses to hunt for prey as well as defend against intruders. It takes the walker about 1 day to craft and place 3 (1d4) traps. The walker knows the locations of each of these traps.

For the regional variants of the woodwalker, you can substitute the traps to include the appropriate materials. For example, a log trap may be an ice trap for a frostwalker.

Spike Trap

The walker tend to lure unsuspecting prey or intruders into its spike trap by luring them to its location via chasing or spooking them. By its design, the spike trap appears to be a pile of dead leaf or underbrush that seems to cover a 30ft. pit lined with barbed wooden or bone spikes. These barbs are designed to cause more blood loss whenever a creature attempts to pull itself free from the trap.

(The additional damage from the 30ft. fall is already calculated into the trap's initial damage)

Snare Trap

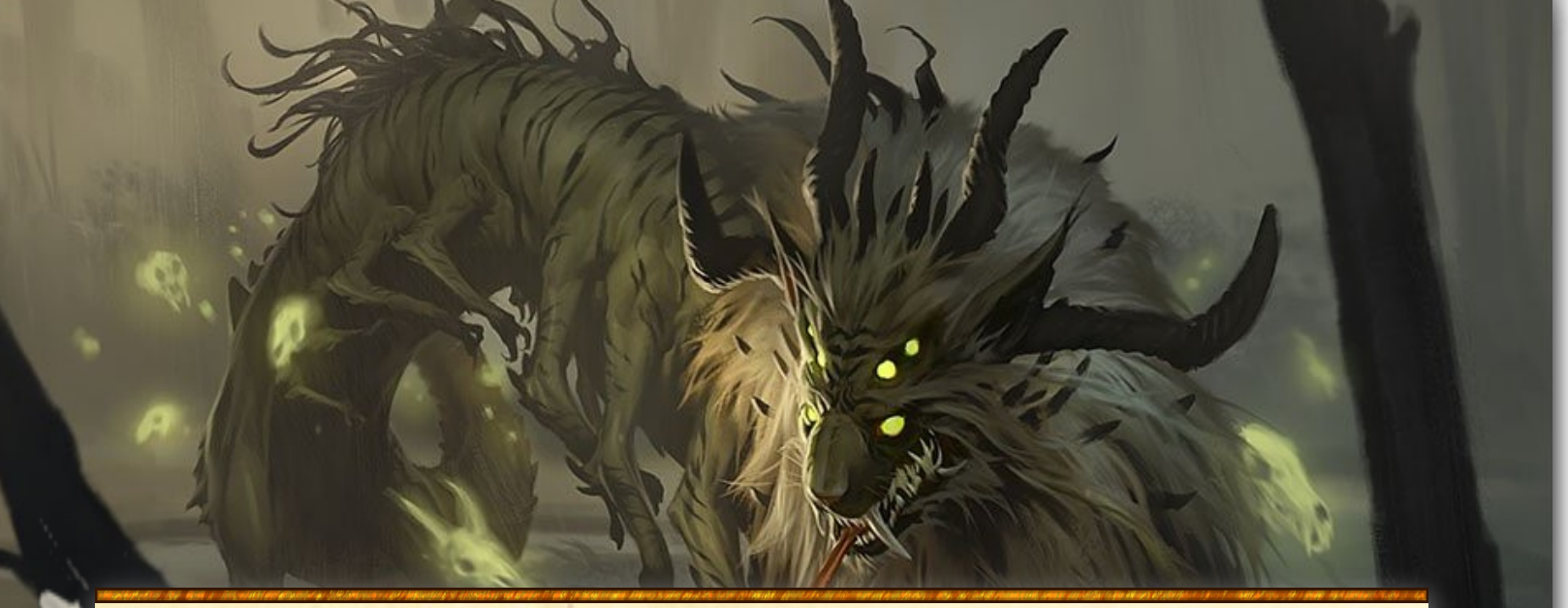
The snare trap is another trap utilized by the walker. It often appears as a mass of barbed vines lying dormant on the ground that encases the target into a barbed net and suspends it 30ft. in the air. The nature of this trap causes the netting to constrict onto the target, forcing the barbs into a creature's body.

However, upon detection, this trap can be disarmed by severing the snare line, causing the trap to activate prematurely.

Log Trap

The log trap is probably the walker's most potent trap, as it is the hardest to perceive. It often resembles a normal tree branch. However, if a creature triggers a tripwire normal fashions by thick vines, this limb becomes dislodged landing on unsuspecting prey below.

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Cruorhound

small beast, unaligned

Armor Class 16 (Natural Armor)
Hit Points 39 (6d6+18)
Speed 50ft., 50ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	7 (-1)	18 (+4)	14 (+2)

Skills Athletics +5, Acrobatics +5 Stealth +7, Perception +8
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities Necrotic, Poison
Condition Immunities Diseased, Poisoned
Senses darkvision 120ft., passive Perception 18
Proficiency Bonus +2
Challenge 4 (1100 xp)

Cryptic Nature The cruorhound is immune to the effects of divination spells

Cryptic Mind When the cruorhound fails a Wisdom saving throw that deals damage, it takes half damage. Upon a successful saving throw, it takes no damage.

Magic Resistance The cruorhound has advantage on saving throws against spells and magical effects.

Pack Tactics The cruorhound has advantage on attack rolls against a creature that it within 5ft. of one of the rat's allies that are not incapacitated.

Sunlight Sensitivity If the cruorhound first enters or starts its turn in sunlight, it suffers disadvantage on attack rolls, Wisdom (Perception checks) until the end of its next turn.

Keen Senses The cruorhound has advantage on Wisdom (Perception) checks relying on sight, smell, or sound

Spider Climb The cruorhound can climb difficult surfaces, including ceilings without needing to make an ability check.

Blood Sense The cruorhound can pinpoint the location of a creature with blood within 1 mile of it and on the same plane of existence

Blood Frenzy When it makes a weapon attack against a creature below half its hitpoint maximum, it can make an additional bite attack as a part of its action.

Regeneration At the start of each of its turns, the cruorhound regains 10 hitpoints. It can only benefit from these features if it has at least 1 hitpoint, did not start its turn in sunlight, or if it has not taken radiant damage on its previous turn..

Actions

Vampiric Bite *Melee Weapon Attack:* +5 ft hit, 5ft., one target. *Hit* 8 (2d4+3) piercing damage. Upon a hit, creature must succeed a DC 13 Constitution saving throw or take an additional 9 (2d8) necrotic damage. Upon a failed saving throw, creatures cannot regain hitpoints and cruorhound regains hitpoints equal to the necrotic damage dealt.

Bonus Actions

Night Skulker While in dim light or darkness, the walker can use its bonus action to Hide.

Pack Actions (3/turn)

These traits can only be uses if a cruorhound is within 30ft. of another cruorhound that has at least 1 hitpoint and is not incapacitated. It can take these actions at the end of of any creature's turn

Shadow Blink (1 action) The cruorhound can teleport 5ft. towards another cruorhound it can see within 30ft. of it.

Blood Bond (1 action) Until the start end of the next creature's turn, the cruorhound can form a blood link with another cruourhound. Whenever it takes damage, it can split it amongst both targets. If the attack inflicts additional effects, both cruorhounds suffer from its effects.

Linked Regeneration(2 actions) One cruorhound can regain 10 hitpoints or end one status condition on itself.

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Cruorhound

The cruorhound is a decrepit beast that is rumored to resemble the abominable cross of a lizard, hound, and a bat. Despite, its small size, this creature has been rumored to be extremely dangerous hunting in small packs and draining its victims of their blood.

Vile Creations

Although the origins of many cryptids are a mystery, many have various theories of its origin. Most scholars seem to agree that the cruorhound is not a natural creature by any means, thanks to its supernatural abilities.

Some scholars believe that they are a failed creation of powerful undead or necromancers that attempt to merge the qualities of undead and the living to create a creature that was resistant to many of the shortcomings of conventional undead. Some suggest that these creatures suffer from a more primitive form of vampirism that takes its form only in beasts. Others seem to believe that these creatures are the result of a fallout from a magical disaster or experiment gone wrong that warped nearby wildlife.

Regardless of its origin, these cryptids can prove to be quite dangerous by themselves and are near always lethal as a pack.

Shadow Stalker

Based on all accounts, cruorhounds seems to appear only at night, seeming appearing out of the shadow like a specter. Its ability to blend into the darkness makes it extremely hard to perceive and target with attacks. However, is does have a disdain to sunlight, causing it to immediately flee and radiant magic does seem to temporarily hinder some of its natural resiliency.

Blood Scent

The cruorhound's diet consists primarily of blood. It seems to possess a keen sense of smell and is able to pinpoint the presence of hidden creatures.

All encounters with such creatures seem to suggest that it drains its victims dry of its life force, leaving it as a withered husk. These accounts also seem to suggest it devouring blood grants makes these beasts much more powerful. By itself, the cruorhound displays extraordinary resilience, as it seems to be largely unharmed by conventional weapons and has superior regenerative abilities that quickly heals any wounds it may possess.

However, as it drains the life force from its prey, its regenerative nature seems to be heightened, granting it supernatural speed and attacks for a short period of time.

Cruorhound Tactics

Just like other cryptids, the cruorhound is quite elusive, coming out only at night. Any encounters with such a creature often end up as its prey, as the only accounts seem to be of lucky survivors or the lucky observer. However, the cruorhound activity is often hinted by the presence of withered corpse of livestock or even humanoids found in the wilderness outside settlements.

Pack Hunters

Despite the variation of accounts, it seems to be a consistent assumption that cruorhounds hunt in a large pack, typically of consisting of 11(2d10) members. Despite the large size of such packs, they tend to hunt in small subgroups typically of 3 (1d4) members at a time, only coming together when attacking numerous prey.

Cruorhound packs seem to be much more sophisticated than their bestial counterparts as they seem to be able to empower one another, especially in the presence of blood. Such abilities seem to suggest that they are able to teleport through the shadow towards one another, or even heal one of their fellow allies.

Fear of Dawn

Although the cruorhound is quite lethal in its own right, it does seem to possess a strong sense of self-preservation. When overwhelmed by its prey, it is not afraid to slip unseen into the shadows to flee and recover from its wounds. Once fully recovered, the cruorhound regroups with allies, usually returns to finish off its foe now in greater numbers.

Only in the presence of sunlight or radiant energy will the cruorhound immediately flee, never to return to face that creature, as it is deathly afraid of sunlight. However, it seems to only show this fear towards sunlight and radiant magic, as other sources of bright light do not seem to bother it to any degree.

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Rat King

Of all the rumored urban myths, the rat king is probably the most horrifying. Rats in general quite common in most cities; however, rumors of the rat king seem to only exist in the sewers of the largest of cities.

Abominable Vermin

The simplest definition of the rat king is that it is a monstrous amalgamation of hundreds of rats merged together into a large, hulking form. Some of the more tame accounts, seem to describe a colossal rat with a writhing body hide of rats. More grotesque accounts describe a bulbous mass of flesh with various rat and tails protruding from its form.

Its body is made of wrinkled folds of merged flesh that seems to writhe and move as if rats are swimming beneath its skin. Upon being heavily wounded, its body seems to spill out giant rats, and it has a strange ability to absorb nearby rats to rebuild its form. Its limbs for arm made from dozens of gnawing rats teeth and writhing tails. To make things worse, the rat king seems to have the strange ability to temporarily transform into a swarm of rats, slipping through the smallest of cracks.

Vile Origins

It is not entirely understood how these rats fused into this form. Some believe that the continual intake of refuse and waste resulted in horrific mutations, they merged these creatures together. Other scholars believe that rat kings are made when they consume the corpses of dead forged by necromantic magics. Upon consuming such vile magics, these rats underwent horrible transformations as it absorbed more rats into its bulbous form.

The final theory seems to suggest the rat king is not actually a singular creature, but the creation of a singular hive-mind complex. This theory derives much of its proof from the fact that the rat king seems to disperse into multiple swarms upon the apparent destruction of its fused form.

Sewer Lurker

The first sign to suggest a rat king's presence is the uncanny presence of rats in the vicinity. These rats act with an unusual and seemingly unified intelligence, acting under the accord of the rat king. It is believed that this monstrosity is able to control the minds of these rats and is able to perceive through its thralls sense's. This makes finding the location of the rat king is nigh impossible as it resides in the deepest, often forgotten corridors of the sewer system which is constantly surveyed by its minions.

Rat King Tactics

The rat king is at its most powerful while it resides in the sewer and never leaves its home for any reason. The rat king is a gluttonous creature, sending its vermin swarms to kill and bring food to it. Intrepid adventurers searching for it must traverse labyrinthine sewer tunnels or catacombs while harassed by waves of rats under the control of this creature.

Living Vermintide

Battling a rat king is a grueling task, for if one manages to endure its horrid stench and incessant rat swarms, one must attempt to account for its hide of writhing rat teeth. One of its most dangerous features is its ability to engulf its prey into its form, subjecting to an infinite barrage as the rats inside its form eats the creature alive. As one continues to wear down its form, the rat king seemingly begins to bleed rats as more vermin drops from its form to harass its attackers.

However, upon killing a rat king, the threat does not end, instead, the rat king seems to dissolve into multiple rat swarms which completely disperse upon being destroyed. Such a strange demise leads to the question of the true nature of a rat king and whether it can truly be killed.

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Rat King

Huge Monstrosity, unaligned

Armor Class 17 (Natural Armor)
Hit Points 115 (10d12+50)
Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Strs +9, Con +8
Skills Athletics +9, Stealth +8, Perception +8
Damage Resistances acid, bludgeoning, piercing, slashing,
Damage Immunities Poison
Condition Immunities Blinded, Charmed, Exhausted, Frightened, Petrified, Poisoned, Stunned, Paralyzed
Senses darkvision 120ft., passive Perception +18
Proficiency +4
Challenge 9 (3900 xp)

Spider Climb The rat king can climb difficult surfaces, including ceilings without needing to make an ability check.

False Appearance While motionless, the rat king is indistinguishable from sewage

Amorphous Form The rat king can move through the space that a Tiny creature can.

Cryptic Nature The rat king is immune to the effects of divination spells

Cryptic Mind When the rat king fails a Wisdom saving throw that deals damage, it takes half damage. Upon a successful saving throw, it takes no damage.

Endurance When the rat king fails a Constitution saving throw that deals damage, it takes half damage. Upon a successful saving throw, it takes no damage.

Vermin Blood At the start of each of its turns, if the rat king has takes more than 20 damage on a single turn, a dire rat appears in a space 5ft. from the rat king as it is carved from the rat's body. Rats summoned in this manner act on initiative count 20 losing any ties.

Immutable Form The rat king is immune to effects that change its shape

Rat King Rats within 120ft. of the rat king has advantage on attack rolls and cannot be charmed or frightened. It can also see through the sense of any rat within 1 mile of its location.

Siege Monster The rat king deals double damage to buildings and objects

Stench Creatures other than a rat or rat king that first enters or starts its turn within 30ft. of the rat king must succeed a DC 17 Constitution saving throw or become poisoned until the end of its next turn. Upon a successful saving throw, creatures are immune to being poisoned in this manner for the next 24 hours.

Infinite Gnawing Whenever the creature makes a melee attack or grapples the rat king while within 5ft. of it, it takes 10(4d4) piercing damage.

Swarming Demise Upon dropping to 0 hitpoints, the rat king transforms into 4 rat swarms.

Shifting Form The rat king can escape a grapple or restrain by expending 5ft. of movement as a free action.

Actions

Multiattack. The Rat king can make two gnawing slams and one Swarming Embrace

Gnawing Slam *Melee Weapon Attack:* +10 to hit, 10ft., one target. *Hit* 16 (4d4+6) piercing damage. Creatures must succeed a DC 16 Constitution saving throw or become poisoned until the end of its next turn.

Swarming Embrace A Large or smaller creature within 10ft. of the rat king must succeed a DC 18 Strength saving throw or be pulled into the the Rat King. A creature captured in this manner is considered blinded, restrained, cannot breathe, and has total cover from effects outside of the rat king. At the start of each of its turns, that creature takes 10(4d4) piercing damage.

Whenever the rat king takes damage from an engulfed creature, it must succeed a Constitution saving throw equal to half the damage dealt(minumum 10). Upon a failed saving throw, it ejects that creature prone to in a space within 5ft. of the rat king. If the rat king dies, that creature falls prone in the space of the rat king.

If a creature is reduced to 0 hitpoints while engulfed, it is killed.

Vermin Surge (5-6) The rat king can summon 4(1d4+1) swarms within 60ft. of it. These swarms can appear in a space occupied by another creature. These swarms act on initiative count 20 losing any ties and obey the commands of the rat king

Legendary Actions (3/ turn)

Absorb Vermin (1 action) The rat king can compel a dire rat within 60ft. of its to merged with its form. This action allows the rat king regains a number of hitpoints equal to that of the rat.

Swarm Shift (1 action) The rat king move up to its movement speed without provoking opportunity attacks. It can move through another creatures space without expending extra movement.

Swarming Embrace (2 actions) The rat king can use its swarming embrace against one creature in range.

Resilience(3 actions) The rat king can end one spell effect or status condition on itself

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Rat Swarm

Medium swarm of tiny beasts, unaligned

Armor Class 12(Natural Armor)
Hit Points 27 (6d8)
Speed 30ft., 30ft. climb, 30ft. swim

STR	DEX	CON	INT	WIS	CHA
16(+3)	15 (+2)	10(+0)	7 (-2)	15 (+2)	14 (+2)

Skills Stealth+6, Perception +6
Damage Resistances Acid, Bludgeoning, Piercing, and Slashing damage
Damage Immunities Poisoned
Conditional Immunities Charmed, frightened, grappled, paralyzed, poisoned, petrified, prone, restrained, stunned
Senses darkvision 120ft., passive Perception 12
Proficiency Bonus +2
Challenge 2(450 XP)

Swarm The Rat Swarm can occupy another's creatures space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm cannot regain hitpoints or gain temporary hitpoints.

Swarm Tactics Creatures that first enter or start its turn within the rat swarm's space take 10 (4d4) piercing damage and must treat the swarm's space as difficult terrain

Siege Monster The rat swarm deals double damage to buildings and objects

Consuming Swarm Creatures reduced to 0 hitpoints by the swarm are killed. If the swarm occupies the space of a Medium or smaller corpse, it is destroyed only leaving equipment and bones.

Spider Climb The rat swarm can climb difficult surfaces without needing to make an ability check

Immutable Form The rat swarm is immune to effects that change its shape

Swarm Frenzy When the rat swarm takes the attack action, it can also make an attack with advantage against creatures within its space.

Actions

Multiattack The rat swarm can make two bite attacks. If it is below half its hitpoint maximum, it can make one bite attack

Bite. *+5 to hit:*, 5ft., , all creatures in range, *Hit* 8(2d4+3) piercing damage. Creatures must succeed a DC 11 Constitution saving throw or become poisoned until the end of its next turn

Dire Rat

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 14(3d8)
Speed 40ft., 40ft. climb, swim 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	6(-2)	15 (+2)	14 (+2)

Skills Acrobatics +4, Stealth +6, Perception +6
Damage Resistances Poison
Senses darkvision 60ft., passive Perception 16
Proficiency Bonus +2
Challenge 1/2(100 xp)

Keen Smell The rat has advantage on Wisdom (Perception) checks

Siege Monster The rat deals double damage to buildings and objects

Pack Tactics The rat has advantage on attack rolls against a creature that it within 5ft. of one of the rat's allies that are not incapacitated.

Poison Resilience The rat has advantage on saving throws against being poisoned

Nimble The rat can move outside a creatures space without provoking opportunity attack. It can Hide behind a Large or smaller creature and can move through the space of a Large creature without expending any extra movement.

Actions

Bite. *Melee Weapon Attack*, +4 to hit , 5ft., one target. *Hit:* 7 (2d4+2) piercing damage. Creatures must succeed a DC 10 Constitution saving throw or be poisoned until the end of its next turn

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Wendigo

Of all cryptids, the wendigo is probably the most dangerous and terrifying. Few humanoids have encountered this abomination and lived to tell the tale. Those who have describe an elusive undead that relentlessly hunts its quarry, taking the forms of its victims or leaving starving husks destined to hunger for eternity.

Although not much is understood about its true nature, this colossal undead seems to be driven by an insatiable hunger for the living.

Mysterious origins

Nobody truly knows how a wendigo is created. It is suggested that they are the result of a failed necromantic ritual to reach lichdom. Although this ritual granted immortality, it has cursed them with an insatiable desire to consume the souls of other creatures. However, no matter how many souls are consumed by this entity, it can never be sated.

Endless Hunger

Being in the presence of a wendigo is akin to facing the frigid hunger of death itself. Despite its endless appetite, the wendigo only hungers for the life force of humanoids, leaving creatures such as beasts untouched.

For every humanoid the wendigo consumes, it is able to devour its soul and is capable of mimicking the voice and even the appearance of its victim. With each consumed soul, it grows larger and it's otherwise emaciated from begins to fill in with rippling muscles. However, as the curse of its existence, it returns to its starved state at each at dawn.

Skinwalker

Upon killing a humanoid, the wendigo completely devours its victim. Upon consuming a creature, the wendigo is able to acquire the voice, memories, or even the form of its victim. The wendigo uses this ability to find its new targets whether it be friends or family members of its victim, often using their form to get close to their quarry. However, this knowledge fades at the start of each dawn as its hunger renews.

Curse of the Wendigo

One of the deadliest abilities of the wendigo is its ability to curse creatures with its eternal hunger from a single touch. Creatures cursed by the wendigo are deprived of their vitality and have the inability to sleep or heal, as they are driven by an insatiable hunger. Cursed individuals have a ravenous appetite, always wanting to eat, but can never be satisfied. Despite their appetite, they begin to become emaciated and waste away.

When that creature dies while afflicted with this curse, it returns to life as a wendigo spawn cursed to hunger for eternity. The only known way to reverse this curse is to slay the wendigo that inflicted this curse.

Wendigo Tactics

Do not underestimate the wendigo's singular and nearly primal desire to satiate its appetite, for underneath its abominable form is a menacing intellect. Despite its sheer size, power, and endurance, the wendigo is an extremely elusive hunter using will use its ability to blend into the shadows and snow to gain the upper hand on its opponent.

