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5E
compatible

ARBORI

Large monstrosity, neutral

ARMOR CLASS: 15 (*natural armor*)

HIT POINTS: 85 (*10D10+30*)

SPEED: 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHR |
|---------|---------|---------|--------|---------|---------|
| 18 (+4) | 16 (+3) | 16 (+3) | 8 (-1) | 10 (+0) | 12 (+1) |

SAVING THROWS: *Str +7, Dex +6, Con +6*

SKILLS: *Athletics +7, Perception +7, Stealth +8*

DAMAGE RESISTANCES: *cold, poison*

SENSES: *darkvision 120 ft., passive Perception 16*

LANGUAGES: *Sylvan*

CHALLENGE: 5 (*1,800 XP*)

FEATURES

AMBUSER: The Arboreal Stalker has advantage on attack rolls against any creature it has surprised.

SURPRISE ATTACK: If the Arboreal Stalker surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3D6) damage from the attack.

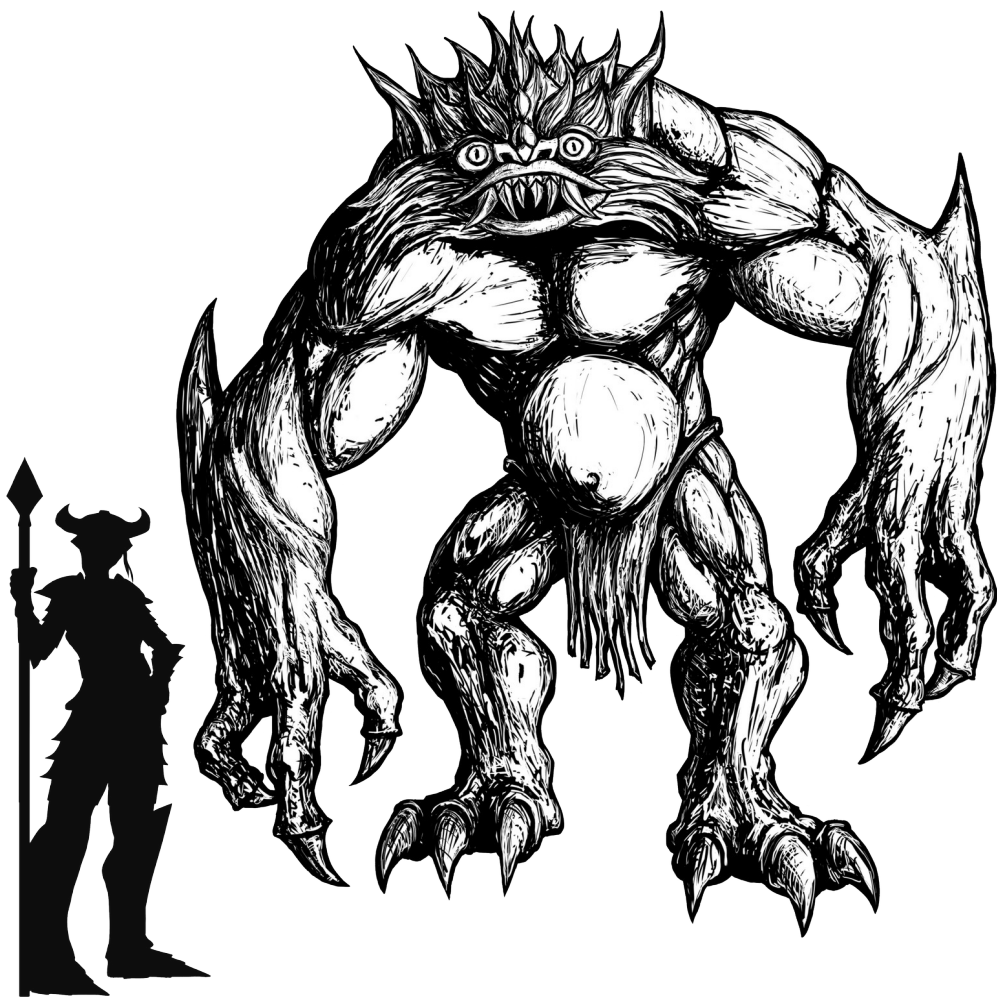
ACTIONS

MULTIATTACK. The Arboreal Stalker makes two attacks: one with its bite and one with its claws.

BITE. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 11 (2D6+4) piercing damage plus 14 (4D6) poison damage, and the target must succeed on a DC 14

Constitution saving throw or become poisoned 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.

CLAWS. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2D8+4) slashing damage.



DESCRIPTION:

A large and muscular humanoid with a broad and slightly feline head. Its face is framed by tufts of fur. Its eyes are large and round, sitting low in its face, framing its snout. The eyes are highly reflective and seem adapted to low-light conditions.

The creature's mouth is also quite wide and brimming with menacing fangs. The front four are dagger-like. But, the canine teeth curve outwards like scimitars. The teeth seem to have an oily sheen to them. Its hands and feet are tipped with thick and vicious-looking claws. They look to be equally useful for combat and climbing.

Despite the creature's obvious capacity for violence, it moves with a gentle grace. In this aspect, it also appears somewhat feline. Seemingly tranquil and languid until the moment it strikes. The Arboreal Stalker will not attack unless hungry or provoked. It speaks Sylvan and will attempt to communicate with those it thinks are non-threatening.

LORE:

These creatures are known as Arbori. Their origin is a bit murky. The reclusive nature of the species has hampered any significant research of them. But there are some observations and speculation. Some sages claim the species originated in a laboratory and are kin to Owlbears. But while Owlbears are much more bestial and seemingly incapable of forming even a rudimentary society, the Arbori have a developed tribal culture. They have a defined social structure with a chief and shaman at the top. They live about 50 years and mate for life. They tend to have 3 or 4 offspring which reach maturity within 5 years.

The saliva of an Arbori is quite poisonous. They use this to their advantage when hunting larger and more powerful creatures. They often use pack-hunting tactics and their environment to their advantage as well. A common example of their hunting practice is herding some huge beast such as a mammoth into a narrow canyon, where a large number of the hunting party is waiting patiently in rocky scrub overhead. Once the beast is in the trap, they spring down onto its back and begin to savage it with envenomed tooth and rending claws. This tactic has proven quite effective for them.

ECOLOGY:

As their name would suggest, most Arbori can only be found in forests. They seem to prefer colder climates, although there are rumors of a jungle variety as well. They're a generally peaceful and reclusive folk that prefer to construct their settlements deep within thick and ancient forests far from the realms of mankind. They avoid cities completely but have been known to barter with small settlements of woodland folk from time to time.

SEEDS:

1.) A small group of Arbori has approached the party's campfire in the night. Their intentions are peaceful but how will the party respond to these fearsome giants silently padding into the firelight. Why have the Arbori made their presence known to the party? Do they wish to trade? Do they want the party to leave their territory? Perhaps they would like to warn them of a greater threat in the woods?

2.) A new Human settlement has set about clearing some woodland to make way for farms. They have encroached upon the territory of an Arbori tribe and have drawn their ire. Perhaps the encroachment was innocent enough, but now the consequences are mounting. Perhaps the tribe begin to fight back by damaging farm equipment and homes. If that fails they move on to stealing livestock. A direct physical confrontation will be the tribe's last resort, but it will be inevitable if the settlement continues. Why has the party been brought into the situation? Are they here to investigate, negotiate or exterminate?

LOOT:

Spears. Skulls (various). Rocks and shiny things (D3 SP). Fetish totems. Slings. Nets. A leather sack containing assorted berries, salted meat (unknown origin), stone tools, and a primitive tinder kit.

BLADE WRAITH

Medium undead, chaotic evil

ARMOR CLASS: 15 (*natural armor*)

HIT POINTS: 82 (11D8+33)

SPEED: 30 ft.

| STR | DEX | CON | INT | WIS | CHR |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 14 (+2) | 16 (+3) | 12 (+1) | 12 (+1) | 10 (+0) |

SKILLS: *Perception +7, Stealth +7*

DAMAGE RESISTANCES: *bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered*

SENSES: *darkvision 60 ft., passive Perception 17*

LANGUAGES: *the languages it knew in life*

CHALLENGE: 6 (2,300 XP)

FEATURES

SUNLIGHT SENSITIVITY: While in sunlight, the Blade Wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

MULTIATTACK. The Blade Wraith makes two Black Blade attacks.

BLACK BLADE: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2D8+3) slashing damage plus 12 (2D8+3) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken, and the Blade Wraith regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

TELEPORT: The Blade Wraith magically teleports as a bonus action, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see.



DESCRIPTION:

A hunched figure wrapped in a tattered cloak suddenly appears in a nearby shadow. It reeks of the grave and brandishes an outlandish, vicious-looking blade. A hissing whisper emerges from the shadows of its cowl. If the creature were not so bent from a twisted spine, it would be the height of large man. Beneath the cloak is a wiry frame of hardened leathery muscle and desiccated sunken flesh.

Anyone speaking the same language as the creature can manage to catch bits of its whispers. It seems to be searching for something. Any other mutterings are assorted curses, oaths or recounts of vile depravities.

A Blade Wraith will attack immediately unless the PCs can offer it the object of its quest or information pertaining to its quest. If the latter, the creature will not attack now. So long as the PCs are of value, it will not attack.

LORE:

These are vicious black-hearted warriors risen from the grave. They fought for the slick red joy of slaughter. They lived to kill and discovered early in life, that the path of a warrior was an expedient and profitable way to quench their thirst for murder.

Their corpses are sought out by necromancers and resurrected as Blade Wraiths. Upon awakening to undeath, they are bound to a Black Blade and a geas is laid upon them. The geas binds them to the will of their creator for 666 days. At the end of their term of service they are freed to ravage anywhere they like but are unable to strike down their creator.

