

# BATTLEZOO BESTIARY



**Stephen Glicker, Patrick Rennie, and Mark Seifter  
with William Fischer, Paul Hughes & Sen.H.H.S.**

**ROLL FOR  
COMBAT** 

**5<sup>E</sup>** 

**RPG  
Superstar!  
WINNERS**

# BATTLE ZOO BESTIARY



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**ON THE COVER**

The monster mage Zara and the vestige hunter Kruger battle alongside their friends to survive an arena full of battlezoo beasts, including a venomous snakedead, a dundrath gorgor, parasite husks, and a titanic shale behemoth. Illustrated by Sebastian Rodriguez.

**Open Game Content:** The Open Content in this book includes the monster names, monster statistics, monster abilities, items, and the suggested monster parts system. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

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**ON THE COLLECTOR'S EDITION COVER**

The monster mage Zara and the vestige hunter Kruger take a much-needed rest before they begin the process of refining and imbuement their newly gained monster parts. Illustrated by Ameur Makhloufi.



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# INTRODUCTION



*The frost drake came in close with startling speed, but this wasn't my first hunt. The troll claw vestige fastened to my sword began to quiver as the blade leapt at the drake's throat. The drake had good instincts. It took a shallow cut and backed up warily. Just as I expected. I brought up my shield, and the dragon head vestige I built into the shield's boss exhaled an inferno. The drake could do nothing but watch as its doom washed over it in waves of crimson and orange.*

—Kruger, Vestige Hunter



I always enjoyed participating in Paizo's annual RPG Superstar contests. Seeing Pathfinder Second Edition fans from around the world contending for the chance to have their name published in an official sourcebook—it's just a wonderful thing. So, like many fans, I was crushed when in 2016 the contest was canceled for the indefinite future.

However, I never fully gave up hope. Time and again at Paizo events, someone in the audience would invariably ask, "When are you going to bring back the contest?" In late 2019, with the Roll For Combat podcast well established, I finally decided it was time to approach Paizo and pitch my idea: What if I ran the contest instead? After a few quick meetings, they gave me the green light, and RPG Superstar 2020 was born!

Originally the contest was going to be something small—perhaps a dozen or so winning entries compiled into a modest softcover. Maybe it came about in marketing talks, or maybe we wanted to give the opportunity for as many winning entries as possible. Whatever the case, I eventually got it in my head that the book should be a hardcover and contain a wide variety of monsters. Before I knew it, the book had grown from a slim volume into a full-fledged tome with well over 100 winning monster entries.

My fun little side-project had become a behemoth, seemingly overnight. This beast, it seemed, was already out of control. Maybe that's why I went ahead and doubled-down on my mad gambit—I decided I wanted to make the book even bigger.

I'd been brewing an idea for quite some time, you see: a rules system that allowed player characters to utilize monster parts—demonic horns, spooky eyeballs, poison-tipped claws, you name it—to craft new equipment. The monsters themselves would become the treasure, in other words, and you could use their body parts to kit out your character in custom-made gear. This book, already chock-full of terrible new monsters rife for slaying, I decided, was the perfect opportunity to develop and publish this system.

Naturally, a new system wouldn't be complete without new character options (the monster mage and vestige hunter), so players could integrate monster-hunting and crafting directly into their character build, along with some new backgrounds and monster items to add to your game.

Thankfully, this is where I decided to stop (at least, for this book!). But it was already so much. How would I survive my own hubris? Fortunately, I wasn't alone.

I hired some amazing souls—Paizo creatives who had decades of development and design experience between them—to help me wade through the herculean effort of publishing such a massive RPG supplement. Developer Patrick Renie helped each monster in this book put its best foot, tentacle, or hoof forward, and Designer Mark Seifter carefully carved out and balanced the Monster Parts system so that it meshed seamlessly with the rest of the 5E rules system.

Of course, none of this would have been possible if not for the incredible talent of hundreds of fans who submitted monsters and voted on the winners, plus the seven professional judges who weighed in with their expert opinions.

While my kids insist that my doodles looked amazing, I think the dozens of awesome artists who worked on this book not only did the creatures more justice than I ever could have, but brought these monsters to terrifying life in ways none of us could've imagined.

Finally, I owe an incredible debt of gratitude—as well as many sleepless nights—to Erik Mona and the other great minds at Paizo, who gave me the permission, encouragement, and inspiration to undertake this book in the first place.

After almost a year, my little idea of bringing back a fun contest and a small handful of winners has turned into, well, this book! The *Battlezoo Bestiary* includes over a hundred fan- and judge-selected monsters written by dozens of authors, a comprehensive rules system that lets you create gear from any monster within the game, plus a few more surprises.

I know that the winners are excited to see their monsters in print, and I hope you get as much enjoyment from these monsters and the Monster Parts system as we had creating them!

—Stephen Glicker





# AFNEITH

**COPPER AWARD**  
**RPG SUPERSTAR 2020**  
BY ANDREW P. STURTEVANT

## "DOMESTICATED" AFNEITHS

Afneiths have long spread beyond the pharaonic mausoleums in which they were initially confined. Desert travelers who overcome their initial fright might hope to befriend the wandering beast; afneiths are supposedly loyal friends once their trust is earned with food and affection. Skeptics claim that afneiths nearly always appear aloof to others' needs and seem primarily motivated by food and play. Conversely, afneith supporters point out that many humanoids are motivated by these same things.

Afneiths are nocturnal eight-legged felines native to arid southern deserts. Their large bodies strike a distinctive silhouette on moonlit nights: serrated claws, wide jaws, and oversized ears combine to form the image of a natural-born killer. Though these powerful predators were not born—they were made.

The first afneith was created by a cabal of desert-dwelling druids who served a cat-adoring pharaoh. When the pharaoh died, her will stipulated that her tomb not be guarded by constructs or soldiers but by a feline beast of her own peculiar specifications. The druids worked tirelessly to create such a beast, enlisting royal clerics and wizards to aid their quest. In the end, they created a beast so fearsome that they were only too glad to lock it away in their pharaoh's tomb. As a safeguard in case the beast should escape, the spellcasters ensured that the afneith had an easily exploitable weakness to the belladonna herb—a weakness that they tried to keep secret but which has inevitably become common knowledge to sarcophagus-robbing treasure hunters.

Afneiths physically differ from their typical cat relatives in several ways. Their massive pointed ears act like funnels for sound, allowing them to pinpoint even the stealthiest tomb robbers. With their flexible skeletal structure and slack flesh, afneiths have little trouble slinking through tight corridors and alcoves to reposition and get the edge in an encounter. Finally, they possess an advanced intellect that allows them to override some of their feline instincts and invent complex strategies.

## AFNEITH

*Large monstrosity, unaligned*

**Armor Class** 15

**Hit Points** 136 (16d10 + 48)

**Speed** 40 ft., climb 40 ft.

**STR** 17 (+3) **DEX** 20 (+5) **CON** 16 (+3)

**INT** 6 (-2) **WIS** 14 (+2) **CHA** 17 (+3)

**Skills** Intimidation +6, Stealth +8

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., tremorsense 60 ft., passive

Perception 12

**Languages** understands Common but can't speak

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Belladonna Distraction.** If a creature within 5 feet of the afneith uses an action to offer it a dose of belladonna, the afneith must make a DC 12 Wisdom saving throw. On a failure, the afneith must use its reaction to snatch and immediately eat the belladonna. If it does, the afneith is stunned until the end of its next turn, poisoned for 1 minute, and can't be distracted by belladonna again for 1 hour.

**Keen Smell.** The afneith has advantage on Wisdom (Perception) checks that rely on smell.

**Lithe.** The afneith can move through any opening large enough for a Small creature without squeezing.

**Surprise Pounce.** If the afneith started its turn hidden from a creature, its attacks deal an extra 7 (2d6) damage against that creature.

### ACTIONS

**Multiattack.** The afneith makes two attacks: one with its bite and one with its claw.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15).

**Four-Clawed Maul.** The afneith makes four claw attacks against a creature it is grappling.

# ARCARAYUT

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY JAMES ABENDROTH**



As far as an arcarayut is concerned, what goes up must also come down. Charged with protecting and enforcing the laws of gravity, arcarayuts are the bane of those who depend too much on magical flight, levitation, or even just magical protections from long falls. Thankfully for most abjurers and transmuters, arcarayuts focus their efforts only on the multiverse's most flagrant or powerful abusers of such gravity-defying powers, such as proteans who warp the laws of gravity across an entire plane or arcanists who levitate entire nations.

While ruthless in punishing those that defy gravity magically, arcarayuts are fascinated by creatures that can glide and fly through physical means. When not pursuing quarry, they can often be found watching birds and other winged creatures soar for hours on end.

Arcarayuts are more inclined to pursue knowledge than most inevitables. They engage in numerous practical experiments and mundane studies regarding the effects of gravity on items of various sizes, shapes, and materials. Because they are constantly coming up with new experiments, most arcarayuts keep a wide variety of trinkets and baubles in their small gravity fields. An arcarayut has enough control over its gravitational field that it can use items in its debris field as weapons at close range and strike targets farther away with pulses of concentrated gravity.

## ARCARAYUT

*Small construct, lawful neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 143 (22d6 + 66)

**Speed** 0 ft., fly 80 ft. (hover)

**STR** 17 (+3) **DEX** 20 (+5) **CON** 16 (+3) **INT** 19 (+4) **WIS** 17 (+3) **CHA** 14 (+2)

**Skills** Arcana +8, Perception +7, Religion +8, Stealth +9

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned, unconscious

**Senses** truesight 120 ft., passive Perception 17

**Languages** all

**Challenge** 10 (5,900 XP) **Proficiency** +4

**Constructed Nature.** The arcarayut doesn't require air, food, drink, or sleep.

**Gravity Field.** When a creature moves within 30 feet of the arcarayut for the first time on a turn or starts its turn there, it must make a DC 15 Strength saving throw. On a failure, its speed is halved until the start of its next turn.

On a success, it is immune to this arcarayut's Gravity Field for 24 hours.

**Innate Spellcasting.** The arcarayut's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

**At will:** *invisibility* (self only)

**3/day each:** *hold person*, *ray of enfeeblement*

**1/day each:** *dispel magic*, *freedom of movement*, *geas*, *telekinesis*

**Magic Resistance.** The arcarayut has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The arcarayut's weapon attacks are magical.

**Regeneration.** The arcarayut regains 10 hit points at the start of its turn if it has at least 1 hit point.

**System Collapse.** When the arcarayut dies, it casts *reverse gravity* centered on itself. When cast in this way, the spell's duration is 1 minute.

## ACTIONS

**Multiattack.** The arcarayut makes three attacks.

**Whirling Debris.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (4d4 + 5) bludgeoning damage.

**Gravity Arc.** *Melee Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 16 (3d10) force damage.

**Bring to Earth.** The arcarayut exerts its will all around it, dispelling powers that flaunt the natural order of gravity. The arcarayut attempts to magically dispel each spell within 100 feet that grants a fly speed, allows levitation, or slows falls. If such a spell is 3rd level or lower, it ends. If the spell's level is higher, the arcarayut makes an Intelligence check against a DC of 10 + the spell's level. On a successful check, the spell ends.



# ARDEODAEMON (FIRE DAEMON)

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY CHRIS L. KIMBALL**

## FIERY COUSINS

It is telling that the ardeodaemon is a relatively common and lowly daemon, whereas its infernal kin, the puragaus, is one of the most powerful devils in Hell. This speaks to the fundamental differences in their origins: A single blaze can claim the lives of many evil mortals who then become ardeodaemons. Conversely, a single arsonist destined to become a puragaus can claim a thousand lives with just one well-placed flame.

All daemons seek to make the world less than it is, but none are more keenly focused than ardeodaemons. Believed to be formed from the corrupted souls of those who died in horrific fires, these so-called ash eaters seek opportunities and places where their flames can cause tragic and irreplaceable damage. Fields ready for the harvest, crowded tenement buildings, and busy libraries are favored targets for an ardeodaemon's arson. If left to their own devices, ardeodaemons scout out their targets for days before acting, finding the best ways to maximize the consequences of a single spark or a concentrated blaze. When not pursuing arson for arson's sake, ardeodaemons seek out stronger creatures with fire abilities whom they can serve, though always with the hopes of steering their masters toward their own destructive goals.

Ardeodaemons avoid confrontation if possible, preferring to set fires with their burning resin, stoke the flames long enough that doom is assured, then watch the conflagration from afar. However, an ardeodaemon always finds the will to fiercely attack anyone attempting to douse or suffocate their fires.

## ARDEODAEMON

*Small fiend (daemon), neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 44 (8d6 + 16)

**Speed** 30 ft.

**STR** 13 (+1) **DEX** 17 (+3) **CON** 15 (+2) **INT** 11 (+0) **WIS** 15 (+2) **CHA** 13 (+1)

**Skills** Perception +4, Stealth +5

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 14

**Languages** Abyssal, Common, Infernal, telepathy 60 ft.

**Challenge** 2 (450 XP) **Proficiency** +2

**Flame Jump.** While the ardeodaemon is within 5 feet of a Small or larger fire, it can use a bonus action to magically teleport to an unoccupied space within 5 feet of that fire or any other Small or larger fire within 100 feet.

**Innate Spellcasting.** The ardeodaemon's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

**At will:** *detect evil and good, detect magic, produce flame*  
**1/day each:** *arcane lock, knock, locate object*

**Magic Resistance.** The ardeodaemon has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The ardeodaemon's weapon attacks are magical.

## ACTIONS

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and the target must succeed on a DC 12 Constitution saving throw or be cursed with ash fever for 1 minute. Objects automatically fail this saving throw. A creature or object with ash fever gains vulnerability to fire damage. A creature can use an action to make a DC 12 Wisdom (Medicine) check, ending the effect early on itself or a creature within 5 feet on a success.

*Remove curse* and similar spells also end the effect.

**Burning Resin (Recharge 5–6).** The ardeodaemon vomits out a glob of burning resin, creating fire within a 5-foot-square space within 30 feet. The fire lasts for 1 minute. A creature that enters the area for the first time on a turn or starts its turn there must succeed on a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. Flammable items in the area are ignited.

# ASTRINGENT ARMOR

Suits of astringent armor are dangerous animated constructs found in abandoned dungeons, cursed fortresses, and the strongholds of powerful spellcasters. Wherever they're found, these mindless abominations protect their master's treasures faithfully and often unflinchingly.

In its purest form, astringent armor resembles a simple empty suit of plate mail or other armor common to the region. More often than not, though, adventurers stumble upon an astringent armor after it has already claimed at least one victim. Horrifyingly, though they are mindless, suits of astringent armor seem to prefer walking around with their latest victim still crushed inside—at least until they find a fresher body to enshroud and destroy. In such cases, the astringent armor is mistaken for an armor-clad zombie or other undead, a mistake that has put many would-be thieves in an early grave. Closer inspection, however, reveals that the encased body is horribly crushed and mangled, and bits of bone and flesh stick out sickeningly through the joints in the armor's plates.

In combat, suits of astringent armor single-mindedly grab their victims, then attempt to reassemble themselves around their prey. Once attached, the armor begins shrinking, slowly crushing the unfortunate body trapped within.

## ASTRINGENT ARMOR

*Medium construct, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 112 (15d8 + 45)

**Speed** 25 ft.

**STR** 20 (+5) **DEX** 11 (+0) **CON** 16 (+3) **INT** 1 (-5) **WIS** 5 (-3)

**CHA** 1 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7

**Languages** —

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Constructed Nature.** The armor doesn't require air, food, drink, or sleep.

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

**False Appearance.** While the armor remains motionless, it is indistinguishable from a normal suit of armor.

### ACTIONS

**Multiattack.** The armor makes two slam attacks and can use Attach.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Medium or smaller creature. While grappling a creature, the armor can't make slam attacks against another target.

**Attach.** The armor violently squeezes a creature it is grappling into itself. The creature must make a DC 16 Strength saving throw. On a failure, the creature takes 14 (2d8 + 5) bludgeoning damage, and the armor attaches to the creature. While attached, the armor shares the creature's space and it moves with the creature when the creature moves. The creature's speed is halved and it makes attack rolls, Dexterity checks, and Dexterity saving throws with disadvantage. If the grapple ends, the armor is no longer attached and moves to an unoccupied space within 5 feet of the creature.

**Constrict.** A creature grappled by the armor makes a DC 16 Constitution saving throw, taking 28 (8d6) bludgeoning damage on a failed save, or half as much damage on a successful one.



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BY ISAAC KERRY**



## VARIED ORIGINS

Suits of astringent armor most commonly come about via arcane rituals, similar to those used to animate other mundane objects. Sometimes though, they manifest in other ways—such as from a curse placed on an armor-wearing warrior who betrayed the wrong witch, a fiend who possessed a suit of armor but subsequently lost its identity, or simply from raw evil energy seeping into armor from the Negative Energy Plane. In all of these cases, such suits of astringent armor possess just a bit more intellect than most of their kind, as well as a spark of genuine wickedness.



# BLOOD MOUSE

**COPPER AWARD  
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BY LUCAS SERVIDEO**

## PRESTIGIOUS PET

In certain high society circles, people have tried to domesticate blood mice to serve as pets. To avoid having their blood sucked, some keepers remove their blood mouse's proboscis, in which case the rodent must be hand-fed.

This nuisance animal is usually found in tightly packed urban areas, though larger specimens have been spotted in wild plains and forests. So named for their predilection for drinking blood through their snout-like proboscises, blood mice also sport strong back legs made for jumping and a long tail with a ball of fur on the end. Tiny glands in the fur ball emit pheromones that the blood mouse can use to dull prey's defenses or distract predators. Either way, the blood mouse's only true means of self-defense is its needle-like proboscis, which it uses to fight with as well as feed.

A single blood mouse is hardly a threat to most larger animals, but it is not uncommon to encounter blood mice in packs of three to five. While not typically aggressive, blood mice defend their dens and offspring ferociously. A short gestation period and high metabolism means that unprotected feeding grounds might become overrun with blood mice in a matter of days. Solitary blood mice usually do not attack larger creatures, preferring smaller prizes such as bugs, small birds, or voles.

## BLOOD MOUSE

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 7 (3d4)

**Speed** 35 ft.

**STR** 4 (-3) **DEX** 14 (+2) **CON** 10 (+0) **INT** 2 (-4) **WIS** 11 (+0) **CHA** 5 (-3)

**Skills** Stealth +4

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP) **Proficiency** +2

**Great Leap.** The blood mouse's long jump and high jump is up to 10 feet, with or without a running start.

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

**Soothing Aroma.** The blood mouse is surrounded by an aromatic cloud that emanates from a gland in its tail. The pleasant aroma smells different to each creature and fascinates predator and prey alike. A creature other than a blood mouse that begins its turn within 10 feet of the blood mouse must succeed on a DC 10 Wisdom saving throw or become charmed by the mouse until the end of its next turn. While charmed in this way, the creature can't willingly move more than 10 feet away from the mouse.

### ACTIONS

**Blood Drain.** *Melee Weapon*

**Attack:** +4 to hit, reach 5 ft., one creature. **Hit:** 4 (1d4 + 2) piercing damage, or 7 (2d4 + 2) piercing damage if the blood mouse leaps at least 5 feet before the attack, and the blood mouse attaches to the target.

While attached, the blood mouse doesn't attack. Instead, at the start of each of the blood mouse's turns, the target loses 4 (1d4 + 2) hit points due to blood loss.

The blood mouse can detach itself by spending 5 feet of its movement. The blood mouse automatically detaches from the target if it or the target dies. A creature, including the target, can use its action to detach the blood mouse, but doing so deals the target 2 (1d4) piercing damage.



# BUTCHER BOOTH



**GOLD AWARD**  
**RPG SUPERSTAR 2020**  
**BY RODNEY SLOAN**

A butcher booth is a deadly ambush predator that mimics the appearance of small, grim buildings such as dilapidated cottages, carnival ghost houses, or blood-soaked butcher's shops. In this disguised form, the butcher booth lures prey into its gigantic mouth—the front door—then turns its victims into undead husks for later consumption. Because of their primordial digestive systems, butcher booths can digest only rotten flesh, using its mimic ability to amass a small army of zombies to both protect and sustain them.

## BUTCHER BOOTH

*Gargantuan aberration, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 217 (15d20 + 60)

**Speed** 20 ft., fly 40 ft..

**STR** 20 (+5) **DEX** 10 (+0) **CON** 18 (+4) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 18 (+4)

**Saving Throws** Str +9, Con +8, Wis +5

**Skills** Athletics +9, Deception +8, Stealth +4

**Senses** darkvision 90 ft., passive Perception 11

**Languages** Common, Deep Speech, telepathy 120 ft.

**Challenge** 12 (8,000 XP) **Proficiency** +6

**False Appearance (Object Form Only).** While the butcher booth remains motionless, it is indistinguishable from an ordinary object.

**Fearsense.** The butcher booth is aware of the location of frightened creatures within 60 feet.

**Innate Spellcasting.** The butcher booth's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

**At will:** *detect magic*

**3/day each:** *charm person, hallucinatory terrain, major image*

**Mimicry.** The butcher booth can mimic any sound it has heard, such as the scraping of knives or a merchant's incessant hawking. A creature that hears the sounds can tell they are imitations with a successful DC 18 Wisdom (Insight) check.

## ACTIONS

**Multiaction.** The butcher booth can use its Frightful Presence. It then attacks each creature in its space with its jaws, or attacks once with its jaws and uses Create Husk.

**Jaws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 27 (4d10 + 5) bludgeoning damage and the target is grappled (escape DC 19) and pulled up to 5 feet into the butcher booth's space.

**Create Husk.** A humanoid corpse in the butcher booth's space rises as a skeleton or zombie under the butcher booth's control.

**Frightful Presence.** Each creature within 15 feet of the butcher booth and aware of it must succeed on a DC 16 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 butcher booth's Frightful Presence for the next 24 hours.

**Mimic Structure.** The butcher booth magically polymorphs into a Large or larger object or into its true form, which is an amorphous fleshy dome. Its statistics are the same in each form. This transformation changes its texture and appearance inside and out. Other creatures can enter the butcher booth's space through any entrances that make up its appearance. Creatures inside the booth's space have total cover. It reverts to its true form if it dies.

## REACTIONS

**Snap Shut.** When a creature moves into the butcher booth's space, the booth attacks the creature with its jaws.

## INCONSPICUOUS CONSTRUCTIONS

Butcher booths thrive in either large metropolises or along remote roads, but rarely ever wander into small or medium settlements. Whereas a pop-up seafood stand in a dense marketplace might not attract much attention, and few weary travelers would question a conveniently located roadside inn, a butcher booth that opens shop in a tight-knit village or insular town has all but signed a lease for its own destruction.

## CURIOUS LOCOMOTION

A butcher booth's true form resembles a fleshy dome with a massive mouth of sharp fangs and many tiny red eyes dotting the flesh above its upper lip. Ten long, articulated bony spines sprout from the top of this dome, with a translucent, jelly-like membrane spanning the distance between them and forming a larger transparent dome. The butcher booth can alter the consistency of this membrane, allowing its prey to move through it or turn it rigid to allow the butcher booth to fly.



# CHAMBER OOZE

**COPPER AWARD**  
**RPG SUPERSTAR 2020**  
BY OVID "O.J." PINCKERT

## ALLIES OF CONVENIENCE

Though mindless, chamber oozes sometimes exhibit uncanny deference to certain other dungeon denizens, most notably mimics. The ooze allows the mimic to dwell within its space, then the two fight in tandem to create a perilous encounter for treasure hunters. Of course, sometimes a chamber ooze might get carried away and consume its weakened mimic friend as well. The smartest mimic partners make sure to have a clear path to the room's exit at all times.

Chamber oozes are viscous, algae-like creatures that coat the walls and fixtures of entire dungeon rooms, then engulf living creatures who wander into the seemingly mundane chamber.

To accomplish their namesake feat, chamber oozes fill themselves with air and expand dramatically, stretching to the point that their orange color is discernible only as a wet sheen over the dungeon's surfaces. Most adventurers take unpleasant grime as a given in the sodden crypts and ruins they frequent and so pay no heed to rooms that appear to be dripping with rank mildew. Such precariousness has led to many spelunkers' demise as they simply walk unknowingly into a chamber ooze's stretched-out stomach. The ooze then snaps in on itself, smashing its victims with ooze-wrapped furniture before engulfing its unsuspecting prey.

## CHAMBER OOZE

*Large ooze, unaligned*

**Armor Class** 8

**Hit Points** 93 (11d10 + 33)

**Speed** 20 ft.

**STR** 18 (+4) **DEX** 6 (-2) **CON** 17 (+3) **INT** 1 (-5) **WIS** 7 (-3) **CHA** 1 (-5)

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Languages** —

**Challenge** 4 (1,100 XP) **Proficiency** +2

**Integrate.** The chamber ooze can spend 1 minute to balloon outward, coating every square inch of the walls, fixtures, and furniture of a room up to 40 feet by 40 feet in size. The ooze can create one or two openings for creatures to enter the room, such as through a door. While integrated, the chamber ooze has an automatic result of 18 on Dexterity (Stealth) checks and DCs to remain undetected, and creatures can enter its space. The only action an ooze can take while integrated is Snap Shut.

**Paralyzing Touch.** The first time on a turn that a creature is struck by the ooze, the creature must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## ACTIONS

**Multiattack.** The ooze makes two pseudopod attacks.

**Pseudopod.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) acid damage, and the target is subjected to the ooze's Paralyzing Touch.

**Engulf.** The ooze attempts to engulf up to 4 Medium or smaller creatures in its space. Each creature must succeed on a DC 10 Dexterity saving throw. On a success, the creature is pushed to an unoccupied space within 5 feet of the ooze. On a failure, the creature takes 10 (3d6) acid damage, is subjected to the ooze's Paralyzing Touch, and is engulfed. While engulfed, the creature is blinded and restrained, it can't breathe, it has total cover against attacks and other effects outside the ooze, and it takes 10 (3d6) acid damage at the start of each of the ooze's turns. If the ooze takes 15 damage or more on a single turn from the engulfed creature, or if the ooze dies, the creature is no longer engulfed and falls prone in a space within 5 feet of the ooze. A creature can use an action to make a DC 14 Strength check, freeing itself or an engulfed creature within 5 feet on a success. On a failure, the creature is subjected to the ooze's Paralyzing Touch.