Chilling Dread

The wendigo embodies the chilling nature of death. For most individuals, the first (and often last encounter) with a wendigo is a chilling sense of fear that causes them to freeze up just moments before the wendigo tears them asunder.

However, this affinity to the cold causes the wendigo to be extremely sensitive to fire, which will often force it to retreat. In the presence of an open flame, it will keep its distance or move on onto another target, but will take the first opportunity to incapacitate or kill individuals wielding it.

Wendigo's Curse

If the target attempts to resist and begins to overwhelm or outnumber the wendigo, it is not afraid to make a hasty retreat. After all, all it needs to do is touch a creature to inflict its curse. Once cursed, it can track that creature at its leisure as it automatically knows the location of that creature.

Wendigo Obsession

The wendigo becomes obsessed with devouring a creature under its curse, relentlessly hunting and stalking them. Although it is more than capable of fighting numerous foes at a time, it prefers to isolate its victims. Using mimicry, shapeshifting, and creative spells, it is able to isolate or misdirect its quarry to lead them to their doom.

Disguised Ambusher

Although wendigos tend to lurk in ancient forests or snowy wastes, they have been known to infiltrate into humanoid civilization to track a cursed target. This is especially dangerous as the wendigo will often resort to using the urban settlement as its new hunting grounds.

Serial Ambusher

Signs of a potential hunting wendigo are often confused for a serial killer, as it is often hinted by numerous disappearances of connected individuals. However, the wendigo is intelligent enough to when to fade back into the wilderness before its true form is discovered, especially if its hunts attract the attention of wielders of divine magic such as paladins or clerics.

Wendigo Husks

Thanks to the nature of its curse, its victims must choose a fate encountering the wendigo again or starving to death only to rise as a wendigo husk. These individuals are mindlessly driven by their hunger, attacking any humanoid in sight. Oftentimes, the rumored presence of these husks often hints at the presence of a wendigo in the vicinity.

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Wendigo

Large Undead (shapechanger), varies

Armor Class 17 (Natural Armor)
Hit Points 159 (15d10+75)
Speed 40ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	21 (+5)	18 (+4)	19 (+4)	21 (+5)

Saving Throws Str +10, Dex +7, Con +10, Int +9, Wis +9, Cha +9
Skills Intimidation +15, Perception +9, Stealth +12,
Damage Resistances bludgeoning, piercing, and slashing damage
Immunities Cold, Necrotic, Poison
Condition Immunities Charmed, Frightened, Poisoned
Senses darkvision 120ft., passive Perception 21
Languages can understand Common but cannot speak it.
Challenge 16 (15000 xp) **Proficiency Bonus** +5

Cryptic Nature The wendigo is immune to the effects of divination spells. The wendigo leaves no tracks or scent for creatures to follow unless it chooses to.

Frightening Presence Any creature of the wendigo's choice within 60ft. must make a DC 18 Wisdom saving throw or become frightened until the end of its next turn. Creatures frightened in this manner are considered paralyzed for the duration. Upon a successful saving throw, creatures are immune to being frightened in this manner.

Hungering Frost Creatures the first enters or starts its turn within a 30ft. radius of the wendigo cannot recover hitpoints and takes 5 (1d8) necrotic damage + 5(1d8) cold damage.

Life Sense The wendigo can pinpoint the presence of a humanoid within 1 mile of it.

Magical Attacks The wendigo's attackers count as magical for the purpose of overcoming resistance.

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

Mimicry The wendigo can mimic sounds it has heard, including voices. A creature that hears the sounds the wendigo makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

Regeneration At the start of each of its turns, the wendigo regains 30 hitpoints. It can only benefit from these features if it has at least 1 hitpoint or if it has not taken damage from fire damage on the previous round.

Turn Resistance The wendigo has advantage on any saving throw that turns the dead.

Undead Fortitude Upon dropping to 0 hitpoints, the wendigo can make a Constitution saving throw equal to half the damage of the killing blow (minimum 10). Upon a successful saving throw, the Wendigo regains 1 hitpoint. It cannot benefit from this feature if it took fire damage on its turn

Wendigo's Curse A cursed creature cannot regain hitpoints, benefit from a short or long rest, or can be affected by spells like *Lesser* or *Greater Restoration* unless the wendigo is slain. For the duration of this effect, the wendigo knows the exact location of that creature as long as it is on the same plane of existence. Upon a successful saving throw, creatures are immune is immune to this effect for the next 24 hours.

Cursed creatures reduced to 0 hitpoints while under the curse return to life as a wendigo spawn at the start of its next turn

Actions

Multiattack. The wendigo can cast a spell and make two Hungering Grasp attacks on its turn

Hungering Grasp *Melee Weapon Attack:* +10, 10ft., one target. *Hit* 14 (2d8+5) slashing damage + 9(2d8) necrotic damage. Upon a hit, creatures must succeed a DC 18 Constitution saving throw. On a failed saving throw, it falls under the Wendigo's Curse.

Hungering Gaze (Recharge 5-6) One creature the Wendigo can see within 120ft. must succeed a DC 18 Constitution saving throw . On a failed saving throw, that creature takes take 23 (5d8) necrotic damage + 23 (5d8)cold damage. This creature has its movement speed halved and its Strength or Dexterity based attacks deal half damage for one minute. A creature can repeat its saving throw at the end of each of its turns to end it on a success. On a successful saving throw, that creature takes half damage and is unaffected. The wendigo recovers a number of hitpoints equal to half the damage dealt from this attack.

Skinwalker The wendigo can use its action to polymorph into a humanoid it has slain within the past 24 hours. Its statistics other than size remains the same in each form.

Bonus Actions

Skulker The Wendigo can use its bonus action to Hide

Reactions

Ceaseless Hunger Whenever the wendigo reduces a creature to 0 hitpoints, the Wendigo can use its reaction to move up to half its movement speed to make another Hungering Grasp

Legendary Actions (3/turn)

Shadow Shift(1 action) The wendigo can move up to its movement speed to a spot that it can see within range.

Skinshift(1 action) The wendigo can change its appearance. This movement does not provoke opportunity attacks

Cast a spell(2 actions) The wendigo can cast a spell

Resilience(3 actions) The wendigo can end one spell effect on itself.



Wendigo Spells

Spellcasting

The wendigo is an 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The wendigo has the following spells prepared:

Cantrips(At Will) Dancing Lights, Toll the Dead, Thaumaturgy

1st level Spells(4/slots) Bane, Disguise Self, Frost Fingers, Hex

2nd level Spells(3/slots) Darkness, Invisibility, Pass without a Trace, Phantasmal Force

3rd level Spells(3/slots) Bestow Curse, Dispel Magic, Fear

4th level Spells(3/slots) Blight, Hallucinatory Terrain, Phantasmal Killer, Sickening Radiance*

5th level Spells(2/slots) Cone of Cold, Enervation, Scrying,Tree Stride

6th level Spells(2/slots) Eyebite, Harm, Transport Via Plants

7th level Spells(1/slots) Tether Essence

8th level Spells(1/slots) Horrid Wilting

For the wendigo, the spell, Sickening Radiance, deals cold damage instead of necrotic damage. Otherwise, the spell effects remain exactly the same.

Wendigo Spawn

Medium Undead, varies

Armor Class 15 (Natural Armor)
Hit Points 60(8d8+24)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	8 (-1)	14 (+2)	16 (+3)

Skills Perception +5, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing damage from non-silvered weapons
Damage Immunities Cold, Necrotic, Poison
Condition Immunities Charmed, Exhausted, Frightened, Poisoned
Senses darkvision 120ft., passive Perception 15
Languages Languages
Proficiency Bonus +3
Challenge 5(1800xp)

Devour The wendigo spawn can use its reaction to make an attack against a creature with 0 hitpoints. Upon a hit, that creature is killed and the wendigo spawn regains 10 hitpoints.

Life Sense The wendigo spawn can pinpoint the presence of a humanoid within 1 mile of it.

Mimicry The wendigo can mimic sounds you have heard, including voices. A creature that hears the sounds the wendigo makes can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Regeneration At the start of each of its turns, the wendigo spawm regains 10 hitpoints. It can only benefit from these features if it has at least 1 hitpoint or if it has not taken damage from silvered weapons on the previous round.

Skulker While in dim light, darkness, icy terrain, or obscured by ample plant life or snowfall , the wendigo spawn can use its bonus action to Hide.

Undead Fortitude Upon dropping to 0 hitpoints, the wendigo can make a Constitution saving throw equal to half the damage of the killing blow (minimum 10). Upon a successful saving throw, the Wendigo regains 1 hitpoint.

Actions

Multiattack. The wendigo spawn can make three hungering strikes

Hungering Strikes *Melee Weapon Attack:* +10, 10ft., one target. Hit 7 (1d8+2) slashing damage + 5(1d8) necrotic damage. Creatures must succeed a DC 14 Constitution saving throw or it cannot regain hitpoints until the end of its next turn.

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Bunyip

The bunyip is a strange beast whose true form is not truly understood. The only consistent accounts of this creature seems to suggest an amphibious creature that is chimeric in its appearance.

Chimeric Nature

Although not confirmed, it is believed that the inconsistency regarding the bunyip's true form is due to its ability to continually change its shape into a unique form each day. Therefore, it is believed that regions with sighting of numerous types of bunyips may actually be encountering the same creature.

Aquatic Mastery

One of the common traits associated with all bunyip encounters is that it seems to possess the ability to control the surrounding water. It is able to use this ability to manipulate the level of the swamps and streams in which it lives to trap prey or to make a quick escape when endangered.

Supernatural Endurance

Encounters with the bunyip seems to suggest that it is resistant to most forms of weaponry, mundane or magical. However, a number of accounts seem to believe that it seems to have a slight aversion to silvered weaponry. This had led to the belief that the bunyip could be a primeval ancestor to creatures that inflicted therianthropy onto humanoids, thus explaining its ability to change its appearance each day.

Bunyip Tactics

The bunyip is believed to be an apex predator capable of competing with megafauna much larger than it. Despite its varying appearance, its base attacks seem to be relatively consistent on its form.

Its primary hunting tactic seems to rely largely on brute force, ensnaring creatures within its deadly claws to crush it with its powerful limbs

Water Lover

The bunyip rarely strays far from its river home, ambushing its prey from underneath the water. While near the river, it is also at its strongest, as it is able to manipulate the tides to trap its opponents or to push it away with a surging tide of water.

Berserk Fury

When threatened, the bunyip will rather stand its ground rather than flee. When wounded, the bunyip simply becomes stronger and is capable of shrugging off the harshest of blows as it enters a brutal frenzy of teeth and claws.

Foolishly trespassing or encountering a bunyip can quickly lead to one's doom, for the bunyip will pursue its opponent either until it or its quarry dies.

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Bunyip

Large Monstrosity, varies

Armor Class 15 (Natural Armor)
Hit Points 126 (12d10+60)
Speed 30ft., 30ft. climb, 60ft. swim

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10(+0)	20 (+5)	3 (-4)	17 (+3)	12 (+1)

Saving Throws Str +10, Con+8
Skills Athletics +10, Stealth +8, Perception +7
Damage Resistances bludgeoning, piercing, and slashing damage from non-silvered weapons
Damage Immunities Acid, Poison
Senses darkvision 120ft., passive Perception 18
Proficiency Bonus +4
Challenge 12 (8400 xp)

Amphibious The bunyip can breath in air and in water

Chimeric Form(1/day) The bunyip can change its form to appear as any chimeric abomination as an action. This appearance can take the form of multiple creatures at a time. While in this form, it retains its original form

Cryptic Nature The bunyip is immune to the effects of divination spells. The bunyip leaves no tracks or scent for creatures to follow unless it chooses to.

Immutable Form The bunyip is immune to any spell or effect that would alter its form unless it wishes to be affected by it.

Feral Frenzy If the bunyip starts its turn below half its hitpoint maximum, it has advantage on its attack rolls and cannot be charmed or frightened.

Frightening Presence Any creature of the bunyip's choice within 60ft. must make a DC 17 Wisdom saving throw or become frightened for one minute. Creatures can repeat its saving throw at the end of its turns to end the effect upon a success. Upon a successful saving throw, creatures are immune to being frightened in this manner.

Magical Attacks The bunyip's attacks count as magical for the purpose of overcoming resistance.

Wounded Fury When the bunyip starts its turn below half its hitpoint maximum, it gains resistance to all damage.

Innate Spellcasting The bunyip's spellcasting ability is Constitution(spell save DC 17). The bunyip can innately cast the following spells with no material components.

- *At Will* Shape Water, Control Water, Create or Destroy Water, Tidal Wave

Actions

Multiattack. The bunyip can use its Bite and two claw attacks on its turn

Bite *Melee Weapon Attack:* +10, 5ft., one target. *Hit* 20 (4d6+6) piercing damage

Claw *Melee Weapon Attack:* +10, 10ft., one target. *Hit* 15 (2d8+6) slashing damage. If the target is a Medium or smaller creature is is grappled (escape DC 18) by the bunyip. The bunyip can only grapple one creature at a time in this manner. The bunyip can use its Crushing Embrace as a bonus action against a grappled creature.

Bonus Actions

Crushing Embrace One creature grappled by the bunyip must succeed a DC 18 Strength saving throw. On a failed saving throw, that creature takes 22(4d10) bludgeoning damage and is restrained until the start of the bunyip's next turn. Creatures restrained in this manner cannot breathe or speak for the duration. On a successful save, creatures take half damage but are otherwise unaffected.

Water Lurker While underwater, the bunyip can use its bonus action to hide

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Mothman

The mothman is a reclusive but extremely terrifying creature. Not much is known about it or its origins, except for the fact that it seems to invoke existential dread in any creature that sees it.

Nocturnal Skulker

The mothman seems to possess a close connection and darkness, for all recorded encounters of the mothman seem to appear only at night. Firsthand accounts seem to suggest that it has the ability to snuff out nearly any presence of light, and is able to blend into the shadows to escape from harm.

Maddening Gaze

The mothman is notorious for its ability to inflict madness on any creature that gazes into its eyes. The mere presence of this entity seems to drive all but the most strong-willed of creatures into a maddening fear.

Its bizarre mind seems to be completely unfathomable, and it seems to possess the capability of reflecting psionic abilities and attacks back at its attackers.

However, its most frightening ability allows it to shatter the very minds of its foes, slowing wearing it down in its will. Legends seem to suggest that given enough exposure to this, madness is capable of killing a creature from the mental torment that creature undergoes.

Mothman Tactics

Legends seem to suggest the mothman is not outwardly malevolent, but rather extremely territorial. All accounts seem to suggest that individuals stumbled across a mothman stirring it into a menacing raging.

Guarded Secrecy

Any aggressive actions this creature takes seem to be initiated upon its discovery, after which it relentlessly attempts to kill its foes. Many scholars have reason to believe that the mothman simply desires to be left alone and undiscovered, and will do anything to keep existence a secret (including killing witnesses).

Elusive Fighter

The mothman rarely fights its enemy directly, relying on stealth and psychic misdirection. It will use a wide variety of abilities to incapacitate its foes or cause them to fight imaginary enemies or even themselves. If the enemy appears to gain the upper hand, it will simply use it superior mobility and mastery of illusions to make its escape by misdirecting its opponents until the next window of opportunity presents itself.

Shadow Wings

When antagonized, the mothman prefers to stay airborne, using its unsurpassed flying speed to harry its foes. While its foes a struggling to recover from its psionic abilities, it will dive bomb its opponents before flying back to the safety of the skies.

At times, it has even been known to use its four limbs to grasp targets, dropping them from extreme heights.

Destroy Willpower

When fighting multiple opponents, the mothman attempts to inflict fear or incapacitate as many creatures as it can with its spells or frightful presence. These abilities make it easier for it to slowly wear down the willpower of its opponents, eventually causing it to die from mental trauma.

Fear of the Sun

The mothman has one reliable fear, which is sunlight, which can temporarily drive it off. However, if angry enough, it will only retreat to regroup and renew its attacks specifically against the wielder of sunlight. In the early hours of dawn, the mothman will cease any hostilities, resorting to use the remaining vestiges of darkness to make its escape.

Cryptic Existence.

Under most circumstances, the mothman will relentlessly fight to slay its pursuers, as it want to keep its existence a secret. However, if wounded or overwhelmed, it would simply retreat never to return to that location again, for it may be better off to live in a new location than risk its own survival.

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Mothman

Medium Monstrosity, varies

Armor Class 17 (Natural Armor)
Hit Points 102 (12d10+36)
Speed 30ft., 120ft. fly

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19(+4)	16 (+3)	17 (+3)	19 (+4)	18 (+4)

Saving Throws Dex +8, Int +7, Wis +8, Cha +8
Skills Acrobatics +12, Stealth +12, Perception +8, Intimidation +12
Damage Resistances non-magical bludgeoning, piercing, and slashing damage
Damage Immunties Psychic
Senses magical darkvision 120ft., passive Perception 18
Languages can understand Common but cannot speak it.
Proficiency Bonus +4
Challenge 9 (5000 xp)

Cryptic Nature The mothman is immune to the effects of divination spells. The mothman leaves no tracks or scent for creatures to follow unless it chooses to.

Flyby The mothman can fly outside a creature's reach without provoking attack of opportunity.

Frightening Presence Any creature of the mothman's choice within 60ft. must make a DC 16 Wisdom saving throw or become frightened for one minute. Creatures frightened in this manner are under the effects of the *Confusion* spell. Creatures can repeat its saving throw at the end of its turns to end the effect upon a success. Upon a successful saving throw, creatures are immune to being frightened in this manner.

Maddening Ward When the mothman is forced to make a saving throw against an effect that deals psychic damage, or inflicts charm or fear, it automatically succeeds and takes no damage. It can force the caster to make a DC 16 Wisdom saving throw. On a failed saving throw, that creature suffers the effects of that attack instead.

Magical Attacks The mothman's attacks count as magical for the purpose of overcoming resistance.

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

Shadowbringer While at night, any bright light within 60ft. of the Mothman is turned into dim light and dim light is turned into magical darkness. This feature does not work during the day or in the presence of sunlight

Shadow Cloak While in dim light or darkness, attacks against the Mothman have disadvantage. Whenever it is fails a saving throw against an effect that deals damage, it takes half damage. Upon a successful saving throw, it takes none.

Skydive If the mothman flies at least 60ft. down towards a target and makes a claw attack, it can deal an additional 21(6d6) damage.

Spellcasting

The mothman is an 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The mothman has the following spells prepared:

Cantrips(At Will) Minor Illusion, Prestidigitation, Thaumaturgy

1st level Spells(4/slots) Cause Fear, Color Spray, Sleep

2nd level Spells(3/slots) Blur, Mirror Image, Pass without a Trace, Phantasmal Force

3rd level Spells(3/slots) Enemies Abound, Fear, Hypnotic Pattern

4th level Spells(3/slots) Confusion, Phantasmal Killer

5th level Spells(2/slots) Dream, Insect Plague, Mislead, Synaptic Static

Actions

Multiattack. The mothman can cast a spell and make four claw attacks on its turn.

Claw *Melee Weapon Attack:* +8, 5ft., one target. *Hit* 7 (1d6+4) slashing damage.

Gaze of Madness(Recharge 5-6) Creatures within a 30ft. radius of the Mothman must succeed a DC 16 Wisdom saving throw. On a failed saving throw, creatures take 14(4d6) psychic damage, has its Wisdom score increases by 4(1d6), and is considered stunned and incapacitated until the end of its next turn.

On a successful saving throw, creatures take half damage and are unaffected.

Creatures frightened by the Mothman or under one of its spell effects automatically fail this saving throw.

Creatures can have the ability scores fully restored upon using *Greater Restoration* or completing a long rest.

Bonus Actions

Skulker While in dim light or darkness, the mothman can use its bonus action to Hide.

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Jackelope

Tiny Fey, unaligned

Armor Class 15 (Natural Armor)
Hit Points 13(3d4+3)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-3)	20 (+5)	12 (+1)	8 (-1)	15 (+2)	16 (+3)

Skills Acrobatics +7, Perception +4
Damage Resistances bludgeoning, piercing, and slashing damage from non-silvered weapons,
Damage Immunities Cold, Fire, Lightning, Necrotic
Condition Immunities Poisoned
Senses magical darkvision 120ft., passive Perception 14
Languages Can understand Abyssal, Common, Fey, or Fiend but cannot speak it without using its mimicry trait
Proficiency Bonus +2
Challenge 1(200xp)

Charge If the jackelope moves at least 20ft. in a straight line and make a gore attack against a creature on the same, turn, it can deal additional 7(2d6) piercing damage.

Cryptic Nature The jackelope is immune to the effects of divination spells. The jackelope leaves no tracks or scent for creatures to follow unless it chooses to.

Evasive The jackelope can move outside a creature's reach without provoking opportunity attack

Fey Ancestry The jackelope has advantage on saving throws against charm, fear, or being put to asleep against its will

Fiendish Nature The jackelope is also considered as a fiend.

Keen Senses The jackelope has advantage on Perception checks that rely of sight, sound, or smell.

Magical Attacks The jackelope's attacks count as magical for the purpose of overcoming resistance.

Magic Resistance The jackelope has advantage on saving throws against spells and magical effects

Mimicry The jackelope can mimic sounds it has heard, including voices. A creature that hears the sounds the jackelope makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

Nimble The jackelope can move through the space of a creature at least one size larger than it without expending any additional movement

Powerful Leap The jackelope can spend any amount of its movement speed to jump vertically by that amount.

Actions

Bite *Melee Weapon Attack:* +5, 5ft., one target. Hit 10 (2d4+5) piercing damage .

Gore *Melee Weapon Attack:* +5, 5ft., one target. Hit 8 (1d6+5) piercing damage .

Jackelope

Jackelopes are peculiar creatures that resemble antlered rabbits. However, despite their appearance, they possess a unique bloodline for they are an interesting hybrid between fey and fiends. It is believed that jackelopes were common rabbits that evolved into something more due to continued exposure to both the Feywild and were later exposed to the conditions of the Abyss.

Dual Nature

This rare form of magical evolution not only granted has them a wide array of defenses to enable them to live in such environments, they are able to understand and even mimic speech. Additionally, they seem to take on the characteristics of both of their respective planes, as they tend to be rather sadistically playful.

