5e Fiendopedia:
Exotic Aberrations

Froghemoth

Also Appearing:

Choker

Eye of the Deep

Gug

Neothelid

Inkwell Ideas

5e Fiendopedia: Aberrations of the Deep

Monsters compatible with the 5th edition of the world's most famous fantasy role-playing game.

Credits

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About the 5e Fiendopedia

The 5e Fiendopedia is designed to augment the monsters available to a game master. Each monster has its own page including a wonderful color illustration. Print them out, hole-punch them, and place them in a binder. Keep a binder of just those used in your campaign. Sort them by name, challenge, environment, or any other way you need them. More 5e Fiendopedia are forthcoming with even more creatures!

Feedback/Notice a Mistake?

If you see something that seems off, or a way to enhance a creature, please send the comment to support@inkwellideas.com. We have the opportunity to fix it and put out an update for everyone's benefit.

Choker

Small Aberration, Chaotic Evil
Challenge 1 (200 XP)

This hunched-over wretch has long, pliable arms like tentacles capped with five wide, spiny claws.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	13 (+1)	4 (-3)	13 (+1)	7 (-1)

Speed 20 ft., Climb 10 ft.
Skills Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages Undercommon

Actions

Multiattack. A choker may attack with both of its tentacles in the same round.
Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. Hit: 1d8+3 bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the choker can't constrict or attack another target.

Traits

Quickness. A choker is supernaturally quick. It can take an extra move action during its turn each round.
Strangle. Chokers have an unerring talent for seizing their victims by the neck. A creature that is grappled by a choker cannot speak or cast spells with verbal components.

Ecology

Environment any underground
Organization solitary, pair, or clutch (3-8)
Treasure standard

Armor Class 13 (natural armor)
Hit Points 22 (5d6+5)

Underground predators that often dwell on the outskirts of subterranean ruins or in the deep shadows of nameless cavern outposts, chokers lurk in the darkness and lash out with their long, rubbery arms to grasp prey as it passes by. They seldom attack multiple enemies at once, stalking their quarry until they can isolate a weaker victim from its pack.

Chokers walk with a disturbing, almost comical gait due to their extremely limber legs. Weighing only 35 pounds and standing no taller than a halfling, chokers have no problem skittering across walls and ceilings, often lodging themselves into shadowy corners, tunnel intersections, walls, or staircases. A choker will attempt to grasp creatures of almost any size, but prefers lone prey of its size or smaller.

Chokers appear to have little culture of their own, gathering only briefly to mate before their wanderlust and hunger spurs them again to a solitary existence. Their just-better-than-animalistic intelligence grants them a fascination with the trappings of society, even if they do not truly understand it. Accordingly, the grubby lair of a choker (often situated in a difficult-to-reach nook or cranny) usually contains valuable objects such as rings, brooches, cloak clasps, and loose coins gathered from devoured victims.

This fascination occasionally compels a choker to abandon its subterranean home for a closer study of the sunlit world's many civilizations. These chokers feel most at home in the darkened narrow alleyways of human cities, squeezing themselves into sewers, forgotten alcoves, barrels, and similar cramped, overlooked spaces. Chokers prefer to keep hidden during the light of day, emerging from their hidey-holes under cover of darkness to hunt for food and cruel pleasure. Favorite tactics include using their long arms to scoop prey off the street from the safety of a nearby rooftop, attacking sleeping families by squeezing through an open chimney, or tapping on a window to bring their curious food within grasping distance.

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Eye of the Deep

Medium Aberration, Lawful Evil
Challenge 5 (1,800 XP)

This 5-foot diameter underwater orb features a dominant central eye, two eyestalks on top, seaweed-like bristles below and two crab-like pincer arms.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	10 (+0)	14 (+2)	12 (+1)	13 (+1)	13 (+1)

Speed 5 ft., swim 30 ft.
Skills Perception +7, Stealth +6
Senses darkvision 60 ft., passive Perception 16
Languages Aklo, Aquan, Common

Armor Class 15 (natural armor)
Hit Points 94 (15d8+30)

Ecology

Environment aquatic
Organization solitary, pair, or cluster (3-6)
Treasure standard

Actions

Multiattack. An eye of the deep may attack with its bite and both pincers.
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 piercing damage.
Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8+3 bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15) and restrained until the grapple ends.
Paralyzing Ray. The targeted creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Stun Cone. A 30 ft. cone emanates from the central eye. Creatures in the cone must succeed on a DC 15 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mythic Actions

An eye of the deep can take three mythic actions, using the paralyzing ray or stun cone options above. It can only take one mythic action at a time and only at the end of another creatures turn. The eye of the deep recovers spent mythic actions at the start of its turn.

Traits

All-Around Vision. Its eyestalks allow it to see in all directions at one time. Therefore opponents do not gain advantage by surrounding it.

Eyes of the Deep are found only in the lowest parts of the ocean, though on occasion one moves too close to the shoreline and ends up beaching on the sands. An eye of the deep stranded in this manner dies in 2d4 minutes unless placed back in salt water.