## REACTIONS

**Snap Shut.** If a creature ends its turn within the room in which the ooze is integrated, the ooze can relax its grip and violently snap inward on its prey.

Each creature in the room must make a DC 14 Dexterity saving throw, taking 17 (5d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The ooze then returns to its usual Large size, occupying a 10-foot-square space of its choice within the room. If any creatures are in that 10-foot-square area, the ooze uses Engulf.

# CLOAKED GOUGER

Cloaked gougers are shadowy fey hunters who hunt down creatures and steal their precious eyes to add to their collection. A gouger wears its collection of stolen trophies on its person in the form of a macabre cloak made from its victims' flattened and stitched eyeballs. Since cloaked gougers have no eyes themselves—that part of their face is only featureless flesh—they rely on their cloaks to navigate the world and perform their foul deeds.

Cloaked gougers travel far and wide looking for creatures with extraordinary eyes. Monsters with supernatural gazes, people who have seen incredible things, or beings with particularly beautiful eyes should fear the attention of a cloaked gouger. Once a gouger selects a target, it sets up an ambush and surprises its prey, paralyzing it with toxins so it can remove its prize. Gougers use alchemical elixirs to preserve the eyeballs of their victims and enhance the most desirable features of their organs.

## CLOAKED GOUGER

*Medium fey, neutral evil*

**Armor Class** 13

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft.

**STR** 18 (+4) **DEX** 16 (+3) **CON** 17 (+3) **INT** 16 (+3) **WIS** 14 (+2) **CHA** 15 (+2)

**Skills** Intimidation +5, Medicine +5, Perception +5, Stealth +6

**Senses** darkvision 120 ft. (blind without Gouger Cloak), passive Perception 15

**Languages** Common, Sylvan

**Challenge** 5 (1,800 XP) **Proficiency** +3

**Dazzling Aura.** The first time in a day that a creature starts its turn within 30 feet of the gouger and can see the gouger, the creature is distracted by the entrancing, unblinking eyes on the gouger's cloak. The creature makes attack rolls against the gouger with disadvantage until the end of its next turn.

**Gouger Cloak.** While wearing its cloak, the gouger has advantage on Wisdom (Perception) checks that rely on sight, and it can't close or avert its eyes to avoid harmful effects like a medusa's gaze. The gouger is blind while not wearing its cloak.

Unless surprised, a creature can avert its eyes from the gouger. If it does, it can't see the gouger or cloak until the start of its next turn, when it can avert its eyes again.

**Sense Life.** The gouger can magically sense the presence of living creatures within 60 feet. It knows the general direction they're in but not their exact locations.

## ACTIONS

**Multiattack.** The gouger can use Cloak's Gaze. It then makes two attacks.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) slashing damage, and the target makes a DC 14 Constitution saving throw. On a failure, the target takes 7 (2d6) poison damage and is poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also stunned while poisoned in this way. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 6 (1d4 + 4) piercing damage.

**Entangling Cloak.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the gouger can't make entangling cloak attacks.

**Cloak's Gaze (Recharge 5–6).** The eyes stitched to the gouger's cloak fix their gaze on a creature within 30 feet that can see the gouger. That creature must make a DC 13 Constitution saving throw. On a failure, the creature is blinded for 1 minute. A creature grappled by the gouger makes the saving throw with disadvantage.

**Gouge Eyes.** The gouger uses its dagger to cut out the eyes of an incapacitated creature within 5 feet of it. The creature is permanently blinded. A *greater restoration* spell or similar magic can end this effect.

**GOLD AWARD**  
**RPG SUPERSTAR 2020**  
BY CHRIS HARRELL



## ROBE OF EYES

A gouger cloak makes an impressive prize for any adventurer, but it is simply a spectacular cloak as its innate magic dies with the gouger. However, skilled crafters of magic items can tap into the cloak's inherent magic and turn a gouger cloak into the much-prized *robe of eyes* (see page 160).

## PRIZED EYES

Despite their vulnerability to gaze attacks, gougers prize the eyes of creatures such as basilisks above all others. A gouger that can claim such trophies earns incredible respect from other gougers. Even more valuable are the eyes of the medusa, a creature both feared and respected by cloaked gougers. Adventurers who can attain such eyes gain a powerful edge in bargaining with gougers.





# CONSTRUCTED COMPANION

PLATINUM AWARD  
RPG SUPERSTAR 2020  
BY KYLE FENWICK

## A DISH BEST SERVED COLD

Though primarily tasked with keeping order around a busy inn or bar, a mechanical maître d' is also responsible for the safety of its guests. If its clientele are threatened, a mechanical maître d' can wield cutlery normally reserved for food preparation to deadly effect. In even more dire cases, the

construct can vent fetid gases from food waste stored in its body, nauseating enemies long enough for clients to get to safety.



The mechanical maître d' is one member of a family of constructs that could be playfully described as synthetic servants, constructed companions, or artificial allies. All these constructs are designed by extremely skilled engineers, artificers, and spellcasters from a variety of disciplines for the purpose of entertaining, serving, and protecting their living masters and associates. All share the same basic feature of being highly complex—some might even say “intelligent”—non-living creatures made of metal and wood.

## MECHANICAL MAÎTRE D'

Part host, part squire, the mechanical maître d' is most often seen at the head of the house in luxurious restaurants or behind the bar at swanky drinking establishments. Wherever it resides, the maître d' dazzles and delights all who meet it, and it serves its master unerringly and with panache.

A mechanical maître d' is most often constructed in its creator's likeness, but a bit larger and with a stout torso designed to hold full dishes of food and glasses of wine and water. Seasoning herbs are kept in each individual finger, and the maître d' can extend its legs and arms to better reach eager patrons.

### MECHANICAL MAÎTRE D'

*Medium construct, neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft.

**STR** 18 (+4) **DEX** 17 (+3) **CON** 16 (+3) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 1 (-5)

**Skills** Stealth +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Dwarvish, Elvish, Goblin, Halfling, Sylvan

**Challenge** 4 (1,100 XP) **Proficiency** +2

**Constructed Nature.** The maître d' doesn't require air, food, drink, or sleep.

**Part of the Architecture.** While the maître d' remains motionless in an urban environment, it has advantage on Dexterity (Stealth) checks made to hide and can hide while in plain sight.

### ACTIONS

**Multiattack.** The maître d' attacks twice with its carving knife.

**Carving Knife.** *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

**Prepare and Serve.** The maître d' retrieves a serving of magic-infused food and drink from its torso compartment and offers it to a creature within 15 feet. A creature can consume the food as a reaction. When it does so, the creature gains one of the following effects, which is chosen by the maître d'.

- The creature regains 18 (4d8) hit points.
- Whenever the creature makes an attack roll or a saving throw, it can roll a d4 and add the number rolled to the attack roll or saving throw.
- The creature's carrying capacity is doubled.
- The creature's speed increases by 10 feet if its speed is not 0.

Except for regaining hit points, each effect lasts for 1 hour. Once it has eaten a dish, a creature receives no benefits from eating the maître d's magical food for 1 hour. A maître d' can store up to 12 servings of food and drink at a time.

**Noxious Gases (Recharges after a Short or Long Rest).** The maître d' vents a cloud of putrid gas from its food waste compartment, creating a 20-foot-radius sphere centered on itself. The cloud spreads around corners. A creature that starts its turn entirely inside the cloud must succeed on a DC 13 Constitution saving throw or become poisoned until the start of its next turn. The cloud dissipates after 1 minute or once exposed to strong winds (such as from a *gust of wind* spell).

# CONSTRUCTED COMPANION

## AUTOMATIC ACOLYTE

These constructed companions are designed to play an active role in magical research and experimentation. Around the lab, an automatic acolyte is a pricey assistant capable of casting nearly any basic spell from a magic item such as a scroll or wand. Though it cannot cast spells by itself, an automatic acolyte can be a veteran evoker, an expert diviner, a powerful enchanter, or any other type of master spellcaster—its limitations are dictated only by its load-out of magical apparatuses.

### AUTOMATIC ACOLYTE

*Medium construct, neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft.

**STR** 17 (+3) **DEX** 18 (+4) **CON** 16 (+3) **INT** 10 (+0) **WIS** 19 (+4) **CHA** 1 (–5)

**Skills** Arcana +6, Religion +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Celestial, Common, Infernal

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Constructed Nature.** The acolyte doesn't require air, food, drink, or sleep.

**Magical Assistance.** The acolyte is designed to assist with magical research, including the activation of magical items. The acolyte can attune to up to three magic items.

For attunement purposes, the acolyte is considered a cleric and a wizard.

**Spell Storing.** A spellcaster can cause a willing acolyte to store up to two

spells of 3rd level or lower. To store a spell, the spellcaster casts

the spell on the acolyte, expending any required

material components. When cast in this way, the

spell has no effect. The acolyte can cast

a stored spell, using the caster's spell

save DC and without requiring

material components. The acolyte

chooses any parameters required

of the spell, such as targets. Once

the acolyte casts a spell, it is

expended, and the acolyte can store

a new spell.

### ACTIONS

**Multiattack.** The acolyte makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

**Divinity Beam (Recharge 5–6).** The acolyte connects its arms at the wrist and emits a wave of radiant or necrotic energy (depending on the deity it serves). The acolyte creates its choice of a 15-foot cone or a 5-foot-wide, 30-foot-long line of energy. Each creature in that area must make a DC 14 Dexterity saving throw, taking 31 (7d8) damage on a failed save, or half as much damage on a successful one.

### REACTIONS

**Project and Serve.** If a willing spellcaster within 100 feet casts a spell that requires concentration, the acolyte concentrates on the spell on the spellcaster's behalf. Glowing runes manifest across the acolyte's body. The acolyte can maintain concentration on the spell until its concentration is broken, the spell ends, or the acolyte chooses to end its concentration.

PLATINUM AWARD  
RPG SUPERSTAR 2020  
BY KYLE FENWICK



### SENTIENCE VS. CONSCIOUSNESS

Constructed companions are masters of conversation, organization, and entertainment, and they are often regarded as some of the most intellectual voices in the room. It is all the more impressive, then, to remember that these constructs were not created with the mind nor the soul of a sentient creature. Rather, their faculties are entirely the result of intricate programming and advanced algorithms instilled in them by their creators. Considering all this, one must ask: Does an automatic acolyte and its mechanical kin have a mind? If so, is it a living being? If not, then how does one explain its humanoid-like

behavior? Consensus on these befuddling questions has eluded scholars, arcanists, and theologians for years.



# CONSTRUCTED COMPANION

PLATINUM AWARD  
RPG SUPERSTAR 2020  
BY KYLE FENWICK

## MUSCLE OVER MIND

Compared to most constructed companions, the bespoke bodyguard is built of decidedly more solid materials, giving it a heftier frame and more raw weight behind its attacks. Furthermore, a bespoke bodyguard is programmed to perform far simpler tasks, meaning it is far less innovative or independent than either mechanical maître d' or automatic acolytes. This mindless obedience also ensures that the bodyguard isn't turned against its master by magic.



## BESPOKE BODYGUARD

If a mechanical maître d's purpose is to provide entertainment and day-to-day assistance, then a bespoke bodyguard's purpose is to provide muscle and storage. Bespoke bodyguards follow their masters outside of the home and lend a helping hand whenever the need arises. A bespoke bodyguard's tasks include not just physical labor but also mortal protection. The mere sight of this iron-clad escort is often enough to deter would-be muggers and highway bandits. When intimidation isn't enough, the bodyguard has a number of practical abilities to protect its liege from danger.

A bespoke bodyguard's torso features two extradimensional spaces. One of these spaces typically holds its master's luggage and useful items for traveling. The other space is left empty in case the bodyguard's master must seek quick sanctuary or the bodyguard needs to temporarily restrain an assailant. Bespoke bodyguards with more than two cavities are known, though the sheer cost of their parts (to say nothing of the complexity of their construction) makes them rare in the extreme.

### BESPOKE BODYGUARD

*Large construct, neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 171 (18d10 + 72)

**Speed** 35 ft.

**STR** 22 (+6) **DEX** 19 (+4) **CON** 18 (+4) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 1 (-5)

**Skills** Intimidation +3

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands Common but can't speak

**Challenge** 10 (5,900 XP) **Proficiency** +4

**Constructed Nature.** The bodyguard doesn't require air, food, drink, or sleep.

**Extradimensional Porter.** The bespoke bodyguard is an exceedingly efficient pack mule as well as an able brute and even jailer in case it must defend its master from assailants. Each bodyguard is constructed with a pair of extradimensional cavities built into its torso. Each cavity has a capacity of 500 pounds. The bodyguard can fit any Medium or smaller creature or object into one of its extradimensional cavities, as long as the cavity's weight capacity isn't exceeded. A creature can breathe within the space. If a bespoke bodyguard is destroyed, the contents of its extradimensional cavities are ejected into unoccupied spaces within 5 feet of it.

### ACTIONS

**Multiattack.** The bodyguard makes three slam attacks or three attacks with its blade launcher.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16) if the bodyguard isn't already grappling a different creature.

**Blade Launcher.** *Ranged Weapon Attack:* +10 to hit, range 30/90 ft., one target. *Hit:* 11 (2d4 + 6) piercing damage.

**Keep Away.** If the bodyguard is within 5 feet of an ally, it pushes up to four creatures within 10 feet of its ally. Each targeted creature makes a DC 18 Strength saving throw.

On a failure, the creature is pushed 5 feet away from the bodyguard's ally.

**Protect and Preserve.** The bodyguard crams a willing or incapacitated creature, or a creature it has grappled, into an empty extradimensional cavity. An unwilling creature can make a DC 18 Strength saving throw to avoid the effect. Otherwise, the creature is bundled into the extradimensional cavity. A creature can use an action to make a DC 16 Strength or Dexterity check (its choice), escaping the cavity on a success. Upon escaping or after 1 minute, the creature is ejected into an unoccupied space within 5 feet of the bodyguard.

# COQUECIGRUE

**COPPER AWARD**  
**RPG SUPERSTAR 2020**  
BY NATHAN BERG



Found only in the depths of the most primordial forests, the coquecigrue is a bizarre creature that twists the minds of those who see or hear it. The forest for miles around a coquecigrue's lair is littered with the bodies of the creature's previous victims, many of whom went violently insane after their fateful encounter with this strange avian monster.

The coquecigrue is as bizarre to describe as it is to behold. It is said to have the head and legs of a twisted, fiendish rooster; a long, serpentine neck; and a bloated body covered in feathers that constantly and impossibly change colors. The monster's weakness is plain: Its green heart glows visibly from beneath its translucent breast, and those who know to strike this vital organ can deal massive damage. It is from this heart that the coquecigrue's most terrifying powers come from, including a soft, distorted tone that the coquecigrue can turn into a madness-inducing warble as it likes.

So far, no one has been able to slay a coquecigrue and return to civilization with its body. Even the number of these creatures is up for debate, since no two have been sighted together. Few reasonable people believe the outlandish reports of those who claim to have encountered even just one coquecigrue.

## COQUECIGRUE

*Small aberration, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 135 (18d6 + 72)

**Speed** 40 ft.

**STR** 17 (+3) **DEX** 19 (+4) **CON** 18 (+4) **INT** 3 (-4) **WIS** 12 (+1)

**CHA** 19 (+4)

**Saving Throws** Wis +4

**Damage Vulnerabilities** piercing

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Magic Resistance.** The coquecigrue has advantage on saving throws against spells and other magical effects.

**Omnicolor Aura.** A coquecigrue is utterly befuddling to behold. A creature that starts its turn within 20 feet of the coquecigrue that can see it must make a DC 15 Wisdom saving throw. On a failure, the creature makes Intelligence, Wisdom, and Charisma rolls (including ability checks, saving throws, and spell attacks) with disadvantage until the start of its next turn. If a creature's saving throw against Omnicolor Aura is successful, the creature is immune to Omnicolor Aura for the next 24 hours.

Unless surprised, a creature can avert its eyes from the coquecigrue. If it does, it can't see the coquecigrue until the start of its next turn, when it can avert its eyes again.

## ACTIONS

**Multiattack.** The coquecigrue attacks twice with its beak and uses Prismatic Spittle.

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

**Prismatic Spittle.** *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 28 (8d6) damage. Roll a d6 to determine the type of damage dealt: 1 acid, 2 cold, 3 fire, 4 lightning, 5 thunder. On a 6, the coquecigrue coughs ineffectually, dealing no damage.

**Mind-Bending Warble (Recharge 5–6).** The coquecigrue emits a mind-splitting warble. Each creature within 30 feet of the coquecigrue that can hear it must make a DC 15 Wisdom saving throw. On a failure, the creature takes 28 (8d6) psychic damage and is stunned until the end of its next turn. On a success, the creature takes half as much damage and is not stunned.



# COROMN (CROWN DEVIL)

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY ADIL ARIF**

## DEVIL OF MANY FORMS

Crown devils can inhabit virtually any type of headdress or formal headwear that denotes a status of royalty or authority. Some coromns have even been known to inhabit other royal garments such as royal rings, mantles, or scepters.

Coromns, also known as crown devils, rarely busy themselves with the machinations of Hell. Instead, these duplicitous fiends spend the majority of their time spreading corruption and dissent in the lands of mortals. Their true power is not physical, but the ability to manipulate the malleable minds and easily bent morals of their mortal targets.

A coromn achieves its foul agenda by appearing as a beautiful crown, diadem, or other royal finery before an unsuspecting ruler. Upon donning the fiendish finery, this powerful sovereign—who may well have been a just and beneficent governor—becomes a puppet dictator subject to the crown devil's every whim. A crown devil's whispers can turn even the kindest of kings into hellish tyrants.

## COROMN

*Medium fiend (devil), lawful evil*

**Armor Class** 14

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft.

**STR** 14 (+2) **DEX** 18 (+4) **CON** 15 (+2) **INT** 17 (+3) **WIS** 18 (+4) **CHA** 19 (+4)

**Saving Throws** Str +5, Con +5, Wis +7, Cha +7

**Skills** Arcana +6, Deception +7, History +6, Intimidation +7, Perception +7, Persuasion +7, 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 17

**Languages** Common, Infernal, telepathy 120 ft.

**Challenge** 6 (2,300 XP) **Proficiency** +3

**Accursed Coronation.** As an action, the coromn can possess a crown it can see. While possessing a crown, the coromn disappears and resides within the material of the object itself. It can't be targeted by any attack, spell, or other effect except ones that bar or banish fiends. It retains its game statistics, including senses and languages, but can't physically manipulate objects or speak. It can cast spells and use Delegate. The possession lasts until the coromn uses a bonus action to end it or is forced out by an effect like the *dispel evil and good* spell. When the possession ends, the coromn reappears in an unoccupied space within 5 feet of the crown.

Upon first touching the possessed crown, a creature must make a DC 15 Wisdom saving throw. On a failure, the creature dons the crown and becomes magically charmed by the coromn. The charmed creature is under the coromn's control and can't take reactions, and it and the coromn can communicate telepathically with each other. The wearer can repeat the saving throw every 24 hours, but the save's DC increases by 1 each time (to a maximum DC 20 after 5 days).

**By Royal Decree.** While possessing a crown, the coromn and its crown are immune to any magical effects that would remove the crown, destroy it, or otherwise sever the physical connection between the crown and the humanoid wearing it.

**Devil's Sight.** Magical darkness doesn't impede the coromn's darkvision.

**Innate Spellcasting.** The coromn's innate spellcasting ability is Charisma (spell save DC 15). The coromn can innately cast the

following spells, requiring no components:

**At will:** *bane, command, detect thoughts, dimension door*

**1/day each:** *blur, confusion, dominate person, suggestion, zone of truth*

**Magic Resistance.** The coromn has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The coromn attacks twice with its longsword or uses Delegate twice.

**Longsword (Devil Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

**Delegate.** The coromn commands a minion to do its bidding. One willing creature of CR 5 or less that can hear and understand the coromn can use its reaction to move and make an attack.

# CORPSESEWN COLOSSUS

A corpsesewn colossus is a nightmarish machine of flesh and steel, animated from the bones and flesh of untold masses and powered by a nightmarish engine of iron and steel. The horrific construct's body is sutured skin and twitching limbs that terminate in an enormous maw filled with clanking metal teeth, while two massive arms pull the behemoth along. While it may initially seem animated by necromantic powers or undead magic, the corpsesewn colossus is actually powered by a massive, rumbling, smog-spewing machine attached to the back of its worm-like body.

## CORPSESEWN COLOSSUS

*Huge construct, neutral evil*

**Armor Class** 13

**Hit Points** 225 (18d12 + 108)

**Speed** 40 ft., climb 30 ft.

**STR** 22 (+6) **DEX** 16 (+3) **CON** 22 (+6) **INT** 1 (-5) **WIS** 11 (+0) **CHA** 1 (-5)

**Damage Resistances** fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 120 ft., passive Perception 10

**Languages** —

**Challenge** 12 (8,400 XP) **Proficiency** +4

**Constructed Nature.** The colossus doesn't require air, food, drink, or sleep.

**Magic Resistance.** The colossus has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The colossus's weapon attacks are magical.

**Malfunctioning Furnace.** When thoroughly damaged, the furnace mounted on the corpsesewn colossus's back releases waves of deadly, toxic smoke. Whenever the colossus starts its turn with 80 hit points or fewer, the smoking furnace mounted to its torso backfires. Each creature within 10 feet, including the colossus, must make a DC 18 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

## ACTIONS

**Multiattack.** The colossus makes three attacks: one with its bite and two with its slam.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 25 (3d12 + 6) piercing damage, and the target is grappled (escape DC 20).

Until the grapple ends, the target is restrained, and the colossus can't bite a different creature.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Blaze a Trail.** The colossus moves up to its speed. It can make up to three slam attacks at any point during this movement.

**Swallow.** The colossus makes a bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the colossus, and it takes 21 (6d6) acid damage at the start of each of the colossus's turns. If the colossus takes 25 damage or more on a single turn from a swallowed creature, or if the colossus dies, it regurgitates all swallowed creatures, which fall prone in a space within 10 feet of the colossus.

**Spew Smog (Recharge 5–6).** The colossus vomits forth a wave of toxic smog in a 30-foot cone. Each creature in the area must make a DC 18 Constitution saving throw. On a failure, a creature takes 45 (13d6) poison damage and is poisoned until the end of its next turn. On a success, the target takes half as much damage and isn't poisoned.

**SILVER AWARD**  
**RPG SUPERSTAR 2020**  
**BY MITCHELL GERMAN**

## CRAFTED UNDER A BANNER OF CRUELTY

Corpsesewn colossi are typically created by deranged alchemists and wizards, and often only by those innovators who have already mastered the art of smaller such monstrosities like flesh golems and skinstitches. Still, it takes a special mind to craft (or to even concoct in the first place) this particular brand of horror. Perhaps, then, it only makes sense that corpsesewn colossi are more common in war-torn nations, where scruples tend to be as scant as corpses are prevalent.

## MURDER MACHINES

Though their missions vary by the crafter, corpsesewn colossi tend not to have a much greater purpose than to scour the land in search of ever more bodies to consume in order to fuel their own hellish engine. In this way, they are perpetual murder machines: powered by death only so that they may inflict yet more death.



# CREUSADAEMON (FEVER DAEMON)

**SILVER AWARD  
RPG SUPERSTAR 2020  
BY JAMES ABENDROTH**

## NUISANCE TO ALL

When encountered in a group, creusadaemons often consort with other daemons whose dominion causes or overlaps with high fevers and sickly symptoms, such as leukodaemons and piscodaemons. However, creusadaemons are highly unpredictable, bouncing from foe to foe and even inadvertently curing diseased adversaries, and so many other daemons view their flealike kin as the nuisance that they are.

Creusadaemons are the daemonic incarnation of death by fever. Manifesting as humanoid fleas with reptilian mouths and eyes, these daemons boast amazing leaping abilities thanks to their long, powerful legs. Like fleas, a creusadaemon's limbs and backs are covered in long, hard, needle-like bristles; unlike fleas, these monsters can pluck and fire their bristles like bolts from their infernal crossbows.

These vile daemons love nothing so much as watching a mortal's body turn on itself. To creusadaemons, a victim's burning fever, chilling shakes, and phlegmatic cough combine to create a beautiful symphony of agony. To other daemons, however, a creusadaemon's meddling is sometimes more of a detriment than a boon; the same magical fever that a creusadaemon induces in a mortal can, in fact, ultimately purge the victim of the disease inflicted on it by some other daemon. No matter to the creusadaemon—so long as there is a chance of the person dying, this monstrous flea cares little about anything else.

## CREUSADAEMON

*Medium fiend (daemon), neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 105 (14d8 + 42)

**Speed** 40 ft.

**STR** 16 (+3) **DEX** 19 (+4) **CON** 17 (+3) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 15 (+2)

**Saving Throws** Con +6, Wis +4, Cha +5

**Skills** Intimidation +5, Medicine +4, Perception +4, Stealth +7

**Damage Resistances** cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Abyssal, Common, Infernal, telepathy 60 ft.

**Challenge** 6 (2,300 XP) **Proficiency** +3

**Daemon Fever.** A creature exposed to daemon fever must make a DC 14 Constitution saving throw. On a success, the creature is not infected and gains advantage on the next saving throw against disease it makes within the next 30 days. On a failure, the creature becomes diseased and gains one level of exhaustion, unless it is already infected with daemon fever.

The diseased creature repeats the saving throw every 24 hours, gaining a level of exhaustion on each failure. This exhaustion can't be removed until the disease is cured. After 3 successes, the disease is cured.

**Feversense.** The creusadaemon can magically pinpoint the location of any creature with a disease within 60 feet.

**Innate Spellcasting.** The creusadaemon's innate spellcasting ability is Charisma (spell save DC 13). The creusadaemon can innately cast the following spells, requiring no material components:

**At will:** *detect evil and good, dimension door*  
**3/day:** *dispel magic*

**Springing Leap.** The creusadaemon's long jump is up to its speed and its high jump is up to half its speed, with or without a running start.

## ACTIONS

**Multiattack.** The creusadaemon attacks twice with its bite or twice with its heavy crossbow.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) necrotic damage, and the target is exposed to daemon fever.

**Heavy Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) necrotic damage, and the target is exposed to daemon fever.