The Black Blade of a Blade Wraith is some unholy eldritch substance that resembles jagged black obsidian. Despite its massive size and unwieldy shape it feels as light and nimble as a mithril dagger. Anyone acquiring a Black Blade may wield it easily (even those not proficient in great swords). They will also gain the ability to teleport and to steal vitality from their enemies (as per the Blade Wraith's statblock). But this comes at a terrible price.

A Black Blade houses the soul of the undead, which cannot be destroyed until its blade is. The blades are nearly indestructible and only the most potent

magics can shatter them. Anyone foolish enough to wield a Black Blade will eventually become possessed by it and transformed into a Blade Wraith.

Wielding a Black Blade requires an immediate DC 12 Charisma saving throw. If the save is failed, the wielder is charmed by the blade for D12 hours. The same saving throw must be repeated after every long rest. If the saving throw is ever failed, the new owner will not willingly part from the blade.

The blade communicates empathically and constantly urges the wielder to kill. If the wielder is ever restored to full hit points from the blade's life draining ability, the next DC check to resist the blade is increased by 1. When the DC check reaches 20, the character transforms into a Blade Wraith.

ECOLOGY:

Blade Wraiths are undead. They do not eat, sleep or reproduce. If slain, the body will rapidly decay and turn into a tarry black mess within a few minutes. Only its accursed blade will remain. Anyone that wields the thing's blade will eventually be possessed by the soul within and slowly transformed into a Blade Wraith.

SEEDS:

1.) A recent haul of loot includes a Black Blade. Do the PCs have enough Arcana or Religion to know how dangerous it is? If not, it seems to be a very potent magical weapon. Are there any takers? If the party learns of the blade's curse, how will they deal with the item? Is it valuable? Will they hand it over to a church to bury in holy ground, etc.?

2.) An NPC the party knows has acquired a Black Blade and is succumbing to the thing's influence. Who is the NPC? How deeply have they fallen under the blade's control? Where are they now? What have they been doing while under the blade's power (and do they remember or even care)?

LOOT:

Cursed magical sword. Tattered Cloak. A ring. D12 GP. A vial of blood. A scroll from a necromancer depicting its target.

CERBERAN

Large fiend (devil), lawful evil

ARMOR CLASS: 15 (*natural armor*)

HIT POINTS: 82 (11D8+33)

SPEED: 30 ft.

| STR | DEX | CON | INT | WIS | CHR |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 11 (+0) | 16 (+3) | 14 (+2) | 12 (+1) | 18 (+4) |

SAVING THROWS: *Con +6, Wis +4, Cha +7*

SKILLS: *Arcana +5, Insight +7, Perception +7*

DAMAGE RESISTANCES: *bludgeoning, piercing and slashing from nonmagical attacks*

CONDITION IMMUNITIES: *charmed, exhaustion, frightened*

DAMAGE IMMUNITIES: *fire*

SENSES: *darkvision 120 ft., passive Perception 20*

LANGUAGES: *Infernal, telepathy 120 ft.*

CHALLENGE: 6 (2,300 XP)

FEATURES

HOWL OF HADES: The Cerberan throws back its heads and lets loose a long and eerie twin ululation. Any creature hostile to the monster within 40 feet of it must make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, it is immune to this effect for the next 24 hours.

INNATE SPELLCASTING: The Cerberan's spellcasting ability is Charisma (spell save DC 15).

The monster can innately cast the following spells, requiring no material components:

* **AT WILL:** *detect evil and good, invisibility (self only), tongues*

* **3/DAY EACH:** *charm person, dispel evil and good, flame strike, animate dead*

* **1/DAY EACH:** *commune*

ACTIONS

MULTIATTACK. The Cerberan makes two attacks.

BITE: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 15 (2D10+4) piercing damage plus 10 (3D6) fire damage.

FIRE BREATH (recharge 5 - 6): The Cerberan exhales fire in a 20-foot cone. Each creature in that area must make a DC15 Dexterity saving throw, taking 35 (10D6) fire damage on a failed save, or half as much damage on a successful one.



DESCRIPTION:

A large, two-headed canine humanoid. Its eyes burn like coals. Its arms end in vicious-looking claws. It speaks a barking form of the Infernal tongue. The creature's speech is made all the more frightening by the eerie way both heads bark and growl in unison but the words are heard as booming echoes in the listeners' minds.

The creature bleeds menace into the very air that surrounds it but does not seem immediately hostile. Perhaps it is supremely confident of its prowess? Perhaps it seeks to parley?

LORE:

Cerberans originate in Tartarus. They are a splinter drawn from the essence of Cerberus and given independent form. They have remit to walk beyond the gates of the underworld to hunt down and retrieve souls that have somehow escaped eternal punishment.

All Cerberans despise Gnolls and will attack them on sight. The only exception to this rule is if it would mean the loss of their quarry.

ECOLOGY:

Cerberans are fiends, and as such biological functions are entirely optional. They do not need to eat, sleep or breathe but can and do if they choose to.

They are a fragment of a deity's essence, essentially avatars of Cerberus and cannot be truly slain. If their mortal shell is destroyed they return to Tartarus and are cast into a fresh vessel. After re-spawning they immediately return to their hunt. Stories tell of them being struck down only to reappear in a flash of

fire and brimstone mere moments later. They are relentless and tireless hunters.

SEEDS:

1.) A room in the abandoned monastery the players are exploring is being ransacked by a Cerberan. The creature does not attack immediately but waits for the players to speak. If the party seems amenable, it offers them a king's ransom for their assistance in tracking down a monk that has escaped Tartarus. It describes the sins of the monk in gruesome detail and the players realize that a series of murders fitting that modus operandi have been occurring throughout the city recently.

2.) The players awaken to find whoever was on watch chatting with a large, hulking figure concealed in the shadows. The shadowy figure has two sets of eyes that glow a hellish red. The conversation seems bizarrely casual and very one-sided. The party soon realizes that only their companion is speaking. If the party interrupts, their companion will introduce the shadowy figure. If the party attacks, it will retreat but return another night to continue the interrogation. The Cerberan is gathering clues and the party has become enmeshed in its investigation. If the party cooperates it may reward them. It will not attack them unless seriously threatened.

LOOT:

Several scrolls of planar travel. A ring of large brass keys. 6d20 GP. Magical manacles (they resize to fit any wrists). A scroll with a detailed representation of its quarry. A bag of holding containing much more treasure. A peculiar map which seems to detail the layout of an extraplanar prison complex.

DEVOURER

Huge giant, chaotic evil

ARMOR CLASS: 14 (*natural armor*)

HIT POINTS: 230 (20D12+100)

SPEED: 50 ft.

| STR | DEX | CON | INT | WIS | CHR |
|---------|--------|---------|--------|--------|--------|
| 26 (+8) | 8 (-1) | 20 (+5) | 5 (-3) | 9 (-1) | 6 (-2) |

DAMAGE RESISTANCES: *bludgeoning, piercing and slashing from nonmagical attacks*

CONDITION IMMUNITIES: *charmed, exhaustion, frightened, poisoned*

SENSES: *blindsight 60 ft., passive Perception 9*

LANGUAGES: *Giant*

CHALLENGE: 12 (8,400 XP)

ACTIONS

MULTIATTACK. The Devourer makes two attacks.

CLAW: *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. Hit: 21 (3D8+8) slashing damage.

SWALLOW WHOLE: *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 35 (6D8+8) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC19 Dexterity saving throw or be swallowed by the Devourer. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the monster, and it takes 21 (6D6) acid damage at the start of each of the monster's turns. If the monster takes 30 damage or more on a single turn from a creature inside it, the monster must succeed on a DC18 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 monster. If the monster dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.



DESCRIPTION:

A towering monstrous humanoid, larger than a two-storey inn. It has no head beyond a gaping, fang-filled maw. It has long, muscular arms tipped in vicious-looking claws and stubby legs. The beast appears largely insensate. It doesn't respond to sight, scent or sound but has a basic awareness of its immediate vicinity. At least as much as appears necessary to continue its path of gluttonous carnage.

As it goes about stuffing whatever bits of flesh it can find down its gullet it burps and farts. Occasionally it pauses for a few moments and mumbles a string of befuddled Giantish. This is not an effort to communicate. The creature seems incapable of communication.

LORE:

Legends say that Devourers were race of giants that possessed the hubris to wage war against a god. As a punishment the deity took their heads. Those heads now adorn plushly upholstered alcoves in the god's dwelling somewhere. Unfortunately for the Multiverse, the Devourers possessed the supernatural vitality of all the ancient giants and their bodies did not die once separated from their heads. The necks instead grew teeth, which then over time turned into gaping fang-filled maws. And eventually, a noble race of giants degenerated into portly, mumbling self-propelled appetites with the strength to level villages. Luckily, as the centuries pass their numbers seem to be decreasing.

ECOLOGY:

Devourers are blind, deaf and lack a true sense of smell. In some limited manner they are able to scent at the air using their tongues as a snake does. To compensate for these limitations the creatures have developed an unknown way to sense their immediate environment. But this sense does not convey much beyond the presence of something existing and that thing's proximity. Additionally, the range of the sense is quite limited.

The supernatural vitality that once infused them has waned over the centuries and they can now be truly slain. But this same mortality makes their hunger even more acute. Their colossal bodies require massive amounts of calories. For any that encounter a Devourer the wisest recourse is simply to flee. The creatures' limited perceptions make them relatively easy to avoid. And eventually, their hunger will drive them to seek sustenance elsewhere.

As the centuries pass, the numbers of these creatures are indeed shrinking. Many are slain or die in some foolish way. And the chances of a male and female encountering and successfully mating are also exceedingly rare (although not unheard of).