An eye of the deep floats slowly through the oceans searching for its prey. It attacks using its eye rays; then it grasps an opponent with its pincers and subjects the victim to its bite attack.

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Froghemoth

Huge Aberration, Unaligned
Challenge 15 (13,000 XP)

This immense, three-eyed frog-like creature rears up on powerful hind legs. In place of arms, four huge tentacles thrash and writhe.

Armor Class 19 (natural)
Hit Points 283 (21d12+147)
Resistances (Damage) Fire.
Immunities (Damage) Electricity (see below).

Str	Dex	Con	Int	Wis	Cha
26 (+8)	15 (+2)	24 (+7)	4 (-3)	13 (+1)	11 (+1)

Speed 20 ft.
Skills Perception +11, Stealth +7 (+12 in swamps)
Senses darkvision 60ft., passive Perception 11
Languages –

Ecology

Environment temperate marsh
Organization solitary
Treasure standard

Actions

Multiattack. The froghemoth may attack with either its bite and four tentacles, or tongue and four tentacles.
Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 3d6+8 piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the froghemoth. A swallowed creature is blinded and restrained, has total cover against attacks and other effects originating outside the froghemoth, and takes 2d6 acid damage at the start of each of the froghemoth's turns.

If the froghemoth takes 30 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the froghemoth. If it dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.
Tentacle. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 2d8+8 bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 18) and restrained until the grapple ends. The froghemoth has four tentacles, each of which can grapple one target.
Tongue. *Melee Weapon Attack:* +13 to hit, reach 30 ft., one target. *Hit:* 1d4+8 bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 18) and restrained until the grapple ends.

Traits

All-Around Vision. A froghemoth's eyestalks allow it to see in all directions at one time. Therefore opponents do not gain advantage by surrounding it.
Keen Smell. The froghemoth has advantage on Wisdom (Perception) checks that rely on smell.
Slowed by Electricity. Although it is immune to electrical damage, in any round where it would have taken electrical damage it can't use reactions, its speed is halved, and the creature can use either an action or a bonus action on its turn, but not both. (No multiattack.)

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Thankfully rare, the froghemoth is one of the dark swampland's most ferocious and monstrous predators. Capable of catching and eating dinosaurs and even dragons, the froghemoth is a frighteningly effective ambush hunter. When lying in wait for prey, the immense creature secrets itself in deep marsh pools and mud so that only the top of its eyestalk emerges from the surface. The froghemoth's eyes are incredibly keen, but even more impressive is the monster's tongue. Like a snake, a froghemoth can "taste" its surroundings with extraordinary accuracy.

Scholars have long debated the origin of this strangely immense predator, arguing that its unusual senses, physiology, and resistances make it something more than an animal. Druids and other servants of the natural world agree—the froghemoth may act like an animal, but it never seems fully "comfortable" in its environs. Perpetually ill-tempered, a froghemoth often seems to kill simply for the sake of killing—vomiting up partially digested meals in favor of new prey when it encounters such. It's not unheard of to find these strange creatures far from their normal habitations, as if the marsh didn't agree with them and sent them wandering in search of a new home. Some sages argue that the froghemoth isn't from this world at all, and that these wanderings are instinctual urges to seek out its true home—a home not represented by the strange world in which the beast finds itself trapped.

A froghemoth is 22 feet tall at the shoulder and weighs 16,000 pounds.

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Gug

Large Aberration, Chaotic Evil
Challenge 7 (2,900 XP)

This towering menace has a horrible, vertically aligned mouth and arms that split at the elbows into twin clawed hands.

Str	Dex	Con	Int	Wis	Cha
25 (+7)	12 (+1)	18 (+4)	11 (+0)	16 (+3)	11 (+0)

Speed 40 ft., climb 20 ft.
Skills Athletics +10, Perception +9, Stealth +7, Survival +7
Senses darkvision 60ft., passive Perception 19
Languages Undercommon

Actions

Multiattack. The Gug makes one bite and four claw attacks each round.
Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d8+7 piercing damage.
Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 1d6+7 slashing damage.

Traits

Rend. If two claw attacks hit one target, they do an additional 2d6 points of damage.
Compression. A gug may move through a space up to ¼ its size without squeezing and up to one-eighth its size if squeezing.
Escape Artist. When trying to slip bonds or escape grapples a gug has advantage.

Ecology

Environment any underground
Organization solitary, pair, or camp (3-10)
Treasure standard

Armor Class 18 (natural armor)
Hit Points 104 (11d10+44)
Immunities (Damage) poison
Immunities (Condition) poisoned

Gugs are inhuman monstrosities that dwell in the deep places of the world. Whether they were banished to the dark lands by ancient gods, the light-loving races they terrorized, or were brought to the deep realms by dark powers from some even more inhuman nightmare realm is unknown. In any case, gugs are loathed by other races for their carnal rites of slaughter.