**Inflame Fever.** One creature within 30 feet of the creusadaemon that the creusadaemon can see is exposed to daemon fever. If the creature is already infected with daemon fever, it instead makes a saving throw against the disease as if 24 hours had passed.

# DREDGENAUT

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY RIGBY BENDELE**



A dredgenaut is a powerful construct made of scrap metal and fueled by arcane toxic runoff. Powerful nations and private companies use dredgenauts to trawl for criminal evidence—either their enemies' or their own—in battlefields and ruined cities. To collect evidence, the dredgenaut picks up noteworthy items or creatures and drops them into the aperture on its face, “swallowing” them for later deposit. For reasons not entirely understood, dredgenauts are particularly prone to collecting supernatural or psychically resonant evidence that, when destroyed, can have dramatic aging effects on nearby living creatures.

## DREDGENAUT

*Huge construct, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 207 (18d12 + 90)

**Speed** 40 ft., burrow 50 ft.

**STR** 23 (+6) **DEX** 16 (+3) **CON** 20 (+5) **INT** 3 (–4) **WIS** 10 (+0) **CHA** 8 (–1)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** truesight 120 ft., passive Perception 10

**Languages** —

**Challenge** 14 (11,500 XP) **Proficiency** +5

**Constructed Nature.** The dredgenaut doesn't require air, food, drink, or sleep.

**Innate Spellcasting.** The dredgenaut's innate spellcasting ability is Wisdom (spell save DC 13).

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

**1/day each:** *arcane eye*, *hypnotic pattern*, *legend lore*, *locate object*

**Temporal Trauma.** When condensed, burned as fuel, and vented, evidence collected by a dredgenaut washes over a living creature as a wave of psychic trauma and a disruption to the flow of time itself. When the dredgenaut inflicts psychic damage on a creature, the creature ages 1 year for every 2 psychic damage taken (for instance, 10 years for 21 psychic damage taken). The aging effect can be reversed with a *greater restoration* spell.

## ACTIONS

**Multiattack.** The dredgenaut makes three attacks: one with its claw, one with its kick, and one with its chrono beam. Alternatively, it makes three chrono beam attacks, each against a different target.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 21) if the dredgenaut isn't grappling another creature.

**Kick.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage.

**Swallow.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature the dredgenaut is grappling. *Hit:* 19 (3d8 + 6) piercing damage, the creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dredgenaut, and it takes 28 (8d6) bludgeoning damage at the start of each of the dredgenaut's turns. If the dredgenaut takes 25 damage or more on a single turn from a swallowed creature, or if the dredgenaut dies, it regurgitates all swallowed creatures, which fall prone in a space within 5 feet of the dredgenaut.

**Chrono Beam.** *Ranged Weapon Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 21 (6d6) psychic damage, and the target is subjected to the dredgenaut's Temporal Trauma trait.

**Calamity Vent (Recharge 5–6).** The dredgenaut releases fiery, time-infused energy from vents all over its body. Each creature within 30 feet of the dredgenaut must make a DC 18 Dexterity saving throw. On a failure, the creature takes 21 (6d6) fire damage and 21 (6d6) psychic damage and is subjected to the dredgenaut's Temporal Trauma trait. On a success, the creature takes half as much damage and avoids Temporal Trauma.

**Inexorable March.** The dredgenaut moves up to its speed. Each time it tries to enter the space of a Large or smaller creature during this movement, that creature must make a DC 19 Constitution saving throw. On a failure, the creature takes 25 (3d12 + 6) bludgeoning damage and is knocked prone, and the dredgenaut enters its space. On a successful save, the dredgenaut's turn ends.

## DESPERATE MEASURES

Though its primary objective is to gather evidence, sometimes a dredgenaut must temporarily forego this mission in order to ensure its own safety. By reconfiguring various internal gears and tubes, the dredgenaut can funnel collected evidence from its storage compartments into its engine core, causing the engine to overheat as magic items, trapped spirits, and other occult phenomena break down in the construct's body. The dredgenaut can then release this excess energy either via a “chrono beam” from its face or by venting the energy from its body in a sudden burst.

## POETIC JUSTICE

The first dredgenaut was supposed to be the last. It was made by a desperate community whose corrupt leadership had long denied its people justice for some ancient crime. Yet, the leaders managed to steal the dredgenaut and use the powerful construct to track down its creators. The screams of these talented inventors could be heard for miles around.





# DUNDRATH

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY DAVE BREITMAIER**

## TRUNK PIERCINGS

Dundraths do practice one form of “art,” though it is unappreciated to all but the dundraths themselves. From the age it can hold a sharp stick, a dundrath will painfully pierce its trunk by jabbing a frozen wooden stake into its thick hide. As it grows older, a dundrath practices this self-piercing with increasingly larger stakes and, eventually, whole logs. The ritual is equal parts practicality (log-laden trunks make powerful swinging weapons and even shields) and vanity, for the dundraths with the biggest or most elaborate piercings also often command the most respect.

Dundraths are thickset humanoids who resemble woolly mammoths except for their burly arms and hands and keen yellow eyes. In the icy wildernesses and tundra plains where they roam, dundraths wear no leathers or clothing—only their thick, wiry coats insulate them from the bitterest elements. All the same, their razor-sharp tusks and pierced trunks strike an imposing image, and few northern wanderers willfully engage with even a solitary dundrath hunter.

A dundrath’s primary motivation is simple: find and devour a warm-blooded meal. More than mere hunger, this ravenous drive compels dundraths to attack mercilessly and indiscriminately, even when up against creatures significantly larger or stronger than themselves.

Dundraths prefer to hunt alone in order to savor the choicest cuts of meat for themselves. Particularly social dundraths or a dundrath parent might take back some meager scraps for the group. Other than this practice of sharing leftovers, dundrath society is surprisingly unsophisticated, especially considering the creatures’ superficial resemblances to humans and elephants—two especially social creatures.

## DUNDRATH GORGER

*Large humanoid (dundrath), chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 35 ft.

**STR** 19 (+4) **DEX** 14 (+2) **CON** 18 (+4) **INT** 7 (–2) **WIS** 15 (+2) **CHA** 14 (+2)

**Skills** Intimidation +5, Survival +5

**Damage Resistances** cold

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Dundrath, Giant

**Challenge** 6 (2,300 XP) **Proficiency** +3

**Keen Smell.** The dundrath has advantage on Wisdom (Perception) checks that rely on smell.

**Snow Vision.** Snowfall does not lightly or heavily obscure a dundrath’s vision.

### ACTIONS

**Multiattack.** The dundrath attacks twice: once with its trunk and once with its tusk.

**Trunk.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is also restrained, and the dundrath can’t make trunk attacks against a different target.

**Tusk.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage. If the dundrath scores a critical hit against a Medium or smaller creature, the target is impaled on the tusk. While impaled, the target’s speed is 0, it moves with the dundrath, and it takes 3 (1d6) piercing damage at the start of each of its turns. A creature can use its action to make a DC 12 Strength check, ending the impalement on itself or a creature within its reach on a success.

**Swallow.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target the dundrath is grappling. *Hit:* 17 (2d12 + 4) piercing damage, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the dundrath, and it takes 17 (5d6) acid damage at the start of each of the dundrath’s turns. If the dundrath takes 17 damage or more on a single turn from a swallowed creature, or if the dundrath dies, it regurgitates all swallowed creatures, which fall prone in a space within 5 feet of the dundrath.

**Javelin.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

### REACTIONS

**Trunk Block.** The dundrath uses its log-pierced trunk like a shield, adding 2 to its AC against one melee attack that would hit it. To do so, the dundrath must see the attacker and not be grappling a creature with its trunk.



**SILVER AWARD  
RPG SUPERSTAR 2020  
BY DERRICK FERRY**

Eekos are squat living bushes that grow around a primordial golden beehive from the fey realm. Many mistake the plant matter itself for the eeko, but the honeycomb “heart” and its constituent bees are the real animating force of this benevolent fey.

Eekos prefer to live in forest groves and sun-dappled woodlands, where they mingle with other fey and occasionally help guide wayward travelers and animals, only attacking if they or their home are threatened. To eekos, nature is sacred, and most see themselves as stewards of the natural cycles of birth and death, feast and famine, renewal and decay. Most eekos are brave in a fight, sometimes recklessly so, and see adventure around every trunk.

Although they harbor no love for humans or other creatures that often despoil wilderness in the name of “civilization,” eekos do enjoy the company of druids, especially vagabonds with stories of far-off places and unusual animals. Eekos cannot speak, but they love the sounds that voices can make, and they’re happy to offer aid in exchange for stories and songs—even bad ones. Treants tend to be too plodding or methodical to maintain an eeko’s attention, though the two creatures gladly work together to defend their shared homes from invaders.

## Eeko

*Small fey, chaotic good*

**Armor Class** 14 (natural armor)

**Hit Points** 97 (13d6 + 52)

**Speed** 30 ft.

**STR** 12 (+1) **DEX** 17 (+3) **CON** 18 (+4) **INT** 12 (+1)

**WIS** 19 (+4) **CHA** 15 (+2)

**Skills** Perception +7, Stealth +6, Survival +7

**Damage Vulnerabilities** slashing

**Damage Resistances** bludgeoning and piercing from nonmagical attacks

**Condition Immunities** charmed, frightened

**Senses** darkvision 30 ft., passive Perception 17

**Languages** understands Common and Sylvan but can’t speak

**Challenge** 5 (1,800 XP) **Proficiency** +3

**Innate Spellcasting.** The eeko’s innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material or verbal components:

**At will:** *dancing lights*, *detect magic*

**2/day each:** *entangle*, *gust of wind*

**1/day each:** *protection from poison*, *tree stride*

## ACTIONS

**Branch.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

**Unleash Hive (Recharge 6).** An area of swarming bees extends 5 feet from the eeko in all directions, spreading around corners and moving with the eeko. The bees remain for 1 minute, until the eeko is incapacitated, or until the eeko takes 20 fire damage or more in a single turn. The bees lightly obscure the area, and while the bees remain the eeko regains 2 (1d4) hit points at the beginning of each of its turns.

Each creature of the eeko’s choice that ends its turn in the area must make a DC 15 Constitution saving throw, taking 7 (2d6) piercing damage and 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.



# EXCUBITOR (CHAPERONE DEVIL)

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY LAU BANNENBERG**

## FIENDISH PARTNERS

An archdevil can assign an excubitor to protect a mortal as part of the contract signed by that mortal. Excubitors cannot create new contracts themselves. The mortal beneficiary of this contract is known as the “principal.”

## INFERNAL LACKEYS

Devils have a reputation for being diabolical masterminds, but not all of them live up to that reputation. Excubitors, also known as chaperone devils, are forged from the souls of mortals who aided and abetted the evils of others rather than committing their own atrocities. In Hell, despite their formidable power, excubitors rank quite low in the diabolic hierarchy as they rarely achieve any triumphs which they can truly call their own.

The reward for a devil who in life was “just following orders” is an eternity of following the orders of mortals. Chaperone devils specialize in protecting Hell’s most important mortal assets—villains, criminal masterminds, and satanic warlords whose capacity for scheming overshadows their physical acumen. Excubitors are contracted to protect these important individuals from would-be law officers, knights, and other do-gooders. More than one would-be hero has nearly confronted a heinous villain only to first fall to that villain’s “secretary”—a fiendish excubitor bodyguard, with fists like iron and an almost bottomless pit of a stomach.

## EXCUBITOR

*Medium fiend (devil, shapechanger), lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 136 (16d8 + 64)

**Speed** 30 ft.

**STR** 20 (+5) **DEX** 17 (+3) **CON** 18 (+4) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 16 (+3)

**Saving Throws** Con +7, Wis +5, Cha +6

**Skills** Deception +6, History +3, Intimidation +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 11

**Languages** Common, Infernal, telepathy 120 ft.

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Shapechanger.** The excubitor can use a bonus action to polymorph into a specific Small or Medium humanoid or back into its true form. Other than its size, its statistics 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.

**Devil’s Sight.** Magical darkness doesn’t impede the excubitor’s darkvision.

**Guarding the Principal.** An excubitor can magically shield its principal (see sidebar) from the worst attacks. While the excubitor is within 30 feet of its principal, the principal shares its Magic Resistance trait.

**Innate Spellcasting.** The excubitor’s spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

**At will:** *dimension door* (self only), *shield of faith* (principal only)

**1/day each:** *dimension door* (with other creature), *fireball*, *lightning bolt*, *private sanctum*

**Magic Resistance.** The excubitor has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiaction.** The excubitor attacks three times: once with its bite and twice with its claws. It can replace its bite attack with Swallow Evidence.

**Bite (Fiend Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a Medium or smaller creature, it is grappled (save DC 18). Until this grapple ends, the excubitor can’t bite a different creature.

**Claws (Fiend Form Only).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Swallow Evidence.** The excubitor grotesquely distends its jaws and attempts to swallow a Medium or smaller creature. A creature grappled by the excubitor must make a DC 15 Dexterity saving throw, which it can voluntarily fail. On a failure, the creature is swallowed and transported into an extradimensional stomach, and the grapple ends. While swallowed, the creature is blinded and restrained, and it has total cover against attacks and other effects outside the excubitor. The target takes 14 (4d6) poison damage at the start of each of the excubitor’s turns, although the excubitor can forgo dealing this damage. If the excubitor takes 15 damage or more on a single turn from a swallowed creature, or if the excubitor dies, it regurgitates all swallowed creatures, which fall prone in a space within 5 feet of the excubitor.

# EYESORE

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY DAVID ADAMS**



Sometimes referred to as “basilisk’s bane,” the eyesore is a musty green-blue lump of semi-translucent goo in which dozens of disembodied eyeballs float in various stages of digestion. Unlike most oozes, eyesores possess a sense of vision, albeit one gained from a particularly macabre source: the stolen eyes of their victims.

An eyesore ranges from 80 to 120 pounds and typically contains four to eight eyeballs. Any creature with vision that looks upon the multitudinous eyes trapped within an eyesore risks having their own eyes magically removed and added to the eyesore’s collection, blinding the poor subject and furthering the growth of the eyesore. Eyesores propagate themselves by splitting into two identical clones when they have consumed a sufficient number of eyes to do so (usually 12).

The exact origin of eyesores is lost to time. Legends say the first eyesore was created from the liquefied body of a jealous nymph’s paramour, but some stories credit kobolds with creating eyesores to protect against roaming basilisks, cockatrices, and medusas.

## EYESORE

*Medium ooze, unaligned*

**Armor Class** 7

**Hit Points** 60 (8d8 + 24)

**Speed** 20 ft.

**STR** 16 (+3) **DEX** 5 (-3) **CON** 16 (+3) **INT** 1 (-5) **WIS** 12 (+1) **CHA** 1 (-5)

**Damage Vulnerabilities** piercing

**Damage Immunities** acid

**Condition Immunities** charmed, deafened, exhaustion, frightened, prone

**Senses** darkvision 60 ft., passive Perception 11 (see Stolen Vision)

**Languages** —

**Challenge** 1 (200 XP) **Proficiency** +2

**Stolen Vision.** An eyesore that has stolen at least one eye has vision.

Additional eyes grant it additional vision types. With at least 4 eyes it has darkvision out to a distance of 30 feet. With 6 eyes, its darkvision increases to 60 feet. With 8 eyes, it gains proficiency with Perception (+3 bonus, passive Perception 13). A typical eyesore has 6 eyes.

## ACTIONS

**Multiattack.** The eyesore attacks with its acid spray and uses Steal Eye.

**Acid Spray.** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target.

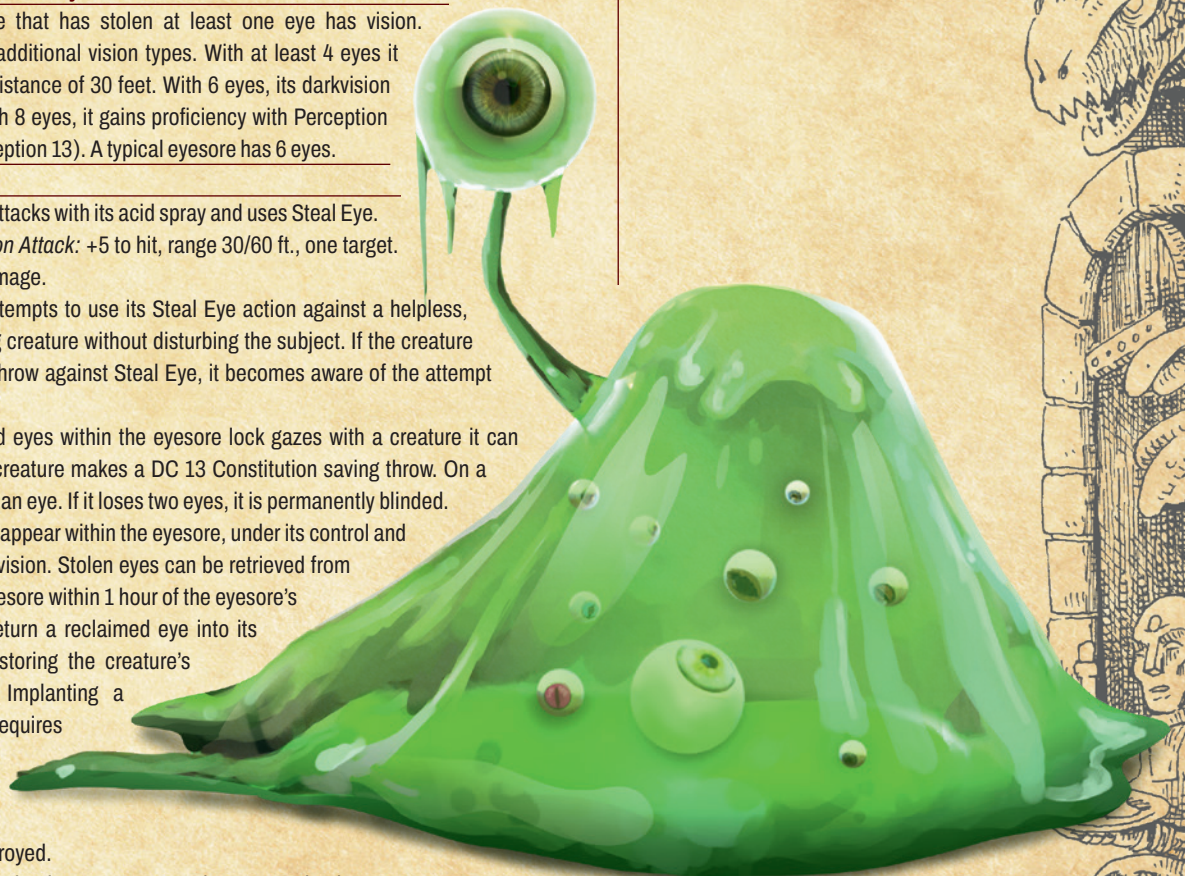
*Hit:* 10 (2d6 + 3) acid damage.

**Enucleate.** The eyesore attempts to use its Steal Eye action against a helpless, unconscious, or sleeping creature without disturbing the subject. If the creature succeeds at the saving throw against Steal Eye, it becomes aware of the attempt and wakes up if possible.

**Steal Eye.** All non-digested eyes within the eyesore lock gazes with a creature it can see within 30 feet. The creature makes a DC 13 Constitution saving throw. On a failure, it magically loses an eye. If it loses two eyes, it is permanently blinded.

Stolen eyes immediately appear within the eyesore, under its control and potentially improving its vision. Stolen eyes can be retrieved from the fresh corpse of an eyesore within 1 hour of the eyesore’s death. A creature can return a reclaimed eye into its socket as an action, restoring the creature’s vision after 1 minute. Implanting a foreign eye into a socket requires a successful DC 13 Wisdom (Medicine) check. On a failed check, the eye is destroyed.

After 1 hour, the eyes in a dead eyesore are too decomposed to be of any use.



# FELD HAG

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY JAKEIOL RUDD**

## FEAR OF THE BIRCH

Although feld hags thoroughly enjoy tossing their hag tar, they take particular delight in administering pain with their horrific birch whip. In the hands of a feld hag, a simple birch stick transforms into a magical whip of incredible cruelty and suffering. Although others have tried to take this whip from a fallen feld hag, once dropped, the whip instantly transforms back into a simple branch. Although the whip often bears a sickle at one end, feld hags use this as a tool in the field, not as a weapon.

Feld hags, also known as harvest or lunar hags, kill and eat farmers, blight crops before the harvest, and kidnap mortal children to taint and raise as their own. The hag's unnatural essence twists such children into slaving monstrosities which serve the hag as guard beasts, hunters, and servants.

A feld hag stands a head taller than most of her hag kin, towering over just about anyone unfortunate enough to see her in her true form. When the moon is full, a feld hag looms ominously in the pale moonlight, with pitted sallow skin and a vague, twisted grin. As the moon waxes and wanes, a feld hag's skin shifts as well, always matching the lunar body's color—from porcelain white during a full moon to ebon black at the beginning of a new lunar cycle. When the moon glows orange or red in the autumn, the feld hag's flesh likewise glows with bloody intensity. No matter the moon's phase, a feld hag can be easily identified by her burning fingers, which grip an electrifying whip that obeys only that hag, and the foul-smelling igneous secretions that slowly drip from her every pore.

To covertly destroy crops and spread famine, feld hags transform into various nondescript animals like snakes, turtles, and frogs. However, even when a crop is destroyed, the feld hag's work is not yet done. A feld hag is rarely sated until she has feasted upon the raw flesh of a farmer's child or taken a brood to be pounded in her iron butter churn and fed to her dogs.

## FELD HAG

*Medium fey (shapechanger), chaotic evil*

**Armor Class** 14

**Hit Points** 67 (9d8 + 27)

**Speed** 40 ft.

**STR** 19 (+4) **DEX** 18 (+4) **CON** 16 (+3) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 18 (+4)

**Skills** Arcana +4, Deception +6, Perception +4, Stealth +6

**Damage Resistances** fire, poison

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Deep Speech, Giant

**Challenge** 4 (1,100 XP) **Proficiency** +2

**Feld Hag Tar.** A creature damaged by the feld hag's claw or Igneous Sudor must succeed on a DC 13 Constitution saving throw or take 3 (1d6) poison damage and be poisoned until the end of its next turn. On a success, the creature is immune to feld hag tar for 24 hours.

**Innate Spellcasting.** The hag's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

**At will:** *dancing lights, grease, minor illusion*

**1/day each:** *command, conjure animals (wolf only), sleep*

**Magic Resistance.** The hag has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The hag can use Change Shape and then makes two attacks.

**Claws (Animal or Hag Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is subjected to the hag's Feld Hag Tar trait.

**Birch Whip (Humanoid or Hag Form Only).** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 3 (1d6) lightning damage.

**Igneous Sudor.** *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage, and the target is subjected to the hag's Feld Hag Tar trait.

**Change Shape.** The hag magically polymorphs into a Small or Medium mastiff, wolf, or female humanoid, or back into her true form. She can't cast spells while in animal form.

Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed, except for her birch whip. She reverts to her true form if she dies.

# FERROPACEON

SILVER AWARD  
RPG SUPERSTAR 2020  
BY AOIFE ESTER



Often likened to a hermit crab, the ferropaceon is a six-legged earth elemental with a naturally smooth magnetic shell upon which it single-mindedly hoards any magnetic materials it can find. Though they hail from the Elemental Plane of Earth and tend to emerge on the Material Plane within the cavernous depths of ore-rich mountains, ferropaceons inevitably wander toward humanoid lands in search of ever more and ever rarer metal objects. Junkyards, old battlefields, and the outskirts of highly industrial cities have all known a ferropaceon at one time or another.

## FERROPACEON

Large elemental, neutral

**Armor Class** 16 (natural armor), 21 with Metallic Carapace

**Hit Points** 180 (19d10 + 76)

**Speed** 30 ft., burrow 25 ft.

**STR** 21 (+5) **DEX** 14 (+2) **CON** 18 (+4) **INT** 6 (-2) **WIS** 11 (+0) **CHA** 6 (-2)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** paralyzed, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 10 (5,900 XP) **Proficiency** +4

**Aura of Magnetism.** While within 60 feet of the ferropaceon, a creature using a metal weapon or ammunition makes attack rolls with advantage against the ferropaceon and with disadvantage against creatures other than the ferropaceon.

**Earth Glide.** The ferropaceon can burrow through nonmagical, unworked earth and stone. While doing so, it doesn't disturb the material it moves through.

**Metal Sense.** The ferropaceon can magically pinpoint the location of metal within 60 feet of it.

**Metallic Carapace.** The ferropaceon can protect itself by covering itself in magnetized metal objects, creating a metallic shell around its body. While the ferropaceon's metallic carapace contains at least 50 pounds of metallic objects, the ferropaceon's Armor Class is 21 instead of 16.

A creature within 5 feet of the ferropaceon can use an action to make a DC 15 Strength check. On a success, the creature can remove one object from the metallic carapace. Removing three objects destroys the ferropaceon's Metallic Carapace until the ferropaceon uses Hyperpolarization.

## ACTIONS

**Multiaattack.** The ferropaceon attacks three times with its scissor claws. It can replace one attack with Hyperpolarization.

**Scissor Claws.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

**Hyperpolarization (Recharge 5–6).** The ferropaceon temporarily intensifies its magnetic field. All Medium and smaller unattended metal objects within 60 feet are pulled 60 feet towards the ferropaceon and added to its Metallic Carapace. Each creature within 60 feet wielding a metal object must make a DC 17 Strength saving throw. On a failure, the creature is disarmed and the metal object is pulled to the ferropaceon and added to its carapace. Each creature within 60 feet wearing metal armor must succeed on a DC 17 Strength saving throw or be pulled 10 feet straight towards the ferropaceon.

**Repulsive Barrage.** If the ferropaceon's Metallic Carapace contains at least 50 pounds of metal, the ferropaceon violently reverses its magnetic field. Metal objects stuck to its body are flung outwards, destroying the Metallic Carapace. Each creature within 30 feet of the ferropaceon must make a DC 16 Constitution saving throw, taking 35 (10d6) slashing damage on a failed save, or half as much damage on a successful one.

## FERROPACEON WEAPONS

Though not malicious, ferropaceons are highly territorial, viewing any object magnetically stuck to their body as rightly theirs. Most ferropaceons defend their treasures with scissor-like claws that can slice through flesh and bone with ease. The oldest ferropaceons can control their magnetic fields to such a degree that they can “wield” metallic weapons like swords and hammers, oscillating their magnetism so that the weapon hovers around them and strikes at their command.