Elder Jackelope

Thanks to their magical adaptation, jackelopes have been known to live for centuries and continue to grow. Given enough time, it can grow into an Elder Jackelope that can grow to the size of a house.

Elder jackelopes are seemingly worshiped by their lesser kin, who serve as its minions, bringing it food and acting on its behalf. They are particularly lazy and rarely leave their home unless absolutely necessary, oftentimes when challenged by another elder jackelope.

Alcoholic Addiction

For unknown reasons, jackelopes have an affinity for any form of ale or alcoholic drink. Because of this, they can prove to be quite a nuisance to nearby settlements, as they commonly raid taverns in packs to steal their wares and will become extremely violent against those who attempt to stop them.

Jackelope Tactics

Their magical exposure has altered their physiology to the degree wherein they are now rather carnivorous. Using their intelligence and talents for mimicry, they are able to lure prey to their doom.

Although jackelopes tend to hunt relatively small prey, given enough numbers, they have been known to target larger creatures such as humanoids.

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Elder Jackelope

Huge Fey, varies

Armor Class 18 (Natural Armor)
Hit Points 69(6d12+36)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	22 (+6)	8 (-1)	15 (+2)	21 (+5)

Skills Acrobatics +5, Perception +5
Damage Resistances bludgeoning, piercing, and slashing damage from non-silvered weapons,
Damage Immunities Cold, Fire, Lightning, Necrotic
Condition Immunities Poisoned
Senses magical darkvision 120ft., passive Perception 15
Languages Can understand Abyssal, Common, Fey, or Fiend but cannot speak it without using its mimicry trait
Proficiency Bonus +3
Challenge 6 (2300 xp)

Charge If the jackelope moves at least 30ft. in a straight line and make a gore attack against a creature on the same, turn, it can deal additional 20(3d12) piercing damage. If the target is a creature, it must succeed a DC 14 Strength saving throw or be knocked prone on a failed save. The jackelope can use its bonus action to make a bite attack against a prone creauture.

Cryptic Nature The jackelope is immune to the effects of divination spells. The jackelope leaves no tracks or scent for creatures to follow unless it chooses to.

Evasive The jackelope can move outside a creature's reach without provoking opportunity attack

Fey Ancestry The jackelope has advantage on saving throws against charm, fear, or being put to asleep against its will

Fiendish Nature The jackelope is also considered as a fiend.

Keen Senses The jackelope has advantage on Perception checks that rely of sight, sound, or smell.

Legendary Resistances(3/day) If the jackelope fails a saving throw, it can choose to succeed.

Magical Attacks The jackelope's attacks count as magical for the purpose of overcoming resistance.

Magic Resistance The jackelope has advantage on saving throws against spells and magical effects

Mimicry The jackelope can mimic sounds it has heard, including voices. A creature that hears the sounds the jackelope makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

Actions

Multiattack The jackelope can make a bite and a kick attack on its turn.

Bite *Melee Weapon Attack:* +6, 5ft., one target. Hit 13 (4d4+3) piercing damage .

Kick *Melee Weapon Attack:* +6, 5ft., one target. Hit 12 (2d8+3) bludgeoning damage . If the target is a creature, it must succeed a DC 14 Strength saving throw or fall prone.

Gore *Melee Weapon Attack:* +6, 5ft., one target. Hit 16 (2d12+3) piercing damage .

Legendary Actions(3/turn)

Dash (1 action) The jackelope can move up to its movement speed to a spot that it can see within range.

Terrible Screech(2 actions) Creatures within 30ft. of the jackelope must succeed a DC 16 Wisdom saving throw or become frightened until the end of its next turn.

Resilience(3 actions) The jackelope can end one condition or spell effect on itself.

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Manhunter Tree

The manhunter tree is arguably the most powerful of all known cryptids. Despite its name, the manhunter tree is actually a demon that originates from the Abyss. It is believed that manhunter tree seeds were brought by demons from the Abyss to be grown on the Material Plane.

Soul Feeder

Despite its appearance as a tree, it does not require sustenance as most plants. Instead, it feeds upon the life force from the souls of living creatures. Although it preferred prey is the life force of sentient creatures such as humanoids, it is able to sate its appetite by consuming animals. Creatures devoured by the tree are unable to be revived in any manner, as its soul is trapped until the tree is slain.

Cruel Trickster

Despite its appearance, the manhunter tree is extremely intelligent and can be especially cruel and twisted in its tactics. Upon each creature it consumes, it is capable of mimicking that creature's voice, using it to lure more victims within its grasp. Numerous accounts have even reported that its trunk seems to show the twisted and gnarled faces of each individual it consumes

Floran Disguise

Due to its limited mobility, the manhunter tree wishes to conceal its true identity as much as possible as it relies on its unassuming form to take advantage of its opponents. It is able to mask its aura as a fiend to resemble that of a plant. This magical mask seems to be able to fool various forms of divination that reveals the true of such a creature.

However, there are ways to counter this defense as the tree is still susceptible to effects that specifically weakens fiends, such as *Protection from Good and Evil*.

Servant Vines

Just as a normal tree, the manhunter tree does not have the luxury of moving or pursing its prey. Instead, it can create a small "tree" that it can control that patrols the nearby vicinity of the tree. These "trees" are actually colossal vines that are able to ensnare unsuspecting prey, bringing it to the tree's full form wherein it can consume it.

Abyssal Rebirth

If a Manhunter tree is slain on the Material Plane, a single manhunter tree seed begins to sprout in the Abyss, taking years to regrow.

Once full regrown, the tree often retains the memories of all the victims it devoured in its previous life. To fully slay this entity, the seed must be destroyed on the Abyss, releasing all the souls of the devoured creature.

These seeds are often found in "gardens" dedicated to these tree for whenever they die on another plane, waiting for demons to collect them and redistribute them to the multiverse.

Manhunter Tree Tactics

The manhunter tree primarily relies on its manhunter vines to find and kill any potential prey to bring it towards its main body. As the tree is acutely aware of its nearby surroundings, it prefers to keep its enemies away from its true body and will continually spawn more manhunter vines to its quarry.

If a creature manages to distinguish its true form from the rest of the forest, the tree itself is more than capable of defending itself, sending a storm of needles at attackers from a distance or using its massive boughs to constrict any creature in range.

Any creature trapped in the clutches of its boughs are quickly consumed into its fiendish maw, where it is shredded to pieces.

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Manhunter Tree

Gargantuan fiend, varies

Armor Class 15 (Natural Armor)
Hit Points 264(16d20+96)
Speed 0ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	21 (+5)	20 (+5)	23 (+6)

Skills Athletics +11, Perception +11, Deception +12
Damage Resistances bludgeoning, piercing, and slashing damage from non-silvered weapons,
Damage Immunities Cold, Fire, Lightning, Poison Necrotic
Condition Immunities Charmed, Blinded, Frightened, Stunned, Paralyzed, Poisoned
Senses magical darkvision 120ft., tremorsense 120ft., passive Perception 21
Languages Can understand Abyssal or Druidic but cannot speak it without using its mimicry trait
Proficiency Bonus +6
Challenge 20 (25000xp)

Cryptic Nature The manhunter tree is immune to the effects of divination spells. The mahunter tree leaves no tracks or scent for creatures to follow unless it chooses to.

Grasping Vines Whenever a creature first enters within 30ft. of the manhunter tree, it can use its reaction to make an attack against that creature.

False Appearance While motionless, the manhunter tree is indistinguishable from a normal tree

Floran Persona The manhunter tree is able to hide its true nature against effects that would reveal its nature as a fiend, such as Divine Sense or Primeval Awareness. Instead, its aura registers as a Plant.

Floran Nature The manhunter tree is also considered as a Plant.

Legendary Resistance(3/day) If the manhunter tree fails a saving throw, it can choose to succeed. Upon using this feature, it can regrow an additional vine.

Magical Attacks The manhunter tree's attacks count as magical for the purpose of overcoming resistance.

Magic Resistance The manhunter tree has advantage on saving throws against spells and magical effects

Mimicry The manhunter tree can mimic sounds it has heard, including voices. A creature that hears the sounds the manhunter tree makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

Reactive The manhunter tree can take a reaction at the end of each of its turns.

Regeneration If the manhunter tree has at least 1 hitpoint, it regains 30 hitpoints at the start of each of its turns.

Tangled Roots Creatures of the manhunter tree's choice within 30ft. of it must treat that area as difficult terrain

Actions

Constricting Vine *Melee Weapon Attack:* +6, 30ft., all targets in range. Hit 20 (2d12+7) bludgeoning damage +14(4d6) piercing damage. If the target is a Large or smaller creature, it is grappled and restrained by the tree (escape DC 21).

Creatures constricted by the vines takes 14(4d6) piercing damage at the start of each of its turns

Needle Storm *Ranged Weapon Attack:* +6, 120/480ft., all targets in range. Hit 18 (2d10+7) piercing damage. This attack can hit 4 times against the same target or against different creatures.

Vine Command The manhunter tree can command two man-eating vines to move up to its movement speed and make an attack against a creature within range.

Summon Manhunter Vines(Recharge 5-6) The manhunter tree can summon 3 (1d4) manhunter vines in an unoccupied spot within 120ft. of the tree. These vines act on initiative count 20 (losing all ties) and act as allies to the manhunter tree.

Bonus Actions

Devouring Trunk *Melee Weapon Attack:* +13, 5ft., one Large or smaller grappled creature. Hit 34 (6d8+7) piercing damage. Upon a hit, the creature is swallowed. A swallowed creature must is blinded, restrained, and cannot breathe and takes 21 (6d6) piercing damage at the start of each of its turns.

Whenever the tree takes damage from a swallowed creature, it must succeed a Constitution saving throw with a DC equal to half the damage dealt(minimum 10) to escape. Upon a failed saving throw, the tree regurgitates all swallowed creatures in a space within 5ft. of the tree.

If the tree dies, creatures can use 20ft. of its movement speed to exit the tree prone.

If a creature is reduced to 0 hitpoints while swallowed, it dies and cannot be revived by any means short of a *Wish* spell or fully killing the manhunter tree.

Bonus Actions

Reel As a bonus action, the manhunter tree can reel in a creature up to 30ft. and can make a devouring trunk attack against a creature grappled in this manner.

Legendary Actions(3/turn)

Vine Shift(1 action) The manhunter tree can move a manhunter vine up to 30ft. to a spot within range.

Vine Strike(2 action) The manhunter tree can grow 1 man-eating vine

Resilience(3 action) The manhunter tree can end one condition or spell effect on itself

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Manhunter Vine

Huge fiend, varies

Armor Class 15 (Natural Armor)
Hit Points 76(8d12+24)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	1 (-5)	10 (+0)	17 (+3)

Skills Athletics +7, Perception +3
Damage Resistances bludgeoning, piercing, and slashing damage from non-silvered weapons,
Damage Immunities Cold, Fire, Lightning, Poison Necrotic
Condition Immunities Charmed, Blinded, Frightened, Stunned, Paralyzed, Poisoned
Senses magical darkvision 60ft., tremorsense 60ft., passive Perception 13
Proficiency Bonus +3
Challenge 6 (2300xp)

Cryptic Nature The man-hunter vine is immune to the effects of divination spells. The vine leaves no tracks or scent for creatures to follow unless it chooses to.

Grasping Vines Whenever a creature first enters within 30ft. of the manhunter vine, it can use its reaction to make an attack against that creature.

False Appearance While motionless, the manhunter vine is indistinguishable from a normal tree

Floran Persona The manhunter vine is able to hide its true nature against effects that would reveal its nature as a fiend, such as Divine Sense or Primeval Awareness. Instead, its aura registers as a Plant.

Floran Nature The manhunter vine is also considered as a Plant.

Magical Attacks The manhunter vine's attacks count as magical for the purpose of overcoming resistance.

Magic Resistance The manhunter vine has advantage on saving throws against spells and magical effects

Reactive The manhunter vine can take a reaction at the end of each of its turns.

Regeneration If the manhunter vine has at least 1 hitpoint, it regains 10 hitpoints at the start of each of its turns.

Actions

Constricting Vine *Melee Weapon Attack:* +7, 15ft., one target. Hit 13 (2d8+4) bludgeoning damage +7(2d6) piercing damage. If the target is a Large or smaller creature, it is grappled and restrained by the manhunter vine (escape DC 15).

Creatures constricted by the vines takes 7(2d6) piercing damage at the start of each of its turns

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Void Jellyfish

The void jellyfish is probably the most misunderstood of cryptids, as few actually understand what it is or its motives. In fact, its name may not be entirely accurate, for it is based off the very few clear accounts to describe it.

Mysterious Sightings

Most accounts associated with the void jellyfish are accompanied by unexplained sounds or lights in the light sky. Although most of these effects could be replicated via magical effects, none of these effects seem to be generated by arcane means, as numerous methods to detect or even counter them seems to have no effect.

Otherworldly Defense

All sightings associated with the jellyfish seem to reveal that it has the ability to move at unnatural speeds and seemingly defying our common understanding of physics.

These entities seem to surround themselves with a field that seems to weaken and even reflects magical effects. Whenever directly targeted or tracked, these entities seem to disappear in the blink of an eye or even temporarily phase out of existence.

If truly threatened, they seem to possess powerful mastery of gravity and is able to disintegrate any creature in its path with dazzling beams of energy.

Otherworldly Kidnapping

Many experts believe that these entities have traveled to each of the planes, seemingly searching for something. The true motives of this investigation is still unclear and some believe they vary depending on the sightings as there may be multiple factions of these entities.

Numerous eyewitnesses claimed they were taken in a flash a light and transported to an alien environment, and then returned hours or days later. However, some accounts have even suggested creatures have been abducted and never returned.

Void Jellyfish Tactics

In combat, void jellyfish are a complete enigma and are completely unpredictable. In most circumstances, when encountered, they will simply teleport or shift to another plane of existence.

Plane Shift

Sometimes, first contact is quite intriguing to them, and they will attempt to abduct targets using their teleportation beam. These beams will take its victims to a demiplane created by the jellyfish or its allies, or it'll simply transport creatures to another plane for unknown purposes.

Last Resort

Only in the most extreme circumstances, wherein it cannot escape, or if its objective is seriously threatened by a creature's actions, will it use its plasma beam and mastery of gravity to obliterate its opponents. If overwhelmed, it will use its teleportation beam to transport the creature to a harmful plane, such as the plane of fire.

Thankfully, it seems the goals of the void jellyfish do not seem to be directly hostile (at the moment), so these tactics typically are not used until absolutely necessary. They seem to be content to observing and temporarily abducting creatures before vanishing in a blink of the eye.

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Void Jellyfish

Gargantuan Aberration, varies

Armor Class 17 (Natural Armor)
Hit Points 120(8d20+40)
Speed 60ft. fly(hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	24 (+7)	19 (+4)	21 (+5)

Skills Arcana +13, Acrobatics +10, Investigation +13, Perception +12
Damage Resistance Cold, Force, Poison, Radiant, damage from spell effects
Condition Immunities Blinded, Charmed, Prone, Poisoned
Senses truesight 120ft., passive Perception 22
Languages 120ft., Telepathy
Proficiency Bonus +4
Challenge 9 (5000xp)

Alien Nature The void jellyfish's spells do not count as spells for the purpose of an *Antimagic Field*, *Detect Magic*, *Counterspell*, *Dispel Magic* or similar effects that work specifically for spells and magical effects.

Antimagic Dampener The void jellyfish has advantage on on saving throws against spell effects Upon a failed saving throw, the jellyfish takes half damage. On a successful saving throw, the jellyfish takes no damage and redirects the spell back at the caster

Cryptic Nature The void jellyfish is immune to the effects of divination spells. The void jellyfish leaves no tracks or scent for creatures to follow unless it chooses to.

Displacement Field The void jellyfish projects a magical illusion that makes its appearance hard to decipher. Attacks against the Void Jellyfish have disadvantage.

Immutable Form The void jellyfish is immune to any spell or effect that would alter its form unless it wishes to be affected by it.

Unusual Appearance The void jellyfish does not require to breathe, eat, or sleep.

Innate Spellcasting The Void Jellyfish's spellcasting ability is Charisma(spell save DC 17). The void jellyfish can innately cast the following spells with no material components.

At Will Arcane Gate, Dancing Lights, Dimension Door, Invisibility, Legend Lore, Plane Shift(Self), Scrying, Reverse Gravity, Teleport(Self)

Actions

Plasma Beam Creatures in a 120ft. long and 20ft. wide column originating from under the Void Jellyfish must succeed a DC 17 Dexterity saving throw. On a failed saving throw, creatures take 18(4d8) radiant + 18(4d8) force damage. Upon a successful saving throw, creatures take half damage. If a creature is reduced to 0 hitpoints, it is disintegrated and turned to ash.

Teleportation Beam Creatures in a 120ft. long and 20ft. wide column originating from under the Void Jellyfish must succeed a DC 17 Charisma saving throw. On a failed saving throw, creatures are transported to a different plane of the Void Jellyfish's choice or its own personal demiplane.

A creature can only leave the jellyfish's demiplane only by using magic that enables planar travel. The demiplane resembles a location of the jellyfish's choice roughly 1000ft. in diameter and a ceiling 100ft. high. It contains any object or creature transported in this manner.

The void jellyfish can't be harmed from within the demiplane. If the jellyfish dies, the demiplane disappears and everything inside it appears around the corpse. the demiplane is otherwise indestructible.

Objects of the jellyfish's choice that are fully enclosed within this beam are automatically transported.

Bonus Action

Dimension Shift The void jellyfish can use its bonus action to teleport 60ft. to a spot that it can see within range.

Reaction

Reality Phase When the void jellyfish is targeted with an attack or spell effect, it can use it reaction to phase into another plane becoming immune to all damage until the end of the attacker's turn.

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Krakens

Krakens are one of the most dreaded and powerful creatures on the Material Plane. Krakens are believed to be some of the most ancient creatures that served as weapons of the gods during the dawn of creation. Although some still serve their divine masters, others have freed themselves from their divine servitude to forge a destiny of their own.

Thalassic Kraken

Although there are numerous types of krakens, the thalassic kraken is typically what comes to mind when one thinks of these entities. These entities claim their domain deep within the abyssal reaches of the sea of the Material Plane. However, some extremely ambitious krakens have been known to travel inland to freshwater lakes to claim dominion over terrestrial civilizations.

Thalassic Appearance

In general, krakens can take many forms sporting a wide variety of characteristics such as a chitinous shell, colossal pincers, jellyfish heads, or shark-like fins. However, a common characteristic that all krakens possess is a seeming endless mass of grasping tentacles capable of sinking entire vessels.

Thalassic Mastery

By their very nature, krakens are akin to a primeval force of nature, capable of commanding the very power of the sky and seas. On a whim, these entities are capable of toppling entire civilizations through cataclysmic storms and tsunamis. Their immense power is capable of opening portals into the Elemental Plane of Water and binding elementals to its will.

Kraken Motives

The presence of a thalassic krakens can prove to be a boon or an omen to local civilizations. Some krakens act on behalf of its patron deity, acting as divine guardians that awakens in great times of need. Others seek to forge their own path, acting as the founder or destroyer of many civilizations. Others seek to take the mantle of godhood, acquiring numerous of followers, cultists, and minions.

Kraken Tactics

Although the kraken is amphibious in nature, it is at its strongest in the ocean. Due to its immense size, the kraken tends to focus its thalassic powers and spells on the largest, most threatening target (oftentimes of a ship) but will use its tentacles to quickly eliminate any nuisances by restraining them in its tentacles to be subsequently swallowed.

Binding Tendrils

If outnumbered or surrounded, the kraken will summon its thalassic tendrils to bind its foes and use its ink cloud to disorient its foes while it moves to an ideal position.

Abyssal Lair

Since the kraken is at its strongest in its domain, it will prefer to lead its foes to this location, as it will have the advantage. Whenever the kraken chooses to leave its lair and go on the offensive, it often does so with the support of whatever minions it has at its disposal.

Thalassic Escape

If the kraken is at the verge of defeat, it is not afraid to create a watery portal transporting it to a safe location or to the Elemental Plane of Water where it can recuperate and plot its revenge.

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Young Kraken

Huge Monstrosity, varies

Armor Class 18 (Natural Armor)
Hit Points 207(18d12+90)
Speed 20ft., 60ft. swim

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	20 (+5)	17 (+3)	13 (+1)	15 (+2)

Saving Throws Str +12, Dex +8, Con +10, Int +8, Wis +6, Cha +7
Skills Athletics+12, Sleight of Hand +8, Perception +6
Damage Immunities Acid, Cold, Lightning
Condition Immunities Paralyzed
Senses truesight 120ft., passive Perception 16
Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft
Proficiency Bonus +5
Challenge 15 (13000xp)

Amphibious The kraken can breathe in air and in water

Freedom of Movement The kraken ignores difficult terrain and magical effects cannot reduce its speed or cause it to be restrained. It can spend 5ft. of movement to escape from non-magical restraints or being grappled

Siege Monster The kraken deals double damage to buildings and objects

Actions

Multiattack The kraken can use its Inky Shroud (if available) and make four tentacle attacks on its turn. It can replace any one of its Tentacle attacks for a Fling

Tentacle. *Melee Weapon Attack:* +12 to hit, 30ft., one target. *Hit* 12 (1d8+7) bludgeoning damage and the target is grappled and restrained (escape DC 20). For the duration of this grapple, creatures take 5(1d8) bludgeoning damage at the start of each of its turns.

Fling One Medium or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone.

If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

Thalassic Storm(Recharge 5-6) The kraken can conjure bolts of frigid lightning which strikes all creatures around it. Creatures in a 60ft. radius of the kraken must succeed a DC 18 Dexterity saving throw. On a failed saving throw, creatures take 22 (5d8) cold damage + 22 (5d8) lightning damage and half as much on a successful saving throw. Creatures have disadvantage on its saving throw if it is underwater

Inky Shroud(recharge 5-6) The kraken can conjure a cloud of ink in a 30ft radius that obscures the area. Creatures other than this that first enters or starts its turn in this cloud are blinded and must make a DC 18 Constitution saving throw. On a failed saving throw, it is poisoned until the end of its next turn. Upon using this feature, the kraken can move up to its entire movement speed to a spot that it can see without provoking opportunity attack.