SEEDS:

1.) A depraved wizard has been breeding Devourers in captivity. Does he plan to use them as mere curiosities in his menagerie? Does he hope to utilize them as troops in some upcoming war? Perhaps he is experimenting on them for some other mysterious purpose?

2.) A cult has stumbled upon lore describing the origin of Devourers. They believe they may can conduct rituals that will allow them to summon and control the monsters. They are in the process of summoning as many of the monsters as possible. They plan to offer the nearest population (village, hamlet, city, etc.) as a sacrifice and then enact a ritual to enslave the beasts.

3.) A guild of monster hunters has recruited the party to exterminate a small family of Devourers infesting a distant kingdom. It has been reported that there is one mated pair and at least three whelps currently wreaking havoc.

LOOT:

D4 semi-digested adventurers and their gear plus 9D20 GP in various coins and gems sitting in its gullet. A ragged and filthy loincloth the size of a tent.

FALLEN CELESTIAL

Large celestial, chaotic evil

ARMOR CLASS: 19 (natural armor)

HIT POINTS: 200 (16D10+112)

SPEED: 40 ft., fly 120 ft. (hover)

| STR | DEX | CON | INT | WIS | CHR |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 20 (+5) | 24 (+7) | 19 (+4) | 22 (+6) | 25 (+7) |

SAVING THROWS: Con +12, Wis +11, Cha +12

SKILLS: Perception +11

DAMAGE RESISTANCES: necrotic, bludgeoning, piercing and slashing from nonmagical attacks

CONDITION IMMUNITIES: charmed, exhaustion, frightened

SENSES: truesight 120 ft., passive Perception 21

LANGUAGES: all, telepathy 120 ft.

CHALLENGE: 16 (15,000 XP)

FEATURES

NECROTIC AURA: The monster can emit an aura of necrotic energy. All of its melee attacks are magical. When it hits with any melee attack, the attack deals an extra 22 (5D8) necrotic damage. Any creature ending its turn within 5ft. takes 10 (3D6) necrotic damage.

INNATE SPELLCASTING: The Fallen Celestial's spellcasting ability is Charisma (spell save DC 20). The Fallen Celestial can innately cast the following spells, requiring no material components:

- * **AT WILL:** *detect evil and good, invisibility (self only)*
- * **3/DAY EACH:** *blade barrier, dispel evil and good, flame strike, animate dead*
- * **1/DAY EACH:** *commune, control weather, insect plague*

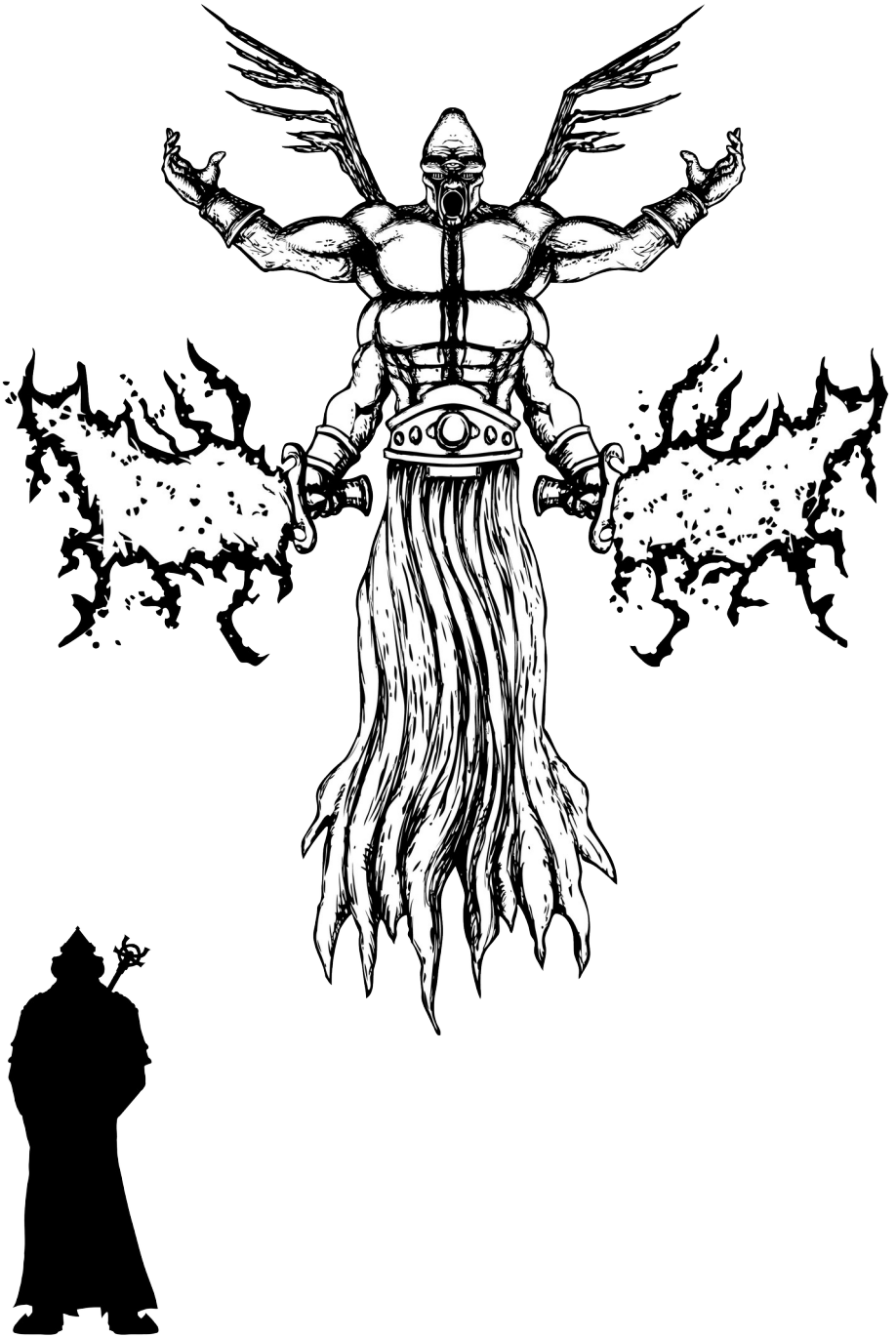
MAGIC RESISTANCE: The Fallen Celestial has advantage on saving throws against spells and other magical effects.

ACTIONS

MULTIATTACK: The Fallen Celestial makes four melee attacks.

SCIMITAR: *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 21 (4D6+7) slashing damage plus 22 (5D8) necrotic damage.

UNREALITY: When a creature the Fallen Celestial can see starts its turn within 30 feet of the fallen celestial, the Fallen Celestial can create the illusion of that creature's deepest desires and greatest fears. The target must succeed on a DC15 Wisdom saving throw or be paralyzed until the end of its turn.



DESCRIPTION:

A large, powerfully built four-armed humanoid with a conical head floats into view. It wears the stained, ragged remnants of a once fine robe. It has the burnt stumps of wings projecting from its back. It has three eyes. Two of them are sewn shut, above them in the center of its brow is a third eye. This one is bloodshot and obviously diseased. A black ichor weeps from the orifices of its head. The creature is frothing with rage and madness. It screams in a tongue far older than mortal conception and attacks immediately.

LORE:

Before the Material Plane was forged, before the Elemental Planes were sundered from the Primordial and before time itself was began to flow, there was a civil war in the higher realms. The rebels lost and were cast low. As punishment, they were confined to the material realm as bodiless spirits.

They have been amongst mortals since time began. But existing invisibly and bodiless infuriated them. They felt the sensations of mortals and hungered to indulge in fleshly pursuits. And so they struck a bargain with a powerful and ancient being known as Yaldabaoth. The being would give them form and substance if they agreed to take his mark. The fallen host did not hesitate to accept the offer.

The mark of Yaldabaoth required their eyes be sewn shut and that they take his eye upon their forehead. By doing so, their spirits joined with his and they became part of a vast network of parasitism. The black liquid that seeps from them is an infection of spirit that maddens them. This madness drives them to inflict suffering. They draw nourishment (and pleasure) from darker emotions like hate, fear, and sorrow. Some of the fallen are berserkers (like this fellow) and others are puppetmasters that build empires through proxies just to burn them to the ground, savoring the misery of all who suffer in the process. They in turn are fed upon by Yaldabaoth.

The blackened stumps of wings are what stops the Fallen Celestial from ascending to the higher realms and beyond time. These burnt wings are a condition of their curse when they were cast into the mortal realm. Without the wings they can still fly but cannot travel betwixt the planes as their loyalist kin still may.

ECOLOGY:

Many Fallen Celestials prefer to live amongst mortals invisibly. This allows them to better manipulate and sow the misery upon which they sup. There are others that are simple berserkers driven wild with bloodlust though. Games of intrigue that span centuries hold no interest for them. Neither do the creation of famine and pestilence. These creatures seek only violence and they are cruel masters of the practice.

SEEDS:

1.) A group of Fallen Celestials are attempting to destroy a kingdom. No one knows their motivation. It could simply be to satisfy their alien appetite for violence and cruelty. Or, they might be bound to the will of a powerful being such as an arch-priest, wizard or dragon.

2.) A single Fallen Celestial has been terrorizing a village. It returns to the same village every full moon demanding a "tribute" it refuses to define. And when the villagers inevitably fail to give the creature what it wants, it takes what it truly wants. It slaughters a handful of men, women and children in as cruel a manner as possible and then publicly desecrates the remains of the victims. It then promises to return at the next full moon.

LOOT:

2 large magical scimitars of impossibly fine craftsmanship. A large ornate belt. Ragged robes.