# FUNGAL RAPTOR

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY CHRIS HARRELL**

## SPORE CARRIERS

The first fungal raptors were created by a vampiric druid obsessed with the cycle of rot, decay, and rebirth (particularly the rot and decay parts). Since then, fungal raptors have spread throughout the known world utilizing spore reproduction. Many woodstrajping adventurers have unknowingly been sprinkled with the spores of a fungal raptor hiding in the trees above, only to carry the raptor's progeny far and wide.

To the untrained eye, a fungal raptor initially appears to be a disease-ridden avian skeleton. In fact, however, this unsightly creature is a naturally occurring airborne fungus that grows in the shape of a bird of prey.

Somehow, fungal raptors have gained enough intelligence to imitate the forms of their namesake flying predators. Packs of fungal raptors hunt dark forests and damp swamps, using their diseased wings to drive prey deeper into their territory by creating a maze of pestilence. Once a target is thoroughly disoriented and lost, the fungal raptors ambush their prey, infect their victim with a unique blood-devouring disease, and then retreat into the trees where they wait for their helpless victims to succumb to exsanguination. Like true carrion feeders, fungal raptors never eat live prey, but even more importantly, fresh blood itself is harmful to fungal raptors—a fact desperate defenders might try to use to their advantage.

Like most fungi, fungal raptors blossom and grow in dank, dimly lit areas such as dungeons, grottos, and ruins, making them a common threat to spelunkers and treasure-hunting adventurers. In addition, territorial druids sometimes purposefully cultivate fungal raptors to protect their primal demesnes.

## FUNGAL RAPTOR

*Medium plant, unaligned*

**Armor Class** 14

**Hit Points** 105 (14d8 + 42)

**Speed** 20 ft., fly 50 ft.

**STR** 15 (+2) **DEX** 18 (+4) **CON** 16 (+3) **INT** 2 (-4) **WIS** 15 (+2) **CHA** 7 (-2)

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 5 (1,800 XP) **Proficiency** +3

**Curse of Blood.** Contact with blood harms a fungal raptor. Each time a creature within 5 feet of the raptor takes piercing or slashing damage (including from the raptor's own attacks), the raptor takes 5 (2d4) poison damage. Creatures that don't bleed do not trigger this effect.

**Forest Camouflage.** The raptor has advantage on Dexterity (Stealth) checks made to hide in forests and swamps.

**Keen Smell.** The fungal raptor has advantage on Wisdom (Perception) checks that rely on smell.

**Sanguinary Disease.** A creature hit by the raptor's attacks or exposed to its spores must succeed on a DC 14 Constitution saving throw or become infected with sanguinary disease. While diseased, the creature is poisoned, and its wounds do not bleed. A creature repeats the saving throw every 24 hours, becoming cured after 3 successes and dying after 3 failures.

Creatures without blood are immune to this disease.

## ACTIONS

**Multiattack.** The raptor makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, or 15 (2d10 + 4) if the raptor surprises a creature and hits it during the first round of combat, and the target is exposed to Sanguinary Disease.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, and the target is exposed to Sanguinary Disease.

**Diseased Wake (Recharge 5–6).** The raptor flies up to its fly speed, coating the area beneath it with deadly spores. Any space the raptor enters during this movement, as well spaces up to 15 feet directly below it, are filled with spores. The spores last for 1 minute. The area is lightly obscured for creatures except for fungal raptors. A creature that starts its turn in the area or enters it for the first time on a turn is exposed to Sanguinary Disease.



On the outskirts of Purgatory, sometimes confused or stubborn spirits wander away, avoiding judgment and refusing to pass on to the afterlife. In these cases, psychopomps called fylakas are charged with tracking down these runaway souls and bringing them back to face judgment.

Though their ability to sense alive and undead creatures is not as precise as other psychopomps, fylakas can sniff out souls from incredible distances, and they are relentless in their pursuits. The mere sight of one of these skull-faced bloodhounds is often enough to motivate a wandering soul to fall back in line and, in this way, fylakas keep the flow of souls moving through purgatory both steady and orderly.

## FYLAKA

*Medium celestial, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 120 (16d8 + 48)

**Speed** 50 ft.

**STR** 19 (+4) **DEX** 16 (+3) **CON** 16 (+3) **INT** 13 (+1) **WIS** 18 (+4) **CHA** 14 (+2)

**Skills** Intimidation +5, Perception +7, Religion +4, Stealth +6, Survival +7

**Damage Resistances** necrotic, poison

**Senses** darkvision 60 ft., passive Perception 17

**Languages** understands Abyssal, Celestial, and Infernal but can't speak; telepathy 120 ft.

**Challenge** 6 (2,300 XP) **Proficiency** +3

**Immortal Nature.** The fylaka doesn't require food, drink, or sleep.

**Innate Spellcasting.** The fylaka's spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

**At will:** *invisibility* (self only)

**3/day each:** *dimension door*, *locate creature*

**Magic Resistance.** The fylaka has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The fylaka's weapon attacks are magical.

**Soul Sense.** The fylaka can magically sense the presence of living or undead creatures up to 500 feet away. It knows the general direction they're in but not their exact locations.

## ACTIONS

**Multiattack.** The fylaka makes two attacks: one with its bite and one with its claws. It can replace its bite attack with Imprison.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic or radiant damage (the fylaka's choice). If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the fylaka can't bite a different target.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) necrotic or radiant damage (the fylaka's choice).

**Imprison.** If the fylaka isn't imprisoning a creature, the fylaka makes a claws attack against a Medium or smaller creature it is grappling. If the attack hits, it also opens its rib cage and shoves the target into its chest cavity, ending the grapple. While imprisoned in this way, the target is restrained and moves with the fylaka. It can see and hear normally but can't target anything outside the fylaka with attacks, spells, or abilities. It can be targeted by ranged effects originating outside the fylaka but has three-quarters cover, and it can't be targeted by melee attacks or effects with a range of touch. If the fylaka chooses, the target takes 10 (3d6) necrotic or radiant damage (the fylaka's choice) at the start of each of the fylaka's turns. If the fylaka takes 15 damage or more on a single turn from an imprisoned creature, or if the fylaka dies, the creature is no longer restrained and falls prone in a space within 5 feet of the fylaka.

**Leap and Catch.** The fylaka can jump up to its speed. It then uses Imprison, even against a creature it isn't grappling.

**Breath Weapon (Recharge 5–6).** The fylaka exhales energy in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 21 (6d6) necrotic or radiant damage (the fylaka's choice) on a failed save, or half as much damage on a successful one.



# G'MAYUN

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY JEFFREY ANDERSON**

## INCONGRUOUS ATTIRE

The g'mayun resemble small and intensely colored humanoid birds without wings.

Their feathers range over a broad and bright spectrum. These feathers grow the longest and brightest atop their heads, often standing high into the air or cascading down their backs. Their large and expressive eyes are likewise a swirl of color. This vivid appearance is often offset by their taste for the darkest of clothing, adorned with skulls, spikes, or other elements that are usually more expected of nefarious cults.

G'mayuns are avian humanoids that resemble colorful parrots and other birds native to tropical paradises. Yet for all their beauty and freedom, the great mythos of g'mayuns is studded with sorrow.

There are two sides to every coin—joy and sorrow, peace and violence. This is a universal truth that g'mayuns know all too intimately. Long ago, they led a life of harmony with the world, celebrating beauty in all its forms but especially drawn to song. Their patron deity, a goddess of art and love, filled their hearts with joyous inspiration, and song would fill the air in their treetop jungle homes. But no mortal light nor any form of beauty is entirely safe from the jealous clutches of demonkind.

Corruption was slow and subtle. Demons in disguise made their way into g'mayun enclaves and began to spread their corruptive influence. Slowly, the brilliant light of g'mayuns dimmed, and voices that once lifted in celebration cried out to the darkness in rage. It seemed they were on the edge of being forever lost, another people damned to the status of monsters.

However, miracles happen, even to the most unexpected people and in the most unexpected places, and the g'mayun patron goddess wasn't willing to allow her former devotees to lose themselves completely. As subtly as the corruption spread among g'mayun culture, their patron's redemption was overt, a powerful love extending into their song and offering the hand they needed to pull them back from the brink.

Now, g'mayuns are a people with souls rent between the demonic corruption, now centuries gone but still leaving scars upon their song, and the rainbow, both ancient and new, that slowly soothes them and undoes the sins of the past, generation by generation. But as ever, there are songs in their hearts—songs that, these days, speak to this harsh dichotomy. The loveliest of melodies, expressing the deepest of anguish and anger. Joy and love screamed in bitter anthems. Releasing all malevolence still within their hearts with music and art rather than succumbing to the temptations of wrath.

## G'MAYUN PIRATE

*Small humanoid (g'mayun), chaotic neutral*

**Armor Class** 14 (studded leather)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

**STR** 12 (+1) **DEX** 15 (+2) **CON** 11 (+0) **INT** 11 (+0) **WIS** 12 (+1)

**CHA** 14 (+2)

**Skills** Acrobatics +4, Deception +4, Performance +4

**Senses** passive Perception 11

**Languages** Abyssal, Auran, Common

**Challenge** 1/8 (25 XP) **Proficiency** +2

**Truecolor Sight.** The g'mayun can see colors of the visual spectrum that most creatures can't even fathom. It can see a faint aura around any visible creature or object within 30 feet that bears magic and can see invisible creatures and objects within 30 feet as if they were visible.

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Dolent Aria.** The g'mayun sings a beautiful but mournful melody. Each creature of its choice within 60 feet that can hear it must succeed on a DC 12 Wisdom saving throw. On a failure, the target can take either an action or a bonus action on its next turn but not both, and it can't take reactions until the end of its next turn. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to the Dolent Aria of all g'mayuns for 24 hours. Creatures that can't be charmed are immune to this effect.

**Rendering Squall (Recharge 5–6).** The g'mayun unleashes its pain and rage in a sudden scream. Each creature in a 15-foot cone must succeed on a DC 12 Constitution saving throw or take 3 (1d6) thunder damage.

# GALTZAGORRI

**SILVER AWARD  
RPG SUPERSTAR 2020  
BY DAVE BREITMAIER**



Galtzagorri are diminutive, fretful humanoids native to the realm of the fey. They wear baggy, bright red pants and sport ladybug-like wings on their bare backs. Whether in flight or on foot, galtzagorri flit about with purpose, zigzagging between trees and buildings with equal ease. On the Material Plane, galtzagorri tend to avoid big cities but might be found in woodland settlements or any heavily forested area that resembles their wild home.

For a galtzagorri, unemployment is a fate worse than death. Its nimble fingers twitching with anticipation, an unoccupied galtzagorri is prone to buzz about the land in search of overworked artisans, beleaguered farmers, and frazzled spellcasters eager to delegate their menial tasks. Once bonded to a skilled practitioner or spellcaster, a galtzagorri goes about any task, big or small, with enthusiasm, from tinkering with a malfunctioning construct to washing the windows. Galtzagorri are also helpful in battle, all too eager to swiftly disarm and disassemble their enemies' weapons.

Inexperienced spellcasters often seek out galtzagorri for assistance in creating magical items. Some attempt to magically summon a galtzagorri, but since a summoned galtzagorri cannot produce anything of value, its idle hands soon start taking apart anything it can find—often to the surprise and horror of the summoner.

While its bonded master may initially see the creature as a blessing, a galtzagorri's relentless industriousness can also be a curse. An underworked galtzagorri quickly becomes agitated, undoing with frenetic anxiety the tasks it has already completed. If completely idle, it may even sabotage simple mechanical devices only so that it can fix them again. An artisan or spellcaster can rid themselves of an unwanted galtzagorri by trapping it in a small box and gifting it to another who may need the creature's "help."

## GALTZAGORRI POSSESSIONS

Money and ownership are so inconsequential to a galtzagorri that it would have no qualms about scratching a priceless jewel in an effort to fix a twisted prong. Any galtzagorri missing its oversized red pants—its one prized possession—has presumably sacrificed them in the name of completing some exceptionally satisfying task.



## GALTZAGORRI

*Tiny fey, chaotic neutral*

**Armor Class** 13

**Hit Points** 28 (8d4 + 8)

**Speed** 25 ft., fly 20 ft.

**STR** 8 (-1) **DEX** 16 (+3) **CON** 12 (+1) **INT** 16 (+3) **WIS** 10 (+0) **CHA** 14 (+2)

**Skills** Arcana +5, Deception +4, Perception +2, Sleight of Hand +5, Stealth +5

**Senses** darkvision 30 ft., passive Perception 12

**Languages** Common, Sylvan

**Challenge** 1/2 (100 XP) **Proficiency** +2

**Craft Anything.** The galtzagorri is considered to be a level 8 cleric and wizard for the purposes of using and crafting magic items.

**Innate Spellcasting.** The galtzagorri's innate spellcasting ability is Intelligence (spell save DC 13).

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

**At will:** *detect magic, mending*

**3/day:** *polymorph* (self only, Tiny beast only)

**Quick Disassemble.** While holding a Small or Tiny item, the galtzagorri can use an action to make a Dexterity check. On a success, the item is permanently reduced to its raw materials. The DC of the check is 13 if the object is nonmagical or 18 if the item is a common or uncommon magic item. The galtzagorri cannot disassemble rare or rarer items.

## ACTIONS

**Hook Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

*Hit:* 6 (1d6 + 3) piercing damage.

**Disarm.** The galtzagorri makes a melee or ranged hook spear attack against a creature. On a hit, the creature takes no damage but drops a weapon or other item that it is holding.

# GARATAUR

**GOLD AWARD  
RPG SUPERSTAR 2020  
BY JAMES ABENDROTH**

## DAUGHTERS OF THE BLOOD MOON

The most powerful garataurs possess divine powers and spells akin to those of a true cleric. These garataur priests are always female and refer to themselves as daughters of the blood moon. Indeed, their powers seem at their most potent during lunar eclipses, when they lead harrowing rituals beneath a red desert sky.

According to the legends of some warmongering gnoll communities, the emergence of a blood moon can herald the creation of a mighty warrior to lead the pack in its quest for slaughter—a bloodthirsty monster resembling a gnoll from the waist up, but with the body of a primordial hyena where its legs would be. This monster rapidly claims leadership of its clan through some combination of strength, charisma, and unparalleled bloodshed. In hushed whispers, as a new blood moon rises, the name of this beast floats on the lips of fearful gnolls huddled beneath their blankets—the garataur.

For remote gnoll societies that revere a demonic goddess, the coming of a garataur is often seen as a sacred and important event signaling the unholy favor of the queen of demons. Such zealous communities regard the creature as a representative of the goddess, and the gnolls' former leaders willingly step down to serve the divine emissary. However, for neighboring communities, gnoll or otherwise, the arrival of a garataur means little more than fear and pain for anyone caught in the monster's path.

Even the most aggressive groups of gnolls cannot compete with a war band led by a garataur, whose mind and body seem perfectly crafted for the sole purpose of slaughter. While violent gnoll communities might attack or enslave their neighbors when they are hungry or need more slaves, those groups led by a garataur actively seek out and instigate total wars. Such war bands attack until all their victims are dead or enslaved, fighting to the death. Once a fight has begun, a garataur never surrenders.

## GARATAUR

*Large monstrosity, neutral evil*

**Armor Class** 17 (splint)

**Hit Points** 75 (10d8 + 30)

**Speed** 50 ft.

**STR** 18 (+4) **DEX** 17 (+3) **CON** 16 (+3) **INT** 13 (+1)

**WIS** 14 (+2) **CHA** 16 (+3)

**Skills** Intimidation +5, Perception +4, Religion +3, Stealth +5, Survival +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Abyssal, Common, Gnoll

**Challenge** 4 (1,100 XP) **Proficiency** +2

**Keen Smell.** The garataur has advantage on Wisdom (Perception) checks that rely on smell.

**Rampage.** When the garataur reduces a creature to 0 hit points with a melee attack on its turn, the garataur can take a bonus action to move up to half its speed and make a bite attack.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

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

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Slashing Sprint.** The garataur moves up to its speed without provoking opportunity attacks. It can make up to two scimitar attacks during this movement, but each attack must be against a different target.

**Terrible Cackle (Recharge 5–6).** The garataur unleashes a horrifying cackle. Each creature within 30 feet of the garataur that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn. Gnolls and hyenas automatically succeed on this saving throw.



# GHOSTWRITER

SILVER AWARD  
RPG SUPERSTAR 2020  
BY GARRICK J. WILLIAMS



A ghostwriter typically rises from the spirit of an avid scholar or arcanist who labored endlessly but fruitlessly on a long-winded historical treatise or arcane thesis. Risen as a ghostwriter, this unswerving intellectual aims its creative energies at the writings of the living. Ghostwriters typically hide within spellbooks, twisting words and tweaking language in ways that can cause a wizard's spells to flourish or fizzle.

## GHOSTWRITER

*Medium undead, chaotic evil*

**Armor Class** 13

**Hit Points** 58 (13d8)

**Speed** 0 ft., fly 30 ft. (hover)

**STR** 7 (-2) **DEX** 17 (+3) **CON** 10 (+0) **INT** 19 (+4) **WIS** 14 (+2) **CHA** 17 (+3)

**Skills** Arcana +7, History +7, Deception +6, Stealth +6

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** the languages it knew in life

**Challenge** 5 (1,800 XP) **Proficiency** +3

**Incorporeal Movement.** The ghostwriter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Rejuvenation.** If destroyed, the ghostwriter magically re-forms fully healed after 5 (2d4) days in the library or other location where it first manifested. The ghostwriter can be permanently destroyed only if someone publishes the ghostwriter's work to an audience of at least 100 readers, which allows the spirit to move on to the afterlife.

**Spellcasting.** The ghostwriter is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizards spells prepared, which it can cast without material components:

**Cantrips (at will):** *mage hand, message, prestidigitation, ray of frost*

**1st level (4 slots):** *comprehend languages, detect magic, magic missile, sleep*

**2nd level (3 slots):** *gust of wind, ray of enfeeblement*

**3rd level (2 slots):** *dispel magic, glyph of warding, stinking cloud*

**Undead Nature.** The ghostwriter doesn't require air, food, drink, or sleep.

## ACTIONS

**Multiattack.** The ghostwriter can use Quick Study. It then casts a spell and attacks once with its ghostly quill.

**Ghostly Quill.** *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) necrotic damage.

**Inhabit Text.** The ghostwriter possesses a book, scroll, roll of parchment, or similar-sized text it can see within 20 feet of it. If a creature is holding the text the ghostwriter attempts to inhabit, that creature can make a DC 15 Intelligence saving throw to prevent the possession. The ghostwriter's body disappears, and the possessed text gains the statistics and abilities of the ghostwriter. If the ghostwriter is destroyed while possessing a text, the text is destroyed as well.

If the ghostwriter inhabits a spellbook, it automatically edits the text, making it difficult for the next reader to parse the words. The next time a spellcaster attempts to prepare spells from the spellbook, the spellcaster must succeed on a DC 17 Arcana check. On a failure, one randomly determined spell per spell level is made illegible and can't be prepared until after the spellcaster's next long rest. On a success or a failure, the edits then disappear and don't affect subsequent preparations.

The possession lasts until the ghostwriter drops to 0 hit points, ends it as a bonus action, or is forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghostwriter reappears in the text's space and can't use Inhabit Text again until the end of its next turn.

**Quick Study.** If the ghostwriter is possessing a spellbook using Inhabit Text, it changes one of its prepared spells to a spell of the same level contained within the spellbook.

## STUBBORN EGO

Ghostwriters are easily offended by critics or readers that seem ungrateful for the spirit's attempts to improve their spells and documents; flattery is a far more fruitful tack. Though difficult, if one can convince a ghostwriter that their work is finished, the spirit can finally drift to the afterlife.



# GLAUCUS SLUG, GIANT

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY RYAN KING**

## JELLYFISH EATERS

Glaucus slugs are one of the few animals capable of eating highly toxic jellyfishes. Perhaps even more terrifyingly, the glaucus can store—and even concentrate—consumed venom to use against future prey.

Sailors' tales are full of fantastical creatures and monstrous beasts. While some who spend all their days on land might think these stories are exaggeration or imagination, those who have sailed the seas know there is more truth to them than not. From giant squid to jellyfish, strange creatures inhabit the depths of the world's oceans. Every ship that sails the sea is bound to encounter such a creature sooner or later. One of the lesser-known of these ocean dwellers is the giant glaucus slug, a monstrously oversized version of the common blue glaucus sea slug.

Like their miniature kin, these shell-less mollusks float upside down on the water's surface using their long, slender appendages called cerata to create surface tension. They do not locomote on their own but instead rely on winds and ocean currents to drift across the sea. A glaucus slug's blue and silver coloration acts as camouflage, blending into the deep blue of ocean water from above and the white reflected sunlight from the ocean's surface from below. While the silhouette of a glaucus slug resembles the outstretched wings of a dragon, these aquatic animals bear no relation to true dragons, despite their colorful alternative name, "blue dragon slugs."

By themselves, glaucus slugs are not especially dangerous. However, swimmers and sailors should still be wary when a glaucus slug appears. They both serve as a warning that venomous jellyfish may be nearby and can be deadly to encounter themselves when full of fresh jellyfish venom. The paralytic venom can leave the unfortunate victim vulnerable in the water to other animals' attacks.

## GIANT GLAUCUS SLUG

*Small beast, unaligned*

**Armor Class** 12

**Hit Points** 49 (9d6 + 18)

**Speed** 0 ft., swim 30 ft.

**STR** 14 (+2) **DEX** 15 (+2) **CON** 15 (+2) **INT** 1 (-5) **WIS** 12 (+1) **CHA** 2 (-4)

**Damage Resistances** poison

**Condition Immunities** charmed, frightened

**Senses** darkvision 30 ft., passive Perception 11

**Languages** —

**Challenge** 2 (450 XP) **Proficiency** +2

**Reactive.** The slug can take one reaction on every turn in combat

### ACTIONS

**Multiattack.** The slug attacks twice with its cerata.

**Cerata.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be 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.

**Tongue.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a venomous creature, the slug

extracts venom and stores it in its cerata. For 1 hour, the slug's cerata

attack deals an extra 3 (1d6) poison damage on a hit.

### REACTIONS

**Reactive Sting.** When a creature touches the slug or hits it with an unarmed melee attack while within 5 feet of it, the slug makes a cerata attack against that creature.

# GYMNOPHOBIA

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY JESSE LEHTO**



“Gymnophobia” is a cheeky nickname given to these strange aberrations, which appear to be roiling masses of dozens of gymnophiona—long, legless amphibians—conjoined to a single heart-like organ. This organ produces a blood-like substance that gives its constituent critters sentience and enables them to wear and preserve human corpses for weeks. Gymnophobias have a crippling fear of having their true forms seen by other creatures, and so they wear their macabre “disguises” to blend in with society. Of course, an outfit made from a bloated, hardened corpse does little to dispel most people’s concerns at the sight of these shambling horrors.

## GYMNOPHOBIA

*Large aberration, chaotic evil*

**Armor Class** 18 (corpse outfit)

**Hit Points** 152 (16d10 + 64)

**Speed** 25 ft.

**STR** 20 (+5) **DEX** 14 (+2) **CON** 18 (+4) **INT** 15 (+2) **WIS** 17 (+3) **CHA** 11 (+0)

**Skills** Deception +4, Stealth +6

**Damage Vulnerabilities** slashing

**Condition Immunities** blinded, deafened

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Deep Speech

**Challenge** 9 (5,000 XP) **Proficiency** +4

**Corpse Outfit.** The gymnophobia wears a patchwork outfit made of various corpses. If the gymnophobia is reduced to less than 76 hit points, or immediately upon being damaged by a critical hit, the corpse outfit breaks.

While the corpse outfit is broken, the gymnophobia’s Armor Class is reduced to 14 and the gymnophobia is frightened of every creature that is able to observe it.

**Multiple Heads.** The gymnophobia has advantage on Wisdom (Perception) checks and on saving throws against being charmed, stunned, and knocked unconscious.

## ACTIONS

**Multiaction.** The gymnophobia can use Patch Outfit. It then makes three attacks: one with its bite and two with its tentacles.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained.

**Tentacle.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

**Constrict.** Each creature grappled by the gymnophobia must make a DC 17 Constitution saving throw, taking 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

**Patch Outfit.** If the gymnophobia is within 5 feet of the corpse of a Small or larger creature that died within the last hour, the gymnophobia tears off pieces of the corpse to patch its corpse outfit. The gymnophobia regains 21 (6d6) hit points. If the gymnophobia’s hit points are increased to 76 or more, its Corpse Outfit is repaired, increasing its Armor Class to 18 and removing the frightened condition. The gymnophobia can tear pieces from a Small corpse once, a Medium corpse twice, and a Large or larger corpse three times.

## REACTIONS

**Meat Shield.** If the gymnophobia is grappling a creature, it can add 3 to its AC against one attack that would hit it. The attack must be made by a creature the gymnophobia can see. If the increase to AC causes the attack to miss, the attack instead hits a creature grappled by the gymnophobia.

## MULTIPLE PERSONALITIES

While a gymnophobia’s dozens of tendrils share a single mind controlled by the being’s heart-like organ, each individual amphibian head has its own personality. If severed, a gymnophobia’s head will grow back, but with a new personality. In this way, a gymnophobia self-polices, with the more violent or belligerent heads nipping off their weaker brethren. The only thing all heads seem to agree on is the need to hide and protect their monstrous heart.



# HEARTH HOUND

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY JEREMY CORFF**

## RARE GUARDIANS

It is impossible to intentionally create or summon a hearth hound, and those who actively seek protection from one rarely receive it. Only by cherishing and caring for a dog throughout its entire life can a family hope to be blessed by this guardian spirit.

## ASH & FLAME

In its manifested form, a hearth hound resembles a plume of living ash in the shape of a giant dog, casting light from the glowing embers of its eyes and emitting a deep rumbling growl that shakes the foundations of the house. A hearth hound bravely protects its family from attackers and chases away threats, loyal to the very end.