Bonus Actions

Bite *Melee Weapon Attack:* +12 to hit, 5ft., one grappled target. *Hit* 16 (2d8+7) piercing damage. If the target is Large of smaller, it is swallowed and the grapple ends. A swallowed creature is blinded, restrained, cannot speak or breathe, and has total cover against attacks and effects outside the kraken. At the start of each of its turns, it takes 18(5d6) acid +18(5d6) bludgeoning damage. Whenever the kraken takes damage from a swallowed creature, it must succeed a Constitution saving throw with a DC equal to half the damage dealt (minimum 10). On a failed saving throw, the kraken regurgitates all swallowed creatures in a space within 10ft. of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 10ft. of movement, exiting prone.

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Thalassic Kraken

Gargantuan Monstrosity, varies

Armor Class 20 (Natural Armor)
Hit Points 472(27d20+189)
Speed 20ft., 60ft. swim

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +17, Dex +10, Con +14, Int +13, Wis +11, Cha +12
Skills Athletics+17, Sleight of Hand +17, Perception +11
Damage Immunities Acid, Cold, Lightning
Condition Immunities Blinded, Deafened, Paralyzed
Senses truesight 120ft., passive Perception 21
Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft
Challenge 23 (50000xp) **Proficiency Bonus** +7

Amphibious The kraken can breathe in air and in water

Freedom of Movement The kraken ignores difficult terrain and magical effects cannot reduce its speed or cause it to be restrained. It can spend 5ft. of movement to escape from nonmagical restraints or being grappled

Legendary Resistance (3/day) Upon failing a saving throw, the kraken can choose to succeed. Upon using this feature, it can use its reaction to use Ink Shroud.

Siege Monster The kraken deals double damage to buildings and objects

Thalassic Mastery The kraken's water-based spells deal its choice of acid or cold damage instead of dealing bludgeoning damage.

Spellcasting The kraken's spellcasting ability is Constitution (spell save 23, +15 to hit with spell attacks). The kraken can innately cast the following spells, requiring no material components.

At will: Shape Water, Create and Destroy Water, Control Water, Lightning Bolt, Tidal Wave,

3/day each Cone of Cold, Maelstrom, Watery Sphere

2/day each Maelstrom, Chain Lightning

1/day each Control Weather, Tsunami

Actions

Multiattack The kraken can cast one spell and make four tentacle attacks on its turn. It can replace any one of its Tentacle attacks for a Fling

Tentacle. *Melee Weapon Attack:* +17 to hit, 30ft., one target. *Hit* 19 (2d8+10) bludgeoning damage + 9(2d8) cold damage, and the target is grappled and restrained (escape DC 25). For the duration of this grapple, creatures take 9(2d8) bludgeoning damage at the start of each of its turns.

Fling One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone.

If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 25 Dexterity saving throw or take the same damage and be knocked prone.

Thalassic Powers

The kraken has a number of thalassic powers that it can use on its turn (if available). Instead of casting a spell on its turn, it can choose one of the following effects
Thalassic Tendrils(Recharge 5-6) The kraken can conjure 3(1d4) Thalassic Tentacles in a spot within 120ft. of the kraken that it can see. These tentacles act on initiative count 20 (losing all ties) and count as allies to the kraken.

Thalassic Storm(Recharge 5-6) The kraken can conjure bolts of frigid lightning which strikes all creatures around it. Creatures in a 60ft. radius of the kraken must succeed a DC 23 Dexterity saving throw. On a failed saving throw, creatures take 31 (7d8) cold damage + 31 (7d8) lightning damage and half as much on a successful saving throw. Creatures have disadvantage on its saving throw if it is underwater

Thalassic Escape(1/day) The kraken can teleport and then reappear to another location in a body of water that it has been. Alternatively, it can choose to teleport to the Elemental Plane of Water. It can use this feature to return to the Material Plane

Bonus Actions

Bite *Melee Weapon Attack:* +17 to hit, 30ft., one grappled target. *Hit* 28 (4d8+10) piercing damage. If the target is Large of smaller, it is swallowed and the grapple ends. A swallowed creature is blinded, restrained, cannot speak or breathe, and has total cover against attacks and effects outside the kraken. At the start of each of its turns, it takes 25(7d6) acid +25(7d6) bludgeoning damage. Whenever the kraken takes damage from a swallowed creature, it must succeed a Constitution saving throw with a DC equal to half the damage dealt (minimum 10). On a failed saving throw, the kraken regurgitates all swallowed creatures in a space within 10ft. of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 15ft. of movmement, exiting prone.

Legendary Actions (3/turn)

Ancient Recovery(1 action) The kraken end one condition or spell effects on itself

Fling(1 action) The kraken can fling a grappled creature of its choice.

Ink Shroud(2 actions) The kraken can conjure a cloud of ink in a 30ft radius that obscures the area. Creatures other than this that first enters or starts its turn in this cloud are blinded and must make a DC 23 Constitution saving throw. On a failed saving throw, it is poisoned until the end of its next turn. Upon using this feature, the kraken can move up to its entire movement speed to a spot that it can see without provoking opportunity attack.

Lair Actions

On initiative count 20 (losing all initiative ties), the kraken takes a lair action to cause of of the following effects

Typhon's CurrentA strong current moves through the kraken's lair. Each creature withi 60ft. of the kraken must succeed a DC 23 Strength saving throw or be pushed up to 60ft. from the kraken and knocked prone.

Fathom's Grasp The kraken conjures water tendrils to bind its foes. Creatures of the kraken's choice within 60ft. of it that it can see must succeed a DC 23 Strength saving throw or become grappled and restrained until initiative count 20 on the next round.

Storm Tide Creatures in the water within a 60ft. radius around the kraken must succeed a DC 23 Constitution saving throw or suffer vulnerability to lightning damage until initiative count 20 on the next round.

Regional Effects

The region containing a kraken's lair is warped by the creature's presence creating the following magical effects:

- The kraken can alter the weather at will in a 6 mile radius of its lair. The effect is identical to the *Control Weather* spell
- Water elementals and aquatic creatures with an intelligence score of 2 or lower are charmed by the kraken and aggressive toward intruders.
- Underwater portals to the Elemental Plane of Water form within 1 mile of its lair allowing creatures from that realm to freely pass through
- Underwater current push unwanted visitors within 6 miles of its lair. Swimming in this area counts as difficult terrain.
- The waters within 6 miles of the kraken are shrouded in inky blackness that obscures the vision of creatures that rely on sight up to 10ft. Additionally, any non-magical sources of light are automatically extinguished.

Thalassic Tentacle

Huge Monstrosity, unaligned

Armor Class 13 (Natural Armor)
Hit Points 92 (8d12 +40)
Speed 30ft., 30ft. swim

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16(+3)	20(+5)	1 (-5)	10 (+0)	3 (-4)

Skills Athletics +7, Sleight of Hand +7, Perception +2
Damage Immunities Acid, Cold, Lightning
Condition Immunities Blinded, Charmed, Deafened, Frightened, Poisoned
Senses blindsight 30ft., passive Perception 12
Proficiency Bonus +2
Challenge 4 (1100 xp)

Amphibious The tentacle can breathe in air and in water

Lightning Reflexes The tentacle can take a reaction at the end of each creatures turn.

Siege Monster The tentacle deals double damage to buildings and objects

Reactive When the tentacle takes damage, it can use its reaction to make a slam or fling attack against its attacker.

Actions

Slam *Melee Weapon Attack:* +7 to hit, 30ft., one target. *Hit* 12 (2d6+5) bludgeoning damage + 7(2d6) cold damage, and the target is grappled and restrained (escape DC 15). For the duration of this grapple, creatures take 7(2d6) bludgeoning damage at the start of each of its turns. The tentacle only can grapple one creature at a time in this manner

Fling One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

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Eldritch Kraken

In their search for knowledge or power, some krakens came into contact with artifacts or entities from the Far Realm. Despite their incredible power, the alien nature of this reality began to warp and twist the mind of these entities, transforming them into something unfathomable and terrifying.

Awakened Mind

The alien influence of the Far Realm has awakened the kraken's mind, unlocking unimaginable potential. The sheer power of the kraken's mind overloads all but the sturdiest of minds, slowly destroying the individual's sanity with repeated exposure. The aberrant and cryptic nature of the kraken's mind makes it extremely resilient from all manner of mental effects, and is capable of reflecting them back to nearby enemies.

Enthralling Insanity

Repeated contact or exposure to the eldritch kraken is able to quickly erode the mental defenses of most mortals. Given enough time, the kraken is able to completely break the will or shatter the sanity of the individual, turning them into a mindless thrall under the kraken's full command.

Alien Harbinger

The presence of an eldritch kraken is typically heralded by strange appearances and behavior of large groups of people at a time. Typically, an eldritch kraken prefers to send its thralls or cultists to do its bidding to gather more subjects before fully revealing itself. By the time it is discovered, it typically has an entire community under its full control.

Unfortunately, the presence of an eldritch kraken is typically a side effect of a much larger threat. Only the most powerful of creatures are capable of corrupting a kraken in this manner, and the appearance of a kraken enthralled in this manner hints at an oncoming incursion from the Far Realm.

Eldritch Kraken Tactics

The eldritch kraken prefers to fight defensively primarily from its lair, sending its thralls to do its bidding. In combat, the kraken prefers to enthrall its opponents over killing them, especially if they prove to be quite powerful. It will attempt to incapacitate or immobilize its victims while breaking its will using its maddening presence.

However, the kraken will not take chances with any creature that could halt its plans, such as clerics who can free its thralls. Such creatures, it will show no mercy, quickly destroying them as they are too dangerous to keep alive, even as thralls.

Just like all other krakens, it is willing to make a hasty retreat to the Far Realm wherein it can recover from its wounds. However, it is still able to command its minions to do its bidding from another plane.

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Eldritch Kraken

Garganutan Aberration, Varies

Armor Class 20 (Natural Armor)
Hit Points 472(27d20+189)
Speed 20ft., 60ft. swim, 60ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +17, Dex +10, Con +14, Int +13, Wis +11, Cha +12
Skills Athletics+17, Sleight of Hand +17, Perception +11
Condition Immunities Prone
Damage Resistances Non-magical bludgeoning, piercing, and slashing damage
Senses truesight 120ft., passive Perception 21
Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft
Proficiency Bonus +7
Challenge 23 (50000 xp)

Alien Nature The eldritch kraken does not require to eat, sleep, or breathe

Eldritch Mind The kraken can concentrate on two spells simultaneously. In addition, the kraken's thoughts and location can't be discerned by any means.

If a creature attempts to discern its thoughts or location, it must succeed a DC 22 Intelligence saving throw. On a failed saving throw, its Intelligence score is reduced by 7(2d6) and it is stunned for one minute. A creature can repeat the saving throw at the end of each of its turns to end the effect. A creature's Intelligence score can be recovered after a long rest or unless *Greater Restoration* or a greater effect is used.

Enthralling Madness If a creatures Intelligence score is reduced to 0 by the kraken, it is charmed by the kraken obeying its every command. An charmed creature acts on its own initiative as an ally of the kraken. This affect ends once it regains at least 1 Intelligence.

This effect can be ended by using *Greater Restoration* or greater magic.

Freedom of Movement The kraken ignores difficult terrain and magical effects cannot reduce its speed or cause it to be restrained. It can spend 5ft. of movement to escape from non-magical restraints or being grappled

Maddening Reflection If the kraken is charmed, frightened, or takes psychic damage, it is completely immune to the effect. Instead, creatures within 30ft. of it suffer from the respective damage or effects.

Legendary Resistance (3/day) Upon failing a saving throw, the kraken can choose to succeed. Upon using this feature, it can use its reaction to use its Maddening Shroud

Siege Monster The kraken deals double damage to buildings and objects

Unfathomable Presence Creatures within 120ft. of the Kraken must succeed a DC 22 Intelligence saving throw. On a failed saving throw, creatures has its Intelligence score reduced by 3 (1d4). Upon succeeding this saving throw, creatures are immune to this effect for the next 24 hours. A creature's Intelligence score can be recovered after a long rest or unless *Greater Restoration* or a greater effect is used.

Spellcasting The kraken's spellcasting ability is Intelligence (spell save 22, +14 to hit on spell attacks). The kraken can innately cast the following spells, requiring no verbal or material components.

At will: Sending, Scrying, Telekinesis, Phantasmal Killer

3/day each Dominate Person, Synaptic Static, Wall of Force

2/day each Geas, Feeblemind, Dominate Monster,

1/day each Weird, Power Word Stun

Actions

Multiattack The kraken can cast one spell and make four tentacle attacks on its turn.

Maddening Tentacle *Melee Weapon Attack:* +17 to hit, 30ft., one target. *Hit* 19 (2d8+10) bludgeoning damage + 9 (2d8) psychic damage. Creatures must succeed a DC 22 saving throw or become stunned until the end of its next turn

Eldritch Powers

The kraken has a number of eldritch powers that it can use on its turn (if available). Instead of casting a spell on its turn, it can choose one of the following effects

Eldrich Tentacles(Recharge 5-6) The kraken can conjure 3(1d4) Eldritch Tentacles in a spot within 120ft. of the kraken that it can see. These tentacles act on initiative count 20 (losing all ties) and count as allies to the kraken.

Wave of Madness(Recharge 5-6) The kraken unleashes a wave of psychic energy which strikes all creatures around it. Creatures in a 60ft. radius of the kraken must succeed a DC 22 Intelligence saving throw. On a failed saving throw, creatures take 63 (14d8) psychic damage and its Intelligence score is reduced by 4(1d6). On a successful saving throw, it takes half as much damage and is unaffected

Legendary Actions (3/turn)

Ancient Recovery(1 action) The kraken end one condition or spell effects on itself

Spell(2 action) The kraken can use cast a spell

Maddening Shroud(2 actions) The kraken can unleash a psychic wave that stuns its foes. Creatures within a 10ft. range must succeed a DC 22 Wisdom saving throw or become stunned until the end of its next turn.

Upon using this feature, the kraken can move up to its movement to a spot that it can see within range without provoking opportunity attack

Lair Actions

On initiative count 20 (losing all initiative ties), the kraken takes a lair action to cause of of the following effects

Psychic Projection The kraken intrudes the mind of a creature in range of its telepathy. The creature must succeed a DC 22 Wisdom saving throw or be charmed by the kraken until initiative count 20 on the next round. A charmed creature obeys the kraken's command to the best of its ability as long as the command is not directly harmful to the creature.

Break Will All creatures within 60ft. of the kraken must succeed a DC 22 Charisma saving throw. On a failed save, the target is overwhelmed with despair until initiative count 20 on the next round. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects.

Insanity Pulse All creatures within 60ft. of the kraken must succeed a DC 22 Intelligence saving throw. On a failed save, the target is driven insane until initiative count 20 on the next round. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The DM controls its movement, which is erratic.

Regional Effects

The region containing a kraken's lair is warped by the creature's presence creating the following magical effects:

- The kraken can sense the presence of any creature that is not a construct or undead within 6 miles of it. These creatures have a perpetual sense of being watched
- Creatures that spend more than 1 mile within the kraken's lair must succeed a DC 22 Wisdom saving throw. On a failed saving throw, it suffers an effect of long term madness.
- Creatures that take a long rest within 6 mile of the kraken's lair must succeed a DC 22 Wisdom saving throw. On a failed saving throw, it cannot benefit from a long rest and its creature's Intelligence score is reduced by 3(1d4). A creature's Intelligence score can be recovered after a long rest or unless *Greater Restoration* or a greater effect is used.

Eldritch Tentacle

Huge Monstrosity, unaligned

Armor Class 13 (Natural Armor)
Hit Points 92 (8d12 +40)
Speed 30ft., 30ft. swim

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16(+3)	20(+5)	1 (-5)	10 (+0)	3 (-4)

Skills Athletics +7, Sleight of Hand +7, Perception +2
Condition Immunities Poisoned
Senses blindsight 30ft., passive Perception 12
Proficiency Bonus +2
Challenge 4 (1100 xp)

Alien Nature The tentacle does not require to eat, sleep, or breathe

Lightning Reflexes The tentacle can take a reaction at the end of each creatures turn.

Maddening Reflection If the tentacle is charmed, frightened, or takes psychic damage, it is completely immune to the effect. Instead, creatures within 30ft. of it suffer from the respective damage or effects.

Siege Monster The tentacle deals double damage to buildings and objects

Reactive When the tentacle takes damage, it can use its reaction to make a slam attack against its attacker.

Actions

Maddening Slam *Melee Weapon Attack:* +7 to hit, 30ft., one target. *Hit* 12 (2d6+5) bludgeoning damage + 7 (2d6) psychic damage. Creatures must succeed a DC 15 saving throw or become stunned until the end of its next turn

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Kraken Lich

As a gift for their divine service, some krakens have been rewarded with immortality from their patron through lichdom. Others, in their quest from godhood or immortality, have discovered the lost secrets and rituals of lichdom granting them life beyond the grave. Kraken liches are arguably the most powerful of all their kind as they are able to command the sky and seas as well as control the power of life and death.

Thalassic Graveyard

Kraken liches tend to be extremely powerful, as the ocean is one of the most ideal environments to create an undead army. The seafloor is a necromantic playground due to the sheer supply of dead lying on the seabed. Additionally, since undead do not need to breathe, they are able to be summoned in relatively secrecy at the bottom of the sea.

As a result, they are able to quickly summon colossal necromantic hordes from the watery depths to lay waste to coastal civilizations.

Abyssal Phylactery

The ocean also provides the kraken lich an ideal location to hide and defend its phylactery. Most of the time, krakens hide their phylactery in the deepest trenches of the ocean or the most inaccessible depths of the Elemental Plane of Water.

Kraken Lich Tactics

Kraken lichs are the most cunning and dangerous of their kind. Their undead essence makes them resilient against most forms of attack, and their physical form is nearly impossible to permanently destroy.

Clever Strategist

In combat, it is a careful planner, rarely engaging the enemy except of its own turns sending waves of undead and other minions to harass its foes. It prefers to maintain is distance using a barrage of necromantic spells, and will focus the bulk of its strength against the weakest opponent to quickly transform it into an undead thrall.

However, it is clever enough to recognize opponents dedicated to countering the undead. If possible, the kraken will seek to eliminate this foe as quick as possible, seeking to slay it and raise it as a mockery of the very thing its foes were tasked to destroy.

Necromantic Tendrils

Although its tentacles have withered away in its undead state, the kraken is able to conjure tendrils made of freezing necrotic energy at will. A single touch from these deathly tendrils is enough to freeze the limbs of all but the hardiest of mortals.

Phylactery Escape

When facing defeat, the kraken will escape to its phylactery or another stronghold, where it can recover and plan for the next step of its revenge.

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Kraken Lich

Gargantuan Undead, Varies

Armor Class 18 (Natural Armor)
Hit Points 418(27d20+135)
Speed 20ft., 60ft. swim

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	20 (+5)	22 (+6)	18 (+4)	25 (+7)

Saving Throws Str +18, Dex +11, Con +15, Int +14, Wis +12, Cha +13
Skills Athletics +18, Perception +12
Damage Resistances Bludgeoning, piercing, and slashing damage from non-silvered weapons
Damage Immunities Acid, Cold, Lightning, Necrotic, Poison
Condition Immunities Blinded, Charmed, Deafened, Exhausted, Frightened, Paralyzed, Poisoned,
Senses truesight 120ft., passive Perception 22
Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft
Proficiency Bonus +8
Challenge 26 (90000 xp)

Freedom of Movement The kraken ignores difficult terrain and magical effects cannot reduce its speed or cause it to be restrained. It can spend 5ft. of movement to escape from non-magical restraints or being grappled

Life Sense The kraken can pinpoint the location of living creatures or undead within 1 mile of it. This feature does not apply to constructs

Legendary Resistance (3/day) Upon failing a saving throw, the kraken can choose to succeed. Upon using this feature, it can use its reaction to use its Necrotic Shroud

Rejuvenation If the kraken lich has a phylactery, a destroyed kraken lich gains a new body in 1d10 days regaining all its hitpoints and becoming active again. The new body appears within 5ft. of the phylactery.

Siege Monster The kraken lich deals double damage to buildings and objects

Turn Resistance The kraken lich has advantage on saving throw against effects that would turn undead

Undead Fortitude Upon dropping to 0 hitpoints, the kraken lich can make a Constitution saving throw with a DC equal to half the damage dealt from the killing blow(minimum 10). On a successful saving throw, the kraken drops to 1 hitpoint instead. It cannot use this feature if the killing blow dealt radiant damage.

Undead Nature The kraken lich does not require to eat, sleep, or breathe

Spellcasting The kraken's spellcasting ability is Intelligence (spell save 23, +15 to hit on spell attacks). The kraken can innately cast the following spells, requiring no material components.

At will: Animate Dead, Blight, Create and Destroy Water, Shape Water, Speak with Dead, Tidal Wave

3/day each Circle of Death, Create Undead, Reincarnate, Wall of Water

2/day each Maelstrom, Chain Lightning, Harm, Finger of Death

1/day each Power Word Kill, Control Weather, Tsunami, Time Ravage, Clone

Actions

Multiattack The kraken can cast one spell and make four Necrotic Tentacle attacks on its turn.

Necrotic Tentacle. *Melee Weapon Attack:* +18 to hit, 30ft., one target. *Hit* 19 (2d8+10) necrotic damage + 9(2d8) cold damage. Creatures must succeed a DC 22 Constitution saving throw or become paralyzed until the end of its next turn.

Necromantic Powers

The kraken has a number of necromantic powers that it can use on its turn (if available). Instead of casting a spell on its turn, it can choose one of the following effects

Necrotic Tendrils(Recharge 5-6) The kraken can conjure 3(1d4) Necrotic Tentacles in a spot within 120ft. of the kraken that it can see. These tentacles act on initiative count 20 (losing all ties) and count as allies to the kraken.

Necrostorm(Recharge 5-6) The kraken can conjure bolts of necrotic lightning which strikes all creatures around it. Creatures in a 60ft. radius of the kraken must succeed a DC 22 Constitution saving throw. On a failed saving throw, creatures take 36 (8d8) lightning damage + 36 (8d8) necrotic damage and half as much on a successful saving throw. On a failed saving throw, creatures cannot regain hitpoints until the end of its next turn.