HOUD OF TINDALOS

Large aberration, chaotic evil

ARMOR CLASS: 17 (*natural armor*)

HIT POINTS: 114 (12D10+48)

SPEED: 50 ft.

| STR | DEX | CON | INT | WIS | CHR |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 16 (+3) | 14 (+2) | 14 (+2) | 16 (+3) | 14 (+2) |

SKILLS: *Arcana +9, History +9, Perception +11, Stealth +10*

DAMAGE RESISTANCES: *necrotic, bludgeoning, piercing and slashing from nonmagical attacks*

CONDITION IMMUNITIES: *charmed, exhausted, frightened, paralyzed, poisoned*

DAMAGE IMMUNITIES: *necrotic, poison*

SENSES: *truesight 120 ft., passive Perception 20*

LANGUAGES: *Primordial, telepathy 120 ft.*

CHALLENGE: 9 (5,000 XP)

FEATURES

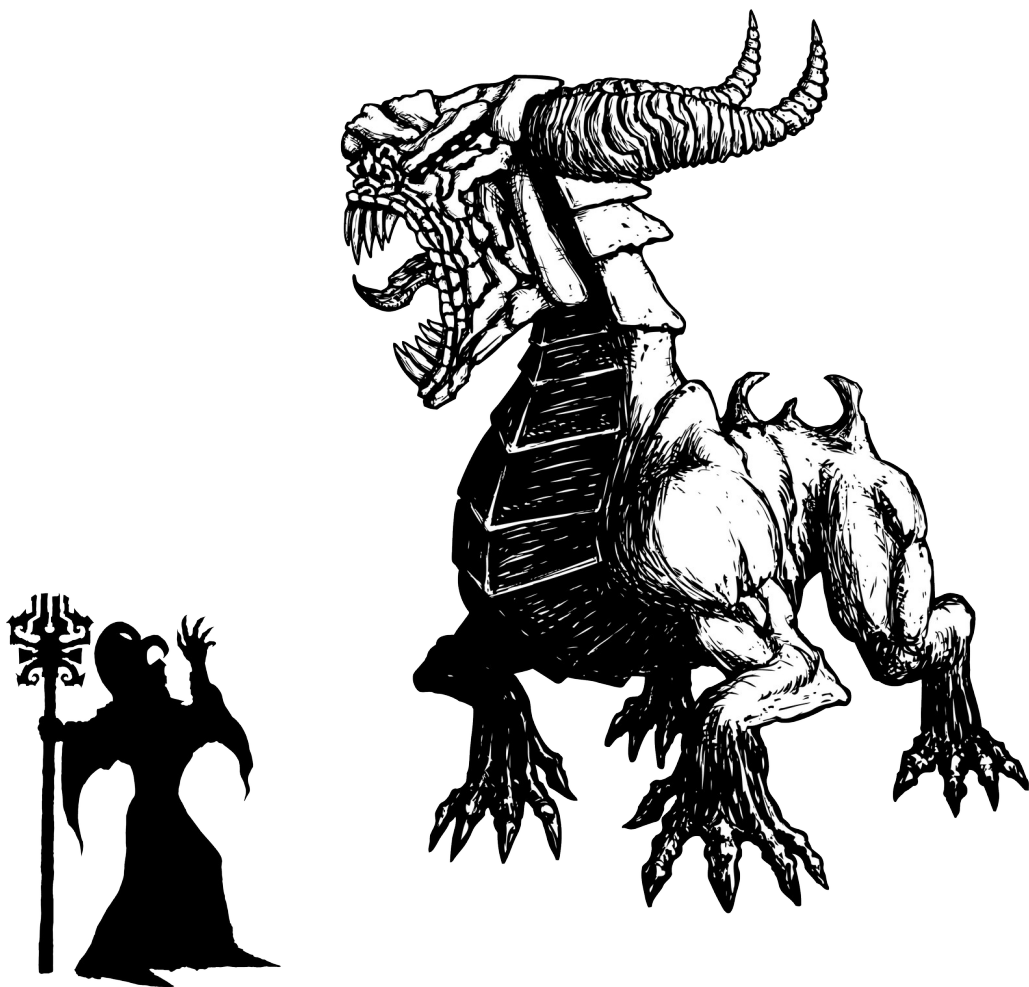
UNNERVING PRESENCE: Any creature that starts its turn within 20 feet of the monster must make a DC15 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to this effect for the next 24 hours.

ACTIONS

BITE: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 17 (4D6+3) piercing damage. The target must succeed on a DC15 Constitution saving throw or be paralyzed for 1 minute and take an additional Hit: 21 (4D8+3) of necrotic damage. The target can repeat the saving throw at the end of each of its turns, ending the effect. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Hound of Tindalos regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. A humanoid slain in this way becomes a Specter under the monster's control. A Hound of Tindaolos may control up to 13 Specters at a time.

ETHEREAL JAUNT: As a bonus action, the creature can magically shift from the Material Plane to the Ethereal Plane, or vice versa. Before or after jaunting, the Hound of Tindalos can make one bite attack.



DESCRIPTION:

A large four-legged beast with a gaping, fanged maw stands before you. It has long curving horns somewhat reminiscent of a ram. It has eight eyes that glow a bright, electric blue. Its eyes are deeply set in neat rows beneath heavy ridged brows on each side of its skull. Its long and chitinous tongue lolls about in its great maw. An indescribably foul scent emanates from it, carried on a thin smoke which seeps from its rough hide. Its outline seems indistinct and flickering within this thin mist that emanates from it.

Despite its bestial appearance there is a keen intelligence in its menacing glare. Its front paws appear to be hands. It is and capable of speech. However, when it speaks, it is a strangely accented form of Primordial very few can understand. As such it prefers to communicate via telepathy. The touch of its mind conjures up eldritch horrors amongst vast gulfs of time and space.

The overall feeling it conveys is that of an incredibly ancient and alien predator. The sight and scent of it will leave many individuals dumbstruck with fear.

LORE:

These monsters originate from beyond what mortals know as space and perhaps even time. They are embodiments of corruption, foulness and decay. Travelling between the planes of existence is natural to them. When encountered on the Material Plane they are able to shift into and travel through the Ethereal Plane in short jaunts that are often assumed to be teleportation.

Although fully capable of communication, they rarely do so. These beings lack any concept of empathy or compassion and desire little from mortals other than to feast upon their souls.

There are legends of these beasts in the libraries of a few magical orders. The legends claim that these beings can travel to anywhere and anytime via any angle of ninety degrees or less. The angle can be from a tree branch, a rock formation, the corner of a room or even a folded piece of paper.

Those that accumulate knowledge of these creatures often go mad trying to ward their libraries and dwellings from the beasts. These sages inevitably attempt to remove all corners, folds, angles, etc. through which the Hounds of Tindaolos might manifest. This proves to be an impossible task though.

It is rumored by some, that a Hound of Tindalos may be bargained with. Although, what such a creature would demand in payment is too terrible to imagine. If a deal could be struck rightly though, the monster would be a very powerful ally. With a proper and careful application of its ability to traverse space and time, one could presumably engineer or reverse fate.

ECOLOGY:

Hounds of Tindalos exist beyond the Material Plane and only visit it in short jaunts. They feed upon the souls of mortals and are drawn to them as a shark is drawn to blood in the water. They may be encountered in any place, on any plane and at anytime.

SEEDS:

1.) Your adventuring party (or an NPC near them) has accidentally summoned one of these monsters from a scroll they found. The monster appears and begins to feast upon the weakest mortals it can reach. Villagers, hirelings and tavern rabble die very quickly and return as Specters under the Hound's control. The ability to teleport as bonus action and create slaves means the Hound will soon have several minions unless it is stopped quickly.

2.) A duel between rival wizards at a guild function ended abruptly when a miscast spell summoned (or attracted the attention of) one of these monsters. The monster has decimated apprentice mages by the score and many have returned as Specters. The party has been called to aid the remaining mages in resisting the onslaught.

LOOT:

Nothing.

LURKING GLUTTON

Large aberration, chaotic evil

ARMOR CLASS: 16 (*natural armor*)

HIT POINTS: 114 (*12D10+48*)

SPEED: fly 40 ft. (*hover*)

| STR | DEX | CON | INT | WIS | CHR |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 12 (+1) | 18 (+4) | 12 (+1) | 12 (+1) | 10 (+0) |

SAVING THROWS: Str +7, Con +6

SKILLS: Perception +6, Stealth +7

DAMAGE RESISTANCES: necrotic, poison; bludgeoning, piercing and slashing from nonmagical attacks

CONDITION IMMUNITIES: charmed, prone

SENSES: truesight 120 ft., passive Perception 17

LANGUAGES: Deep Speech

CHALLENGE: 6 (2,300 XP)

FEATURES

BOTTOMLESS APPETITE: The Lurking Glutton's stomach is an extradimensional space somewhat akin to a Bag of Holding. They have been known to swallow an Ogre whole and still want more.

MAGIC RESISTANCE: The Lurking Glutton has advantage on saving throws against spells and other magical effects.

ACTIONS

MULTIATTACK: The Lurking Glutton makes four tentacle attacks.

TENTACLE: *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. Hit: 11 (2D6+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become paralyzed for one minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

BITE: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 13 (2D8+4) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the monster. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the monster, and it takes 14 (4D6) acid damage at the start of each of the monster's turns. After 10 minutes those still alive will begin to suffocate. If the monster is slain, the corpse of the monster will explosively regurgitate all swallowed creatures (and items), which fall prone in a space within 20 feet of the monster and take 7 (2D6) bludgeoning damage from the impact.



DESCRIPTION:

A large ovoid form floats above the floor. Its dominant features are a single eye and a fang-filled cavernous maw. A massive tongue hangs from its massive mouth. The tongue ends in three grasping tentacles. The tongue seems at least as dexterous as an elephant's trunk. Three additional pairs of much larger tentacles frame the monstrous toothy face-body. A foul-smelling ichor weeps from its skin and drips off the thing.