Few can wish for a more peaceful death than in one's sleep before the warmth of the family fireplace. When a cherished canine companion so peacefully passes away after spending its entire life with one family in one home, the spirit of the hound might linger within the embers and ashes of the hearth. Here the spirit remains, guarding its former home and family even after death, sometimes lingering in the home for a century or more in order to watch over its original family's children and grandchildren.

In its dormant form, this spirit is detectable as little more the feeling of warmth, contentment, and peace that radiates from the hearth; thus, a family might remain unaware of a hearth hound's existence for years or even decades. However, once the hearth hound senses a threat against its wards, such as a violent burglar, an arsonist, or even simply an exploitative tax collector, the beast instantly manifests from the flames of the family hearth to defend its loved ones.

## HEARTH HOUND

*Medium undead, unaligned*

**Armor Class** 14

**Hit Points** 58 (13d8)

**Speed** 0 ft., fly 35 ft. (hover)

**STR** 7 (-2) **DEX** 18 (+4) **CON** 10 (+0) **INT** 5 (-3) **WIS** 15 (+2) **CHA** 19 (+4)

**Saving Throws** Con +2, Wis +4

**Skills** Perception +4, Stealth +6

**Damage Resistances** acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 4 (1,100 XP) **Proficiency** +2

**Final Howl.** When the hound dies, it uses Sorrow's Howl. This howl originates from the hound's hearth.

**Hearth Bound.** The hound cannot leave the premises of the home in which it spent its life.

**Incorporeal Movement.** The hound can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Keen Smell.** The hound has advantage on Wisdom (Perception) checks that rely on smell.

**Rejuvenation.** If destroyed, the hearth hound magically re-forms fully healed inside its hearth after 5 (2d4) days. The hearth hound can be permanently destroyed only if the hearth is completely destroyed or the family it is guarding leaves their home for 1 year.

**Undead Nature.** The hearth hound doesn't require air, food, drink, or sleep.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) necrotic damage plus 9 (2d8) fire damage.

**Sorrow's Howl.** The hound howls mournfully. Creatures within 100 feet that can hear the howl must make a DC 14 Wisdom saving throw. On a failed save, a creature is frightened for 1 minute. A target 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 Sorrow's Howl for the next 24 hours.

**Ash Breath (Recharge 5–6).** The hound exhales ash and flames in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one. The area is heavily obscured by a cloud of smoke until the end of the hound's next turn.

# HIEROGLYPH SCORPION



**COPPER AWARD  
RPG SUPERSTAR 2020  
BY LAU BANNENBERG**

Hieroglyph scorpions are magical vermin originally constructed to guard pharaonic mausoleums, temples, and pyramids. Their unique ability to blend in with painted murals, chiseled inscriptions, and ornate sarcophagi allow them to tail tomb-robbers unseen, then leap out, attack, and disable would-be thieves.

These incorporeal scorpions boast mighty defenses as their incomplete materialization allows them to flatten out and patrol two-dimensional surfaces. With long stingers and pincers, hieroglyph scorpions tend to keep their opponents at a distance, and are not above retreating from a lost fight.

## HIEROGLYPH SCORPION

*Small construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 115 (21d6 + 42)

**Speed** 40 ft., climb 40 ft.

**STR** 7 (–2) **DEX** 20 (+5) **CON** 15 (+2) **INT** 1 (–5) **WIS** 14 (+2) **CHA** 18 (+4)

**Saving Throws** Int –1, Wis +6

**Skills** Perception +6, Stealth +9

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., tremorsense 120 ft., passive Perception 16

**Languages** —

**Challenge** 10 (5,900 XP) **Proficiency** +4

**Constructed Nature.** The hieroglyph scorpion doesn't require air, food, drink, or sleep.

**Limited Incorporeality.** The scorpion can pass through creatures, but not objects, as if they were difficult terrain.

**Reanimation.** If destroyed, the hieroglyph scorpion re-forms fully healed in its mural after 5 (2d4) days. The hieroglyph scorpion can be permanently destroyed only by destroying the mural it was created to protect.

**Spider Climb.** The scorpion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Multiattack.** The scorpion makes three attacks: two with its pincers and one with its stinger.

**Pincers.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

**Stinger.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 18 (2d12 + 5) piercing damage, and the target must succeed on a DC 14 Constitution saving throw against being magically petrified. On a failed save, the target 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 target is permanently petrified, and its physical body (including all its possessions) are magically inscribed onto the nearest flat surface, such as a wall or floor tile. No physical trace of the target remains except its inscription.

An inscribed creature can be recovered from the mural by targeting its inscription with *greater restoration* or a similar spell or by destroying the mural on which it is inscribed. If the mural is destroyed, all inscribed creatures on the destroyed portion of the mural are freed and restored to flesh.

**Flatten.** The scorpion flattens itself against a wall, blending in seamlessly with the wall's paintings or inscriptions. While flattened, the scorpion is indistinguishable from a wall painting or carving. If the scorpion does anything other than remain stationary or move along the wall's surface, it becomes unflattened and this effect ends.

### CONSTRUCTED SPIRIT

Though it lacks a physical body and has the incorporeal trait, a hieroglyph scorpion is not undead. Instead, it is a constructed being made from inanimate ethereal quintessence. Nevertheless, the powerful magic that creates a hieroglyph scorpion also binds it to the walls of the tomb it is ordered with protecting, enabling it to “rejuvenate” similarly to the way a ghost does.

### TANTALIZING TREASURE

The hieroglyph scorpion's most fearsome weapon is its inscription venom, which gradually turns its victims to stone and adds them to the scorpion's ever-denser mural. But there is opportunity in danger. The halls protected by ancient hieroglyph scorpions are inscribed with countless unlucky treasure hunters. Destroying the mural could free them—and their loot.





# HOOK HANGER

**COPPER AWARD**  
**RPG SUPERSTAR 2020**  
BY JUHO KATTELUS

## UNKNOWN ORIGINS

Hook hangers are encountered all over the world and in just about any locale, from insular riverside villages to the heart of the jungle to the depths of subterranean caverns, making it difficult to determine their “native habitat.” The most logical explanation for hook hangers’ proliferation is that some malevolent intelligent being purposefully sowed these horrors across the world, though what being—and for what purpose—none can say.

As their common name implies, hook hangers (who refer to themselves as danakarii) are monstrous abominations that haunt jungles both verdant and urban. They prefer these environs because trees and buildings alike boast plentiful branches, ledges, and crannies from which they can swing and drop. Though hook hangers are bipedal, their legs are little more than vestigial stumps. Rather, these killers locomote by swinging along tree canopies and permeable ceilings using the strange hooked limbs that extend from their shoulder blades. Hook hangers can lope along the ground using their heavily muscled arms, similarly to gorillas, but they generally resort to terrestrial combat only as a last resort. Whenever possible, they hide in darkness above their prey and fight from the shadows.

Hook hangers are misanthropic killers who disdain all other forms of life and find great pleasure in maiming and killing just about anything that crosses their path. They move with eerie silent grace and communicate with one another using a Deep Speech form of sign language, but they clearly possess the power of hearing, for their favorite types of victims are those who can scream.

Hook hangers sometimes gather in groups and follow a particularly charismatic and vile hanger. Such “hook mobs” can wipe out entire settlements or regions of life, foregoing their usual stealth and ambush tactics for wanton slaughter. More often, however, hook hangers act as solitary hunters or independent mercenaries for more powerful beings.

## HOOK HANGER

*Medium aberration, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 120 (16d8 + 48)

**Speed** 20 ft., climb 50 ft.

**STR** 20 (+5) **DEX** 17 (+3) **CON** 16 (+3) **INT** 12 (+1) **WIS** 15 (+2)

**CHA** 14 (+2)

**Skills** Intimidation +5, Perception +5, Stealth +6, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Deep Speech

**Challenge** 6 (2,300 XP) **Proficiency** +3

**Hanging Climber.** The hook hanger can use its climb speed only to climb along overhead surfaces such as tree canopies or the ceilings of natural caverns. The hook hanger treats ceilings of hewn stone as difficult terrain.

### ACTIONS

**Multiattack.** The hook hanger attacks twice with its hook or twice with its slam.

**Hook.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the hook hanger can’t use its hook on a different creature.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, or 23 (4d8 + 5) bludgeoning damage if the hook hanger already hit the target with a slam this turn.

**Drop the Hammer.** If the hook hanger is hanging at least 10 feet above a creature and is hidden from the creature, it drops down to a space within 5 feet of the creature and attacks it with a slam. On a hit, the creature is knocked prone and must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

**Swinging Swipe.** The hook hanger climbs up to its climb speed along an overhead surface without provoking opportunity attacks. It can make a hook attack at any point during this movement.

**Twist and Snap.** A creature grappled by the hook hanger must make a DC 16 Constitution saving throw. On a failure, the hook hanger breaks the creature’s arm, dealing 27 (6d8) bludgeoning damage and inflicting a level of exhaustion on the creature. While the character suffers from this exhaustion, it can’t use one of its arms. A creature can use an action to make a DC 15 Medicine check, setting the bone and removing the level of exhaustion on a success.

# HOOK MELON

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY NATHAN ROSS**



Hook melons are a strange and unsettling breed of fruit that dangle from the branches of their parent tree by a vine growing from their “neck.” When fully ripe, they bear an uncanny resemblance to a headless humanoid body.

While most fruit disperses a plant’s seeds by enticing other creatures into eating them, hook melons take a different approach. When intertwined with another creature’s nervous system, the root-like fibers that trail from their torso allow the hook melon a limited amount of control over a creature’s movements. They use this control to travel as far as possible from their parent tree and seek out a suitable place to sprout, often bludgeoning their unwilling host into unconsciousness or death in the process.

Hook melons possess a surprising degree of intelligence for a plant, considering the sophistication required to control another creature’s body. Sometimes a group of hook melons (called a gallows) will cooperate to ambush larger groups of creatures, ensuring that at least one of their kind can escape while attached to a suitable host.

Occasionally, a hook melon will shun its biological drive and forgo sprouting in favor of further exploration. Such individuals have been known to disguise themselves with shapeless clothing in order to pass through inhabited areas.

Sightings of unusual centaur-like silhouettes lumbering across forests can sometimes be attributed to these macabre fruits.

## SELECTIVE HOSTING

Though clearly plant-based life forms, hook melons possess eerie intellects, and their personalities are as alien to most humanoids as their invertebrate anatomy. Most hook melons prefer to attach to deer, large birds, and other swift-moving forest creatures, but for whatever reason, some instead have a predilection for humanoid bodies.

## HOOK MELON

*Medium plant, neutral evil*

**Armor Class** 12 (natural armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 10 ft., climb 10 ft.

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

**Damage Vulnerabilities** bludgeoning, fire

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 12

**Languages** understands Sylvan but can’t speak

**Challenge** 2 (450 XP) **Proficiency** +2

**Hanging Fruit.** The hook melon is suspended from its parent tree by a long vine. While connected to its parent tree, its speed and climb speed are 0, and it regains 10 hit points at the start of its turn if it has at least 1 hit point. It can detach itself from its vine as a bonus action. A hook melon also detaches if it is moved more than 10 feet from its parent tree. Once detached, it cannot reattach itself.

**Keen Smell.** The melon has advantage on Wisdom (Perception) checks that rely on smell.

## ACTIONS

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage. If the target is a Small or larger creature and the melon isn’t attached to another creature, roots trailing from the melon’s torso attach to the target. While attached, the melon moves with the target. A creature can use an action to make a DC 15 Strength check, ending the attachment on a success and dealing 9 (2d8) damage to the attached creature. The attachment ends without dealing damage if the melon is killed or if the melon ends it as a bonus action.

A hook melon can use a bonus action to control a dead or unconscious creature it is attached to. It can make the creature move and interact with objects but not take actions.

**Steal Stride.** If the melon is attached to a creature, it controls the attached creature’s nerves. The attached creature moves up to its speed under the melon’s control.

## REACTIONS

**Steer.** If a creature attached to the melon tries to move or use an action, the creature must make a DC 13 Wisdom saving throw. On a failure, the creature doesn’t move or take an action, and the melon uses Steal Stride.



# HUSKS

PLATINUM AWARD  
RPG SUPERSTAR 2020  
BY MATT CAVANAUGH

## LESHY HUSK MINIONS

Stronger husks, including dryad and arboreal husks, sometimes take along leshy husks as minions and servants. Most such “husk masters” are smarter or more ambitious than typical husks of their kind, and their goals often include domination of the local area or the ruination of a nearby settlement.

Plant creatures share a special bond with the natural world that few other beings can completely understand or appreciate. When the bond to its realm is broken or severed, a sentient plant creature’s rage can transform it into a terrible shadow of its former self. Benign and even friendly plants like leshies, arboreals, and dryads all run the risk of this horrible metamorphosis, though their own agony often pales in comparison to the horrors which they inflict on their victims. Lonely, angry, and twisted, plant husks sow their monstrous madness in the fertile corpses of wanderers who dare travel through the husk’s blighted swath of wilderness. Though in their eyes any living creature is worthy of obliteration, husks reserve their most horrendous punishments for any litterer, land settler, or lumberjack who ever dared to desecrate, dominate, or denude the forest.

## LESHY HUSK

Diminutive leshies are often the prized friends of druids, rangers, and other nature lovers. Not so with leshy husks, whose corruption has left them devoid of whatever charm and grace they may have once possessed. Their drooping branches, gray foliage, and cracked bark skin make leshy husks stand out noticeably from their unwarped kin. Nevertheless, leshy husks excel at ambush tactics, and they ably sneak through the blighted swamps, slashed-and-burned forests, and salted plains in which they typically dwell.

As with all husks, leshy husks vary widely in their abilities depending on which type of leshy they sprouted from. The leshy husk presented here was once a tree leshy.

### LESHY HUSK

*Small plant (husk), chaotic evil*

**Armor Class** 12 (natural armor)

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft.

**STR** 11 (+0) **DEX** 12 (+1) **CON** 12 (+1) **INT** 6 (–2)

**WIS** 11 (+0) **CHA** 10 (+0)

**Skills** Nature +2, Stealth +3

**Damage Vulnerabilities** fire

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Sylvan

**Challenge** 1/4 (50 XP) **Proficiency** +2

**False Appearance.** While the leshy remains motionless, it is indistinguishable from a Small dead tree or tree detritus (such as a fallen log).

**Necrotic Burst.** When the leshy dies, it explodes in a burst of necrotic energy. Each creature within 30 feet of it must make a DC 11 Constitution saving throw, taking 2 (1d4) necrotic damage on a failed save. The area is filled with corrupted saplings, becoming difficult terrain. The saplings rot within a week.

**Speak with Trees.** The leshy can communicate with trees as if they shared a language.

### ACTIONS

**Pike.** *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 5 (1d10) piercing damage.

**Blighted Seedpod.** *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage plus 2 (1d4) necrotic damage, and the leshy regains hit points equal to the necrotic damage dealt.



**PLATINUM AWARD  
RPG SUPERSTAR 2020  
BY MATT CAVANAUGH**

## DRYAD HUSK

Few can look upon the face of a dryad husk and resist the pure fear it instills, and even fewer live to tell of it. Under normal circumstances, dryads are beautiful fey guardians of the forest. They become bound to great trees and rarely venture more than a few hundred feet from their homes. While the loss of its home tree can be devastating, a dryad can, in time, bind itself to a different tree.

The trouble arises, however, when calamity strikes a dryad's forest and yet fails to kill the dryad. Disease, fire, logging—these and other catastrophes can prevent an uprooted dryad from locating a suitable replacement for its lost home. Such dryads wander their destroyed homeland, wracked by pain for years. Over enough time, a treeless dryad can become a dryad husk—a shell of its former self, stuck in a state of perpetual agony, bent on inflicting the same pain on others that it feels every waking moment.

Dryad husks are driven by unbridled rage, particularly toward creatures they see as complicit in the destruction of forest land, which includes just about every kind of humanoid. In combat, they close with their enemies as soon as possible, forcing their foes to stare into their deformed faces in order to impart some of their anguish onto others. For a weapon, dryad husks often carry a corrupted or burned branch, the last remnant of the bound tree they lost.

From a distance, a dryad husk resembles its former self as a beautiful forest nymph. Up close, however, its horrifying visage becomes plain, as does its other monstrous features—skin as dry and cracked as dead logs, tangled hair matted with mud and slime.

### DRYAD HUSK

*Medium fey (husk), chaotic evil*

**Armor Class** 11 (16 with barkskin)

**Hit Points** 32 (5d8 + 10)

**Speed** 40 ft.

**STR** 14 (+2) **DEX** 12 (+1) **CON** 15 (+2) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 18 (+4)

**Skills** Intimidation +6, Nature +3, Perception +4, Stealth +3

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Elvish, Sylvan

**Challenge** 2 (450 XP) **Proficiency** +2

**Innate Spellcasting.** The dryad husk's innate spellcasting ability is Charisma (spell save DC 12). The dryad husk can innately cast the following spells, requiring no material components:

**At will:** *druidcraft*

**3/day each:** *darkness, entangle, shatter*

**1/day each:** *barkskin, fear*

**Speak with Beasts and Plants.** The dryad can communicate with beasts and plants as if they shared a language.

### ACTIONS

**Multiattack.** The dryad makes two blighted branch attacks.

**Blighted Branch.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 4 (1d8) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Impart Anguish (Recharge 5–6).** The dryad husk twists its face into a visage of utter agony, sharing its anguish with those who gaze upon it. Creatures within 15 feet of the dryad that can see it must make a DC 14 Wisdom saving throw, taking 13 (3d8) psychic damage on a failed save, or half as much damage on a successful one.



# HUSKS

PLATINUM AWARD  
RPG SUPERSTAR 2020  
BY MATT CAVANAUGH

## GUARDIANS OF NOTHING

If an arboreal is typically the guardian of a forest, then what do arboreal husks protect? The answer is at the root of the existential crisis that causes such husks to exist in the first place: nothing. Some woodland sages insist that all husks, including arboreal husks, can be redeemed if placed within a flourishing natural realm. But husks themselves blanch at the thought and seem to revel in their despair. If there is any validity to this claim, then the act of transplanting a husk into a new home must be undertaken necessarily by force.

## ARBOREAL HUSK

Arboreal husks typically manifest from treants who fail to protect their forest wards from evil depredations. These brokenhearted, twisted guardians of the trees go on to sow the same kinds of despair they felt upon seeing their home so ravaged.

Whereas most arboreals attack only creatures whose aims are incompatible with the prosperity of the forest, such as loggers and invading warmongers, arboreal husks are not so picky when it comes to choosing foes. To these husks, all living creatures are potential despoilers of nature, from an elven druid “experimenting” on plants with her nourishing primal magic to the lowly squirrel “stealing” acorns for the winter. No amount of reason or charm can sway an arboreal husk from the basic assumption that anyone in its vicinity means harm to it and its ruined domain.

Some arboreals have tried to revert their disturbed husk relatives to their original goodly natures, though so far none have succeeded. An arboreal husk rooted in a healthy forest doesn't recover—in fact, the opposite occurs, as the forest around the husk wilts and dies in its ruinous presence. Thus, untainted arboreals have no choice but to slay their twisted siblings. Rather than hunt down and destroy known husks in their territory, arboreals often choose to hire adventurers to take on this terrible task.

### ARBOREAL HUSK

*Huge plant (husk), chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 149 (13d12 + 65)

**Speed** 25 ft.

**STR** 23 (+6) **DEX** 8 (-1) **CON** 21 (+5) **INT** 12 (+1) **WIS** 16 (+3) **CHA** 16 (+3)

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Druidic, Elvish, Sylvan

**Challenge** 9 (5,000 XP) **Proficiency** +4

**False Appearance.** While the husk remains motionless, it is indistinguishable from a diseased or dead tree.

### ACTIONS

**Multiaction.** The husk can use Sow Despair. It then makes two blighted branch attacks.

**Blighted Branch.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Rock.** *Ranged Weapon Attack:* +10 to hit, range 60/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

**Raise Trees (1/Day).** The husk magically animates one or two dead trees it can see within 60 feet of it. These trees have the same statistics as an arboreal husk, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Blighted Branch action. An animated tree acts as an ally of the husk. The tree remains animate for 1 day or until it dies; until the husk dies or is more than 120 feet from the tree; or until the husk takes a bonus action to turn it back into a dead tree. The tree then topples over.

**Sow Despair.** Each creature of the husk's choice that is within 30 feet of the husk and can see it must succeed on a DC 15 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 husk's Sow Despair for the next 24 hours.

# IRIVYRN

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY BETH BREITMAIER**



The typical irivyrn is coated with iridescent scales from head to tail, their obsidian-like smoothness diffracting light from every direction. The scales' glassy texture is particularly pronounced on an irivyrn's hindquarters, each serpentine undulation triggering a dazzlingly colorful display.

When angered, an irivyrn attacks first and foremost with its venomous tail stinger, which injects its victims with a deadly poison infused with the same magical iridescence as the dragon's shimmering scales. The iridescence in its venom is so concentrated that it can even blind subjects. Survivors of an irivyrn's attacks usually sport telltale rainbow-hued bruises around their eyes and their still-healing wounds.

## IRIVYRN

*Huge dragon, chaotic neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 199 (19d12 + 76)

**Speed** 30 ft., fly 80 ft.

**STR** 21 (+5) **DEX** 18 (+4) **CON** 19 (+4) **INT** 12 (+1) **WIS** 15 (+2) **CHA** 18 (+4)

**Saving Throws** Dex +8, Wis +6

**Skills** Deception +8, Intimidation +8, Perception +6, Stealth +8

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Draconic, Sylvan

**Challenge** 12 (8,400 XP) **Proficiency** +4

**Keen Smell.** The irivyrn has advantage on Wisdom (Perception) checks that rely on smell.

**Magic Weapons.** The irivyrn's weapon attacks are magical.

**Mercurial Attitude.** Irivyrns are unpredictable and capricious, even when dealing with creatures they've previously met. Whenever the irivyrn begins interacting with any creature, roll 1d4 to determine the irivyrn's starting attitude.

1. Hostile
2. Unfriendly
3. Indifferent
4. Friendly

**Shimmering Aura.** The irivyrn's scales shine with swirling, multicolored luminescence, casting bright light for 10 feet and dim light for an additional 10 feet. The irivyrn can use a bonus action to deactivate or activate this light.

## ACTIONS

**Multiattack.** The irivyrn attacks three times: once with its bite, once with its claw, and once with its stinger.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the irivyrn can't claw a different target.

**Stinger.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw. On a failed save, the target takes 24 (7d6) poison damage and is blinded until the end of its next turn. On a success, the target takes half as much damage and isn't blinded.

**Psychotropic Breath (Recharge 5–6).** The dragon exhales psychotropic gas in a 60-foot cone. Each creature in that area must make a DC 16 Wisdom saving throw. On a failed save, the target takes 42 (12d6) psychic damage and is poisoned until the end of its next turn. On a success, the target takes half as much damage and isn't poisoned.

## IRIVYRN OFFERINGS

Perhaps for vanity's sake, most irivyrns prefer solid-colored magic items and adornments as gifts, since varicolored objects tend to clash or compete with an irivyrn's iridescent scales. An irivyrn quickly dashes away anything incorporating a multitude of colors, no matter how valuable.

## IRIVYRN ORIGINS

The first irivyrns are said to have originated deep in the wilds of the realm of the fey. These majestic iridescent wyverns supposedly migrated to the Material Plane around the same time as gnomes, and the reasons for irivyrns' relocation are equally mysterious.



# IRON FERN

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY MATT CAVANAUGH**

## LUCKY LEAF

Despite their dangerous leaves and spores, iron ferns are often regarded as a sign of good luck, particularly when sighted outside of a mine or cave. The presence of this plant, so the thinking goes, indicates that rich metal veins may be hidden just beneath the earth's surface.

Iron ferns are metallic fronded plants that grow in mine shafts, along cave walls, and atop rock formations. In its bud form, an iron fern secretes an acid that dissolves stone and earth, allowing the plant's roots to sup upon the exposed trace minerals and ores. As the bud sprouts its first fiddlehead, its leaves become coated in whatever metal it has absorbed, forming a kind of protective sheath around the soft plant matter. Because there are as many different types of iron fern as there are metals, the plant's name is something of a misnomer; the most common varieties of iron fern are, in fact, copper, tin, and nickel ferns. Conversely, rare varieties such as gold and platinum ferns are highly prized among botanists and treasure hunters alike.

However, iron ferns are as hazardous as they are valuable. The plant's hormones are similar to a flytrap, allowing it to mindlessly swat at would-be predators with its razor-sharp leaves. Miners and spelunkers take great care in caves populated by iron ferns; serrated metal leaves can drop from tunnel ceilings onto unsuspecting workers or slash at their feet from within cracked rock faces. Some mining companies employ specially trained rust monsters to clear out iron ferns in advance, though the dangers of a well-fed rust monster are only slightly less daunting than those of an iron fern forest.

Like other ferns, iron ferns reproduce via spores. However, iron ferns' spores are no mundane plant matter. Rather, these spores manifest as clouds of metal shavings extremely dangerous to the eyes and lungs of any creature unlucky enough to wander by. Conveniently for the iron fern, the corpse of a spore-slain animal makes for an extremely fertile germination medium.

As mindless plants, iron ferns are incapable of ill will, though this doesn't stop many living creatures from openly despising these ferrous flora. For those willing to risk a few cuts, though, iron ferns promise many potential riches, from mundane animal hides to spilled gold and magic items.

## IRON FERN

*Medium plant, unaligned*

**Armor Class** 17 (natural armor), 11 without Metal Coating

**Hit Points** 19 (3d8 + 6)

**Speed** 5 ft., burrow 5 ft.

**STR** 14 (+2) **DEX** 12 (+1) **CON** 15 (+2) **INT** 1 (-5) **WIS** 10 (+0)

**CHA** 5 (-3)

**Damage Resistances** fire (see Metal Coating)

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP) **Proficiency** +2

**Metal Coating.** Then iron fern's leaves and stalk are coated in metal, granting the iron fern AC 17 and resistance to fire damage. If an iron fern is reduced to 9 hit points or fewer, the fern's metal coating flakes off; the fern's AC is reduced to 11 and it gains vulnerability to fire damage.

## ACTIONS

**Iron Leaf.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

**Release Spores (Recharge 5-6).** The iron fern shakes its leaves mightily, releasing a cloud of iron spores in a 30-foot radius. The cloud spreads around corners and lasts for 1 minute or until dispersed by strong winds (such as from a *gust of wind* spell).