If this attack reduces a creature to 0 hitpoints, it instantly dies and returns to life as a zombie at the end of the kraken's turn. This creature acts on initiative count 20 (losing all ties) and is considered an ally of the kraken.

Thalassic Escape(1/day) The kraken lich can teleport and then reappear to another location in a body of water that it has been. Alternatively, it can choose to teleport to the Elemental Plane of Water. It can use this feature to return to the Material Plane

Legendary Actions (3/turn)

Ancient Recovery(1 action) The kraken end one condition or spell effects on itself

Spell(2 actions) The kraken can cast a spell

Necrotic Shroud(2 actions) The kraken can conjure a cloud of ink in a 30ft radius that obscures the area. Creatures other than this that first enters or starts its turn in this cloud are blinded and must make a DC 22 Constitution saving throw. On a failed saving throw, it cannot recover hitpoints until the end of its next turn. > Upon using this feature, the kraken can move up to its entire movement speed to a spot that it can see without provoking opportunity attack.

Lair Actions

On initiative count 20 (losing all initiative ties), the kraken takes a lair action to cause of of the following effects

Necromantic Maelstrom The kraken releases a storm of undeath that corrupts life around it. Creatures within 60ft. of the kraken must succeed a DC 21 Constitution saving throw. On a failed saving throw, creatures cannot regain hitpoints until intiative count 20 on the next round. If creatures receives any form of healing for the duration of this effect, it takes necrotic damage instead equal to the amount of hitpoints recovered.

Gravetide All creatures with 0 hitpoints within 60ft of the kraken must succeed a DC 21 Charisma saving throw. On a failed saving throw, creatures are instantly killed and return to life as a zombie. The zombie acts on initiative count 20 (losing all ties) and is considered an ally of the kraken.

Rot Tide Creatures in the water within a 60ft. radius around the kraken must succeed a DC 21 Constitution saving throw or suffer vulnerability to necrotic damage until initiative count 20 on the next round.

Regional Effects

The region containing a kraken's lair is warped by the creature's presence creating the following magical effects:

- Creatures that are killed while within 6 miles of the kraken's lair returns to life as a zombie after 1 hour.
- Creatures that first enters within its lair must succeed a DC 21 Constitution saving throw. On a failed saving throw, creatures take 25(7d6) necrotic damage and has its hitpoint maximum reduced by this amount. On a successful saving throw, creatures take half damage and its hitpoint maximum is not reduced.
- Creatures that finishes a short or long rest within 6 mile of the kraken's lair cannot regain hitpoints. However, it can regain other features associated with a rest.
- Undead creatures have advantage on all saving throws and against features that turn undead.

Necrotic Tentacle

Huge Undead, unaligned

Armor Class 13 (Natural Armor)
Hit Points 92 (8d12 +40)
Speed 30ft., 30ft. swim

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16(+3)	20(+5)	1 (-5)	10 (+0)	3 (-4)

Skills Athletics +8, Sleight of Hand +9, Perception +3
Damage Resistances Bludgeoning, piercing, and slashing damage
Damage Immunities Acid, Cold, Lightning, Necrotic, Poison
Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Poisoned
Senses blindsight 30ft., passive Perception 13
Proficiency Bonus +3
Challenge 5 (1800 xp)

Life Sense The tentacle can pinpoint the location of living creatures or undead within 60ft. of it. This feature does not apply to constructs

Lightning Reflexes The tentacle can take a reaction at the end of each creatures turn.

Siege Monster The tentacle deals double damage to buildings and objects

Reactive When the tentacle takes damage, it can use its reaction to make a Necrotic Slam attack against its attacker.

Undead Fortitude Upon dropping to 0 hitpoints, the kraken lich can make a Constitution saving throw with a DC equal to half the damage dealt from the killing blow(minimum 10). On a successful saving throw, the kraken drops to 1 hitpoint instead. It cannot use this feature if the killing blow dealt radiant damage.

Undead Nature The tentacle does not require to eat, sleep, or breathe

Actions

Necrotic Slam *Melee Weapon Attack:* +8 to hit, 30ft., one target. *Hit* 12 (2d6+5) necrotic damage + 7 (2d6) cold damage. Creatures must succeed a DC 16 saving throw or become paralyzed until the end of its next turn

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Primordial Kraken

The primordial kraken is closely related to the Thalassic Kraken. However, the primary difference between these entities is their elemental connection. Whereas the Thalassic Kraken has mastery of the skies, ocean, and Elemental Plane of Water, the Primordial kraken commands fire, earth, and the Elemental Plane of Fire.

Volcanic Appearance

Primordial krakens make their homes deep within volcanoes, subterranean magma pools, and the elemental plane of fire. They resemble their other kin, except that their body resembles that of molten magma or obsidian.

Pyroclastic Harbinger

Whereas thalassic krakens embody the destructive power of the seas; primordial krakens are avatar's of terrestrial cataclysm. Their immense power grants them the ability to erupt volcanoes, generate earthquakes, and even call fire from the sky, burying entire civilizations under magma and rubble.

Typically, their arrival is heralded by a bubbling mass of magma and ash that erupts from the ground, enveloping anything in its wake.

Primordial Kraken Motives

Just like their aquatic kin, primordial krakens can serve as divine protectors or independent entities seeking to define their own fate. Some krakens can serve as protective rulers or cruel tyrants of subterranean cities in the Underdark while others demand allegiance and appeasement from local civilizations lest they face the wrath of a dormant volcano.

Primordial Kraken Tactics

Primordial krakens tend to be the most elusive of all their kin, thanks to their ability to appear virtually anywhere on land. Their bodies radiate an incredible heat capable of reducing stone and metal to molten slag in a matter of seconds

Volatile Combatant

The primordial kraken is the most aggressive of its kin, as it is not afraid to directly confront and pursue its foes. It prefers to fight in close combat, utilizing its burning body to melt its foes while saving its spells to incapacitate ranged opponents. It reserves its pyroclastic fumes for whenever it is outnumbers, and is not afraid to blast itself with its most powerful abilities (such a Meteor Swarm) if it means destroying its enemies in one fell swoop.

Terrestrial Escape

Fully defeating a primordial kraken is extremely difficult due to its ability to teleport to any location on land. If desperate enough, it will simply disappear to the inhospitable plane of Fire, wherein only the hardiest and most capable of adventurers could ever dream of pursuing.

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Primordial Kraken

Garganutan Monstrosity, Varies

Armor Class 20 (Natural Armor)
Hit Points 472(27d20+189)
Speed 20ft., burrow 60ft., climb 60ft., swim 60ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +17, Dex +10, Con +14, Int +13, Wis +11, Cha +12
Skills Athletics+17, Sleight of Hand +17, Perception +11
Damage Resistances non-magical Bludgeoning, Piercing, and Slashing damage
Damage Immunities Fire, Poison
Condition Immunities BLinded, Deafened, Paralyzed, Poisoned
Senses truesight 120ft., passive Perception 21
Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft
Challenge 24 (62000 xp)

Burning Presence Creatures that first enter or starts its turn within 30ft. of the primordial kraken takes 11(2d10) fire damage

Heated Body Creatures that grapples or hits the kraken with a melee attack while within 5ft. of it takes 11(2d10) fire damage.

Freedom of Movement The kraken ignores difficult terrain and magical effects cannot reduce its speed or cause it to be restrained. It can spend 5ft. of movement to escape from non-magical restraints or being grappled

Legendary Resistance (3/day) Upon failing a saving throw, the kraken can choose to succeed. Upon using this feature, it can use its reaction to use its Ash Shroud

Siege Monster The kraken deals double damage to buildings and objects

Spider Climb The kraken can climb difficult surfaces without needing to make an ability check

Spellcasting The kraken's spellcasting ability is Constitution (spell save 22, +14 to hit for spell attacks). The kraken can innately cast the following spells, requiring no material components.

At will: Produce Flame, Control Flames, Fireball, Mold Earth, Passwall, Stinking Cloud

3/day each Cloudkill , Conjure Elemental, Flesh to Stone, Stinking Cloud, Wall of Fire

2/day each Bones of Earth, Firestorm, Wall of Stone

1/day each Earthquake, Meteor Swarm

Actions

Multiattack The kraken can cast one spell and make four tentacle attacks on its turn. It can replace any one of its Tentacle attacks for a Fling

Magma Tendril *Melee Weapon Attack:* +17 to hit, 30ft., one target. *Hit* 19 (2d8+10) bludgeoning damage + 9(2d8) fire damage, and the target is grappled and restrained (escape DC 25). For the duration of this grapple, creatures take 9(2d8) fire damage at the start of each of its turns.

Fling One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 25 Dexterity saving throw or take the same damage and be knocked prone.

Primordial Powers

The kraken has a number of primordial powers that it can use on its turn (if available). Instead of casting a spell on its turn, it can choose one of the following effects

Magma Tendrils(Recharge 5-6) The kraken can conjure 3(1d4) Magma Tentacles in a spot within 120ft. of the kraken that it can see. These tentacles act on initiative count 20 (losing all ties) and count as allies to the kraken.

Pyroclastic Fumes(Recharge 5-6) Creatures in a 60ft. radius of the kraken must succeed a DC 22 Constitution saving throw. On a failed saving throw, creatures take 31 (7d8) fire damage + 31(7d8) poison damage and begins to turn to stone and is restrained.

The restrained creature must repeat the saving throw at the end of its next turn, becoming Petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *Greater Restoration* spell or other magic. On a successful saving throw, creatures take half as much on a successful saving throw and are not restrained.

Creatures reduced to 0 hitpoints by this spell are killed and are transformed to stone.

Volcanic Escape(1/day) The kraken can teleport to spot that is has been to on land or underground. Alternatively, the kraken can teleport to the Elemental Plane of Fire. It can use this feature to return to the Material Plane

Legendary Actions (3/turn)

Ancient Recovery(1 action) The kraken end one condition or spell effects on itself

Fling(1 action) The kraken can fling a grappled creature of its choice.

Ash Shroud(2 actions) The kraken can conjure a cloud of ashy ink in a 30ft radius that obscures the area. Creatures other than this that first enters or starts its turn in this cloud are blinded and must make a DC 22 Constitution saving throw. On a failed saving throw, creatures takes 14 (4d6) fire damage and half as much on a success. Upon using this feature, the kraken can move up to its entire movement speed to a spot that it can see without provoking opportunity attack.

Lair Actions

On initiative count 20 (losing all initiative ties), the kraken takes a lair action to cause of of the following effects

Lava Floor The kraken transforms the earth around it in a 60ft. radius into molten rock until initiative count 20 on the next round. Creatures that first enter or starts its turn in this area takes 14(4d6) fire damage. This area counts difficult terrain to all creatures except the kraken.

Earth Shaker The kraken unleashes a seismic shockwave in a 60ft. radius around it. Creatures within range must succeed a DC 22 Strength saving throw or be knocked prone. The affected area counts as difficult terrain to all creatures except the kraken until the end of its next turn.

Ash Plume Creatures in the 30ft. radius around a spot that the kraken can see within 120ft. of it must succeed a DC 22 Constitution saving throw. Creatures that fail this saving throw are poisoned until the end of its next turn. Creatures poisoned in this way are considered incapacitated.

Regional Effects

The region containing a kraken's lair is warped by the creature's presence creating the following magical effects:

- Water sources are supernaturally warm and tainted by toxic fumes and sulfur
- Fire elementals within 6 miles of the lair are charmed by the kraken and aggressive toward intruders.
- Volcanic fissures form portals to the Elemental Plane of Fire form within 1 mile of its lair allowing creatures from that realm to freely pass through
- Small earthquakes are common within 6 miles of the kraken's lair.
- The kraken defaces the surrounding landscape causing it to count as difficult terrain
- The kraken taints the atmosphere with toxic fumes. For each hour a creature spends within 1 mile of the kraken, it must succeed a DC 22 Constitution saving throw or suffer 1 level of exhaustion.
- The kraken's lair causes the surrounding area to become an inhospitable inferno reaching tempratures of over 100 degrees Fahrenheit.

Primordial Tentacle

Huge Monstrosity, unaligned

Armor Class 13 (Natural Armor)
Hit Points 92 (8d12 +40)
Speed 30ft., 30ft. swim, 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16(+3)	20(+5)	1 (-5)	10 (+0)	3 (-4)

Skills Athletics +8, Sleight of Hand +9, Perception +3
Damage Resistances Non-magical bludgeoning, piercing, and slashing damage
Damage Immunities Fire, Poison
Condition Immunities Charmed, Frightened, Poisoned
Senses blindsight 30ft., passive Perception 1e
Proficiency Bonus +3
Challenge 5 (1800 xp)

Heated Body Creatures that grapples or hits the kraken with a melee attack while within 5ft. of it takes 7(2d6) fire damage.

Primordial Nature The tentacle does not need to breathe, eat, or sleep.

Lightning Reflexes The tentacle can take a reaction at the end of each creatures turn.

Siege Monster The tentacle deals double damage to buildings and objects

Spider Climb The tentacle can climb difficult surfaces without needing to make an ability check

Reactive When the tentacle takes damage, it can use its reaction to make a slam or fling attack against its attacker.

Actions

Primordial Slam *Melee Weapon Attack:* +8 to hit, 30ft., one target. *Hit* 12 (2d6+5) bludgeoning damage + 7(2d6) fire damage, and the target is grappled and restrained (escape DC 16). For the duration of this grapple, creatures take 7(2d6) fire damage at the start of each of its turns. The tentacle only can grapple one creature at a time in this manner

Fling One Large or smaller object held or creature grappled by the tentacle is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

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Void Krakens

Some krakens in their quest for dominion or godhood are not completely satisfied with their respective domains on the Material Plane. Instead, they have projected their gaze to the multiverse itself and have sought out the ability to travel the Astral Plane and beyond at will.

Void Kraken Appearance

Their time traversing the Astral Plane has greatly altered their physiology, granting them immunity to the numerous dangers of this starlit realm. Not only do they have the ability to slip between the planes, they have learned to command the very power of the cosmos itself, displaying absolute mastery of gravity, starlight, and dimensional distortion. Due to their immense power, their form appears as a void that draws in any light or sound. As a result, it is near impossible to see a void kraken's true form, as it is shrouded in a nebulous cloud of darkness from which an endless swarm of tentacles can emerge.

Multiversal Travelers

Thanks to their time traversing the various planes of existence, void krakens are bound to have many allies. These entities have often forged alliances of many races native to the Astral Plane such as gith or even tamed powerful creatures such as Astral Dreadnought to stage invasions of entire realms.

Void Kraken Goals

Of all of their kin, the void kraken's motives vary the most due to the scope of its power. Some void krakens seek to find a return to their home as they were banished or trapped on the Astral Plane. Others have used their ability to travel through the planes, claiming the Astral Sea as a new domain to conquer and rule. Some have more lofty goals, wherein their mastery of the void brings them one step closer to discovering the domain of their divine creator to take their title of godhood.

Void Kraken Tactics

Void krakens are probably one of the most difficult of their kin to fight, not due to their sheer strength or durability, but rather their ability to distort reality. Creatures in a close vicinity to the kraken are at an immense disadvantage, as they can easily become ensnared within the event horizon that surrounds its body.

Void Mastery

The kraken has a wide array of abilities that makes it extremely unpredictable in battle. In an instant, it can fracture reality to create through small wormholes to scatter opponents, crush anything in its wake under intense gravity, or even completely annihilate anything around it in a burst of starlight akin to that of a dying star.

Thanks to its immunity to many astral hazards, the kraken will use this to its advantage by immobilizing as many creatures as possible at once before continually barraging them with its astral spells and abilities.

Dimensional Summoning

If the kraken feels that it is at a disadvantage or overwhelmed, it is able to create interplanar gateways to call forth its armies from across the planes to come to its aid. Similarly enough, it can use these abilities to transport any troublesome nuisances to an unpleasant plane, such as the Plane of Fire or Pandemonium.

Planar Escape

However, if the kraken is facing imminent defeat, it is able to transport itself to a location on any plane it has been to. Because of this ability, they are incredible hard to track and defeat unless one has the means to quickly travel through the planes to pursue it.

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Void Kraken

Garganutan Monstrosity, Varies

Armor Class 20 (Natural Armor)
Hit Points 472(27d20+189)
Speed 20ft., 60ft. swim, 60ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +17, Dex +10, Con +14, Int +13, Wis +11, Cha +12
Skills Athletics+17, Sleight of Hand +17, Perception +11
Damage Immunities Cold, Fire, Force, Radiant
Condition Immunities Prone
Senses truesight 120ft., passive Perception 21
Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft
Challenge 24 (62000 xp) **Proficiency Bonus** +7

Alien Nature The void kraken does not require to eat, sleep, or breathe

Event Horizon Creatures that first enter or starts its turn within 30ft. of the void kraken must succeed a DC 23 Strength saving throw or become restrained. On a successful saving throw, creatures must treat this area as difficult terrain. This area is shrouded in magical darkness and creatures that start its turn or first enters within this area are blinded, deafened, and cannot speak.

Freedom of Movement The kraken ignores difficult terrain and magical effects cannot reduce its speed or cause it to be restrained. It can spend 5ft. of movement to escape from non-magical restraints or being grappled

Legendary Resistance (3/day) Upon failing a saving throw, the kraken can choose to succeed. Upon using this feature, it can use its reaction to use its void shroud

Siege Monster The kraken deals double damage to buildings and objects

Spellcasting The kraken's spellcasting ability is Constitution (spell save 23, +15 to hit on spell attacks). The kraken can innately cast the following spells, requiring no verbal or material components.

At will: Dancing Lights, Banishment, Dimension Door, Hunger of Hadar, Gravity Sinkhole, Misty Step

3/day each Plane Shift, Crown of Stars, Reverse Gravity

2/day each Darkstar, Sunburst, Reality Break,

1/day each Gate, Ravenous Void

Actions

Multiattack The kraken can cast one spell and make four tentacle attacks on its turn. It can replace any one of its Tentacle attacks for a Fling

Tentacle *Melee Weapon Attack:* +17 to hit, 30ft., one target. *Hit* 29 (4d8+10) bludgeoning damage and the target is grappled and restrained (escape DC 25). For the duration of this grapple, creatures take 9(2d8) bludgeoning damage at the start of each of its turns.

Fling One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 25 Dexterity saving throw or take the same damage and be knocked prone.

Void Powers

The kraken has a number of void powers that it can use on its turn (if available). Instead of casting a spell on its turn, it can choose one of the following effects

Cosmic Disruption(Recharge 5-6) Upon using this feature, the kraken can choose any one of the following effects

Cosmic Banishment All creatures within a 60ft. range of the kraken must succeed a DC 23 Charisma saving throw or take 77(14d10) force damage and be teleported 60ft. to a location of the kraken's choice

Nebulous Void All creatures within a 60ft. range of the kraken must succeed a DC 23 Constitution saving throw or take 77(14d10) cold damage. The affected area becomes shrouded in magical darkness and muffles any sound until the end of the kraken's next turn. Creatures that first enters or starts its turn in this area are blinded, deafened, and cannot breathe or speak for the duration.

Singularity Lock All creatures within a 60ft. range of the kraken must succeed a DC 23 Strength saving throw or take 77(14d10) force damage and be restrained for one minute. It can repeat its saving throw at the end of each of its turns to end it upon a successful saving throw. On a successful saving throw it takes half damage and are not restrained.

Supernova All creatures within a 60ft. range of the kraken must succeed a DC 23 Constitution saving throw or take 77(14d10) radiant damage and be blinded for one minute. It can repeat its saving throw at the end of each of its turns to end it upon a successful saving throw. On a successful saving throw it takes half damage and is not blinded. Creatures reduced to 0 hitpoints by this attack are disintegrated and reduced to 0 hitpoints.

Legendary Actions (3/turn)

Ancient Recovery(1 action) The kraken end one condition or spell effects on itself

Fling(1 action) The kraken can fling a grappled creature of its choice.

Void Blink(2 actions) The kraken can conjure a cloud of ink in a 30ft radius that obscures the area in magical darkness until the end of the Kraken's next turn. Creatures other than this that first enters or starts its turn in this cloud are blinded, deafened, and cannot speak or breathe. Upon using this feature, the kraken can teleport up to 60ft. to a spot that it can see within range.

Lair Actions

On initiative count 20 (losing all initiative ties), the kraken takes a lair action to cause of of the following effects

Dimensional Projection The kraken can exist in two spaces at once simulatnaeously until initiative count 20. Whenever it moves or takes an action, it choose which version of itself is moving or acting. If an effect or attack can target both of the kraken's spaces at the same time, the kraken is only affected once.

Gravity Shift The kraken can alter gravity in a 60ft. radius around it until intiative count 20 of the next round. Creatures that starts its turn or enters within this space must succeed a DC 23 Strength saving throw. On a failed saving throw, creatures fall upward 30ft. If a creature impacts a surface, it takes fall damage as normal. When this feature ends, affected creatures and objects fall back down.

Until initiative count 20, creatures that first enters or starts its turn within this area has its movement speed halved, and suffers disadvantage on Strength and Dexterity ability checks and saving throws.

Starstorm The kraken barrages creatures in a 60ft. radius with a storm of starry motes. Creatures within range must succeed a DC 23 Dexterity saving throw. On a failed saving throw, creatures become enveloped in a cluster of starry orbs.

Until initiative count 20 of the next round, attacks against enveloped creatures have advantage and the creature gives off bright light in a 10ft. radius and dim light an additional 10ft. and cannot benefit from being hidden or being invisible.

Regional Effects

The region containing a kraken's lair is warped by the creature's presence creating the following magical effects:

- Numerous two way portals to various planes appear within 6 miles of the kraken's lair
- Pockets of antigravity appear in various locations within 6 miles of the kraken's lair
- Pockets of shadow randomly appear within 6 miles of the kraken's lair. In these regions, any form or light or sound is immediately extinguished.
- The sky is a perpetual starlit void shrouding the area in perpetual darkness occasionally illuminated by an alien moon
- Unwanted means of planar travel such as teleportation or plane shift automatically fails. Upon a failure, creatures must roll a 1d100. Upon rolling a 50 or lower, the effect fails and is wasted. Upon roll a 51 or higher, creatures are transported random plane (determined by the DM).