Its demeanor is one of predatory hunger. But it is no simple brute. It possesses a fair measure of cunning. What often seems uncanny to the observer, is that despite the creature's palpable menace is the eerie silence of the thing. It just hangs there in the air hovering soundlessly.

LORE:

The origin of these beasts is unknown. Their rarity along with their preference for subterranean environments has hindered study. Some claim they originate extradimensionally. The physiology of the creatures is certainly quite alien. They float, sweat a paralytic venom and can consume endless quantities of food.

As for its ability to eat limitlessly, the chief line of speculation is that the creature's gut is a pocket dimension, roughly equivalent to a Portable Hole or a Bag Of Holding. An even more fanciful idea is that Lurking Gluttons are in fact the beasts on the other end of a Bag of Devouring. And that through a strange dimensional anomaly deep within the bowels of the earth they've somehow crossed over into this dimension.

ECOLOGY:

Lurking Gluttons seem to prefer the eternal night of the subterranean realm. Although they can be encountered anywhere, they rarely appear in brightly lit areas. However, this preference for darkness is not indicative of any particular vulnerability to light.

They seem to have no society or culture. They are intelligent and capable of speech but rarely meet others of their kind. It seems that they consider all other forms of life to be food. They prefer meat (vast quantities of it) but can and do consume plant matter as well.

Their method of reproduction is also unknown. Given their seemingly solitary nature, many assume they reproduce asexually. Some suggest that perhaps their young are gestated within the dimension their great maws lead to. This might explain a bit about their boundless appetite too.

SEEDS:

1.) A Lurking Glutton was disturbed when a village re-opened an abandoned mine. Rumors say that the mine was built by an ancient Dwarf kingdom that vanished from the history books virtually overnight. The initial reports are from a group of miners that claim to have heard strange guttural laughter and then saw a single, glowing eye watching them from the darkness. The miners fled but in their fright, didn't seal the entrance. Since the event, several villagers have gone missing along with livestock and stores of crops. The PCs have been contracted to slay the beast and seal the mine.

2.) A powerful wizard has contracted the party to seek out and return an item he possessed earlier in his adventuring career. This item is in the gut of a particular Lurking Glutton the wizard encountered and narrowly escaped from. The wizard promises a handsome reward, a method to track the beast as well as lodging and travel expenses.

LOOT:

D20 semi-digested corpses and their belongings, (at least 6D20 GP worth of stuff) which are forcefully regurgitated if the Lurking Glutton is slain. A 10% chance of finding a lair with frightened livestock or captives.

MANTID STITCH GOLEM

Large undead, neutral evil

ARMOR CLASS: 17 (*natural armor*)

HIT POINTS: 123 (*13D10+52*)

SPEED: 40 ft., *climb 30ft.*

| STR | DEX | CON | INT | WIS | CHR |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 20 (+5) | 18 (+4) | 8 (-1) | 12 (+1) | 6 (-2) |

SKILLS: *Perception +7, Stealth +13*

CONDITION IMMUNITIES: *charmed, exhausted, frightened, paralyzed, poisoned*

DAMAGE IMMUNITIES: *necrotic, poison*

SENSES: *darkvision 120 ft., passive Perception 17*

LANGUAGES: *Common, telepathy 120 ft.*

CHALLENGE: 8 (*3,900 XP*)

FEATURES

STANDING LEAP: A Mantid Stitch Golem's long jump is up to 20 feet and its high jump is up to 15 feet, with or without a running start.

SPIDER CLIMB: A Mantid Stitch Golem can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

DEADLY POUNCE: If the Mantid Stitch Golem jumps at least 15 feet 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 DC16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 13 (3D6+3) piercing damage plus 13 (3D6+3) slashing damage. On a successful save, the target takes only half the damage and isn't knocked prone.

ACTIONS

MULTIATTACK: The Mantid Stitch Golem makes three attacks with its scythes or two attacks with its scythes and one bite.

SCYTHES: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 9 (2D6+2) slashing damage.

BITE: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (2D6+2) piercing damage. The target must succeed on a DC15 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.



DESCRIPTION:

A large and wiry amalgam of several bodies stares from hollow eye sockets lit by witchfire. It appears to have six limbs all ending in a vicious-looking blade. Most of its body is covered in bloodless leathery flesh beneath which ropey muscles can be seen. It has no bottom jaw but instead has a gaping, fanged slit-like maw running vertically from its collarbone to its upper jaw.

The overall feeling it conveys is that of a menacing, predatory insect. The fact that it is cast in the form of some loathsome stitched together undead thing makes it all the more abominable. It is capable of speech and seems to possess both reason and cunning.

LORE:

Stitch Golems are a new development amongst some imaginative necromantic circles. The first Stitch Golems were created when a group of necromancers pondered what new realms of horrific utility could be forged by combining techniques of flesh golem crafting with their own necromantic works.

And so, a sort of macabre renaissance has dawned in undead creation. There are rumors of secret fairs and markets where necromancers can gather to display their most prized creations as well as trade knowledge and components. Disturbingly, there usually seems to be a thriving slave trade in areas where these gatherings take place.

This particular type of Stitch Golem is rumored to contain the essence of an insectile demonic predator from the Abyss. This is supposedly where the creature gains its instincts to hunt and stalk.

ECOLOGY:

As an undead creature, the Mantid Stitch Golem has no natural predators. It does not need to sleep, breathe or eat. But it does eat. It eats voraciously. The things gaping throat maw allows it to swallow incapacitated victims of Medium size or smaller. Afterwards, they tend to seek out a deep, dark place to digest their meal.

The lairs of Mantid Stitch Golems are usually elevated caves or niches. They also nest in large trees. One of their favorite tactics is to leave loot at the base of their lair to lure unsuspecting victims. Once their prey is distracted the Mantid Stitch Golem will pounce. If there are several of the creatures nesting together, they try to drop around the target to surround it and prevent escape.

SEEDS:

1.) A young and upcoming necromancer has decided to stake a claim to a sacred forest. He hopes to properly desecrate the wood and build a tower deep within it. The project is a bit ambitious and isn't expected to be completed for a few years. At this point he has been constructing Mantid Stitch Golems with which to infest the forest. How many of the monsters are in the woods? Has the necromancer crafted any other Stitch Golems of different types? What do they look like? What are their abilities? Has the presence of the creatures disrupted any communities dwelling in or around the forest? Has the growing corruption attracted any other foul monsters?

2.) A wicked and demented old wizard has been kidnapping children and taking them to his hidden lair deep below the sewers of the city. The way is treacherous and filled with all manner of foul beasts and undead (such as his newly crafted Mantid Stitch Golems). How could you use the terrain of cramped sewers with tall ceilings to the monsters' advantage? Perhaps the wizard has built his lair in the center of a labyrinth with high walls. The adventurers would have a difficult time scaling the walls and navigating the labyrinth, but monsters such as these would be masters of that environment.

LOOT:

D6 corpses (looks like big owl pellets) and their belongings. At least 12D20 GP worth of exceptionally shiny baubles used as bait to lure in prey.

PROTOCOL IMP

Small fiend, lawful evil

ARMOR CLASS: 14 (*natural armor*)

HIT POINTS: 44 (8D6+16)

SPEED: 30 ft.

| STR | DEX | CON | INT | WIS | CHR |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 14 (+2) | 14 (+2) | 16 (+3) | 18 (+4) |

SAVING THROWS: *Int +4, Wis +5, Cha +6*

SKILLS: *Deception +8, History +6, Insight +7, Persuasion +8, Religion +6*

DAMAGE RESISTANCES: *cold; bludgeoning, piercing and slashing from nonmagical attacks that aren't silvered*

DAMAGE IMMUNITIES: *fire, poison*

CONDITION IMMUNITIES: *poisoned*

SENSES: *darkvision 120 ft., passive Perception 13*

LANGUAGES: *all*

CHALLENGE: 2 (450 XP)

FEATURES

LEGAL SAVANT: The Protocol Imp rolls with advantage concerning any sort of legal mumbo jumbo.

SILVER TONGUE: The Protocol Imp is sly beyond mortal comprehension. Any attempts to disbelieve its lies are made at disadvantage.

MAGIC RESISTANCE: The Protocol Imp has advantage on saving throws against spells and other magical effects.

INNATE SPELLCASTING: The Protocol Imp's spellcasting ability is Charisma (spell save DC15). The Protocol Imp can innately cast the following spells, requiring no material components:

* **AT WILL:** *disguise self, message, minor illusion*

* **3/DAY EACH:** *charm person, misty step, sleep*

* **1/DAY EACH:** *speak with dead*

ACTIONS

STAFF: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (D6) bludgeoning damage one target plus 17 (5D6) poison damage, and the target must succeed on a DC13 Constitution saving throw or become poisoned 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.



DESCRIPTION:

A small red-skinned, stooped and twisted humanoid with four horns atop a grossly oversized head leers at you through slitted reptilian eyes. It has claws, a tail, cloven hooves and an equally oversized forked tongue. It leans heavily on a gnarled staff that appears stained and mouldering. Its demeanor is cool and calculating but not immediately hostile.

LORE:

What many mortals do not know, is that Hell is an extremely legalistic place. There are a nigh infinite number of rules, rulings, codes, contracts, statutes, decrees, mandates, ordinances, and “laws” that would put any bureaucracy to shame. Also, the Multiverse is a vast place filled with many enterprising and immoral sorts that seek to do business with those that rule in Hell.

This being is known as a Protocol Imp. They function as intermediaries between the rulers of Hell and those foolish enough to seek commerce with them. They know the labyrinthine bureaucratic landscape of Hell like an ogre knows how to season halflings in a stew. They know for every law there is a loophole and collect and hoard this knowledge above all else.