A creature that begins its turn in the cloud or enters the cloud for the first time on its turn must make a DC 12 Constitution saving throw, taking 7 (3d4) piercing damage on a failed save, or half as much damage on a successful one. A creature that fails the save by 5 or more is also blinded until the start of its next turn.

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY DERRICK FERRY**



Despite their wit and strength, ankou—the most notorious assassins among the fey—can occasionally still be duped or trapped by a devious master’s contract. Unwilling to be held captive by threats or obligations, a snared ankou’s subconscious mind seeks a solution from within. The jikou is the answer to this dilemma—a phantasmagoric manifestation of the ankou’s twisted, murderous dreams of revenge.

A jikou doesn’t resemble much by itself—a tiny ball of shadows and flame that occasionally twists into the shape of a clawed fist. But every jikou carries with it a wicked razor of cold iron with which it enacts crimes and cruelty.

A jikou’s first target is nearly always the treacherous master to whom its ankou progenitor is bound to serve. An ankou might not even realize it has manifested a jikou until after the floating blade completes its mad mission. Afterward, the ankou and jikou tend to work in tandem. Together, these nightmarish fey are far deadlier than the sum of their parts.

## JIKOU

*Tiny fey, lawful neutral*

**Armor Class** 15

**Hit Points** 180 (24d4 + 120)

**Speed** 0 ft., fly 80 ft. (hover)

**STR** 5 (–3) **DEX** 21 (+5) **CON** 20 (+5) **INT** 15 (+2) **WIS** 16 (+3) **CHA** 19 (+4)

**Skills** Sleight of Hand +9, Stealth +9

**Damage Resistances** acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 13

**Languages** understands Common and Sylvan but can’t speak

**Challenge** 12 (8,400 XP) **Proficiency** +4

**Incorporeal Movement.** The jikou can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Innate Spellcasting.** The jikou’s innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The jikou can innately cast the following spells, requiring no material or verbal components:

**At will:** *darkness, mage hand*

**2/day each:** *dimension door, dream, ray of enfeeblement, silence, sleep*

**Sense Life.** The jikou can magically sense the presence of living creatures within 120 feet of it. It knows the general direction they’re in but not their exact locations.

**Sneak Attack.** Once per turn, the jikou deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the jikou that isn’t incapacitated and the jikou doesn’t have disadvantage on the attack roll.

## ACTIONS

**Multiattack.** The jikou attacks three times with its dagger.

**Dagger.** *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage. If the target is a creature other than an undead or a construct, it loses 5 (1d10) hit points at the start of each of its turns due to a bleeding wound. Each time the jikou hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 14 Wisdom (Medicine) check. The wound also closes if the target receives magical healing. On a hit or miss with this attack, the dagger returns to the jikou’s hand after the attack.

**Open Dream Gate.** The jikou makes a melee attack with its dagger against an unconscious creature on the Material Plane. If the damage would cause the creature to wake up, it must succeed on a DC 16 Wisdom saving throw to do so. For 10 minutes, or until the creature regains at least 1 hit point, a dream gate magically opens in the wounded creature. A creature with the Incorporeal trait can enter the dream gate to teleport to another location of its choice on the Material Plane.

## DREAM KILLERS

Even when its ankou “parent” is bound by an iron-clad contract, a jikou can strike out and fulfill independent murderous schemes on behalf of its progenitor. A jikou travels across the Material Plane via the Dimension of Dreams, slashing portals through wandering dreamers like a phantasmal serial murderer.





# JUNGLE MANTIS SWARM

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY JON HEWITT**

## MANTIS SWARM COMPANIONS

Some jungle-dwelling druids have made attempts to domesticate individual jungle mantises or rehabilitate small groups of insects that have become separated from their swarm. With enough training, a small group can be nurtured into a swarm of mantises and seem to have just enough intelligence to serve as a druid or ranger's animal companion. Many hopeful mantis-lovers have delved into the jungle specifically to acquire and tame such a swarm, though far fewer succeed in the endeavor.

Although adventurers are used to dealing with swarms of bugs in dungeons, crypts, and caverns, the mantis swarms of tropical jungles are a different breed of pest altogether. So-called jungle mantis swarms include mantises of extraordinary size—the longest specimens are up to 1 foot long—with thick exoskeletons and serrated tibial spines.

It's these extra little claws on the ends of their already sharp limbs that set jungle mantises apart from garden variety mantids. When they combine their strength as a swarm, jungle mantises can grip, hold, and drag entire animals, up to and including large mammals. Though jungle mantis swarms thankfully cannot haul their prey up into the sky, the sight of an ally being dragged into the dark jungle undergrowth is shocking enough to keep most skittish explorers on edge.

Equally alarming are a jungle mantis swarm's surprisingly cunning tactics. Jungle mantises know better than to stay put when their prey puts up a fight, and so they constantly bob and weave among nearby flora. They've even been known to set up ambushes, separate packs of creatures from one another, and pick out weaker-looking or injured targets when confronting a group. Locals say that the behavior of a jungle mantis swarm is less like a group of wild insects and more like a mobile colony, though there doesn't seem to be a "queen" as an ant colony would have. Rather, jungle mantises operate as a finely tuned society of equal-minded—and equally voracious—carnivores.

Large and dangerous as the most well-known jungle mantis swarms are, rumors persist of even larger mantis swarms: flying apocalypses of dozens of towering giant mantids, capable of destroying entire settlements in an evening.

## JUNGLE MANTIS SWARM

*Large swarm of Tiny beasts, unaligned*

**Armor Class** 15

**Hit Points** 120 (16d10 + 32)

**Speed** 20 ft., fly 50 ft.

**STR** 16 (+3) **DEX** 20 (+5) **CON** 14 (+2) **INT** 1 (-5)

**WIS** 10 (+0) **CHA** 3 (-4)

**Damage Resistances** bludgeoning, piercing, and slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny mantis. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Swarming Bites.** Each creature in the swarm's area makes a DC 13 Dexterity saving throw. On a failed save, it takes 17 (5d6) piercing damage and is grappled (escape DC 13). On a success, it takes half as much damage and is not grappled. The swarm can move at full speed while carrying a Medium or smaller creature but can't fly.

### REACTIONS

**Angry Flutter.** When the swarm is hit by an attack, the swarming mantises briefly take flight and disperse, spreading out to limit the damage before regrouping. The damage dealt to the swarm is halved. If the swarm is grappling a creature, that grapple ends.

# KEEPSAKE WARDEN

Keepsake wardens are solitary watchers over Purgatory, cemeteries, and anywhere they can rob the graves of the forgotten to harness their strange necromantic powers. Although they commonly dwell among undead such as ghouls, skeletons, and zombies, keepsake wardens are themselves mortal—a fact which they feverishly deny and try to hide from would-be giant slayers.

Skulking between tombstones on moonlit nights, keepsake wardens do an excellent job of blending into their dour surroundings. To further the impression that they dwell in the twilight space between life and death, they outfit themselves in the trappings of the dead—jewels, hides, tokens, and bones—and seem always to bear the sweet, pungent odors of incense and decay. Their flesh ranges from deep burgundy to ashen gray, and their hair is typically a black or brown color. A keepsake warden always keeps a tool for excavation close at hand—preferably something that can double as a deadly weapon in combat.

A typical keepsake warden stands about 15 feet tall and weighs approximately 2,700 pounds.

## KEEPSAKE WARDEN

Large giant, neutral

**Armor Class** 15 (patchwork armor)

**Hit Points** 168 (16d10 + 80)

**Speed** 40 ft.

**STR** 23 (+6) **DEX** 12 (+1) **CON** 20 (+5) **INT** 14 (+2) **WIS** 17 (+3) **CHA** 15 (+2)

**Saving Throws** Dex +5, Con +9, Wis +7

**Skills** Intimidation +6, Religion +6, Stealth +5

**Senses** darkvision 30 ft., passive Perception 13

**Languages** Common, Giant

**Challenge** 9 (5,000 XP) **Proficiency** +4

**Innate Spellcasting.** The warden's innate spellcasting ability is Wisdom (spell save DC 15). The warden can innately cast the following spells, requiring no material components:

**2/day each:** *clairvoyance* (on keepsake item only), *locate object*, *speak with dead*

**Rock Catching.** If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

**Tethered Immortality.** Keepsake wardens are enamored of and draw power from valuable grave goods. The keepsake warden can attune to up to 3 nonmagical items, designating them as keepsake items. The supernatural connection between the keepsake warden and its keepsake items is severed only when a keepsake item is broken or destroyed. Scrying and similar spells cast on the keepsake warden allow the caster to also simultaneously spy on the warden's keepsake items; spells that highlight or illuminate the warden, like *faerie fire*, cause keepsake items within 120 feet to glow.

While the keepsake warden is within 120 feet of at least one of its keepsake items, the warden regains 10 hit points at the start of its turn, provided it has at least 1 hit point.

### ACTIONS

**Multiattack.** The warden makes two war pick attacks.

**War Pick.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

**Rock.** *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

### REACTIONS

**Token Casting.** The warden knows when a keepsake item within 120 feet of it is destroyed and can use its Innate Spellcasting trait to cast its choice of *mirror image*, *protection from energy*, or *see invisibility*.

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BY DARRAN CALDEMEYER**



## SCATTERED TREASURES

A keepsake warden that has settled on a particular cemetery tends to keep one of its precious keepsake items on its person but spread its other treasures across the graveyard's grounds. This grants the giant some measure of safety as it wanders its lonely territory. However, should adventurers or grave robbers abscond with a keepsake item, knowingly or unknowingly, the keepsake warden is quick to fly into a rage until it reclaims its lost trinket.



# KHAROZAT

SILVER AWARD  
RPG SUPERSTAR 2020  
BY W. BRIAN LANE

## FACES OF JUSTICE

Roughly humanoid in form, every kharozat has three masked faces, each representing a different aspect of the adjudication process and a corresponding alignment: judge (lawful neutral), prosecutor (lawful evil), and executioner (chaotic evil).



Whatever domain it calls its jurisdiction, a kharozat maintains order with stern practicality, declaring judgment and enacting whatever sentences it considers to be appropriate. The infernal judge fixates its attention on one “trial” at a time, bringing an entire kingdom or a single individual through a twisted jurisprudence. When establishing its courtroom, a kharozat recruits a variety of fiendish creatures as stenographers, bailiffs, clerks, counselors, executioners, and jurors.

## KHAROZAT

Large fiend, neutral evil

**Armor Class** 19 (natural armor)

**Hit Points** 325 (26d10 + 182)

**Speed** 50 ft.

**STR** 26 (+8) **DEX** 21 (+5) **CON** 24 (+7) **INT** 27 (+8) **WIS** 24 (+7) **CHA** 20 (+5)

**Saving Throws** Dex +13, Int +16, Wis +15, Cha +13

**Skills** Arcana +16, History +16, Insight +15, Intimidation +13, Perception +15, Religion +16

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** poison

**Condition Immunities** blinded, deafened, poisoned, stunned

**Senses** blindsight 60 ft., truesight 120 ft., passive Perception 25

**Languages** Abyssal, Infernal; telepathy 120 ft.

**Challenge** 25 (25,000 XP) **Proficiency** +8

**Innate Spellcasting.** The kharozat's innate spellcasting ability is Intelligence (spell save DC 24).

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

**3/day each:** *finger of death*, *web*

**Legendary Resistance (2/Day).** If the kharozat fails a saving throw, it can choose to succeed instead. When it does so, one of its three heads closes its eyes until it finishes a short or long rest. If two heads close their eyes, it is no longer immune to being blinded, deafened, or stunned.

**Trial.** The kharozat spends 1 minute to select any number of creatures it can see within 120 feet of it, designating them as accused and determining a sentence they must complete. Until the accused completes its sentence or the kharozat commutes the sentence, the kharozat and its summoned creatures make attack rolls and ability checks against the accused with advantage.

### ACTIONS

**Multiattack.** The kharozat makes three gavel attacks.

**Gavel.** *Melee or Ranged Weapon Attack:* +16 to hit, reach 5 ft. or range 100/200 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage plus 7 (2d6) thunder damage. On a hit or miss, the gavel returns to the kharozat's hand after the attack.

**Babble (Recharge 5–6).** The kharozat's faces all talk at once. Each creature within 120 feet of the kharozat that can hear it must succeed on a DC 23 Wisdom saving throw or be stunned until the end of the creature's next turn.

### LEGENDARY ACTIONS

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

**Adjourn.** The kharozat magically teleports to an unoccupied space it can see within 120 feet of it.

**Gavel.** The kharozat makes a gavel attack.

**Hold in Contempt.** The kharozat's judge face casts *web*.

**Arraign (Costs 2 Actions).** The kharozat's prosecutor face fires a blast of concentrated anguish centered on a point that the kharozat can see within 100 feet of it. Each creature within a 30-foot-radius sphere must make a DC 23 Wisdom save, taking 21 (6d6) psychic damage and 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

**Court is in Session (Costs 2 Actions).** The kharozat's judge face magically summons a fiend of Challenge Rating 5 or lower. The fiend appears in an unoccupied space within 60 feet of the kharozat and acts as its ally. It can't summon other fiends. It remains for 1 hour or until the kharozat dies or dismisses it. The kharozat can have no more than six fiends summoned at a time.

**Execute (Costs 2 Actions).** The kharozat's executioner face casts *finger of death*.

# KILLING INTENT

The mysterious entities called killing intents manifest on the Ethereal Plane when an especially violent mortal perishes on that plane and leaves a significant psychic impression on the planar landscape. A killing intent's presence is more often felt than perceived by sight or sound; witnesses report sudden drops in temperature, constant strong winds, and the extinguishment of lights. More terrifying, though, are counter-reports which suggest that these phenomena occur solely within the mind of a killing intent's victim.

Killing intents are attracted to fear, but they feed on pure bloodlust. When a killing intent locates a suitably strong host, it possesses the corporeal creature's body and goes on a murderous rampage to sate its hunger. Once its possession has run its course, or it runs out of victims to kill, a killing intent vacates its host and leaves the confused creature to deal with the bloody aftermath.

## KILLING INTENT

*Medium monstrosity, chaotic evil*

**Armor Class** 12

**Hit Points** 31 (7d8)

**Speed** 0 ft., fly 30 ft. (hover)

**STR** 7 (-2) **DEX** 15 (+2) **CON** 10 (+0) **INT** 6 (-2) **WIS** 14 (+2) **CHA** 16 (+3)

**Skills** Intimidation +5, Stealth +4

**Damage Resistances** acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common; telepathy 120 ft.

**Challenge** 3 (700 XP) **Proficiency** +2

**Fear Sense.** The killing intent can magically pinpoint the locations of frightened creatures within 60 feet of it.

**Incorporeal Movement.** The killing intent can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Spine-Chilling Aura.** The killing intent's lust for violence creates a palpable aura around it. A creature that starts its turn within 30 feet of the killing intent must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn. If this saving throw is successful, the creature is immune to the killing intent's Spine-Chilling Aura for 24 hours.

## ACTIONS

**Spirit Fist.** *Melee Weapon Attack:* +4 to hit, reach 30 ft., one target. *Hit:* 12 (3d6 + 2) force damage, and the target must succeed on a DC 12 Strength saving throw or be pushed 5 feet away from the killing intent.

**Killer's Possession.** One frightened humanoid that the killing intent can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the killing intent. The killing intent then disappears, and the target is incapacitated and loses control of its body. The killing intent now controls the body and deprives the target of awareness. The killing intent can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the killing intent ends it as a bonus action, or the killing intent is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the killing intent reappears in an unoccupied space within 5 feet of the body.

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## THE PATTERN

Some fringe scholars theorize that killing intents are connected to "the pattern"—a mystical force that supposedly drives mortals to become "pattern killers." Such scholars do not claim that the killing intents are behind this mysterious force, but rather that these spirits are living stains left on the Ethereal Plane by the psyches of mortals affected by the pattern.



# KNOTSMAN

SILVER AWARD  
RPG SUPERSTAR 2020  
BY WILLIAM FISCHER

## THE ROPE REMEMBERS

Though they lack true intelligence, knotsman boast curious personalities. A knotsman's disposition generally reflects the type of rope used to create it; for example, a knotsman made of ship's rigging might serve its captain faithfully, while one woven from a hangman's noose could be as treacherous as the criminal that once swung from it.

Knotsmen are brainless, humanoid-shaped minions made of a single length of magically animated rope. Wizards sometimes populate their towers with knotsmen, seeing them as relatively cheaper to construct and maintain than complicated golems. Witches, thieves' guilds, and even traveling circuses have been known to employ knotsmen as well.

Though they may seem cost effective in the short term, knotsmen's bizarre intellect (if it can be called "intellect") makes these creatures unreliable—or, at least, somewhat unpredictable—minions. Knotsmen understand the language of their creator and can execute simple or complex orders with ease, but they have a tendency to take liberties with vaguely stated commands, lingering in villages and countryside alike as suits their whims. Combined with their ability to slither along floors and through cracked doorways unnoticed, knotsmen's precociousness often ends up more of a liability than a boon.

Knotsmen are terrifyingly sturdy and rarely fall apart even after years of use; the magic that animates a knotsman also enables it to tie and re-tie even the most frayed fibers of its body. When its creator dies, a knotsman invariably strikes out on its own, wandering further and further from its home until it finds a new master. Despite their whimsy, knotsmen want, more than anything, to be of use. Would-be masters best beware, though—a knotsman commanded to perform tasks at odds with its innate personality might just as quickly lash out in a merciless rage.

## KNOTSMAN

Medium construct, unaligned

**Armor Class** 14

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft., climb 20 ft.

**STR** 17 (+3) **DEX** 18 (+4) **CON** 16 (+3) **INT** 3 (–4)

**WIS** 12 (+1) **CHA** 3 (–4)

**Skills** Athletics +6, Stealth +7

**Damage Resistances** bludgeoning

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Common but can't speak

**Challenge** 5 (1,800 XP) **Proficiency** +3

**Constructed Nature.** The knotsman doesn't require air, food, drink, or sleep.

**Regeneration.** The knotsman regains 10 hit points at the start of its turn if it has at least 1 hit point. If the knotsman takes fire or slashing damage, this trait doesn't function at the start of the knotsman's next turn.

**Uncoil.** As a bonus action, the knotsman can uncoil into a 100-foot-long, mundane-looking rope, or resume its true form. While uncoiled, the knotsman gains weakness to slashing damage, its speed increases to 40 feet (30 feet while climbing), and it can slither through spaces as narrow as 1 inch in diameter.

## ACTIONS

**Multiaction.** The knotsman attacks twice with its lasso. It can then use Rein In.

**Lasso.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is entangled in the knotsman's lasso. While entangled, the target can't move more than 15 feet away from the knotsman. The entanglement ends if the knotsman voluntarily ends it or becomes incapacitated, if the entangled creature escapes by using an action to make a successful DC 13 Strength (Athletics) or Dexterity (Acrobatics) check, or if the lasso is destroyed. The lasso is an object with AC 12, 10 hit points, and immunity to bludgeoning, piercing, poison, and psychic damage.

**Rein In.** Each creature entangled by the knotsman must make a DC 14 Strength saving throw. On a failure, the creature is pulled 15 feet straight towards the knotsman, is no longer entangled, and becomes grappled (escape DC 16).

# LIVING BLADE

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY W. BRIAN LANE**



A living blade is a sentient weapon driven to carry out some secret and often nefarious agenda. Its will to complete its mission is so strong that this powerful armament can actually manifest a phantom warrior to carry out its dark deeds. Otherwise, the weapon lives dormant, enticing an unsuspecting warrior to pick it up and receive its curse.

The exact force that animates a living blade differs in every case, though often it is the spirit of a mortal whose life's mission was left unresolved. One popular story is of a master blacksmith who was slaughtered by her own blade at the hands of a traitorous customer; the blacksmith's spirit clung to the weapon, and in this new form she vowed to achieve revenge on her killer.

## LIVING BLADE

*Medium construct, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 110 (17d8 + 34)

**Speed** 30 ft.

**STR** 18 (+4) **DEX** 19 (+4) **CON** 14 (+2) **INT** 10 (+0) **WIS** 16 (+3)

**CHA** 17 (+3)

**Saving Throws** Con +5, Wis +6

**Skills** Deception +6, Perception +6

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, telepathy 120 ft.

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Constructed Nature.** The living blade doesn't require air, food, drink, or sleep.

**Curse of the Living Blade (1/Day).** In weapon form, the living blade is a sentient magic item that uses the living blade's Intelligence, Wisdom, Charisma, languages, and senses. Once per day, if its wielder refuses to further its personal agenda, the blade can force the wielder to make a DC 15 Charisma saving throw. On a failure, the wielder is charmed by the blade for 1 week. While charmed, the wielder must try to follow the blade's commands and cannot willingly drop or give away the blade. The weapon's agenda might be something discrete like "avenge my master's death" or something broader like "achieve glory in my name." The first time each day that the wielder takes damage, it can repeat the saving throw, ending the effect on a success.

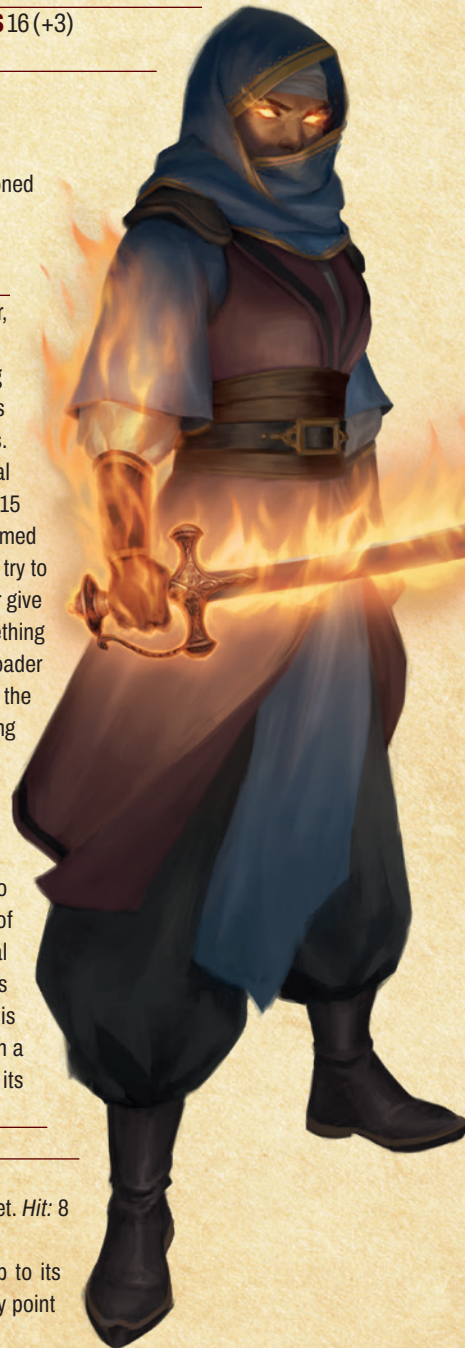
**Summon Phantom Warrior.** Once per hour, while not being wielded by an intelligent creature, the sword can use an action to manifest a phantom warrior that resembles a ghostly version of its original master, allowing the sword to move and act of its own accord. The phantom is made of nondescript soul-stuff and can interact with the physical world. The sword can dismiss it as a bonus action. This stat block represents the living blade while its phantom is active. When reduced to 0 hit points or when targeted with a successful *dispel magic* (DC 15), the living blade assumes its weapon form until the next time it uses this power.

## ACTIONS

**Multiattack.** The living blade attacks twice with its blade.

**Blade.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) fire damage.

**Blade Dance (Recharge 5–6).** The living blade moves up to its speed. It can make up to four attacks with its blade at any point during this movement.



## OTHER LIVING BLADES

Living blades come in many varieties, not all of which are even blades. Generally, a living blade is a magic melee weapon that deals an extra 7 (2d6) fire damage on a hit. The only way to permanently turn a living blade into a non-cursed weapon is by helping the living blade achieve its goal or by counteracting the curse with the *wish* spell.



# LIVING DIVINATION DECK

**SILVER AWARD  
RPG SUPERSTAR 2020  
BY SHANE SMALLWOOD**

## DIVINATION DECK FAMILIARS

Living divination decks sometimes serve wizards as familiars, particularly specialists in divination. Such familiars can be constructs instead of celestials, fey, or fiends.

Familiar decks have the following trait.

**Familiar.** The deck can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the deck senses as long as they are within 1 mile of each other, and the master is unaffected by the deck's Sealed Fate Aura.

Fortune tellers can predict weal or woe by reading the prophecies of cards drawn from a deck of cards called a divination deck. Faithful adherents of this long tradition maintain a deep and personal connection with their cards, which might be handmade or have been handed down across generations. Sometimes, especially powerful diviners might inadvertently infuse their deck with a sliver of their own soul. In such cases, what was an ordinary set of cards becomes a living divination deck.

These rare decks are not possessed of the personality of a single seer but rather have traits and quirks from each diviner who has wielded the cards and infused them with their spirit. Because of their close bond to the family or clan that created them, living divination decks are highly protective of their diviner and their diviner's kin. Barely sentient, living divination decks nevertheless possess some actual intellect, making them useful allies in various situations, even combat. Because it cannot speak, a living divination deck must communicate its thoughts by displaying cards in a specific order or way that conveys its meaning; such a vague mode of transmitting information, however, is rife for a comedy of misunderstanding.

## LIVING DIVINATION DECK

*Tiny construct, unaligned*

**Armor Class** 12

**Hit Points** 24 (7d4 + 7)

**Speed** 0 ft., fly 10 ft. (hover)

**STR** 8 (-1) **DEX** 14 (+2) **CON** 12 (+1) **INT** 5 (-3) **WIS** 14 (+2) **CHA** 13 (+1)

**Skills** Arcana +1, Insight +4, Performance +3, Stealth +4

**Damage Vulnerabilities** fire

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

**Senses** passive Perception 12

**Languages** understands Common but can't speak; telepathy 30 ft.

**Challenge** 1/2 (100 XP) **Proficiency** +2

**Constructed Nature.** The deck doesn't require air, food, drink, or sleep.

**Innate Spellcasting.** The deck's innate spellcasting ability is Wisdom (spell save DC 12). The deck can innately cast the following spells, requiring no components:

**At will:** *guidance, mage hand*

**1/day each:** *augury, bless, bane*

**Sealed Fate Aura.** As a bonus action, the deck can activate or deactivate an aura of bad luck. While the aura is active, a creature cannot make a die roll with advantage while within 15 feet of the deck.