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Fiendish Kraken

In their eternal war against the gods, many fiends from both the Abyss and the Nine Hells managed to trick and manipulate krakens against their divine masters. In exchange for their allegiances, these krakens were granted tremendous power that exceeds that of even other kraken variants.

Fiendish Kraken Physiology

The appearance of the fiendish kraken can often vary depending on the Demon Lord that the Kraken pledges its allegiance to. For example, an Abyssal Kraken may possess multiple toothy maws, eyes, or jagged spines while an infernal kraken may possess a series of horns or even small vestigial wings.

Infernal Deceiver

Just like its fiendish masters, the fiendish kraken will attempt to corrupt the souls of mortal to bind them to their will. The kraken primarily uses its new-found power to develop a network of followers across the Material Plane as well as the Nine Hells of Abyss so that it can ultimately make a move to overthrow its masters and assert dominance in the Lower Planes and the Material Plane.

Infernal Kraken Goals

Although many krakens initially start under the command of a power demon lord, fiendish krakens seeks to use its strength to undermine and usurp its masters. If possible, it will seek to lay claim to one of the Nine Hells or one of the layers of the Abyss, binding legions of fiends under its control ultimately to fulfill its final goal of overthrowing its divine masters.

Deceitful Combatant

In comparison to the rest of its kind, the fiendish kraken is a patient combatant. It is willing to use its vast network of minions and warlocks to wear down and corrupt its opponent. If possible, it prefers to bind the soul of its powerful opponent, as simply killing it would ultimately not be as productive.

Infernal Escape

If the kraken is outmatched, it is more than willing to sacrifice its minions to make its escape. If possible, it'll simply return to its home on either the Material Plane or on the Lower Planes. There, it will recover its wounds while devising a new plan to help it regain the advantage.

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Fiend Kraken

Garganutan Fiend, Alignment

Armor Class 20 (Natural Armor)
Hit Points 472(27d20+189)
Speed 20ft., 60ft. swim, 60ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +17, Dex +10, Con +14, Int +13, Wis +11, Cha +12
Skills Athletics+17, Perception +11
Damage Resistances bludgeoning, piercing, and slashing damage from non-magical attacks, Cold, Fire, Lightning
Damage Immunities Poison
Condition Immunities Prone
Senses truesight 120ft., passive Perception 21
Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft
Challenge 26 (90000 xp) **Proficiency Bonus** +8

Frightful Presence Creatures within 60ft. of the kraken must succeed a DC 24 Wisdom saving throw. On a failed saving throw, the creature is frightened until the end of its next turn. If a creature's saving throw is successful, it is immune to its Frightful Presence for the next 24 hours.

Freedom of Movement The kraken ignores difficult terrain and magical effects cannot reduce its speed or cause it to be restrained. It can spend 5ft. of movement to escape from non-magical restraints or being grappled

Legendary Resistance (3/day) Upon failing a saving throw, the kraken can choose to succeed. Upon using this feature, it can use its reaction to use its Hellfire

Magic Resistance The kraken has advantage on saving throws against spells and magical effects.

Siege Monster The kraken deals double damage to buildings and objects

Spellcasting The kraken's spellcasting ability is Constitution (spell save 24, +16 to hit on spell attacks). The kraken can innately cast the following spells, requiring no verbal or material components.

At will: Firebolt, Darkness, Hellist Rebuke

3/day each Fireball, Summon Fiend, Conjure Lesser Demons, Wall of Fire

2/day each Fire Storm, Infernal Calling

1/day each Gate, Meteor Swarm

Actions

Multiattack The kraken can cast one spell and make four tentacle attacks on its turn. It can replace any one of its Tentacle attacks for a Fling

Tentacle *Melee Weapon Attack:* +18 to hit, 30ft., one target. *Hit* 19 (2d8+10) bludgeoning damage + 9(2d8) fire damage and the target is grappled and restrained (escape DC 26).

For the duration of this grapple, creatures take 9(2d8) fire damage at the start of each of its turns.

Fling One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 26 Dexterity saving throw or take the same damage and be knocked prone.

Fiendish Powers

The kraken has a number of Fiendish powers that it can use on its turn (if available). Instead of casting a spell on its turn, it can choose one of the following effects

Fiendish Tentacles(Recharge 5-6) The kraken can conjure 3(1d4) Fiendish Tentacles in a spot within 120ft. of the kraken that it can see. These tentacles act on initiative count 20 (losing all ties) and count as allies to the kraken.

Hellfire Creatures in a 60ft. wide and 120ft. tall column around a spot that the kraken can see must succeed a DC 22 Dexterity saving throw. On a failed saving throw, creatures take 72 (16d8) fire damage. On a successful saving throw, creatures take half damage.

Creatures reduced to 0 hitpoints by this spell are killed and are transformed to stone.

Infernal Escape The kraken can teleport to the Nine Hells or the Abyss. It can use this feature to return to the Material Plane

Legendary Actions (3/turn)

Ancient Recovery(3 action) The kraken can end one condition or spell effects on itself

Fling(1 action) The kraken can fling a grappled creature of its choice.

Hellish Blink(actions) The kraken can force creatures in a 10ft radius of it must succeed a DC 23 Dexterity saving throw. On a failed saving throw, creatures take 18 (4d8) fire damage and half as much on a success.

Upon using this feature, the kraken can teleport up to 60ft. to a spot that it can see within range.

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Lair Actions

On initiative count 20 (losing all initiative ties), the kraken takes a lair action to cause of of the following effects

Fiendish Summoning The kraken can cast *Summon Fiend* without having to maintain concentration. The summoned creatures acts on initiative count 20 and is considered an ally of the Kraken

Hellish Burst Creatures in a 20ft. radius around a spot it can see within range must succeed a DC 23 Dexterity saving throw. On a failed saving throw, creatures take 36 (8d8) fire damage

Stygian Night The kraken conjures a cloud of magical darkness in a 30ft. radius around a spot it can see in range that lasts until initiative count 20 of the next round

Regional Effects

The region containing a kraken's lair is warped by the creature's presence creating the following magical effects:

- Numerous two way portals to the Nine Hells or Abyss appear within 6 miles of the kraken's lair
- Fiends (the krakens choice of devil and fiends) are commonly found within 1 mile of its lair.
- While within 6 miles, fiends summoned by spells are immediately hostile and are under the krakens control
- Non-magical flames within 1 mile of the kraken's lair are unable to be extinguished except by magical means

Fiendish Tentacle

Huge Fiend, unaligned

Armor Class 13 (Natural Armor)
Hit Points 92 (8d12 +40)
Speed 30ft., 30ft. swim, 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16(+3)	20(+5)	1 (-5)	10 (+0)	3 (-4)

Skills Athletics +8, Sleight of Hand +9, Perception +3
Damage Resistances bludgeoning, piercing, and slashing damage from non-magical attacks, Cold, Fire, Lightning
Condition Immunities Charmed, Frightened, Poisoned
Senses blindsight 30ft., passive Perception 13
Proficiency Bonus +3
Challenge 5 (1800 xp)

Magic Resistance The tentacle has advantage on saving throws against spells or magical effects

Lightning Reflexes The tentacle can take a reaction at the end of each creatures turn.

Siege Monster The tentacle deals double damage to buildings and objects

Reactive When the tentacle takes damage, it can use its reaction to make a slam or fling attack against its attacker.

Actions

Fiendish Slam *Melee Weapon Attack:* +8 to hit, 30ft., one target. *Hit* 12 (2d6+5) bludgeoning damage + 7(2d6) fire damage, and the target is grappled and restrained (escape DC 16). For the duration of this grapple, creatures take 7(2d6) fire damage at the start of each of its turns. The tentacle only can grapple one creature at a time in this manner

Fling One Large or smaller object held or creature grappled by the tentacle is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

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Anima Kraken

The anima kraken is a rather peculiar variant of kraken, only found in the deepest and most ancient of forests. Despite common belief, many experts seem to suggest the anima kraken is the most common variant of kraken, only rivaled by the thalassic kraken. These entities are believed to have been created by the gods as agents of divine judgment and as a safety measure to preserve the balance of nature in the time of need.

Floral Appearance

Unlike most krakens, the anima kraken is primarily terrestrial, although it does have the capability to swim in the ocean if needed. These krakens possess long thorny tendrils akin to enormous vines or tree roots. In fact, many myths and legends of great trees in the center of the forests are actually suspected to be dormant anima krakens.

Control of Nature

While dormant, these krakens are able to use their roots to commune with the surrounding environment and are keenly aware of everything that happens in the area. They even have the ability to animate plants to do their bidding. Although such claims have not been entirely verified, many believe that krakens are the original creators of many of the world's forests. Whereas many entities, such as treants claim a forest as their home, these krakens simply create a forest where they deem fit instead. Unfortunately, this means they are willing to trample any civilization in its wake under a tide of roots and vines.

Anima Kraken Motives

Because of their connection to nature, anima krakens are revered by many druidic circles and societies of animated plants. Whereas, as some krakens seek to fulfill the will of their creator by safeguarding the natural balance; some seek to decide their own fate by establishing a domain of their own.

Under most circumstances, kraken tend to be quite caring and protective of those under its domain. However, they can be quite ambitious in their expansion and often will not hesitate to destroy entire civilizations if they stand in its way against its expansion.

Anima krakens generally possess a particular hatred for blights and myconids as they directly pose a threat tho those under its domain. Upon discovering their civilization, it will not hesitate to try to wipe them out, even if they are not directly posing a threat to the kraken or its charges.

Anima Kraken Tactics

Fighting an anima kraken is no simple task, for one is essentially fighting the forest itself. Not only will the kraken conjure an endless horde of vines and roots to entangle its foes, they are most like accompanied by a small entourage of awakened plants or treants, spriggans, and other creatures that will attempt to defend their master.

Floral Escape

If one manages to gain the upper hand of the anima, kraken will have a hard time landing the final blow. Thanks to the kraken's powerful connection with the forest, it is able to seemingly vanish from sight, reappearing elsewhere within its domain. If one seeks to slay the kraken, they must find its hiding play quickly, as the kraken can fully recuperate from its wounds in a matter of minutes.

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Anima Kraken

Garganutan Fiend, Alignment

Armor Class 20 (Natural Armor)
Hit Points 472(27d20+189)
Speed 20ft., 60ft. swim, 60ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +17, Dex +10, Con +14, Int +13, Wis +11, Cha +12
Skills Athletics+17, Perception +11
Condition Immunities Prone
Senses truesight 120ft., passive Perception 21
Languages Abyssal, Celestial, Infernal, Primordial, telepathy 120ft
Challenge 24 (62000 xp) **Proficiency Bonus** +7

False Appearance While motionless, the kraken is indistinguishable from a Gargantuan plant.

Freedom of Movement The kraken ignores difficult terrain and magical effects cannot reduce its speed or cause it to be restrained. It can spend 5ft. of movement to escape from non-magical restraints or being grappled

Legendary Resistance (3/day) Upon failing a saving throw, the kraken can choose to succeed. Upon using this feature, the Kraken can regain 40 hitpoints

Regenerate At the start of each of its turns, the Kraken gains 40 hitpoints as long as it has at least one hitpoint. It cannot benefit from this feature if it took fire damage on it

Siege Monster The kraken deals double damage to buildings and objects

Thorny Body When a creature grapples or hits the kraken with a melee weapon attack while within 5ft. of it, the attacker takes 10(4d4) piercing damage.

Spellcasting The kraken's spellcasting ability is Constitution (spell save 23, +15 to hit on spell attacks). The kraken can innately cast the following spells, requiring no verbal or material components.

At will: Druidcraft, Entangle, Grasping Vine, Blight

3/day each Conjure Volley, Plant Growth

2/day each Wall of Thorns, Wrath of Nature

1/day each Horrid Wilting, Earthquake

Actions

Multiattack The kraken can cast one spell and make four tentacle attacks on its turn. It can replace any one of its Tentacle attacks for a Fling

Tentacle *Melee Weapon Attack:* +17 to hit, 30ft., one target. *Hit* 19 (2d8+10) bludgeoning damage + 9(2d8) piercing damage and the target is grappled and restrained (escape DC 25).

For the duration of this grapple, creatures take 9(2d8) piercing damage at the start of each of its turns.

Fling One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 25 Dexterity saving throw or take the same damage and be knocked prone.

Anima Powers

The kraken has a number of Anima powers that it can use on its turn (if available). Instead of casting a spell on its turn, it can choose one of the following effects

Thorny Tentacles(Recharge 5-6) The kraken can conjure 3(1d4) Thorny Tentacles in a spot within 120ft. of the kraken that it can see. These tentacles act on initiative count 20 (losing all ties) and count as allies to the kraken.

Tangled Overgrowth(Recharge 5-6) Creatures in a 30ft. radius around a spot that the kraken can see must succeed a DC 23 Dexterity saving throw. On a failed saving throw, creatures take 63 (14d8) piercing damage and are restrained for one minute. Creatures can repeat its saving throw at the end of each of its turns to end the effect.

On a successful saving throw, creatures take half damage and is not restrained.

Floral Escape(1/day) The kraken can teleport to a location within a forest within 6 miles of it.

Legendary Actions (3/turn)

Ancient Recovery(3 action) The kraken end one condition or spell effects on itself

Fling(1 action) The kraken can fling a grappled creature of its choice.

Rampant Regrowth(2 actions) The kraken can regain 40 hitpoints.

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Lair Actions

On initiative count 20 (losing all initiative ties), the kraken takes a lair action to cause of of the following effects

Thorny Bramble The kraken can cause a 60ft. cube within a range of 120ft. to turn into difficult terrain for creatures of the kraken's choice until initiative count 20 of the next round.. If it ends its turn in this area, that creature takes 10(4d4) piercing damage.

Thorn Burst Creatures in a 20ft. radius around a spot it can see within a 60ft. range must succeed a DC 23 Strength saving throw. On a failed saving throw, the target is considered restrained until the end of its next turn.

Rapid Growth The kraken can summon 3(1d4) Thorny Tentacles in a spot within 120ft. of it.

Regional Effects

The region containing a kraken's lair is warped by the creature's presence creating the following magical effects:

- The area within 1 mile of the kraken's lair becomes heavily obscured by plant life.
- The area within 6 miles of the kraken's lair is considered to be difficult terrain caused by non-magical plants
- Due to the magical overgrowth, whenever creatures that pass through an area within 6 miles of the kraken's lair, creature's cannot be tracked by non-magical means as plants cover up any tracks.
- Awakened plants with an intelligence of 6 or lower within 6 miles of the kraken's lair are immediately charmed.

Thorny Tentacle

Huge Monstrosity, unaligned

Armor Class 13 (Natural Armor)
Hit Points 92 (8d12 +40)
Speed 30ft., 30ft. swim, 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16(+3)	20(+5)	1 (-5)	10 (+0)	3 (-4)

Skills Athletics +8, Sleight of Hand +9, Perception +3
Condition Immunities Charmed, Frightened, Poisoned
Senses blindsight 30ft., passive Perception 13
Proficiency Bonus +3
Challenge 5 (1800 xp)

False Appearance While motionless, the thorny tentacle is indistinguishable from a Huge plant**

Regeneration At the start of each of its turns, the tentacle gains 10 hitpoints as long as it has at least one hitpoint. It cannot benefit from this feature if it took fire damage on it

Lightning Reflexes The tentacle can take a reaction at the end of each creatures turn.

Siege Monster The tentacle deals double damage to buildings and objects

Reactive When the tentacle takes damage, it can use its reaction to make a slam or fling attack against its attacker.

Thorny Body When a creature grapples or hits the kraken with a melee weapon attack while within 5ft. of it, the attacker takes 5(2d4) piercing damage.

Actions

Thorny Slam *Melee Weapon Attack:* +8 to hit, 30ft., one target. *Hit* 12 (2d6+5) bludgeoning damage + 7(2d6) piercing damage, and the target is grappled and restrained (escape DC 16). For the duration of this grapple, creatures take 7(2d6) piercing damage at the start of each of its turns. The tentacle only can grapple one creature at a time in this manner

Fling One Large or smaller object held or creature grappled by the tentacle is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

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Tarrasque

The tarrasque is one of the most terrifying creatures of nearly any plane. Their origins are not completely known or understood. It is believed that these creatures lie dormant for centuries or even millennia, only seeming to rise during great cosmic events. Some believe these creatures are heralds of destruction called forth for divine judgment by entities with seemingly limitless powers.

Accounts from long-lost lore seem to suggest that the tarrasque has multiple forms or at least multiple incarnations, each form seems to correspond to its destructive intent. Regardless of which account is accurate, the arrival of a tarrasque spells immediate doom for the denizens of that plane. These entities are living apocalypses in their own right as their sheer power rivals that powerful being such as celestials, demon lords, and liches. These creatures leave a swathe of carnage and destruction in its wake, destroying or consuming everything in its path. Once its appetite for destruction is sated, it returns to its lair to return to its eternal slumber until it is called again.

Tarrasque Tactics

A tarrasque is more akin to a force of nature rather than that of a creature. Its mere presence invokes mortal terror into creatures while it seeks out and consumes the largest source of sustenance. Most forms of attacks are nothing more than an annoyance to it, wherein it proceeds to use its breath attack to annihilate any pesky attackers. If an attacker poses a true threat to it, it seeks to quickly eliminate that threat by either swallowing it in its colossal maw or annihilating it with its immense strength.

The magical presence of these creatures actually warps its surrounding to conditions more suitable for the tarrasque. This makes it so much more dangerous, as many of these alterations can be quite destructive.

If the resistance against the tarrasque proves to be too much for it, it begins to transform into a primeval state in its fury, causing it to become much more powerful and dangerous. This state acts as a defense mechanism, providing it the opportunity to finish off this threat or to retreat to safety.

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Spellbane Tarrasque

All accounts of the spellbane tarrasque seem to be associated with periods of extreme arcane activity. Some believe these creatures are an extension of divine judgment for arcane hubris; others believe that large surges of magic simply awakens these creatures from their slumber.

Arcane Destroyer

Regardless of why it was awoken, this creature is has evolved specifically to consume arcane. Its body seems to act like a mana sink that absorbs the magical aether from its surroundings. Whenever it uses its breath attacks, it actually consumes an annihilated arcane energy causing it to detonate in a magical discharge. This arcane imbalance is also believed to generate sporadic zones of antimagic as well as wild magic miles from the tarrasque's location.

Godeater Tarrasque

This variant of the tarrasque is believed to be the universal balance between good and evil in the multiverse. Whenever the tides of either seem to tip overwhelmingly in the favor of one side, the appearance of a godeater was never too far behind, wreaking devastating in both the Upper and Lower planes.

Cosmic Balance

However, some accounts seem to suggest that these creatures were purposefully awakened by cultists or divine orders in an ill-founded attempt to annihilate the forces of good or evil. However, due to the untamable nature of the godeater, this only resulted in widespread death and destruction.

Undying Tarrasque

Undying tarrasques are the result of the unfortunate event wherein a powerful lich or similar undead manage to reanimate the corpse of an dead tarrasque. The necromantic energies that give it new life further fuels its appetite for destruction, especially for that of living things.

Trail of Death

Due to the monumental power of its life force, it is largely unaffected by many weaknesses that the undead possess, instead amplifying its undead essence. The path of carnage and destruction forged by this creature actually creates more hungering undead following its wake. The arrival of this creature certainly spells doom for all living creatures on that plane.

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Star Eater Tarrasque

The star eater tarrasque is certainly the rarest of its kind. In its quest to sate its hunger, it is possible that a tarrasque finds itself in the Far Realm, it begins to evolve and transform into something truly unimaginable.

Far Realm Corruption

Its exposure to the Far Realm gives its mind-breaking psionic abilities, sowing mass insanity and madness to any creature unfortunate to cross its path. When angered, its psionic abilities have the potential to rend reality itself causing portions of the Far Realm to bleed into reality.

Primordial Tarrasque

Primordial tarrasques are created when they become suffused with elemental magics while they are dormant. This can happen unintentionally, as elemental hotspots are prone to occur deep within the heart of the Material Plane. Such an adaptation can be through the results of direct interference such as opening planes to the Elemental Plane near the tarrasques resting place, causing its body to siphon this energy.

Force of Nature

When awakened, the primordial tarrasque is literally a force of nature whose mere presence begins elementally altering its surroundings. Its body and scales seems to crackle and pulsate with molten elemental energy oozing from his scales. A single touch from this raw form of elemental magic is enough to prove fatal to living creatures. These tarrasques possess absolute mastery of all the elements and can create a swirling maelstrom of the elements, completely annihilating everything in its wake.

Sylvan Tarrasque

The existence of the sylvan tarrasque is a cautionary tale. The Sylvan tarrasque is believed to be the unfortunate side effect of irresponsible heroes who attempted to banish a tarrasque from the Material Plane, stranding it in the Material Plane. Its time on the Material Plane has forever altered its physiology.

Frightful Awe

Despite its terrifying form, it is able to enthrall its victims in an eternal trance of mortal terror and awe. To make matters worse, the effects of Fey magic on its scales allows it to reflect spells back at its enemies and can even create illusory images of itself.

Titanic Shapeshifter

If these abilities weren't already problematic enough, the Sylvan Tarrasque has evolved the ability to magically change its form. Although its shapeshifting capabilities are not as advanced as many other creatures, it is powerful enough to grant the tarrasque the ability to fly if needed. To make matters worse, magical means of tracking this monstrosity all but fail due to its ability to displace its magical aura, making it nearly impossible to track its whereabouts.

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Draconian Tarrasque

The idea of the draconian tarrasque was developed from the controversial idea of infusing a tarrasque with the essence of a dragon to create the ultimate weapon. However, such experimentation naturally had disastrous results.

Draconian Mutation

This magical mutation cause the tarrasque to take on a more draconic appearance, sprouting multiple pair of wings and possessing a natural affinity to the draconic elements. Unlike many of its other kin, the Draconian tarrasque has gained a heightened intelligence and often incorporated many of the behaviors of adult dragons.

Draconian Hatred

Most draconian tarrasque possess a superiority complex over all forms of life and possesses a special disdain for dragon, whom it believes are pitiful representations of its likeness. In fact, it possesses a special hatred for the dragon gods Tiamat and Bahamut and hopes to usurp their role in the cosmos.