Gugs are 16 feet tall and weigh nearly 2,000 pounds, but they move with an eerie, unnatural gait as though their limbs contained far too many joints. They can contort and distend their limbs for greater reach or to wriggle easily through impossibly small passages. Gugs may cling for long hours to cave walls or just within dark side-caverns, lying in wait for prey to stumble too close. Their senses are keen, however, and their joy in the bloody hunt is considerable and gugs who catch the scent of blood may stalk their prey for long days, even venturing at times beyond their caves to dare the bright lands of the surface in search of tasty meat to drag back for their horrific sacrifices.

Gugs are savage fighters when driven by a strong leader, but on their own may flee if brought to fewer than half their hit points, carrying off fresh meat for later feasting if they are able. They can subsist on fungi, slimes, and molds as well as carrion and even undead flesh—particularly that of ghouls.

Some bloodthirsty gugs gain awful powers as gifts from their alien patrons. These monsters are known as savants. They have a Charisma of 18 and can use *blight, invisibility, passwall,* and *spike growth* once per day each as spell-like abilities (DC 16). Some become actual clerics or oracles of their mad gods—strange powers of darkness, insanity, and blood. Gug savants add +1 to their Challenge level.

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Neothelid

Gargantuan Aberration, Chaotic Evil
Challenge 20 (25,000 XP)

This huge worm's slimy length is coiled up like shuddering mountain and its tentacled head rises like a snake's.

Armor Class 20 (natural armor)
Hit Points 350 (20d20+140)
Immunities (Damage) nonmagical weapons that aren't adamantine.

Str	Dex	Con	Int	Wis	Cha
30 (+10)	7 (-2)	24 (+7)	16 (+3)	15 (+2)	19 (+4)

Speed 30 ft., fly 60 ft., climb 20 ft.
Skills Arcana +9, Deception +16, Intimidate +16, Perception +16, Persuasion +10
Senses blindsight, passive Perception 26
Languages Aklo, Terran, Undercommon; telepathy 120 ft.

Actions

Multiattack. The neothelid may make 4 tongue attacks and a bite in one round.
Tongue. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 3d6+10 piercing damage. If the target is Large or smaller, it is grappled (escape DC 18) and restrained until the grapple ends. The neothelid has four tentacles, each of which can grapple one target.
Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 2d6+10 piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the neothelid. A swallowed creature is blinded and restrained, has total cover against attacks and other effects originating outside the worm, and takes 2d6 acid damage at the start of the neothelid's turns.

If the neothelid takes 30 damage or more on a single turn from a creature inside it, the neothelid must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the neothelid. If it dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Mythic Actions

A neothelid can take three mythic actions, using any option below. It can only take one mythic action at a time and only at the end of another creatures turn. The neothelid recovers spent mythic actions at the start of its turn.
Mind Thrust (3/day). Within a range of 60 ft., the neothelid blasts a target with 15d6 points of psychic damage unless the target makes a DC 19 Charisma save. Those with Intelligence of 5 or less are immune.
Psychic Crush (3/day). The neothelid can crush the mind of a single creature within 60 ft. The target must make a DC 19 Wisdom save or become unconscious and dying at 0 hit points. If the save succeeds, the target still takes 6d6 points of psychic damage and is poisoned for one round. Those with Intelligence of 5 or less are immune.
Breath Weapon (Recharge 5-6). The neothelid exhales a 60ft. cone of acid. Each creature in the cone must make a DC 19 Dexterity save or else take 14d10 points of damage; half if the save is successful.

Ecology

Environment any underground
Organization solitary, pair, or cult (3–5 plus 4–12 charmed slaves of various races)
Treasure standard

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Traits

Innate Spellcasting. The neothelid's innate spellcasting ability is Charisma (spell save DC 24). It can innately cast the following spells, requiring no material components:
Constant: *fly*
At will: *charm monster, clairvoyance, detect thoughts, suggestion, telekinesis, teleport*

Trace Teleport. A neothelid telepathically and reflexively learns the mental coordinates of the destination, of all creatures that teleport within 60 feet of it, gaining an awareness of the location equivalent to "seen casually." This knowledge fades and is lost after 1 minute. This power does not grant any environmental information about the conditions of the destination.

Spider Climb. A neothelid can climb difficult surfaces, including along ceilings, without needing an ability check.

Mental Magic Resistance. The neothelid has advantage on saving throws against spells and other magical effects that affect the mind.

Dwelling only in the deepest reaches of the underworld, the immense neothelids once ruled empires in the depths, yet their numbers have been vastly reduced as other races have proven swifter to breed and adapt. Today, the neothelid is a legend, the subject of tales of horror among those few to have experienced the creature's wrath in person and lived to tell about it.

Neothelids are served by all manner of strange worm-like creatures, minions they use to observe and wage war against their enemies. The neothelids themselves were spawned by even more horrific entities, ageless horrors from strange dimensions beyond the edge of known reality—the neothelids see themselves as the chosen agents of these malevolent forces, working to ready the world for their return.

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