### ACTIONS

**Multiattack.** The deck makes two card attacks.

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

**Waterfall.** The deck launches itself at a foe, cascading across the battlefield and distracting the enemy with a flurry of cards. The deck moves up to twice its speed without provoking opportunity attacks.

At the end of this movement, one creature within 5 feet of the deck that can see it must make a DC 12 Wisdom saving throw. On a failure, the creature is blinded until the end of its next turn.

# LIVING LIBRARY

**SILVER AWARD**  
**RPG SUPERSTAR 2020**  
**BY JUSTIN T. CANDO**



When a powerful wizard loses or abandons their spellbook, the book can retain a portion of their owner's magical energy, gaining sentience in the process. Alone, these sentient books pose little danger, but large numbers of such lost books can find one another and magically bond into a walking repository of arcane knowledge with a mind of its own—a creature called a living library.

Living libraries tend to wander the world, searching for lost knowledge and rare books to add to their collection and increase the repertoire of spells at their disposal. Though they typically “read” by subsuming scrolls, tomes, and tablets into their form, living libraries can also learn new types of magic just by watching spellcasters. Suffused as they are with such massive stores of arcane power, it's no surprise that living libraries can cause spells to fizzle or falter before they ever reach their target.

## LIVING LIBRARY

*Medium construct, neutral*

**Armor Class** 14

**Hit Points** 161 (19d8 + 76)

**Speed** 30 ft.

**STR** 15 (+2) **DEX** 18 (+4) **CON** 18 (+4) **INT** 21 (+5) **WIS** 16 (+3) **CHA** 5 (–3)

**Saving Throws** Con +8, Wis +7, Cha +1

**Skills** Arcana +9, Nature +9, Perception +7, Religion +9

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 17

**Languages** any 6 languages, telepathy 120 ft.

**Challenge** 9 (5,000 XP) **Proficiency** +4

**Blend In.** The living library can use a bonus action to assume the form of a piece of Medium academic furniture, such as a desk covered in scrolls or a bookshelf full of tomes, or returns to its true form. While in furniture form, it is indistinguishable from normal furniture and it can't move or act except to take its true form.

**Constructed Nature.** The library doesn't require air, food, drink, or sleep.

**Fire Damage.** If the library takes at least 15 fire damage from a single spell or effect, one of its spellbooks or scrolls is damaged. It permanently loses one prepared spell of its choice.

**Spellcasting.** The library is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared, which it can cast without material components:

**Cantrips (at will):** *detect magic, light, message*

**1st level (4 slots):** *color spray, expeditious retreat, shield*

**2nd level (3 slots):** *mirror image, ray of enfeeblement*

**3rd level (3 slots):** *counterspell, dispel magic, lightning bolt, tongues*

**4th level (3 slots):** *conjure minor elementals, stoneskin*

**5th level (1 slot):** *cloudkill*

**Versatile Counterspell.** When the library successfully casts counterspell on a spell that appears on the wizard spell list, the library can immediately replace one of the spells it has prepared for this new spell.

## ACTIONS

**Multiattack.** The library makes three book attacks.

**Book.** *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

**Scroll Vortex (Recharges after a Short or Long Rest).** The library creates a vortex of swirling parchment in a 10-foot-radius sphere centered on a point it can see within 60 feet of it. The vortex persists for 1 minute or until the library dismisses it, and the library must concentrate on it as if it were a spell. A creature that starts its turn in the area or enters the area for the first time on a turn must make a DC 17 Dexterity saving throw, taking 27 (6d8) slashing damage on a failed save, or half as much damage on a successful one.

## LIVING LIBRARY FORMS

Most living libraries tend to assume a humanoid figure that resembles the size and shape of their original owners, but no two libraries are the same, and some might just as well walk about in the form of a four-legged mammal or six-legged insect. The most ancient living libraries are massive and alien looking, shuffling across the cosmos as serpentine or globular assemblages that defy mortal description.





# LIVING PROOF

**SILVER AWARD**  
**RPG SUPERSTAR 2020**  
BY DOUGLAS EDWARDS

## UNUSUAL MATERIALS

Living proofs made of unusual materials—such as vellum, stone tablets, or even chalkboards—are not unknown. Such specimens typically have different resistances and weaknesses depending on the material they are made of.

Alchemists have been known to spend countless hours and days working on new formulae in order to expand their repertoire of elixirs and explore the frontiers of alchemical knowledge. Under certain conditions, this devotion to the study of math, science, and transmutation can take on a life all its own. When a potentially powerful recipe or formula is left on the crafting table half-finished, it can manifest the will to pick up where its creator left off. Overnight, the composition feverishly works itself into completion and beyond, forming an incomprehensible proof that has a mind of its own. Alchemists have come to lovingly call these mathematically animated pages living proofs.

Physically, living proofs are usually composed of nothing more than parchment and ink. They mobilize by folding and re-folding themselves like origami. Though this talent allows living proofs to take on just about any shape, they tend to choose forms that resemble miniature versions of their creators or, rarely, some other creature important to the proof. Similarly, a living proof whose first sight upon animating is that of a caged specimen such as a chimera or owlbear might model itself after such a monster.

Although most living proofs dedicate themselves to one particular area of study, the occasional specimen might become a polymath if they were designed by a particularly genius alchemist. If abandoned or forgotten, a living proof may wander from its laboratory to seek a new master to inspire and aid, though they are otherwise loyal assistants. Sometimes this loyalty goes a bit too far—more than one alchemist apprentice has wound up injured after dawdling in their master's lab after hours and stumbling upon a seemingly mundane sheet of parchment come to life.

## LIVING PROOF

*Tiny construct, neutral*

**Armor Class** 12

**Hit Points** 22 (5d4 + 10)

**Speed** 20 ft., fly 20 ft.

**STR** 5 (−3) **DEX** 14 (+2) **CON** 14 (+2) **INT** 16 (+3) **WIS** 12 (+1) **CHA** 5 (−3)

**Skills** Arcana +5

**Damage Vulnerabilities** fire, slashing

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Common but can't speak

**Challenge** 1/2 (100 XP) **Proficiency** +2

**Constructed Nature.** The proof doesn't require air, food, drink, or sleep.

**Execute the Formula!** The proof can spend 10 minutes to create an alchemical liquid with a cost under 100 gp, such as acid, alchemists' fire, antitoxin, basic poison, or a *potion of healing*, without expending any resources.

Once it has done so, its speed is halved for 1 hour and it cannot use this trait again during this period. The item becomes inert 1 hour after creation.

**Innate Spellcasting.** The proof's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material components:

**At will:** *detect magic*, *prestidigitation*

**Sudden Infusion.** When the proof dies, the alchemical and mathematical knowledge animating it becomes unstable and is released in an explosive burst. Any unattended alchemical liquids within 20 feet of the proof become inert. A creature of the proof's choice within 20 feet gains 22 (4d10) temporary hit points.

## ACTIONS

**Paper.** *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Math Bomb (Recharge 5–6).** The proof manifests a physical form for the mathematical symbols on its page to create a powerful bomb. Each creature in a 5-foot-radius sphere centered on a point the proof can see within 60 feet of it must succeed on a Dexterity saving throw or take 7 (2d6) piercing damage.

# LOST SAVIOR

SILVER AWARD  
RPG SUPERSTAR 2020  
BY MICHAEL ROBINSON



In the last desperate days of a civilization, even heroes can fall. The ancient manipulators of humankind, known as aboleths, took advantage of this discord to create so-called “lost saviors.” These undead are perversions of former heroes who foolishly attempted to negotiate a covenant with the dread aboleths—the outcome of a truly desperate bargain made in the hopes of salvation for the hero’s people. Aboleths are nothing if not treacherous, and the deal resulted only in the defiling and dishonor of so many former champions.

Lost saviors wander storm-torn coastlines and remote hinterlands in a haze, unsure of their mission but compelled to sow sorrow all the same. They sometimes travel with other intelligent undead or, occasionally, weak aboleth agents. Under the guise of their former selves, lost saviors might look like heroic figures from folklore or simply glorious and righteous fighters. This makes it all the more painful and horrifying for onlookers when the lost savior reveals its true form. The revelation is invariably followed by a merciless onslaught.

## LOST SAVIOR

*Medium undead, lawful evil*

**Armor Class** 17 (half plate)

**Hit Points** 195 (23d8 + 92)

**Speed** 30 ft.

**STR** 21 (+5) **DEX** 18 (+4) **CON** 19 (+4) **INT** 14 (+2) **WIS** 16 (+3) **CHA** 21 (+5)

**Saving Throws** Con +8, Wis +7

**Skills** Deception +9, History +6, Intimidation +9, Perception +7

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 17

**Languages** the languages it knew in life

**Challenge** 11 (7,200 XP) **Proficiency** +4

**Ancient Reminiscence.** Appealing to a lost savior’s heroic past can temporarily weaken its defenses as it realizes the horror of what it has become. A creature that the savior can hear and understand can spend an action to attempt a DC 17 Charisma (Deception, Intimidation, or Persuasion) check to remind a lost savior of its forgotten past. On a success, the savior is stunned until the end of its next turn and is then immune to Ancient Reminiscence for 24 hours.

**Innate Spellcasting.** The savior’s innate spellcasting ability is Charisma (spell save DC 17). The savior can innately cast the following spells, requiring no components:

**At will:** *disguise self*

**3/day:** *charm person, seeming, suggestion*

**Undead Nature.** The lost savior doesn’t require air, food, drink, or sleep.

## ACTIONS

**Multiattack.** The savior makes three greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.  
*Hit:* 12 (2d6 + 5) slashing damage.

**Heroic Rally (Recharges after a Short or Long Rest).** The savior utters a special command to creatures of the savior’s choice within 60 feet of it that can hear and understand it. For 1 minute, whenever the savior or an affected creature makes an attack roll or damage roll, the creature can add a d4 to its roll. A creature can benefit from only one Heroic Rally die at a time. This effect ends if the savior is incapacitated.

**Shocking Revelation.** If the savior is under the effects of its *disguise self* or *seeming spell*, it ends the spell to reveal its horrible true form. Each creature within 100 feet that can see the savior must succeed on a DC 17 Wisdom saving throw or be 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.

# MATRONA

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY TAYRONE PEREIRA**

## LAYER AFTER LAYER

A matrona's mother suit is made of interlocking layers that, when destroyed, release the spirits of the fey creatures trapped within. Disoriented and violent from years of imprisonment, these fey lash out at anything in their way. Once the fight is over, or they are destroyed, the distraught spirit is finally free to return to the fey realm.

Matronas are small pixie-like fey creatures with squat bodies and twirled ears. One could be forgiven, though, for mistaking matronas for the magical constructs that they typically inhabit: hulking goliaths of iron and stone who can deliver a devastating punch and summon powerful fey to serve them.

Matronas are envious of humans, large animals, and other creatures larger than themselves (which happens to be most of them). To compensate for their diminutive figures, matronas craft artificial bodies around themselves. Initially not much larger than the matrona itself, this "mother suit" provides a modicum of protection and stature. However, the suit is bolstered as the matrona within deceives and cons other fey creatures into building layer after layer on top of the original suit. Once a creature finishes the construction of a layer, the matrona binds the creature into the new layer using a complex ritual. In this way, a matrona is literally encapsulated by the combined efforts of countless indentured spirits.

## MATRONA

*Gargantuan fey, lawful evil*

**Armor Class** 20 (natural armor)

**Hit Points** 264 (16d20 + 96)

**Speed** 40 ft., fly 40 ft.

**STR** 24 (+7) **DEX** 18 (+4) **CON** 23 (+6) **INT** 16 (+3) **WIS** 18 (+4)

**CHA** 22 (+6)

**Skills** Deception +11, Intimidation +11

**Damage Resistances** piercing, slashing

**Condition Immunities** exhaustion, paralyzed, petrified

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Sylvan; telepathy 120 ft.

**Challenge** 15 (13,000 XP) **Proficiency** +5

**Innate Spellcasting.** The matrona's innate spellcasting ability is Charisma (spell save DC 19). The matrona can innately cast the following spells, requiring no material components:

**1/day each:** *charm monster, dominate person, glibness, suggestion*

**Magic Resistance.** The matrona has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The matrona's weapon attacks are magical.

**Mother Suit.** The matrona wears a massive suit made of stone, iron, and the souls of trapped fey creatures. As its mother suit is damaged, the matrona becomes smaller and more agile. When it is reduced to 180 hit points or fewer, the matrona becomes Huge. When reduced to 90 hit points or fewer, it becomes Large. For each size category reduced, the reach of its slam attack is reduced by 5 feet and its speed and flying speed increase by 10 feet.

## ACTIONS

**Multiattack.** The matrona makes three attacks.

**Slam.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

**Soul Beam.** *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 16 (3d10) force damage.

## REACTIONS

**Detach Soul.** When the matrona takes at least 30 damage from a single attack or effect, its mother suit is damaged and a fey spirit may break free to attack the matrona's enemies. The matrona can cast *conjure fey* with a casting time of one reaction. The spell is otherwise unchanged, and it requires concentration to maintain.

# MECHANICAL ARTILLERIST

Although magic is the predominant force behind many of the world's most powerful militaries, some nations still favor science, technology, or sheer firepower when it comes to warfare. Black powder and firearms may have been some of the most significant technological innovations of the current era, but the massive war machines called mechanical artillerymen promise to be among the last.

## ALTERNATE ABILITIES

You can create variant mechanical artillerymen by replacing its Barrage action with one of the following alternate actions.

**Shell Cannon (Recharge 4–6).** The artilleryman fires a single large shell in a 120-foot-long, 5-foot-wide line. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) piercing damage on a failed save, or half as much damage on a successful one.

**Shrapnel Burst (Recharge 4–6).** The artilleryman launches a spray of small projectiles in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) slashing damage on a failed save, or half as much damage on a successful one.

**Vent (Recharge 4–6).** The artilleryman vents a blast of pressurized heat from its internal engine chambers. Each creature within 10 feet of the artilleryman must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one. The blast ignites flammable objects in the area that aren't being worn or carried.

## MECHANICAL ARTILLERIST

Large construct, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 40 ft.

**STR** 19 (+4) **DEX** 18 (+4) **CON** 18 (+4) **INT** 3 (–4) **WIS** 12 (+1) **CHA** 1 (–5)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Common but can't speak

**Challenge** 7 (2,900 XP) **Proficiency** +3

**Constructed Nature.** The artilleryman doesn't require air, food, drink, or sleep.

**Final Detonation.** When the artilleryman is destroyed, its internal reservoir of black powder explodes. Each creature within 30 feet of the artilleryman must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

**Sensitive Components.** Extreme temperatures can interfere with the mechanical artilleryman's engine. When the artilleryman takes cold damage, it doesn't make a recharge roll on its next turn. If it takes fire damage, its next recharge roll is automatically successful. Once it has taken either fire or cold damage, this trait is disabled until the end of the artilleryman's next turn.

## ACTIONS

**Multiattack.** The artilleryman makes two attacks.

**Piston.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage.

**Artillery Shell.** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage.

**Barrage (Recharge 4–6).** The artilleryman makes up to three artillery shell attacks, each against a different target.

COPPER AWARD  
RPG SUPERSTAR 2020  
BY NATHAN WRIGHT



## ALL SHAPES AND SIZES

In contrast to their uniform engines, artillerymen's exteriors can vary wildly. Many mechanical artillerymen resemble angular, metallic versions of animals such as crabs, bears, and sometimes even humans. Some might bear a single stripe of shell-spewing cannons, while others release gouts of fire from every side.

## SUICIDE SQUAD

Although most commonly encountered in isolation, mechanical artillerymen might group together in small squads. In such cases, the constructs usually each bear a few variations and are given specific combat roles, with one artilleryman designated as the group's forward shield, one designated as the primary assault weapon, and one in the rear, loaded with a variety of long-range missiles.



# MILOPOXY

**SILVER AWARD  
RPG SUPERSTAR 2020  
BY FRANCOIS POTVIN NAUD**

## OBLIVIOUS GUARDIAN

More often than not, a milopoxy's ward ends up dead from exhaustion or neglect since milopoxies have no need for food or water and believe that everlasting glory is more than enough sustenance to live on. Particularly aloof milopoxies might continue carrying a dead protégé for years, only disposing of the corpse after stumbling upon a more prestigious creature to "protect."

Obsessed with grandiose tales of chivalry and stories of great heroes who protect the weak, milopoxies are lithe humanoid fey who wander the world imitating these legends between fits of delusion and whimsy. Unfortunately for others, milopoxies don't truly understand the concepts of empathy or selflessness. Far from really aiding anyone, these selfish cavaliers—which are also known poetically as "misguided protectors"—tend to expend all their energy boasting about imagined heroic deeds and imploring evildoers to beware of their righteous blades. Yet, in spite of a milopoxy's obliviousness, this over-the-top distraction technique occasionally works.

## MILOPOXY

*Medium fey, chaotic neutral*

**Armor Class** 18 (plate armor)

**Hit Points** 130 (20d8 + 40)

**Speed** 25 ft.

**STR** 18 (+4) **DEX** 19 (+4) **CON** 15 (+2) **INT** 12 (+2) **WIS** 10 (+0) **CHA** 18 (+4)

**Saving Throws** Str +7, Con +5, Wis +3

**Skills** History +5, Intimidation +7, Perception +3, Persuasion +7

**Senses** darkvision 30 ft., passive Perception 13

**Languages** Common, Sylvan

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Boisterous Braggart.** The milopoxy narrates its intentions loudly, proclaiming even the most mundane actions to be righteous endeavors. The milopoxy always fails Charisma (Deception) and Dexterity (Stealth) checks.

## ACTIONS

**Multiattack.** The milopoxy attacks three times with its greatsword or twice with its longbow.

**Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

**Bask in Glory.** The milopoxy proclaims its imagined heroism, magically compelling witnesses to cheer. Each non-hostile creature that can see, hear, and understand its language must succeed on a DC 15 Wisdom saving throw, which it can voluntarily fail. On a failure, it cheers. Regardless of the saving throw result, the creature is then immune to Bask in Glory for the next 24 hours. If at least one creature fails this saving throw and the milopoxy hears the creature's cheer, the milopoxy can add a d4 roll to attack rolls, damage rolls, and saving throws against fear effects until the end of its next turn.

**Proclaim Ward.** The milopoxy loudly designates as its ward a creature that it can see and hear. The milopoxy adds a d4 roll to ability checks made to locate, move toward, or protect its ward. The milopoxy can have only one ward designated at a time, and a creature can be designated the ward of only one milopoxy.

## REACTIONS

**Selfish Protection.** When a creature damages the milopoxy's ward while both the attacker and the ward are within 15 feet of the milopoxy, the milopoxy can move up to its speed straight to a space within 5 feet of the ward. If it does so, the damage dealt to the ward is halved, and the milopoxy takes an equal amount of damage, which cannot be reduced or avoided in any way. The milopoxy can then use Bask in Glory.



# MOGADB

SILVER AWARD  
RPG SUPERSTAR 2020  
BY JEREMY CORFF



A squirming mass of vermin sewn into a skin sack, mogadbs are created as servitor creatures and protectors by wicked fey. The creator finds or summons a large number of tiny animals—typically lizards, mice, and other minute reptiles and mammals—then enacts a ritual that ensorcells them into acting as a single large predatory beast. The ritual is completed when the enchanted swarm is sealed into a skin vessel of some kind. This vessel can be as simple as a rough sack vaguely shaped like a four-legged creature, as ornate as a lifelike plush toy. No matter the vessel's appearance, the swarm animates it ably, and the mogadb serves its master unerringly.

While it has no central intelligence, a mogadb's constituent swarm nonetheless behaves like a single beast, prowling about on four "legs" and attacking with its limbs like a large quadruped, though it has a discernible boneless quality to its movement. Impacts cause the mogadb's skin to ripple, and the swarm inside is visible whenever the creature opens its mouth to feed or exhale vermin at foes. As the mogadb becomes damaged, rents and tears in the skin vessel reveal the writhing horde within, acting in eerie concert.

Particularly cruel fey have been known to craft whole packs of mogadbs, even riding them as war beasts, in the process totally draining an area of tiny animals to feed their rituals. Encountering a pack of mogadbs and their riders is a terrifying sight that few would welcome, and even fewer might live to tell about. Such acts rarely go unnoticed and often result in confrontations with druidic circles and well-meaning beings from the fey world.

## MOGADB

Large fey, unaligned

Armor Class 12

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR 14 (+2) DEX 14 (+2) CON 15 (+2) INT 3 (-4) WIS 12 (+1) CHA 5 (-3)

Condition Immunities charmed, frightened, paralyzed, petrified, prone, stunned

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1 (2,000 XP) Proficiency +2

**Keen Smell.** The mogadb has advantage on Wisdom (Perception) checks that rely on smell.

**Tumble Over.** The mogadb moves by the forceful heaving of the animals within its skin sack. It ignores difficult terrain.

## ACTIONS

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage.

**Swarm Breath (Recharge 5–6).** The mogadb spews out some of its internal swarm in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that fails the save must also succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 1 every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

## REACTIONS

**Slough Skin.** If the mogadb takes 10 slashing damage or more in a single round, its vessel is destroyed, leaving behind a swarm of animals. This does not break the spell holding the swarm together, which continues to attack as a swarm of rats with a hit point maximum equal to the mogadb's remaining hit points.

## DESTROYING MOGADBS

A mogadb can be destroyed with a successful *remove curse* spell, though it may be difficult to keep the creature in one place while casting. More powerful magic might be effective as well. Otherwise the only way to free the trapped animals from their wicked fate is by destroying the skin vessel and dispersing the swarm.

## FAUX MAGIC ITEM

Many adventurers mistake mogadbs for animated objects or other types of magical construct creatures or occasionally even magic items like *bags of holding*. Trickster fey take great joy in such antics and craft their mogadbs with this exact goal in mind.



# MUTED DELVER

**SILVER AWARD  
RPG SUPERSTAR 2020  
BY JUHO KATTELUS**

## DELVER FLUNKIES

Particularly gluttonous muted delvers sometimes gather mobs of less powerful aquatic abominations—skum, sea devils, and even chuuls—to assist with their sadistic endeavors. Though they have a tendency to obsess over visually stimulating phenomena, including shiny gems and reflective trinkets, muted delvers have little love for dull or uninteresting valuables, prizes that keep their minions at least somewhat loyal.

A creature of quiet, gleeful malice, the muted delver is a gigantic monstrosity that stalks the loneliest corners of the deepest seas. It climbs aboard ships and glides across the decks, silent as a shadow, so that it can devour the crew one by one and drive any survivors mad. Its form is so monstrous and its tactics so alien that reports of muted delvers are almost universally dismissed as tall tales.

Though muted delvers tend to haunt deep oceanic waters and the ships of those who ply them, they do sometimes venture ashore as well, where they lurk beneath slippery docks and outside derelict boathouses. In either case, their depredations are always of a subdued, haunting variety, never loud or chaotic. Nobody is quite sure how muted delvers manage to consume their prey, owing to their sealed lips, and yet they do, as evidenced by the piles of meticulously cleaned bones they leave in their wake.

## MUTED DELVER

*Huge aberration, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 199 (19d12 + 76)

**Speed** 40 ft., swim 60 ft.

**STR** 22 (+6) **DEX** 14 (+2) **CON** 19 (+4) **INT** 15 (+2) **WIS** 20 (+5) **CHA** 20 (+5)

**Saving Throws** Dex +6, Int +6, Wis +9

**Skills** Arcana +6, Intimidation +9, Perception +9, Stealth +6

**Damage Resistances** thunder

**Condition Immunities** deafened

**Senses** darkvision 120 ft., truesight 60 ft., passive Perception 19

**Languages** understands Aquan, Common, and Deep Speech but can't speak; telepathy 120 ft.

**Challenge** 11 (7,200 XP) **Proficiency** +4

**Amphibious.** The delver can breathe air and water.

**Aura of Quiet.** The delver's aura softens sounds in the affected area. Any sound originating within 60 feet of the delver carries for half the usual distance. Wisdom (Perception) checks that rely on hearing are made with disadvantage in the area. A creature in the area that uses an ability or spell that requires a creature to hear them, or that requires a verbal component, must roll a d20. On a result of 1-9, the effect or spell fails.

**Innate Spellcasting.** The delver's innate spellcasting ability is Charisma (spell save DC 17). The delver can innately cast the following spells, requiring no verbal or material components:

**At will:** *detect magic*, *levitate* (self only)

**1/day each:** *black tentacles*, *blight*, *slow*

**Visual Overload.** The delver's extremely sensitive eyes are sensitive to visual overload. It has disadvantage on saving throws against illusion spells that are based on sight.

## ACTIONS

**Multiattack.** The delver makes two claw attacks or two air jet attacks.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target.

*Hit:* 25 (3d12 + 6) slashing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the delver can't attack a different creature with its claw.

**Air Jet.** *Ranged Weapon Attack:* +10 to hit, range 60 ft., one target.

*Hit:* 19 (3d8 + 6) piercing damage.

**Wrecking Ball.** The delver slams a creature grappled by it into another creature or a solid surface within 15 feet of it. Each creature must make a DC 18 Constitution saving throw. On a failed save, the creature takes 25 (3d12 + 6) bludgeoning damage and is knocked prone. On a success, the target takes half as much damage and isn't knocked prone.

# MYZOFORM

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY BELLA KELLEY**



Myzoforms come about when a mundane lamprey is accidentally exposed to strange and powerful magics—be it from the monstrous aboleths, wild sorcerers, or even natural sources. As a result of its exposure, the lamprey becomes pre-sapient, allowing it to feed on and digest creatures' memories as easily as a normal lamprey sucks blood.

When such a pre-sapient lamprey attaches itself to another pre-sapient lamprey, the two create a kind of feedback loop as their minds interconnect and feed on and regurgitate one another's increasingly broken and bizarre memories. The lampreys then look for more lampreys to turn into their body, and the process snowballs until a myzoform is born.