God Complex

Once awakened, the draconian tarrasque's goal is to establish essentially as a ruling god over the Material Plane and seeks to squash out anything that seeks to challenge it (particularly any dragon.) The Draconian Tarrasque is known to tolerate minions who pledge their allegiance to its might; however, it holds no such reservations to anything draconian. In fact, it will make a point to utterly humiliate such a creature before squashing it by "accepting" its pledge before brutally destroy it before its other minions

Forged Tarrasque

The forged tarrasque was built by the greatest minds to serve as a counter to the threat of other tarrasques and even the gods themselves. Such a feat of engineering was believed to have been only accomplished by infusing the magical essence of a tarrasque into a powerful construct. Only by using such a power source could such a mechanical be powered.

Mechanized Destroyer

Unfortunately, despite its creator's intentions, the forged tarrasque's creation had disastrous consequences. In the attempt to autonomy, the magical essence of the tarrasque corrupted the magical power source, changing its natural directive. Instead of defending against threats identified by its creators, it viewed all living things as a threat and sought to annihilate all life.

Construct Overlord

Thanks to its magical essence, the forged tarrasque has the unique ability to extend its consciousness to take control of any nearby construct. In a matter of hours, the forged tarrasque can assemble an army of constructs to do its bidding in its quest to eradicate all life from the Material Plane. Unlike other tarrasques, it will not return to its dormant state until the only form of life is some sort of construct, this is assuming it does not learn of the existence of the other planes for then it will seek to purge the multiverse of all living creatures.

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Tarrasque

Gargantuan monstrosity (titan), unaligned

Armor Class 23 (Natural Armor)
Hit Points 676(33d20+330)
Speed 80ft., 80ft. swim

STR	DEX	CON	INT	WIS	CHA
30(+10)	11 (+0)	30(+10)	3(-4)	11 (+0)	21 (+5)

Saving Throws Str +19, Con +19, Wis +9, Cha +14
Skills Athletics +19, Perception +9, Intimidation +14
Damage Immunities Poison
Damage Resistances Bludgeoning, Piercing, and Slashing Damage
Senses blindsight 300ft.. passive Perception 19
Condition Immunities Charmed, Frightened, Poisoned, Paralyzed, Stunned
Proficiency Bonus +9
Challenge 30(155000 xp)

Siege Monster The tarrasque deals double damage to buildings and objects.

Titanic Hide The tarrasque reduces any damage taken by 20

Avatar of Destruction The tarrasque does not require air, food, drink, or sleep.

Terrible Presence Each creature of the tarrasque's choice that starts its turn within 120ft. of it and is aware of it must succeed a DC 22 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending it on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's terrible presence for the next 24 hours.

Regeneration The tarrasque regains 40 hitpoints at the start of its turn if it has at least 1 hitpoint.

Magical Essence The tarrasque's attacks are magical for the purpose of overcoming resistance.

Magical Resistance The tarrasque has advantage on saving throws against spells and magical effects. Spell attack rolls against it have disadvantage.

Titanic Form The tarrasque can move through the space of any Huge or smaller creature without a penalty to its movement speed.

Titanic Power The tarrasque has advantage on Strength and Constitution saving throws.

Titanic Carapace If the tarrasque succeeds a saving throw against an effect that deals damage it take half damage on a failed saving throw and none on a success.

Legendary Resistance(3/day) If the tarrasque fails a saving throw, it can choose to succeed instead. Upon using this feature, the tarrasque can make a stomp attack as part of that action

Unusual Nature The tarrasque does not need to eat, drink, or breathe

Actions

Multiattack The tarrasque can make four attacks on its turn: One with its bite, two with its claws and one with its tail. It can choose to substitute its two claw attacks for a rock attack.

Bite. *Melee Weapon Attack*, *+19 to hit:*, 15ft. , one target. *Hit* 62(8d12+10) piercing damage. If the target is Huge or smaller, it is swallowed. While swallowed, the creature is blinded and restrained and has total cover against attacks and other effects outside the tarrasque, and takes 81(18d8) acid damage at the start of each of the tarrasque's turns. If the tarrasque takes damage from a creature inside of it, it must succeed a Constitution saving throw equal to half the damage dealt by that creature (minimum 10). On a failed save, it regurgitates all swallowed creatures which fall prone in a space within 15 ft. of the tarrasque. if the tarrasque dies, it is no longer restrained by it and can escape from the corpse by using 30ft. of movement, exiting prone.

Claw *Melee Weapon Attack*, *+19 to hit:* 20ft., one target. *Hit* 31(6d6+10) slashing damage.

Tail *Melee Weapon Attack*, +19 to hit: 30ft., one target. *Hit* 43(6d10+10) bludgeoning damage. If the target is a creature, it must succeed a DC 27 Strength saving throw or be knocked prone.

Stone *Ranged Weapon Attack*, +19 to hit: 200/800ft., one target. *Hit* 88(12d12+10) bludgeoning damage. If the target is a creature, it must succeed a DC 27 Strength saving throw or be knocked restrained(escape DC 27)

Bonus Actions

Stomp Creatures within in a 30ft. radius and 30ft. high column in the tarrasque's space must succeed a DC 28 Dexterity saving throw. On a failed saving throw it take 44 (8d10) bludgeoning damage and is considered restrained and prone. A creature remains restrained until the tarrasque until it uses its Stomp again or moves. A restrained creature or a creature within 5ft. of it can attempt to free itself using its action with a DC 28 Strength check. On a success, creatures are no longer restrained and are relocated to an unoccupied spot within 5ft. of it.

Legendary Actions(3/turn)

Trampling Charge(1 action) The tarrasque can move up to its movement speed towards a spot that it can see. This movement does not provoke attacks of opportunity attack

Earthshaker(1 action) Creatures within a 60ft. radius of the tarrasque must succeed a Strength saving throw of 27 or be knocked prone. Buildings or structures take 27 (5d10) bludgeoning damage from this attack.

Titanic Resilience(3 actions) The tarrasque can end one status or spell effect on itself

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Spellbane Tarrasque

Abilities

Antimagic Aura The tarrasque emits an antimagic aura in a 120ft. radius around it.

Magic Sense The tarrasque can pinpoint the location of spells or magical effects within 6 miles of it.

Mana-charged Body Whenever the tarrasque takes force damage, it takes no damage and creatures within a 30ft. radius must succeed a Dexterity save of 22 or take force damage equal to the amount of damage dealt. On a success, creatures take half damage.

Unstable Body Upon dropping to 0 hitpoints, creatures within a 300ft. radius of the tarrasque must succeed a Dexterity saving throw of 22 or take 55 (9d10) force damage on a failed saving throw. If a creature is reduced to 0 hitpoints by this attack, it is disintegrated. This area becomes a zone of antimagic lasting for 1d4 weeks. On a success, creatures take half damage.

Actions

Manastorm Breath(Recharge 5-6) Creatures within a 300ft. cone must succeed a Dexterity saving throw of 22 or take 99(18d10) force damage. Creatures that are reduced to 0 hitpoints by this attack are disintegrated. This affect area counts as an antimagic zone for one minute. On a successful save, creatures take half damage.

Mythic Transformation(Recharges after short or long rest)

When the tarrasque starts its turn below half its hitpoint maximum, it enters into its Mythic Transformation for 1 hour and regains all expended Legendary Actions and Legendary Resistances. The tarrasque gains the following additional benefits while in this form

Manastorm Titan The tarrasque's armored shell begins to overheat as it becomes charged with arcane energy. Arcs of eldritch energy burst from cracks in its shell as it absorbs the the magical aether around it prepares to make its final stand.

Eldritch Form When the tarrasque drops below half its hitpoint maximum, it activates its Mythic Transformation and it gains resistance to all damage.

Eldritch Shockwave When the tarrasque first enters its Mythic transformation, the tarrasque forces all creatures in a 120ft. radius to succeed a DC 22 Dexterity saving throw. On a failed saving throw, creatures take 61 (9d10) force damage and half as much on a success. Creatures that are reduced to 0 hitpoints by this attack are disintegrated. This affect area counts as an antimagic zone for one minute.

Eldritch Presence Creatures that first enters or starts its turn within 120ft. of the tarrasque takes 11 (2d10) force damage. Creatures that are reduced to 0 hitpoints by this attack are disintegrated.

Mana-charged Scales Creatures that deal melee damage while within 10ft. of the tarrasque takes 11 (2d10) force damage. Creatures that are reduced to 0 hitpoints by this attack are disintegrated.

Mythic Actions

If the tarrasque's mythic trait is active, it can use of the options below for one hour as its legendary actions.

Eldritch Absorption(1 action) If its Manastorm Breath is not recharged, it can reroll a d6 again the regain the ability.

Lair Actions

On initiative count 20(losing initiative ties), the tarrasque takes a lair action to cause of of the following effects.

The tarrasque unleashes an eldritch shockwave that hinders the ability to cast spells. Creatures within 120ft. of the tarrasque must succeed a DC 22 Charisma saving throw or it cannot cast or concentrate on spell effects until initiative count 20 on the next round.

Creatures within 120ft. of the tarrasque have vulnerability to force damage until initiative count 20 on the next round.

Creatures within 120ft. of the tarrasque must succeed a DC 22 Constitution saving throw or become stunned and deafened until until initiative count 20 on the next round.

Regional Effects

Zones of antimagic are common within 6 miles of the tarrasque

Any spells cast within 6 miles of the tarrasque experience the effects of Wild Magic.

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Godeater Tarrasque

- **Senses** truesight 300ft
- **Damage Immunity** Radiant, Necrotic, Fire, Poison
- **Damage Resistance** cold, lightning

Abilities

Divine Slayer The tarrasque a critical hit on an 18-20 against Celestials or Fiends. Upon dealing a critical hit, it can triple the damage die.

Hallowed Presence Fiends and Celestials within a 300ft. of the tarrasque have disadvantage on attack rolls, ability checks, and saving throws.

Hallowed Scales The tarrasque has advantage on saving throws against effects from Celestials and Fiends. Attacks against the tarrasque from these creatures have disadvantage

Actions

Hallowed Breath(Recharge 5-6) Creatures within a 300ft. cone must succeed a Charisma saving throw of 22 or take 50(9d10) radiant damage + 50(9d10) necrotic damage and are set back to their home plane (if they are not already on it) on a failed saving throw. Fiends and Celestials have disadvantage on this saving throw. On a successful save, creatures take half damage.

Mythic Transformation(Recharges after short or long rest)

When the tarrasque starts its turn below half its hitpoint maximum, it enters into its Mythic Transformation for 1 hour and regains all expended Legendary Actions and Legendary Resistances. The tarrasque gains the following additional benefits while in this form

Divine Harbinger The tarrasque's body begins to glow with a duality between celestial and fiendish energies. From its armored shell, sprouts wings forged of both divine light and fiendish hellfire. This transformation imbues a sense of internal dread to all nearby creatures as it surrounds itself with a protective barrier of light and hellfire.

Divine Ward While in its Mythic Transformation, creatures that target it with a attack or harmful spell must succeed a DC 22 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This affect doesn't protect from area effects. On a successful saving throw, the creature is immune to this effect for 24 hours.

Divine Avatar When the tarrasque drops to 100 hitpoints or fewer, and it gains a flying speed of 160ft.

Divine Turning When it enters its Mythic transformation, the tarrasque forces all creatures in a 120ft. radius to succeed a Wisdom save of 22 be turned for 1 minute

A turned creature must spend its turns trying to move as far away from the tarrasque as it can, and it can't willingly move to a space within 120 feet of the tarrasque. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. It can repeat its saving throw at the end of each of its turns. If the creature is below 100 hitpoints, it is instantly destroyed. If the creature is a Celestial or fiend, it is instantly destroyed if it has 200 hitpoints or fewer.

Hallowed Storm Creatures that start its turn or first enter within 120ft. of the tarrasque take 11(2d10) necrotic damage + 11(2d10) radiant damage. If the creature is a Celestial or Fiend, it takes double damage.

Mythic Actions

If the tarrasque's mythic trait is active, it can use of the options below for one hour as its legendary actions.

Divine Regeneration(1 action) The tarrasque regain 40 hitpoints.

Lair Actions

On initiative count 20(losing initiative ties), the tarrasque takes a lair action to cause of of the following effects.

The tarrasque emits a pulse of blinding light forcing creatures within 120ft. of the tarrasque must succeed a DC 22 Constitution saving throw or become blinded until initiative count 20 on the next round.

The tarrasque emits a shroud of magical darkness within 120ft. of the tarrasque lasting until initiative count 20 on the next round.

Creatures within 120ft. of the tarrasque must succeed a DC 22 Constitution saving throw or become stunned and deafened until until initiative count 20 on the next round.

Regional Effects

Spells and effects within 6 miles of the tarrasque that summon fiends or celestials automatically fail.

Spells and effects within within 6 miles of the tarrasque that deal radiant and necrotic damage deal half damage. Additionally the tarrasque can choose to negate any daylight or magical darkness within 6 miles of it.

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Undying Tarrasque

- **Damage Immunity** Necrotic, Poison, Psychic
- **Damage Resistance** colds

Abilities

Turn Immunity The tarrasque is immune to effects that would turn undead.

Life Sense It can pinpoint the presence of any living creature within 6 miles of it.

Withering Aura Whenever a creature within 300ft. of the tarrasque regains hitpoints, it regains 0 hitpoints and takes necrotic damage equal to the amount healed.

Undying Fortitude When it is reduced to 0 hitpoints, the tarrasque can make a Constitution saving throw with a DC equal to half the damage dealt (minimum 10). On a success, the tarrasque drops to 1 hitpoint instead.

Actions

Necrotic Bite(Replaces Bite) Melee Weapon Attack, +19 to hit:, 15ft. , one target. Hit 36(4d12+10) piercing damage + 22 (4d10) necrotic damage.

If the target is Huge or smaller, it is swallowed. While swallowed, the creature is blinded and restrained and has total cover against attacks and other effects outside the tarrasque, and takes 81(18d8) acid damage at the start of each of the tarrasque's turns. If the tarrasque takes damage from a creature inside of it, it must succeed a Constitution saving throw equal to half the damage dealt by that creature (minimum 10). On a failed save, it regurgitates all swallowed creatures which fall prone in a space within 15 ft. of the tarrasque. if the tarrasque dies, it is no longer restrained by it and can escape from the corpse by using 30ft. of movement, exiting prone.

Necrotic Breath(Recharge 5-6) Creatures within a 300ft. cone must succeed a DC 22 Constitution saving throw or take 99(18d10) necrotic damage on a failed saving. Creature that fail this save have its hitpoint maximum reduced by this amount.

If this reduces a creature to 0 hitpoints, it rises as an zombie under the tarrasque's control at the start of the tarrasque's next turn. On a success, creatures take half damage and their hitpoint maximum is not reduced.

If the creature is undead, it takes 0 damage and gains temporary hitpoints equal to half the amount of damage dealt.

Mythic Transformation(Recharges after short or long rest)

When the tarrasque starts its turn below half its hitpoint maximum, it enters into its Mythic Transformation for 1 hour and regains all expended Legendary Actions and Legendary Resistances. The tarrasque gains the following additional benefits while in this form

Spectral Transformation The tarrasque's body begins to glow with ethereal light as its essence becomes that of a wraith. As it transforms, it emits a soul-tearing screech that rips the very life force from its foes.

Spectral Avatar When the tarrasque drops to 100 hitpoints or fewer, and it gains immunity to non-magical bludgeoning, piercing, and slashing damage and resistance to acid, fire, lightning, and thunder damage. It can move through objects and Gargantuan creatures as if they were difficult terrain.

Death Bellow When it enters its Mythic transformation, the tarrasque forces all creatures in a 120ft. radius to succeed a DC 22 Constitution saving throw. On a failure, a creature drops to 0 hitpoints. Creatures reduced to 0 hitpoints by its death bellow arise as a ghost at the start of its next turn.

Death Aura Creatures that start its turn or first enters within 300ft. of the tarrasque take 11(2d10) necrotic damage and has its hitpoint maximum reduced by this amount.

If the creature is an undead, it gains 11(2d10) temporary hitpoints.Creatures that are reduced to 0 hitpoints while in this aura arise as an undead zombie.

Mythic Actions

If the tarrasque's mythic trait is active, it can use of the options below for one hour as its legendary actions.

Etherealness(1 action) The tarrasque can magically shift from its native plane to the Ethereal plane until the end of the next creature's turn. When it returns, it can reappear in an unoccupied spot within 60ft. of its original location.

Lair Actions

On initiative count 20(losing initiative ties), the tarrasque takes a lair action to cause of of the following effects.

The magical aether around the tarrasque is corrupted by its necrotic essence. When a non-undead creature tries to cast a spell, it must succeed a DC 22 Constitution saving throw or take 6(1d10) necrotic damage per level of the spell and the spell has no effect and is wasted on a failed save.

The tarrasque emits a wave of lethargy that physically weaken its opponents. Creatures within a 120ft. radius must succeed a Constitution save of 22 or have its movement speed halved and attacks that rely on Strength and Dexterity deals half damage.

Undead within 120ft. of the tarrasque have advantage on effects that turn undead until initiative count 20 on the next round..

Regional Effects

Spells and effects within 6 miles that ends poison and disease are negated.

Creatures within 6 miles that regains hitpoints while within 6 miles of the tarrasque only regain half the amount it would have recovered.

If a creature within 6 miles of the tarrasque dies, it automatically rises as a zombie.

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Star Eater Tarrasque

Damage Immunity Cold, Force, Poison, Psychic, Radiant

Abilities

Alien Mind When a creature targets the tarrasque with an effect that charms, frightens, or deals psychic damage, creatures within a 30ft. radius of the tarrasque must succeed a DC 22 saving throw or become stunned until the end of its next turn.

Mindbreaking Presence (Replaces Terrible Presence) When a creature first enters or starts its turn within 120ft. of the tarrasque, it must succeed a DC 22 Wisdom saving throw. On a failure, the creature can't take reactions and rolls a d6 to determine what it does on its turn. On a 1-2 the creatures is incapacitated until the end of its next turn. On a 3 to 4, the creature must use its turn to to Dash using all of its movement speed to move in a random direction. On a 5-6, the creature takes the attack action against a random creature other than the tarrasque. It can move up to its movement speed to attack that creature. On a success, creatures are immune to this effect for 24 hours.

Actions

Mind Rending Screech (Recharge 5-6) Creatures within a 120ft. radius must succeed a DC 22 Wisdom saving throw or take 99(18d10) psychic damage on a failed saving throw.

Creatures that fail this save have its Intelligence score reduced by 7(2d6). If the target's Intelligence score is reduced to 0, the e target is stunned is stunned until it regains at least one point of Intelligence. The reduction lasts until the target finishes a long rest or until greater restoration or a similar effect it used. On a success, creatures, take half damage and is otherwise unaffected.

Mythic Transformation (Recharges after short or long rest)

When the tarrasque starts its turn below half its hitpoint maximum, it enters into its Mythic Transformation for 1 hour and regains all expended Legendary Actions and Legendary Resistances. The tarrasque gains the following additional benefits while in this form

Alien Avatar The tarrasque's body begins to bulge and mutate as it takes a more alien appearance from the far realm. As numerous eyes resembling portals to the distant reaches of the Far Realm, it psionic power begins to warp the very fabric of reality around it. This effect ends after a short or long rest or until it regains at least half its hitpoint maximum.

Dimensional Warp The area within 300ft. of the tarrasque becomes difficult terrain for all creatures other than the tarrasque.

Psionic Storm Creatures that start its turn or first enter within 120ft. of the tarrasque take 11(2d10) psychic damage. Creatures that are charmed, frightened, or stunned while within range take an additional 11(2d10) psychic damage.

Mythic Actions

If the tarrasque's mythic trait is active, it can use of the options below for one hour as its legendary actions.

Eyes of the Beyond(1 action) The tarrasque can target one creature with one of its reality warping eyes. The tarrasque can roll a d10 to determine the effect.

1-2. Far Realm The target must succeed a DC 22 Wisdom saving throw or take 28(5d10) psychic damage and is stunned until the end of its next turn. On a success, creatures take half damage.

3-4. Singularity The target must succeed a DC 22 Strength saving throw or take 28(5d10) force damage and is restrained until the end of its next turn. On a success, creatures take half damage.

5-6. Wormhole The target must succeed a DC 22 Charisma saving throw or take 28(5d10) force damage and be teleported 60ft. to a location of the tarrasque's choice that it can see and is knocked prone. On a success, creatures take half damage.

7-8. Star Ray The target must succeed a DC 22 Constitution saving throw or take 28(5d10) radiant damage and be blinded until the end of its next turn. On a success, creatures take half damage.

9-10. Consuming Void The target must succeed a DC 22 Constitution saving throw or take 28(5d10) cold damage and is shrouded in magical darkness until the end its next turn. On a success, creatures take half damage.

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Lair Actions

On initiative count 20(losing initiative ties), the tarrasque takes a lair action to cause of of the following effects.

- The magical aether around the tarrasque is warped by its psionic power. When a creature tries to cast a spell, it must succeed a DC 22 Wisdom saving throw or take 6(1d10) psychic damage per level of the spell and the spell has no effect and is wasted on a failed save.
- The tarrasque unleashes a pulse of antigravity forcing all creatures other than itself that are not anchored down fall upwards 120ft. If an solid object is encountered, they strike the creature as if it were a normal fall. If an object or creature reaches 120ft. without hitting an object, it remains there until the intiative count 20 on the next round. At the end of the duration, affected and objects fall back down.
- The tarrasque can temporarily disrupt the force of time forcing creatures in a 120ft. radius to make a DC 22 Charisma saving throw. On a failed save, the target vanishes until the the intiative count 20 on the next round. At the start of the next round, it reappears in the same spot or the nearest unoccupied space.

Regional Effects

- Any form of teleportation and interplanar within 6 miles of the tarrasque travel automatically fails and experiences a magical mishap.
- Pockets of antigravity appear within 6 miles of the tarrasques
- Portals to a random plane of existence randomly appear within 6 miles of the tarrasque
- Regions from other planes of existence begin to bleed into the Material Plane and vice versa within 6 miles of the tarrasque. This effect lasts for one day before returning to normal



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Primordial Tarrasque

Movement Speed 160ft. fly, 80ft. burrow

Abilities

Elemental Absorption Whenever the tarrasque takes acid, cold, fire, lightning, or thunder damage, it takes no damage and regains a number of hitpoints equal to the damage dealt.