Typically these creatures serve in the courts of powerful devils. But there are some that have gone freelance and opened up their own offices at various locations throughout the Multiverse.

ECOLOGY:

Protocol Imps are devils and as such, their natural environment is Hell. But they can be encountered anywhere in the Multiverse. They do not require food, drink or sleep.

SEEDS:

1.) A PC receives a document sealed in some regal manner. It seems official and is written in Common. It is a subpoena to appear before an Infernal Court in Hell pertaining to some matter in a previous adventure. At the end of the document is the name and address of a law office where the PC is directed to go for legal counsel. This will be the law office of a Protocol Imp.

2.) One of the party requires some thing from Hell and was directed to contact a Protocol Imp to make arrangements. The suggestion comes from a trusted friend. Maybe it is a lost or stolen magic item? Or, perhaps an obscure spell component?

3.) The party is in Hell and run afoul of the law. Use your imagination to determine what the transgression was. Did they do something relatively mundane or did the cleric accidentally pray in public? Whatever the infraction, they now find themselves trapped within the judicial system of Hell and a Protocol Imp has been assigned them as an attorney.

LOOT:

D6 books of legal statutes. D6 scrolls of planar travel. A stout but moldy club covered in poison. D6x100 GP and D6x500 GP in assorted gems and jewelry.

STAR TYRANT

Large aberration, chaotic evil

ARMOR CLASS: 16 (*natural armor*)

HIT POINTS: 102 (12D10+36)

SPEED: 40 ft., fly 60 ft. (*hover*)

| STR | DEX | CON | INT | WIS | CHR |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 16 (+3) | 16 (+3) | 16 (+3) | 16 (+3) | 18 (+4) |

SAVING THROWS: *Con +6, Wis +6, Cha +7*

SKILLS: *Insight +6, Intimidation +10, Perception +6*

DAMAGE RESISTANCES: *bludgeoning, piercing and slashing from nonmagical attacks*

DAMAGE IMMUNITIES: *acid*

CONDITION IMMUNITIES: *charmed, exhausted, frightened*

SENSES: *blindsight 120 ft., passive Perception 16*

LANGUAGES: *Undercommon (but cannot speak), telepathy 120 ft.*

CHALLENGE: 7 (2,900 XP)

FEATURES

COWL OF SHADOWS: The Star Tyrant fixes its hidden gaze upon a target within 20 feet. The target must make a DC 15 Charisma saving throw. On a failed save, the creature is paralyzed until the start of its next turn. If a creature's saving throw is successful, it is immune to the Cowl of Shadows for the next 24 hours.

MAGIC RESISTANCE: The Star Tyrant has advantage on saving throws against spells and other magical effects.

INNATE SPELLCASTING (Psionics) : The Star Tyrant's spellcasting ability is Charisma (spell save DC15). The Star Tyrant can innately cast the following spells, requiring no material components:

* **AT WILL:** *darkness, minor illusion, misty step, silence*

* **3/DAY EACH:** *charm person, dominate person, animate dead*

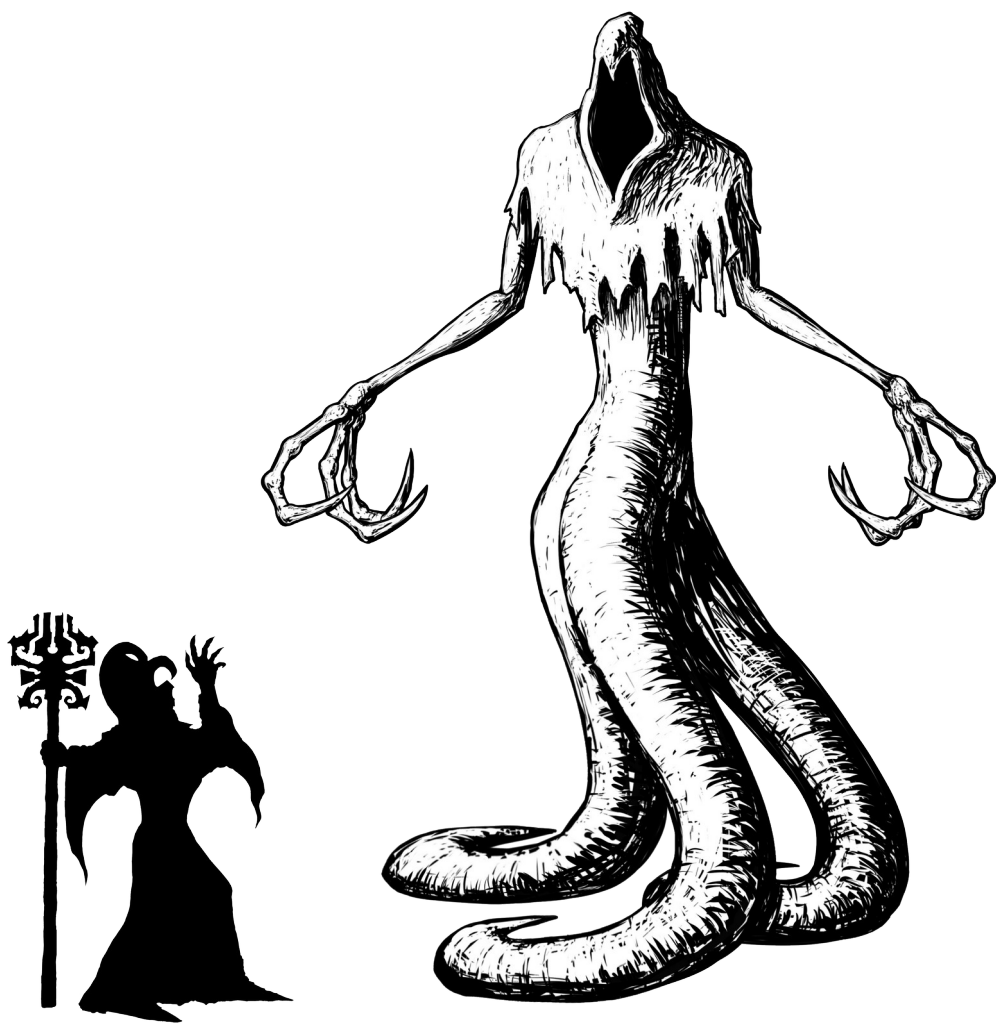
* **1/DAY EACH:** *teleport*

ACTIONS

MULTIATTACK: The Star Tyrant makes three tentacle attacks.

TENTACLE: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 15 (2D10+4) bludgeoning damage, and the target is grappled (escape DC15). Until this grapple ends, the target is restrained.

ENERGY DRAIN: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 45 (6D10+12) bludgeoning damage plus 14 (4D6) psychic damage. The Star Tyrant then gains temporary hit points equal to half the damage dealt (rounded down). The victim must make a DC15 Charisma saving throw. On a failed save, the creature is paralyzed until the start of its next turn.



DESCRIPTION:

A tall and reedy figure lurks in the shadows. It glowers with unseen eyes from the dark depths of a tattered cowl. It is about twice the height of a human. It stands upon three powerful and sinuous tentacles. It is difficult to follow the creature with the eye as it moves very quickly. It also disappears and reappears unexpectedly. An unnatural darkness and eerie silence seems to follow the thing.

The creature does not appear hostile. And, it will not approach the party directly unless attacked. If greeted it will maintain a distance of twenty feet or so. Insightful PCs might feel they are being studied. After a few minutes the creature will jet through the air like a squid to some deep shadows closer to the party. Once obscured in the nearest shadows the Tyrant will attack. It will use stealth, surprise and manipulation. It likes to toy with victims and will prolong their suffering as long as possible. It also likes to charm a party member and then teleport the victim into the center of deadly maze for use as bait.

LORE:

Little is known about these beings. They seem otherworldly and many guess that is how the loathsome things got their name of Star Tyrants. It is speculated that these beings feed on negative emotions such as pain, fear and hate. What is often recorded from encounters with them, is a sort of cat and mouse scenario. Whatever their methods, the end result is likely torture and a slow, painful death.

There are no mouth parts or sensory organs beneath the cowl of a Star Tyrant. They seem to have adopted the practice of feigning a humanoid form to further manipulate or intimidate victims. In many cases they will use illusion magic to make the face of a departed loved one appear beneath the cowl, so as to lure in their victims more easily.

Star Tyrants are highly intelligent and capable of communication (via telepathy) but seem to have little interest in exchanging words with beings they likely regard as nothing more than cattle.

ECOLOGY:

Star Tyrants appear to be solitary predators. There is no record of more than one being encountered at a time. They prefer dark places. Although illumination does not pain the beasts, it does somewhat hinder their tactics.

Star Tyrants reproduce asexually but must lay their eggs inside a host. The host need not be living. But living hosts are preferred, as the nourishment gained from the host's suffering allows the egg to mature much more rapidly. The larval form of a Star Tyrant is a gray and purple grub about the size of a small dog. Once it has reached this size it burrows out of the host's abdomen and slowly devours the host's body.

Their lifespan is unknown. But many sages surmise that their unnaturally durable flesh also lends them considerable longevity. Pray to all your gods that these beasts are few in number and remain so.

SEEDS:

1.) A Star Tyrant (although the party need not now this yet) has abducted a party member in the night. The rest of the party can hear their companion's agonized cries in the distance. What will the party do? Consider, this might be a hireling and not a PC. If so, is it important enough to risk their lives? Alignment checks! Perhaps this nightly abduction has been an ongoing phenomenon? Remember, these monsters seek to sow as much suffering as possible. It may be inflicting a prolonged psychological torture upon the party.

2.) A Star Tyrant has abducted an important NPC (family member, local lord or nobility, best serving wench at the alehouse, etc.). Some learned individual believes it is the beast's intention to use the NPC as a host for its egg. The PCs must discover the beast's lair and save the NPC from a horrific death.

LOOT:

A tattered cowl. D6 corpses in various states of decay (and their stuff). A 20% chance of D4 captives (a 2 in 6 chance they are carrying eggs). At least 7D20 GP worth of assorted treasure.

TATTERDEMALION LICH

Medium undead, neutral evil

ARMOR CLASS: 15 (*natural armor*)

HIT POINTS: 67 (9D8+27)

SPEED: 40 ft., fly 40 ft. (*hover*)

| STR | DEX | CON | INT | WIS | CHR |
|---------|---------|---------|---------|--------|---------|
| 10 (+0) | 16 (+3) | 16 (+3) | 14 (+2) | 8 (-1) | 20 (+5) |

SKILLS: Arcana +5, Perception +5, Persuasion +11

DAMAGE RESISTANCES: bludgeoning, piercing and slashing from nonmagical attacks

DAMAGE IMMUNITIES: necrotic, poison

CONDITION IMMUNITIES: charmed, exhausted, frightened

SENSES: truesight 60 ft., passive Perception 16

LANGUAGES: Common (*but cannot speak*), telepathy 120 ft.

CHALLENGE: 8 (3,900 XP)

FEATURES

SPELLCASTING: The Tatterdemalion Lich is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC16, +8 to hit with spell attacks). It requires no material components to cast its spells.

* **Cantrips (at will):** light, mage hand, fire bolt, mending, minor illusion, prestidigitation, thaumaturgy

* **1st level (4 slots):** charm person, floating disc, fog cloud, magic missile, thunderwave, unseen servant, shield, sleep

* **2nd level (3 slots):** hold person, misty step

* **3rd level (3 slots):** fear, fly, lightning bolt

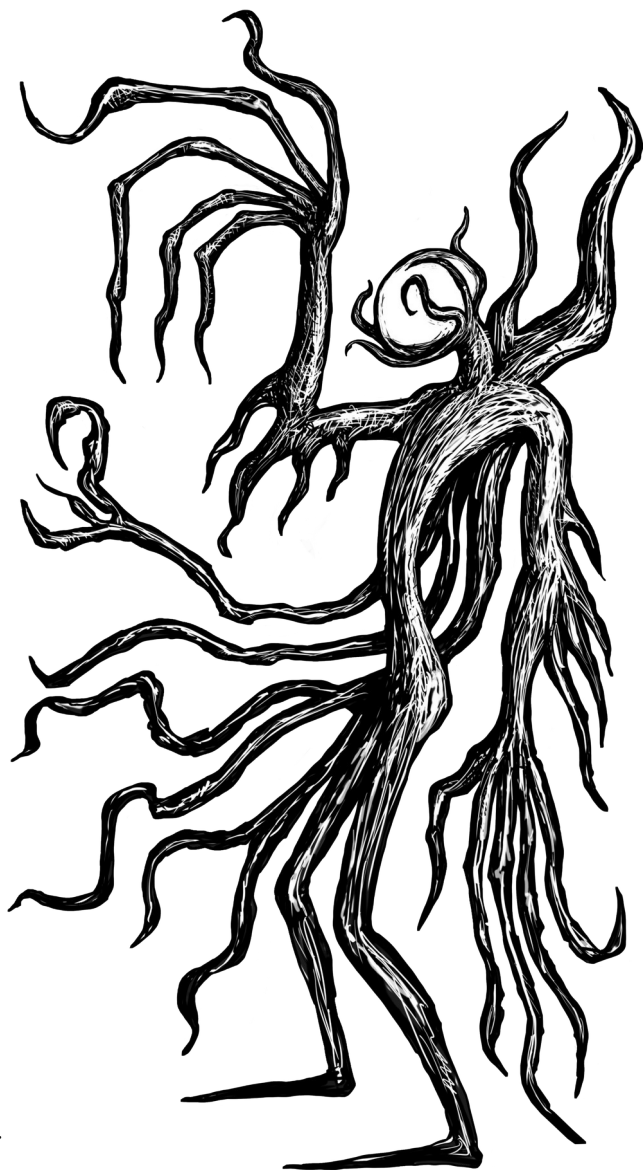
* **4th level (3 slots):** polymorph

* **5th level (2 slots):** animate objects, arcane hand

* **6th level (1 slots):** magic jar

ACTIONS

CLAW: *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. Hit: 10 (2D6+3) slashing damage. The target is grappled (escape DC14) if the Tatterdemalion Lich isn't already grappling another target. Until this grapple ends, the target is restrained and takes 7 (2D6) piercing damage at the start of each of its turns.



DESCRIPTION:

A tall lanky humanoid with a glowing orb in place of a head floats into view. It seems composed of various ropery debris (leather cord, lengths of chain, etc.). It seems a bit like a scarecrow masquerading as a wizard. It speaks directly into the minds of others. Its mental voice is syrupy smooth.

When it gestures, its limbs are shown to be entirely boneless allowing for extremely quick and fluid movements.

LORE:

These weird beings are known as Tatterdemalion Liches. A Tatterdemalion Lich is the result of one of two occurrences. Both situations arise from the use of the Magic Jar spell to cheat death.

In the first case, they were unlucky, and their mortal form perished while they were employing the spell. This left them occupying a body not their own. Or, they were trapped within an object containing their soul (but able to attempt to possess other humanoids within 100 ft.). At this point, a crisis of conscience often occurs and even the most well-intentioned inevitably choose self-preservation. Eventually they realize that through the possession of others they can cheat death. It might not be perfect, but it does work. Unfortunately this serial migration of the soul tends to drive one insane as time goes by.

In the second case, they were grasping at the immortality those in the first case accidentally discovered. Perhaps they never mastered the skills nor found the tomes to achieve true lichdom and settled for this. This second sort of Tatterdemalion Lich is much more likely to be sane. It chose this path out of expediency or necessity and was therefore more prepared for the vicissitudes of this transient state.

The creature's glowing, floating orb of a head is often confused for a will-o-the-wisp.

ECOLOGY:

The Tatterdemalion Lich requires no food or sleep. They tend to have a secret lair with a library of esoteric knowledge and experiments. The lair is also likely to contain several cages of potential hosts. They like to maintain a collection of potential hosts and weaken their resistance to possession in various ways such as sleep deprivation, drugs and in some cases torture.

They greatly fear death and never reveals the object to which their soul is bound. They will likely carry several suitably impressive baubles with them, many or all could be decoys. They may keep an entourage of weak-willed servants around as spare vessels should something go awry.

SEEDS:

1.) A Tatterdemalion Lich has targeted a small mining village on the outskirts of the kingdom. Through a combination of manipulation and possession it has begun to corrupt the youth of the village. Its ultimate goal is to turn the entire village towards the worship of a demonic entity it has made a bargain with. When will the cult show its hand? Will it be when the children are still young or when they are adults? Will this cult affect the rest of the kingdom?

2.) A Tatterdemalion Lich adopts the party as his new adventuring group. It could be a powerful ally. It might look creepy at first, but once it migrates into one of your enemies and is no longer an animated bundle of twine with a crystal ball for a head...maybe it becomes a bit more tolerable. But, no matter what, the creature is insane and ruthless. Its madness may be relatively harmless at first, like a doddering elder. Inevitably it leads the party to ruin though. When and how will it show its madness? How will it behave? Will it attack the party? Perhaps, it has already possessed or charmed someone within the party?

LOOT:

A mass of debris. An impressive crystal ball. An assortment of D4 fine rings. There is a 20% chance of D4 captives. In total, there should be at least 8D20 GP worth of assorted treasure.

TWISTBRUTE

Large construct, chaotic evil

ARMOR CLASS: 14 (*natural armor*)

HIT POINTS: 126 (12D10+60)

SPEED: 30 ft.

| STR | DEX | CON | INT | WIS | CHR |
|---------|--------|---------|--------|---------|--------|
| 22 (+6) | 8 (-1) | 20 (+5) | 5 (-3) | 10 (+0) | 7 (-2) |

DAMAGE RESISTANCES: *bludgeoning, piercing and slashing from nonmagical attacks that aren't adamantite*

CONDITION IMMUNITIES: *charmed, exhausted, frightened, paralyzed, petrified, poisoned*

SENSES: *darkvision 60 ft., passive Perception 10*

LANGUAGES: *Common*

CHALLENGE: 10 (5,900 XP)

FEATURES

LIGHTNING ABSORPTION: Whenever the Twistbrute is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt and enters a Blood Frenzy on its next turn.

MAGIC RESISTANCE: The Twistbrute has advantage on saving throws against spells and other magical effects.

ACTIONS

MULTIATTACK: The Twistbrute makes two melee attacks.

BONE SPUR: *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 19 (2D12+6) piercing damage.

BLOOD FRENZY (recharge 5 - 6): The Twistbrute's speed is doubled, it gains a +2 bonus to AC, a +4 bonus to Attack, and an additional action on each of its turns.

SLAM: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 13 (2D6+6) bludgeoning damage. and the target is grappled (escape DC17). Until this grapple ends, the target is restrained.



DESCRIPTION:

A huge and heavily muscled figure. It stands about twice the height of a human, possibly three if it weren't for the prodigious hump of neck and shoulder meat that bows its back. It is easily the mass of eight strong men, possibly nine. It has something akin to horns or blades jutting from a helmet with a curious rune worked into the faceplate. The creature also has cloven hooves. Its right arm ends in a long, twisted mass of fused and spikey bone. The creature's flesh has an unnatural, bloodless pallor to it. In many places smaller spikey growths of bone jut from its skin.

A Twistbrute will charge and attack immediately unless its controller orders it not to.

LORE:

Twistbrutes are a new concept in flesh golem design. The goal of the flesh-smiths that created the design was to combine the traits of ogres and fiends. They wanted to create a vicious juggernaut, but also one that could be controlled with relative ease.