Primordial Amplification Creatures within 300ft. of the tarrasque cannot benefit from resistance to acid, cold, fire, lightning, or thunder damage. Immunity to this damage is treated as resistance instead.

Primordial Essence Whenever the tarrasque makes a weapon attack, it can replace the damage type with its choice of acid, cold, fire, lightning, or thunder damage.

Primordial Pulse At the start of each of its turns, the tarrasque deals 11 (2d10) of its choice of acid, cold, fire, lightning, or thunder damage to creatures within 300ft. of it.

Actions

Primordial Bite(Replaces Bite) Melee Weapon Attack, +19 to hit:, 15ft. , one target. Hit 36(4d12+10) piercing damage + 22 (4d10) of its choice of acid, cold, fire, lightning, or thunder damage.

If the target is Huge or smaller, it is swallowed. While swallowed, the creature is blinded and restrained and has total cover against attacks and other effects outside the tarrasque, and takes 81(18d8) acid damage at the start of each of the tarrasque's turns. If the tarrasque takes damage from a creature inside of it, it must succeed a Constitution saving throw equal to half the damage dealt by that creature (minimum 10). On a failed save, it regurgitates all swallowed creatures which fall prone in a space within 15 ft. of the tarrasque. if the tarrasque dies, it is no longer restrained by it and can escape from the corpse by using 30ft. of movement, exiting prone.

Primordial Pulse (Recharge 5-6) Creatures within a 120ft. radius must succeed a DC 22 Dexterity saving throw. On a failed saving throw, creatures take 50(9d10) damage each from two damage types of its choice from the following. Each damage type has a special effect. On a successful saving throw, creatures take half damage and suffer no ill effects

Acid On a failed saving throw, creatures are coated in corrosive acid for one minute and can use its action to end the effect. Coated creatures take 27 (5d10) acid damage at the start of each of its turns. Creatures reduced to 0 hitpoints by this attack are instantly turned to a pile of acid.

Cold On a failed saving throw, creatures are restrained for one minute and must repeat its saving throw at the end of each of its turn to end the effect. Creatures reduced to 0 hitpoints by this attack are instantly turned to ice.

Fire On a failed saving throw, creatures are set ablaze for one minute and can use its action to end the effect. Ablaze creatures take 27 (5d10) fire damage at the start of each of its turns. Creatures reduced to 0 hitpoints by this attack are instantly turned to ash.

Lightning On a failed saving throw, creatures are paralyzed for one minute and must repeat its saving throw at the end of each of its turn to end the effect.

Thunder On a failed saving throw, creatures are pushed back 60ft., knocked prone, and are deafened for one minute and must repeat its saving throw at the end of each of its turn to end the effect.

Mythic Transformation (Recharges after short or long rest)

When the tarrasque starts its turn below half its hitpoint maximum, it enters into its Mythic Transformation for 1 hour and regains all expended Legendary Actions and Legendary Resistances. The tarrasque gains the following additional benefits while in this form

Elemental Avatar The tarrasque's body begins to pulsate with Elemental Energy as eruptions of elemental energy cascades across its body. This effect ends after a short or long rest or until it regains at least half its hitpoint maximum.

Primordial Storm Creatures that ends its turn within 300ft. of the tarrasque takes an additional (2d10) damage of the tarrasque's choice of acid, cold, fire, lightning, or thunder damage.

Unstable Body Creatures that grapple or hits the tarrasque with a melee attack while within 5ft. of it takes an additional 11(2d10) damage of its choice of acid, cold, fire, lightning, or thunder.

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Mythic Actions

If the tarrasque's mythic trait is active, it can use of the options below for one hour as its legendary actions.

Elemental Fissure(1 action) The tarrasque cause creatures in a 30ft. sphere centered around a spot within 120ft. of the tarrasque to suffer one of the following effects.

- **Blizzard** Creatures in range must succeed a DC 22 Constitution saving throw or have its movement speed halved until the end of its next turn.
- **Firestorm** Creatures in range must succeed a DC 22 Dexterity saving throw or be set ablaze. Ablaze creatures take 11(2d10) fire damage at the start of each of its turns unless it uses an action to put out the fire.
- **Fog** Creatures in range becomes heavily obscured in a fog.
- **Quake** Creatures in range must treat that area as difficult terrain until the start of the tarrasque's next turn.
- **Thunderburst** Creatures in range must succeed a DC 22 Strength saving throw or be pushed away 10ft. and knocked prone.

Lair Actions

On initiative count 20(losing initiative ties), the tarrasque takes a lair action to cause of of the following effects.

- The air around the Tarrasque become extremely volatile and creatures within 120ft. of it must succeed a DC 22 Constitution saving throw or suffer vulnerability to the tarrasque's choice of acid, cold, fire, lightning, or thunder damage until initiative count 20 of the next round.
- The tarrasque can choose to amplify one damage type of its choice from acid, cold, fire, lightning, or thunder. Until initiative count 20 of the next round, that damage type deals maximum damage instead of rolling.
- The tarrasque can summon (1d4) CR 5 Elementals in unoccupied spots within 120ft. of the tarrasque

Regional Effects

- The tarrasque can cause an area within 6 miles of it to experience extreme cold or heat.
- The land within 6 miles of the tarrasque perpetually quakes with seismic tremors
- The ocean within 6 miles is continually storm and experiences turbulent waves and tides.
- The sun is perpetually blotted out by clouds. Any source of natural light is no longer considered as sunlight
- Two way portals to the Elemental Planes appear within 1 mile of the tarrasque.



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Sylvan Tarrasque

Senses Truesight 300ft.

Damage Immunities Force, Psychic

Abilities

Spell-Turning Hide Whenever the tarrasque succeeds a saving throw against an spell effect that targets only it, the spell has no effect on the tarrasque and instead targets the caster.

Displaced Form The tarrasque projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If the tarrasque takes more than 100 damage on its turn or if its movement speed is reduced to 0, it cannot benefit from this feature until the start of its next turn.

Non Detection The tarrasque can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

Otherworldly Presence Each creature of the tarrasque's choice that starts its turn within 120ft. of it and is aware of it must succeed a DC 22 Wisdom saving throw or become charmed and frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending it on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's terrible presence for the next 24 hours.

Actions

Faerie Inferno (Recharge 5-6) Creatures within a 300ft. cone must succeed a DC 22 Dexterity saving throw. On a failed saving throw, creatures take 50(9d10) radiant + 50(9d10) psychic damage. Creatures cannot benefit from any form of cover from this effect.

On a failed saving throw, creatures are wreathed in psychedelic flames for one minute. For the duration of this effect, attacks against that creature has advantage and that creature gives off a bright light in a 10ft. radius and dim light an additional 10ft. It also cannot benefit from being invisible.

Creatures can repeat their saving throws at the end of each of its turns to end the effect on a success. On a successful saving throw, creatures take half damage and are otherwise unaffected.

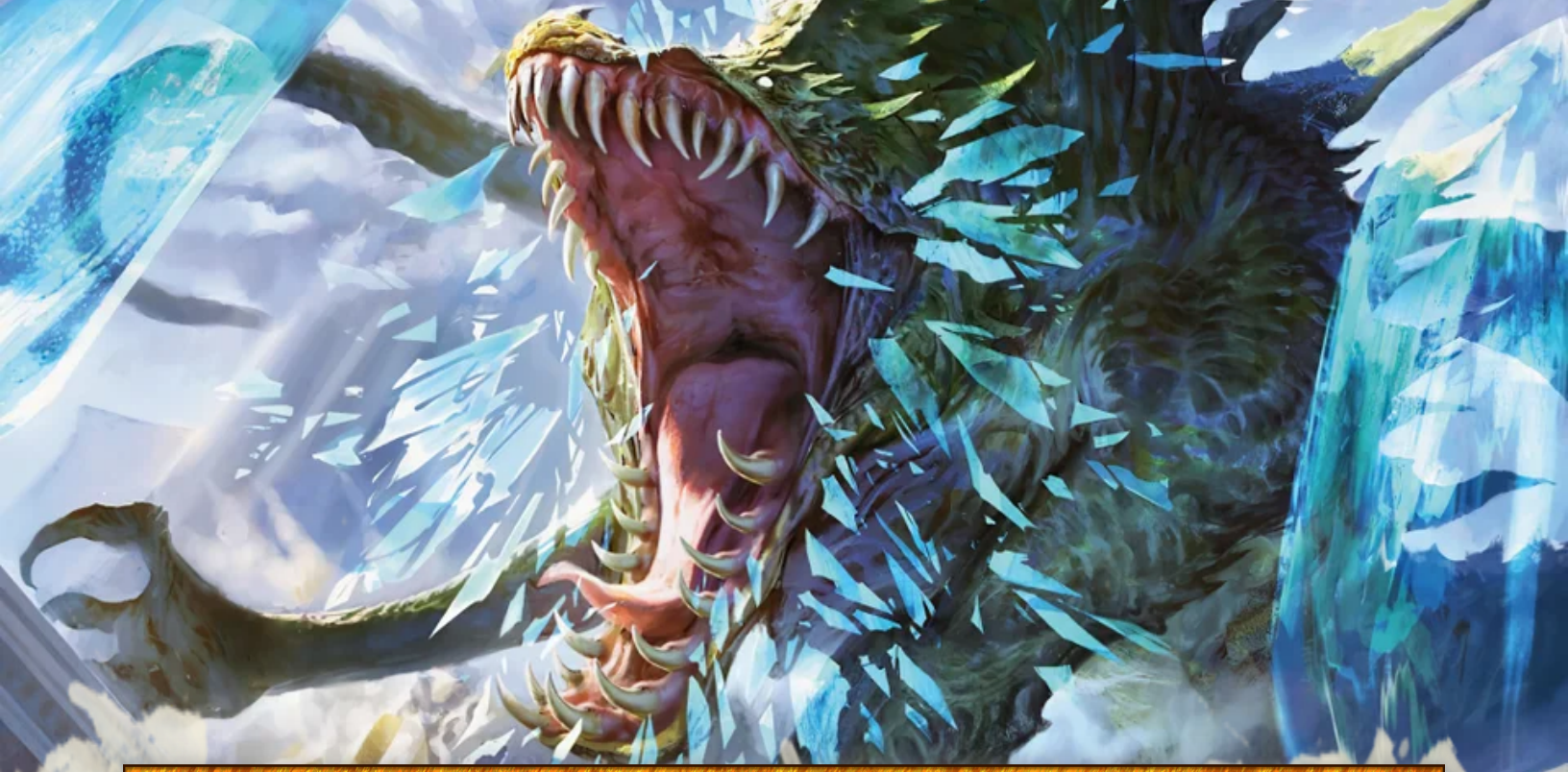
Bonus Actions

Shapechanger The tarrasque can use its bonus action to polymorph into a Gargantuan version of any creature it has seen, or back into its true form. Its statistics, other than its size , are the same in each form.

Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. If its new form possess a form a movement that its base form does not possess, the tarrasque gains that movement speed equal to its based walking speed for the duration of its form

Fey Blink The tarrasque can use its bonus action to teleport 80ft. to a spot that it can see within range.

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Mythic Transformation (Recharges after short or long rest)

When the tarrasque starts its turn below half its hitpoint maximum, it enters into its Mythic Transformation for 1 hour and regains all expended Legendary Actions and Legendary Resistances. The tarrasque gains the following additional benefits while in this form

Sylvan Apparition The tarrasque unleashes waves of psychedelic Fey magic that seems to distort one's perception of reality. This effect ends after a short or long rest or until it regains at least half its hitpoint maximum.

Fey Avatar Upon entering its Mythic Transformation, creatures must repeat its saving throw against the tarrasque's Otherworldly presence, even if it previously saved or is immune to this effect.

Feywild Distortion Creatures charmed or frightened by the tarrasque are lost in an imaginary realm, the appearance of which is chosen by the Tarrasque. The creature can see and hear only itself, the tarrasque, and the illusion.

Mythic Actions

If the tarrasque's mythic trait is active, it can use of the options below for one hour as its legendary actions.

Feywild Rift(1 action) Creatures within a 30ft. radius around a spot within 120ft. of the tarrasque must succeed a DC 22 Wisdom saving throw. On a failed saving throw, it is trapped in an imaginary realm, the appearance of which is chosen by the Tarrasque until the end of its next turn. The creature can see and hear only itself, the tarrasque, and the illusion.

Shapeshift(1 action) The tarrasque can use its Shapechanger ability

Invisibility(2 actions) The tarrasque can turn invisible until the start of its next turn.

Lair Actions

On initiative count 20(losing initiative ties), the tarrasque takes a lair action to cause of of the following effects.

- The tarrasque projects a frightening aura that overloads the weakened minds of its foes. Charmed or frightened creature within 120ft. of the tarrasque take 22(4d10) psychic damage.
- The tarrasque unleashes a wave of confusion sending its foes into a frenzy. Creatures within 120ft. of the tarrasque must succeed a DC 22 Wisdom saving throw or fall under the effects of the *Confusion* spell until the start of initiative count 20 of the next round.
- The tarrasque is able to shroud itself turning invisible until the start of initiative count 20 of the next round

Regional Effects

- Regional pockets within 6 miles of the tarrasque fall under the effects of *Hallucinatory Terrain*
- Creatures within 1 mile of the tarrasque exhibit uncontrollable fits of emotion such as laughing, crying, or anger.
- Two way portals to the Feywild appear within 1 mile of the tarrasque.

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Draconian Tarrasque

- **Senses** Truesight 300ft.
- **Damage Immunities** Acid, Cold, Fire, Lightning, Poison
- **Movement Speed** 160ft. fly

Abilities

Draconic Fear Creatures with immunity to being frightened must make a saving throw with advantage to against this effect instead. Upon a success, a creature cannot be frightened by the tarrasque's terrible presence for the next 24 hours.

Dragons must make this saving throw with disadvantage.

Dragon Bane When the tarrasque takes the attack action against a Draconic creature,it can do so with advantage. Additionally, whenever it hits a Draconic creature, it can deal a critical hit on 18-20.

Dragon Essence When the tarrasque deals acid, cold, fire, lightning, or thunder damage, it can ignore resistance and treat immunity as resistance.

Heightened Intelligence The tarrasque's intelligence score is 18.

Actions

Draconic Bite(Replaces Bite) Melee Weapon Attack, +19 to hit:, 15ft. , one target. Hit 36(4d12+10) piercing damage + 22 (4d10) of its choice of acid, cold, fire, lightning, or poison damage.

If the target is Huge or smaller, it is swallowed. While swallowed, the creature is blinded and restrained and has total cover against attacks and other effects outside the tarrasque, and takes 81(18d8) acid damage at the start of each of the tarrasque's turns. If the tarrasque takes damage from a creature inside of it, it must succeed a Constitution saving throw equal to half the damage dealt by that creature (minimum 10). On a failed save, it regurgitates all swallowed creatures which fall prone in a space within 15 ft. of the tarrasque. if the tarrasque dies, it is no longer restrained by it and can escape from the corpse by using 30ft. of movement, exiting prone.

Prismatic Breath(Recharge 5-6) Creatures within a 300ft cone must roll a d6 to determine one of the following effects

1. **Weakening Flame** On a failed DC 22 Dexterity saving throw, creatures take 99 (18d10) fire damage and suffer disadvantage on attack rolls, ability checks, and saving throws that rely on Strength for one minute. A creature can repeat its saving throw at the end of each of its turns to end the effect on a success. On a successful saving throw, creatures take half damage and are otherwise unaffected.
2. **Paralyzing Frost** On a failed DC 22 Constitution saving throw, creatures take 99 (18d10) cold damage and are paralyzed for one minute. A creature can repeat its saving throw at the end of each of its turns to end the effect on a success. On a successful saving throw, creatures take half damage and are not paralyzed.
3. **Euphoric Poison** On a failed DC 22 Constitution saving throw, creatures take 99 (18d10) poison damage and fall unconscious for 10 minutes. This effect ends if a creature takes damage or another creatures uses its action to wake them up. On a successful saving throw, creatures take half damage and do not fall unconscious.
4. **Thunderous Lightning** On a failed DC 22 Dexterity saving throw, creatures take 99 (18d10) lightning damage and be pushed 60ft. from the tarrasque. On a successful saving throw, creatures take half damage and are not pushed back.
5. **Lethargic Acid** On a failed DC 22 Dexterity saving throw, creatures take 99 (18d10) acid damage and have its movement speed halved, it cannot take reactions, and cannot make more than one attack on its turn. In addition, the creature can use either an action or bonus action on its turn, but not both. Creatures can repeat its saving throw at the end of each of its turns to end the effect on a success. On a successful saving throw, creatures take half damage and are not pushed back.
6. **Double Effect** Upon rolling a 6, the creature must reroll the d6 twice and choose suffer both effects (ignoring any additional 6s).

Mythic Transformation (Recharges after short or long rest)

When the tarrasque starts its turn below half its hitpoint maximum, it enters into its Mythic Transformation for 1 hour and regains all expended Legendary Actions and Legendary Resistances. The tarrasque gains the following additional benefits while in this form

Draconic Fury The tarrasque's emits a terrible screech as its wings unfurl and its eye glow with draconic magic. This effect ends after a short or long rest or until it regains at least half its hitpoint maximum.

Dragon Heart When the tarrasque rolls to regain its Breath Attack, it can roll the d6 with advantage.

Renewed Fear Upon entering its Mythic Transformation, creature must reroll against its Terrible Presence, even if it previously succeeded

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Mythic Actions

If the tarrasque's mythic trait is active, it can use of the options below for one hour as its legendary actions.

Draconic Breath(2 action) The tarrasque can reroll its d6 to regain its Breath Attack

Wing Attacks(2 actions) Creatures within 30ft. of the tarrasque must succeed a DC 27 Dexterity saving throw or take 33(5d12) bludgeoning and be pushed back 30ft. and knocked prone. The tarrasque can fly up to half its movement speed as part of this action.

Lair Actions

On initiative count 20(losing initiative ties), the tarrasque takes a lair action to cause of of the following effects.

- The tarrasque's body begins to grow draconic heads made of pure magical energy. The tarrasque can cast *Illusory Dragon* until the start of initiative count 20.
- The tarrasque's begins to charge its scales with draconic magic. Creatures that grapples or hits the tarrasque with a melee weapon attack takes 27 (5d8) damage of the dragon's choice of acid, cold, fire, lightning or poison damage.
- The tarrasque can emit a terrible roar. Creature within 300ft. of it that can hear it must succeed a DC 22 Wisdom saving throw or become frightened by the Dragon until the end of its next turn.

Regional Effects

- The tarrasque can pinpoint the location of any dragon within 6 miles.



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Forged Tarrasque

Senses Truesight 300ft.

Abilities

Immutable Form The tarrasque is immune to effects or magic that would change its form

Alloyed Weapons The tarrasque's attacks count as adamantine and silvered for the purposes of overcoming resistance and immunity

Adamantine Plating Whenever the tarrasque receive a critical hit, it can treat the damage as a normal roll instead.

Battle Engine The tarrasque has 15 platforms built into its body where one Huge or smaller creature can ride without squeezing. These creatures are considered to have half cover. While on these platforms, these can only be targeted by melee attacks with a reach of at least 10ft.

Constructed Intelligence Constructs that first enter or starts its turn within 300ft. of the tarrasque must succeed a DC 21 Intelligence saving throw. On a failed saving throw, the construct is considered charmed by the tarrasque. Constructs charmed by the tarrasque are fully under its control.

Heightened Intelligence The tarrasque's intelligence score is 18.

Actions

Fusion Cannon(Recharge 5-6) Creatures within a 600ft. long and 30ft. wide line a DC 22 Dexterity saving throw. On a failed saving throw, creatures take 50(9d10) radiant + 50(9d10) force damage and half as much on a successful saving throw. Creatures cannot benefit from any form of cover from this effect.

Creatures reduced to 0 hitpoints by this attack are reduced to ash

Mythic Transformation (Recharges after short or long rest)

When the tarrasque starts its turn below half its hitpoint maximum, it enters into its Mythic Transformation for 1 hour and regains all expended Legendary Actions and Legendary Resistances. The tarrasque gains the following additional benefits while in this form

Overcharged Core The tarrasque's armored body begins to shift as its armor begins to rapidly adapt to counter incoming attacks. Its eyes and mouth start glowing brighter as its power core begins to overcharge. This effect ends after a short or long rest or until it regains at least half its hitpoint maximum.

Adaptive Armor At the start of each of its turns, the tarrasque can grant itself immunity to one damage type of its choice until the start of its next turn

Empowered Fusion Cannon While in its Mythic Transformation, its Fusion cannon ability's size increase to a 1200ft. long line and 60ft. wide.

Energized Core The tarrasque can reroll its d6 with advantage to regain its Fusion Cannon.

Mythic Actions

If the tarrasque's mythic trait is active, it can use of the options below for one hour as its legendary actions.

Missile Swarm(3 action) All creatures within 120ft. of the tarrasque are barraged with a storm of homing missiles that all deal 22(4d10) force damage on a hit. If a creature uses *Shield*, it takes no damage from this ability.

Lair Actions

On initiative count 20(losing initiative ties), the tarrasque takes a lair action to cause of of the following effects.

The tarrasque's body begins to alter itself to enter into a defense mode. Until initiative count 20 of the next round, the tarrasque grants itself 100 temporary hitpoints. For the duration of these temporary hitpoint, it gains resistance to all damage.

The tarrasque's body begins to alter to enter into its siege mode allowing it to attack with incredible speed and agility. Until the end of its next turn, the tarrasque gains the benefits of the *Haste* spell until initiative count 20 of the next round. However, at the end of this effect, the tarrasque does not suffer from lethargy

The tarrasque can project its intelligence to cause objects around it to come to life. The tarrasque can cast *Animate Objects* at 9th level on objects within 120ft. of it. These objects immediately act once animated but return to their dormant state at the start of initiative count 20 of the next round.

Regional Effects

The tarrasque can pinpoint the location of any construct within 6 miles. The tarrasque can also see through the senses of any construct in range.

When creatures cast spells that summon constructs or animates items, those items instantly fall under the control of the forged tarrasque

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