The design has been wildly lucrative so far. It has seen adoption by several ambitious (if immoral) kingdoms throughout the realms.

The helm of a Twistbrute is linked to a similar helm worn by its controller. Anyone possessing the helm can use it control a Twistbrute with a matching rune. The kindgoms that utilize Twistbrutes often have a squad of between three to five linked to the helm of single sergeant.

Twistbrutes are terrifying melee combatants. They never question orders and know no fear. They are also exceedingly powerful and durable. The murderous spirits that inhabit their dim minds often cause them to burst into violent frenzies when they scent blood. If left uncontrolled they will attack anything that moves. The beasts are entirely immune to electrical attacks. They are highly resistant to magical attacks. And, nigh immune to mundane weapons.

ECOLOGY:

Twistbrutes are made not born, so they have no natural ecology. The raw material they are crafted from is quite unnatural. Their various component pieces are taken from a specific bloodline of ogres infamous for their violence and aggression. The ogres are said to be grown in vats and infused with the blood of fiends at various stages of their growth. The infernal blood increases their strength, durability and resistance to magic.

During the final stages of their production, one of their arms is twisted into a weapon of some sort. And magical helms used to control the monsters are bolted to their skulls.

SEEDS:

1.) A lone Twistbrute survived the death of its controller and is now running amok. Consider, how big is the settlement it has attacked? Will the local militia be able to assist the party in stopping the beast?

2.) An insane lordling has invested the remnants of his fortune in the purchase of thirteen Twistbrutes. He controls four himself and has distributed the rest amongst his most trusted men-at-arms. They have been raiding trade routes and plan to set up a sort of bandit kingdom.

3.) A tiefling sorcerer has claimed blood ownership of a Twistbrute production facility. It's rumored that the sorcerer can override the control helms.

4.) The party discovers a Helm of Twistbrute control in a recent haul of loot. Along with the helm is map to the location of the pen where the monsters are kept.

LOOT:

A large magic helmet, dirty loincloth, about 5D20 GP worth of trophies from previous fights littered around its lair. A 10% chance of an enchanted shield. A 5% chance of an enchanted weapon.

UNSEELIE PSYCHOMP

Small fey, neutral evil

ARMOR CLASS: 17 (*natural armor*)

HIT POINTS: 52 (8D6+24)

SPEED: 40 ft.

| STR | DEX | CON | INT | WIS | CHR |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 20 (+5) | 16 (+3) | 14 (+2) | 14 (+2) | 16 (+3) |

SAVING THROWS: *Dex +7, Wis +4, Cha +5*

SKILLS: *Perception +6, Stealth +7*

DAMAGE RESISTANCES: *bludgeoning, piercing and slashing from nonmagical attacks*

DAMAGE IMMUNITIES: *cold, necrotic, poison*

CONDITION IMMUNITIES: *charmed, exhausted, frightened*

SENSES: *truesight 120 ft., passive Perception 14*

LANGUAGES: *all (but cannot speak), telepathy 120 ft.*

CHALLENGE: 4 (1,100 XP)

FEATURES

GLOOMWOOD AURA: The Unseelie Psychomomp emanates a strange form of necrotic energy that saps the life force of people and animals but spurs vegetation to unwholesome and twisted growth. At the start of each of the monster's turns, each creature within 10 feet of it takes 10 (3D6) necrotic damage and must succeed on a DC13 Constitution saving throw or be exhausted until leaving the area of effect. Any sources of flame within a 500-foot radius will change to a sickly green illumination and become unable to damage vegetation within this area of effect.

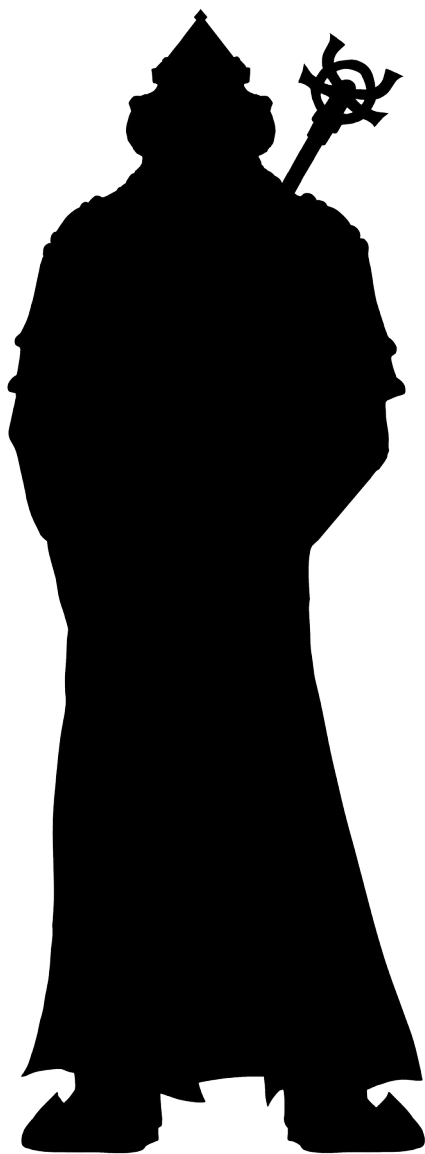
INNATE SPELLCASTING: The Unseelie Psychomomp's spellcasting ability is Charisma (spell save DC13). The monster can innately cast the following spells, requiring no material components:

- * **AT WILL:** *pass without trace*
- * **3/DAY EACH:** *misty step, spike growth, fog cloud*
- * **1/DAY EACH:** *awaken, wall of thorns, plant growth*

ACTIONS

WITHERING CLAWS: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 19 (4D6+5) necrotic damage.

DANCE (recharge 5 - 6): The monster begins to dance. As it does, its rhythmic prance and heartbeat become audible (and hypnotic) to anyone within earshot. All within 20 ft. must succeed on a DC15 Charisma 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.



DESCRIPTION:

A small and wiry humanoid with a large, fearsome mask floating in place of its head appears to frolic in the distance. The macabre scene becomes even more surreal as its body leaps and spins while the mask floats motionless. It has long spidery fingers that end in wicked-looking talons. The mask appears to be made from an animal skull (possibly a fox) and reinforced with ornate metalwork (possibly gold and silver). Within the eyeholes of the mask burn green witchfire. It has small cloven hooves, and seems to have no neck (or actual head for that matter).

Clearly, this is an unnatural creature. An observer is likely to assume it is some form of spirit or illusion due to its otherworldly and bizarre physiology. Despite its surreal and macabre appearance the creature seems rather innocent and almost playful in its demeanor. Its cloven hooves and diminutive stature strongly suggest a fey origin.

LORE:

Many religions believe in similar creatures. They are said to be spiritual guides, charged with helping the souls of the recently departed into the afterlife. However, this Unseelie Psychopomp serve the gloomy pantheon of the Dark Fey. Its path leads only to perpetually silent and twilight forests. Wherever they appear in the mortal realm one can expect a creeping eldritch darkness to overtake the land.

Their mere presence begins to corrupt the surrounding area, eventually turning it into a nightmarish forest. All manner of vegetation is spurred to riotous growth while animals begin to die out. Some say that the life-force of the animals and people within these areas is drawn into the shadowy realm from which the creature emerged. In this way, it does function as a guide to the afterlife, albeit an unwelcome one. Many consider these creatures to be evil incarnate. They kill indiscriminately merely by their presence. However, more philosophical minds consider them to be an aspect of the natural cycle of life and death, but simply from a very unnatural world.

ECOLOGY:

Unseelie Psychopomps hail from a fey and nightmarish realm of shadow and gloom. They seem to prefer dark places when in the mortal realm. No matter where they make their lair, it will be lush with unwholesome vegetation and eerily silent. As spiritual beings, an Unseelie Psychopomp has little concern for mortal necessities. It does not eat, sleep or breathe. It also does not require shelter, but often nests within the hollow of some wickedly twisted tree.

Unseelie Psychopomps seem to have no culture. They live apart from others of their kind (unless called before the Unseelie Court). They do however make daily use of their Awaken spell to bestow consciousness upon the plants in their area. Any plant-like monsters created by an Unseelie Psychopomp will tend to have a malevolent streak, but this isn't always the case.

SEEDS:

1.) The party finds themselves camped at the edge of a very creepy wood. It seems quite peaceful though. So, they decide to rest their weary bones for awhile. Their rest is soon disturbed by what appears to be a stunted and twisted Treant. The Treant is not hostile but warns the party of the Unseelie Psychopomp within the forest. How the party decides to proceed is up to them. Will they try to purge the taint or flee. Are there any nearby settlements that are threatened by the spirit's presence? What would they gain from fighting the spirit? Perhaps the spirit's mask is a potent magical item?

2.) While traveling through a forest the party encounters a dark and foreboding grove. An eerie silence seems to seep from the place. It just feels wrong. Unfortunately, the route they're on requires them to go through the menacing wood. They will encounter an Unseelie Psychopomp at some point, but what manner of plant monsters and weird vegetation will they also encounter along the way?

LOOT:

An ornate magical mask. About 7D20 GP worth of assorted treasure littered around its lair. A 10% chance of some enchanted scrying device attuned to the plane of shadow.

Appendix

MONSTERS BY CHALLENGE RATING

CR2 **Protocol Imp**

CR4 **Unseelie Psychopomp**

CR5 **Arbori**

CR6 **Blade Wraith**

Cerberan

Lurking Glutton

CR7 **Star Tyrant**

CR8 **Mantid Stitch Golem**

Tatterdemalion Lich

CR9 **Hound of Tindalos**

CR10 **Devourer**

Twistbrute

CR16 **Fallen Celestial**

DESIGNATION OF PRODUCT IDENTITY

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