At this stage, a myzoform can survive on its own experiences and memories, but most myzoforms find themselves addicted to the “fresh” memories of other creatures. These thirsty creatures are often found haunting towns, cities, and other urban centers rich with potential prey on whose minds they can absorb. When a myzoform strikes from the shadows and latches onto the mind of an unfortunate local, they absorb everything—personality, memories, knowledge—and leave in their wake only an amnesiac.

The most gluttonous and malicious myzoforms have fed on countless minds throughout their lives, and they might contain hundreds or even thousands of consumed personalities. As the number of minds inside them increases, only the most powerful myzoforms can stay in control; most eventually break down and self-destruct as their collective minds become a civil war of different fears, ideologies, and motivations.

## MYZOFORM

*Large aberration (shapechanger), chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft.

**STR** 16 (+3) **DEX** 17 (+3) **CON** 18 (+4) **INT** 19 (+4) **WIS** 14 (+2) **CHA** 10 (+0)

**Skills** Arcana +7, Deception +3, Stealth +6

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 12

**Languages** all

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Shapechanger.** The myzoform can use a bonus action to polymorph into any Small or Medium humanoid or back into its true form. Other than its size, its statistics 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.

**Amphibious.** The myzoform can breathe air and water.

**Innate Spellcasting.** The myzoform's innate spellcasting ability is Intelligence (spell save DC 15). The myzoform can innately cast the following spells, requiring no material components:

**2/day each:** *acid arrow, blindness/deafness, confusion, darkness*

**Mimicry.** The myzoform can mimic the voice of any humanoid whose memories it has absorbed. A creature that hears the voice can tell it is an imitation with a successful DC 13 Wisdom (Insight) check.

## ACTIONS

**Multiattack.** The myzoform makes three tentacle attacks.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained.

**Leach Mind.** The myzoform latches its many lamprey mouths on a creature grappled by it and feasts on its memories. The creature must make a DC 15 Wisdom saving throw. On a failed save, the creature takes 40 (9d8) psychic damage and permanently loses 1 minute's worth of memories, which are replaced with an indistinct haze. On a success, the creature takes half as much damage and doesn't lose memories. Creatures that are immune to being charmed don't lose memories.



## CRISIS OF CONSCIENCES

Although some myzoforms can be genuinely malicious, those are rare. Many myzoforms feel highly guilty over their nigh unstoppable impulse to feed on other sapient beings. Some rationalize their behavior by saying they can't control their impulses, while others might try to cure themselves of their “curse” and seek outside help to overcome their insatiable addiction.





# NECROFLESH MONARCH

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY BENJAMIN MEDRANO**

## ARMY OF BONES

Though mindless, the necroflesh monarch possesses a few clever, if rudimentary, survival instincts. For instance, to make sure it never goes without a meal, a monarch tends to keep a troop or even a small army of skeletal warriors by its side at all times. These mindless undead follow the same primeval protocols as the necroflesh monarch, plodding aimlessly along and swinging their limbs violently to attack.

A monarch doesn't rely on its bony minions for protection—rather, it keeps them as a mobile food source to tap into during lean times.

## PATH OF DESTRUCTION

The signs of a necroflesh monarch attack are obvious to anyone who knows what to look for: crushed houses, steaming puddles of black bile, and not a single body in sight. For all their brutish simplicity, these oozy behemoths know at least enough not to waste a single morsel.

A monstrosity of liquified flesh and bone, the necroflesh monarch is an undead ooze made from the muscle, fat, and sinew of countless victims, all turned toward undeath and combined into one pulsing, hulking form.

Necroflesh monarchs wander aimlessly between remote villages, across desolate deserts, and beneath venerable mountains, always on the hunt for more victims to add to their quivering, corpulent body. When a monarch swallows a living creature, the victim struggles for breath before eventually succumbing to the ooze's life-leaching internal acids. The flesh and bone of a slain victim melt and become subsumed into the monarch's corpulent, amorphous form. In this way, a necroflesh monarch grows in both size and power.

Strangely, and perhaps thankfully, a necroflesh monarch makes no distinction between prey of high or low provenance. To these mindless meat-beings, the most regal queen is of equal value to the lowliest peasant.

## NECROFLESH MONARCH

*Gargantuan undead, neutral evil*

**Armor Class** 13

**Hit Points** 319 (22d20 + 88)

**Speed** 30 ft.

**STR** 23 (+6) **DEX** 16 (+3) **CON** 18 (+4) **INT** 1 (-5) **WIS** 12 (+1) **CHA** 18 (+4)

**Saving Throws** Con +9, Int +0, Wis +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, prone, poisoned

**Senses** blindsense 120 ft. (blind beyond this radius), passive Perception 11

**Languages** —

**Challenge** 16 (15,000 XP) **Proficiency** +5

**Death is Not the End.** If a creature dies within 1 minute of taking damage from the necroflesh monarch's black bile attack, the creature must make a DC 17 Wisdom saving throw before it dies. On a failure, the creature's flesh rapidly liquifies and it magically rises as a mindless skeleton under the monarch's control.

**Undead Nature.** The necroflesh monarch doesn't require air, drink, or sleep.

## ACTIONS

**Multiattack.** The necroflesh monarch makes two pseudopod attacks or two black bile attacks. It can then make a bite attack or use Consume the Dead.

**Pseudopod.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained.

**Black Bile.** *Ranged Weapon Attack:* +11 to hit, range 60 ft., one target. *Hit:* 10 (3d6) acid damage plus 10 (3d6) necrotic damage.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one Large or smaller creature the monarch is grappling. *Hit:* 24 (4d8 + 6) piercing damage, the creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the monarch, and it takes 28 (8d6) necrotic damage at the start of each of the monarch's turns.

If the monarch takes 35 damage or more on a single turn from a creature inside it, or if the monarch dies, the monarch regurgitates all swallowed creatures, which fall prone in a space within 10 feet of it.

**Consume the Dead.** The monarch grabs a willing or mindless Medium or larger undead creature within 20 feet of it and sucks it into its oozy body. The undead creature is destroyed and the monarch magically regains 30 hit points.

## REACTIONS

**Deadly Pustules.** When a creature within 15 feet of the necroflesh monarch hits it with a melee attack, the monarch makes a black bile attack against that creature.

# NOBBLER

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY MICHAEL VIETHS**



Nobblers, sometimes called bag-people, are stealthy constructs designed to track and abduct unsuspecting quarry in the middle of the night. When inert, a nobbler appears to be nothing more than an empty sack made of leather, burlap, or hemp. While mobile, however, the creature takes a roughly humanoid shape, resembling a skulking kidnapper wearing a heavy cloak. A glance at the cloak's interior reveals nothing but yawning darkness.

Kidnappers send nobblers to track their targets in large towns, cities, and other densely populated areas where the nobbler can easily pass through unnoticed. Nobblers are almost always sent to collect targets and return them alive, making bag-people useful to duplicitous despots as well as run-of-the-mill ransomers. Enemies of the crown often find themselves on the wrong side of a nobbler so that one unscrupulous noble or another can exploit them with blackmail, imprisonment, or brainwashing.

## NOBBLER

*Medium construct, unaligned*

**Armor Class** 13

**Hit Points** 75 (10d8 + 30)

**Speed** 40 ft.

**STR** 18 (+4) **DEX** 16 (+3) **CON** 17 (+3) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 8 (-1)

**Skills** Stealth +5

**Damage Resistances** bludgeoning

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Common but can't speak

**Challenge** 4 (1,100 XP) **Proficiency** +2

**Constructed Nature.** The nobbler doesn't require air, food, drink, or sleep.

**Expel Air.** As a bonus action, the nobbler can expel the air inside it. Creatures inside the nobbler can't breathe. If the nobbler swallows another creature, the nobbler refills with air.

**Go Limp.** As a bonus action, the nobbler falls prone and goes limp. Until it moves, it is indistinguishable from a mundane sack.

**Hungry Tracker.** If fed an item such as a memento or signature piece of equipment, the nobbler can determine the location and approximate distance to the item's owner, so long as the nobbler and the owner are within 5 miles of each other. The consumed object is destroyed.

## ACTIONS

**Multiattack.** The nobbler makes two bite attacks. It can replace one bite with Noble.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the nobbler can't bite another creature. If the damage from this attack reduces the target to 0 hit points, the target is stable but unconscious until it regains at least 1 hit point.

**Noble.** The nobbler makes one bite attack against a Large or smaller creature it is grappling. On a hit, the creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the nobbler, and it takes 10 (3d6) bludgeoning damage at the start of each of the nobbler's turns. If this damage reduces a creature to 0 hit points, the creature is stable but unconscious until it regains at least 1 hit point. The nobbler can hold up to four Medium or smaller creatures or one Large creature.

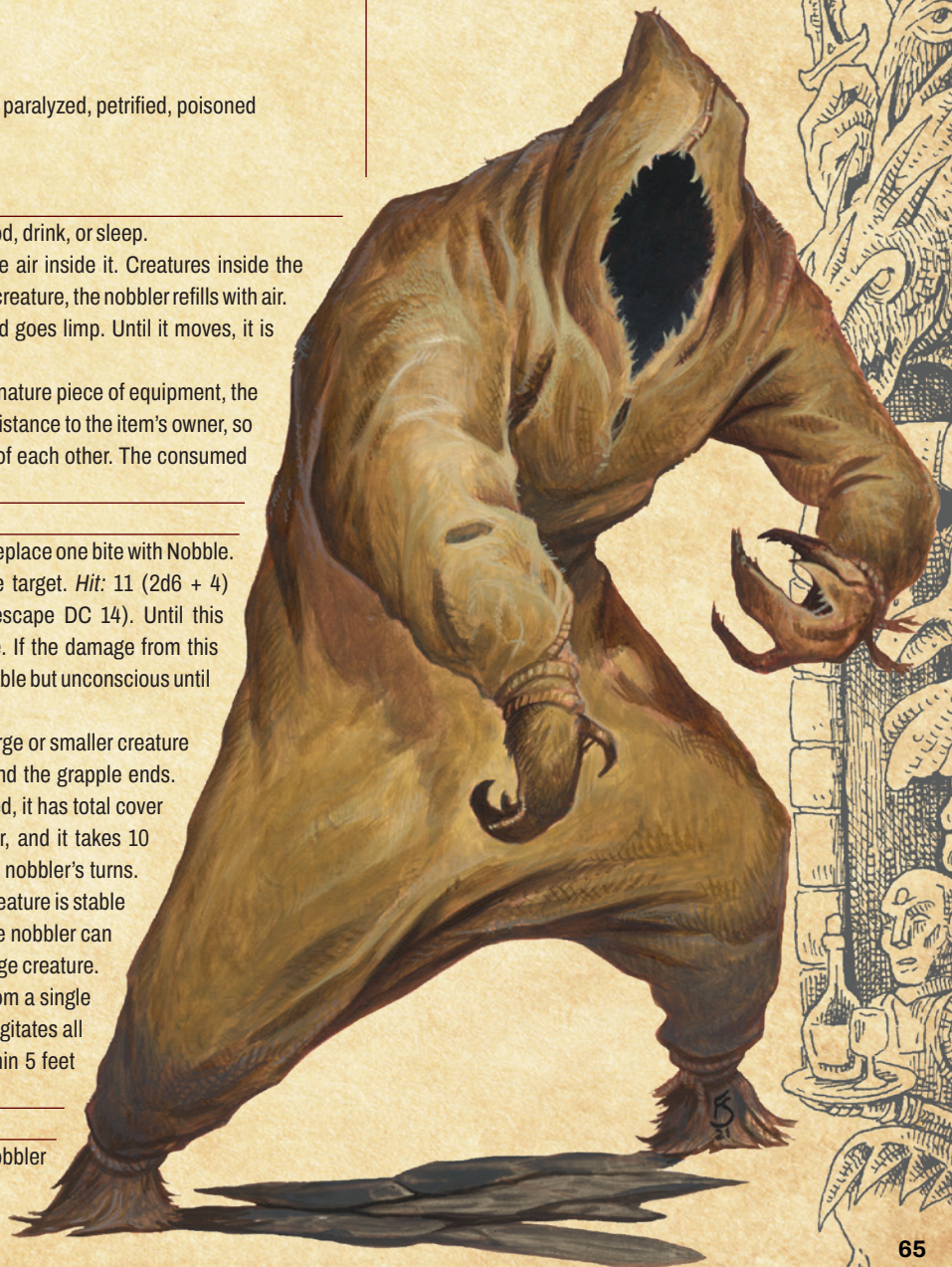
If the nobbler takes 12 slashing damage or more from a single attack or spell, or if the nobbler dies, the nobbler regurgitates all swallowed creatures, which fall prone in a space within 5 feet of it.

## REACTIONS

**Gobble.** When a creature touches the nobbler while the nobbler is prone using Go Limp, the nobbler bites the creature.

## NEVER GIVING UP

Nobblers possess no intellect and frequently perform their orders to a frustratingly literal degree. When a nobbler is unable to locate its target, it might simply go inert until someone matching the target's description wanders by. As time goes on, the nobbler becomes frayed and its senses dull, expanding the scope of what it considers its quarry. It is not uncommon for adventurers and other interesting-looking folk to encounter confused nobblers in sewer gutters or alleyways.



# ORB OF INSANITY

**SILVER AWARD  
RPG SUPERSTAR 2020  
BY CHRIS HARRELL**

## WORLDS OF MADNESS

An orb of insanity searches the cosmos for beings eager to glean occult knowledge.

It tempts these people with dangerous insight, leading them down a path of wonder and madness. The orb encourages its students to take on pupils of their own; if unchecked, an orb of insanity can lead an entire society into derangement, reeling from the weight of alien knowledge.

In the dark corners of the Material Plane, elder things sleep. Sometimes when an inquisitive soul uses a crystal ball to scry on one of these entities, the entity gazes back. Such an entity can possess the crystal ball and absorb the essence of its beholder by caging the scryer in a prison of glass. The entity then animates the orb so that it can loose its own malevolent presence from beyond the stars.

## ORB OF INSANITY

*Tiny construct, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 300 (40d4 + 200)

**Speed** 0 ft., fly 60 ft. (hover)

**STR** 14 (+2) **DEX** 20 (+5) **CON** 20 (+5) **INT** 22 (+6) **WIS** 21 (+5) **CHA** 21 (+5)

**Saving Throws** Int +11, Wis +10, Cha +10

**Skills** Arcana +11, Deception +10, History +11, Perception +10, Religion +11, Stealth +10

**Damage Vulnerabilities** bludgeoning, thunder

**Damage Resistances** psychic

**Damage Immunities** fire, poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

**Senses** darkvision 120 ft., truesight 60 ft., passive Perception 20

**Languages** Abyssal, Common, Deep Speech, Infernal; telepathy 120 ft.

**Challenge** 16 (15,000 XP) **Proficiency** +5

**Aura of Madness.** The space within 30 feet of the orb of insanity is warped in subtle yet impossible ways.

When a creature starts its turn in the area or enters the area for the first time on a turn, it must succeed on a DC 18 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for 1 hour.

**Constructed Nature.** The orb doesn't require air, food, drink, or sleep.

**Innate Spellcasting.** The orb's innate spellcasting ability is Intelligence (spell save DC 19). The orb can innately cast the following spells, requiring no components:

**At will:** *dancing lights, detect thoughts, minor illusion*

**2/day each:** *dominate monster, modify memory, project image, scrying*

## ACTIONS

**Multiattack.** The orb can use Spawn Tentacles. It then attacks once with each of its tentacles.

**Tentacle.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) necrotic damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained and the orb can't use this tentacle to attack a different creature. When the grapple ends, the tentacle is destroyed and the creature the tentacle was grappling takes 9 (2d8) necrotic damage.

**Spawn Tentacles.** The orb conjures two writhing tentacles composed of necrotic energy, which squirm outward from the orb's surface. The orb can have a maximum of six tentacles at a time.

**Telekinetic Storm (Recharge 5–6).** The orb summons a vortex of debris centered on a point it can see within 60 feet of it. Each creature within 20 feet of that point must make a DC 19 Dexterity saving throw, taking 35 (10d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

## REACTIONS

**Forbidden Knowledge.** If the orb is targeted by, or included in the area of, a divination spell, the spellcasting creature gains knowledge that fragile minds can't endure. The creature makes Intelligence (Arcana and Religion) checks with advantage for the next 24 hours and must make a DC 19 Intelligence saving throw. On a failure, the creature is stunned until the end of its next turn. If it fails the saving throw by 5 or more, it is also charmed by the orb for 1 hour. While charmed in this way, the orb can communicate telepathically with the creature over any distance and the creature does its best to obey the orb's telepathic orders. The creature can repeat its saving throw whenever it takes damage, ending the effect on a success.

**Tentacle Parry.** The orb adds 5 to its AC against one melee attack that would hit it. To do so, the orb must see the attacker and have at least one tentacle.

# OSPHRANTEAL (KANGAROO AGATHION)

Osphranteals are majestic marsupials that roam the celestial plains of the plane of Nirvana. An osphranteal stands noble on fearsome hind legs, supported by a massive tail. Its upper torso is that of a muscular, deeply tanned humanoid, with a serene facial expression that belies the danger posed to evildoers by its powerful limbs.

Osphranteals cherish healthy growth and appreciate a selfless nature. They have strong protective feelings toward non-evil creatures smaller than themselves, whom they strive at all times to shelter from harm to the best of their ability.

During times of peace, highly ritualized brawling tournaments are an honored osphranteal pastime. In such tournaments, osphranteals duke it out among their own kind and with any other willing creatures deemed to be worthy challengers. There is no grand prize at stake, only the knowledge that the tourney's winner is the best suited individual to protect others—a status for which many osphranteals would fight tirelessly.

## OSPHRANTEAL

*Large celestial, neutral good*

**Armor Class** 15

**Hit Points** 180 (19d10 + 76)

**Speed** 40 ft.

**STR** 21 (+5) **DEX** 20 (+5) **CON** 19 (+4) **INT** 14 (+2) **WIS** 18 (+4) **CHA** 14 (+2)

**Skills** Medicine +8, Nature +6, Survival +8

**Senses** darkvision 60 ft., passive Perception 14

**Languages** all

**Challenge** 10 (5,900 XP) **Proficiency** +4

**Innate Spellcasting.** The osphranteal's innate spellcasting ability is Wisdom (spell save DC 16). The osphranteal can innately cast the following spells, requiring no material components:

**At will:** *detect evil and good, speak with animals*

**1/day each:** *dimension door, find the path, freedom of movement, lesser restoration, shield of faith*

## ACTIONS

**Multiaction.** The osphranteal makes two attacks: one with its kick and one with its slam.

**Kick.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 10 (3d6) radiant damage.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) radiant damage, and the target is grappled (escape DC 15) if the target is a Medium or smaller creature and the osphranteal isn't grappling a different creature.

**Double Kick.** The osphranteal makes two kick attacks against one target it can see. If one attack hits, the target is pushed up to 5 feet away from the osphranteal. If both attacks hit, the target is pushed up to 10 feet away. If the osphranteal is grappling the target or the target is otherwise unable to move away from the osphranteal, the target instead takes an extra 10 (3d6) slashing damage from the osphranteal's massive hind claws.

**Prodigious Leap.** The osphranteal jumps up to 20 feet vertically and 40 feet horizontally. At any point during the leap, the osphranteal can make a kick attack.

**Protective Pouch.** The osphranteal puts a willing or helpless Medium or smaller creature into its pouch or removes a creature from its pouch. While inside the pouch, the creature has total cover against attacks and other effects outside the pouch, has advantage on saving throws, and regains 1 hit point at the start of each of its turns. The pouch can hold a single creature.

## REACTIONS

**Mob Defense.** If a creature within 5 feet of the osphranteal that the osphranteal can see is subjected to a critical hit, the osphranteal turns it into a normal hit.

**SILVER AWARD**  
**RPG SUPERSTAR 2020**  
**BY VADIM HESIN**



## SWORN ENEMIES

While osphranteals despise any kind of evil, they hold a special enmity toward daemons in general and meladaemons in particular, whom they seek to defeat at every opportunity. No one knows where the ancient grudge between osphranteals and meladaemons came from, though the daemons of starvation are only too happy to return their celestial counterparts' hatred.



# OTHRUNI

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY MICHAEL ROBINSON**

## OTHRUNI MOSS AND ORUS CRYSTALS

Othruni are covered in photosensitive moss called othruni moss, which crumbles quickly when exposed to direct sunlight. The moss covers an othruni's entire body and even its equipment, and it plays an important role in reinforcing the othruni's crystal-embedded stone armor. Like othruni moss, these rare "orus crystals" are native to the realm of fey; where to find orus crystals and how to craft with them are the greatest secrets of othruni people.

The cavernous spaces that exist beneath the tumultuous frenzy of the realm of the fey are no less dangerous than the primal lands above. More than one explorer has stumbled upon a particularly shiny moss-covered gemstone, only to discover a moment later that what they took at first for a simple pretty rock was, in fact, a fey creature made of living stone, crystal armor, and brilliant moss—an othruni.

In size and stature, othruni superficially resemble dwarves of the Material Plane. They also share dwarves' love of caves and other underground places. It is unsurprising, then, that dwarven adventurers traveling through the fey realm tend to get along with othruni.

An othruni's body not only resembles stone and crystal and moss—it *is* stone and crystal and moss. This symbiotic relationship between rock, mineral, and fungus is the othruni itself; if any of these three aspects of its being is destroyed, the othruni is likewise destroyed.

Despite their shared promise to keep the nature of their physiologies secret, othruni are fiercely individualistic and stubborn-minded, even when teamwork is obviously the most practical solution. Othruni caravans, which gather to excavate large deposits of orus crystals, are chaotic and rambunctious affairs. Many othruni forego caravans entirely and prefer the company of non-othruni to their own kinfolk, though othruni's unusual physiology makes it difficult for these fey to establish longterm traveling partners outside the winding warrens of the fey's world.

## OTHRUNI

*Medium fey, chaotic neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 25 ft.

**STR** 18 (+4) **DEX** 15 (+2) **CON** 17 (+3) **INT** 16 (+3) **WIS** 15 (+2) **CHA** 14 (+2)

**Skills** Nature +6, Perception +5, Survival +5

**Damage Vulnerabilities** fire

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Sylvan, Terran, Undercommon

**Challenge** 7 (2,900 XP) **Proficiency** +3

**Photosensitive Moss.** The moss that covers the othruni's body and equipment wilts in intense light. Whenever an othruni enters an area of bright light, it loses its weakness to fire but is unable to use Spore Cloud, Spore Burst, or its moss pellet attack, and its attacks do not deal additional poison damage. This effect persists until the othruni is no longer in bright light.

## ACTIONS

**Multiattack.** The othruni attacks twice with its warhammer.

**Warhammer.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage is used with two hands, plus 7 (2d6) poison damage.

**Moss Pellet.** *Ranged Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) poison damage.

**Spore Cloud.** The othruni ejects a cloud of spores from its symbiotic moss. Each creature within 5 feet of the othruni must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage.

**Crystal Beam (Recharge 5–6).** The othruni releases the light stored within the crystals of its body. Each creature in a 50-foot-long, 5-foot-wide line must make a DC 14 Dexterity saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

## REACTIONS

**Spore Burst.** When the othruni takes 10 or more piercing or slashing damage from a single attack or effect, it uses Spore Cloud.



# PARASITE HUSK

**GOLD AWARD**  
**RPG SUPERSTAR 2020**  
**BY ISAAC KERRY**



The horrific rituals needed to raise a body from the dead and imbue it with the foul energy of unlife require tapping into deep stores of necrotic energy. Whether through carelessness, mishap, or simply the fickle hand of fate, this energy is not always directed as its summoner wishes. The parasite husk is one example of necromantic magic gone awry.

A parasite husk manifests when the ritual to create a zombie utilizes a corpse that hosted unwelcome parasitic guests. The most common example found in these bodies is the tapeworm, although other, fouler infestations no doubt exist. Deprived of nutrients upon their host's death, these creatures slowly wither away, their tiny corpses remaining within the deceased. These small carcasses provide another possible receptacle for the unholy necrotic energy of the creation ritual. In the right circumstances, the necrotic energies can awaken these parasites, and instead of a mindless and relatively docile zombie, a significantly more dangerous creature rises from the dead. The reanimated parasites quickly move throughout the corpse and gain the ability to direct its movements, albeit in a lumbering and ungainly fashion. Any necromancer assuming their new creation will be under their control is quickly dissuaded of this notion. Indeed, many parasite husk infestations begin with the unfortunate summoner as their first victim.

At first glance, a parasite husk appears identical to a normal zombie. However, closer examination reveals a constant and disturbing motion under its skin, as the multitude of ravenous worms within slither erratically and animate the shambling body. These worms can sense living beings and are drawn to them with the more insidious desire to spread and infect new hosts. As a husk draws nearer to a living creature, more and more of its foul denizens erupt from the dying flesh and strain towards the new, more vibrant body.

## PARASITE HUSK

*Medium undead, neutral evil*

**Armor Class** 8

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

**STR** 14 (+2) **DEX** 6 (-2) **CON** 15 (+2) **INT** 3 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, paralyzed, poisoned

**Senses** passive Perception 10

**Languages** —

**Challenge** 1 (200 XP) **Proficiency** +2

**Death Burst.** When the parasite husk is destroyed, its animating worms erupt in a final frenzied attempt to claim a new host. Each creature within 5 feet of the husk must succeed on a DC 10 Dexterity saving throw or take 5 (1d10) piercing damage and be exposed to Parasite Infestation.

**Parasite Infestation.** A creature damaged by the parasite husk's worms must succeed on a DC 12 Constitution saving throw or be infested with parasitic undead worms. While infested, the creature is poisoned. At the end of each long rest, the creature repeats the saving throw, ending the infestation on a success. On a failure, the creature regains no hit points from finishing the long rest. The infestation can be cured with *lesser restoration* and similar magic.

**Sense Life.** The husk can magically sense the presence of living creatures within 30 feet of it. It knows the general direction they're in but not their exact locations.

**Undead Nature.** The parasite husk doesn't require air, food, drink, or sleep.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12) if the target is a Large or smaller creature and the parasite husk isn't grappling another creature.

**Worms.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the target is grappled, it is exposed to Parasite Infestation.

**Vermicular Surge (Recharge 5–6).** The worms inside the husk tremble terribly, then lunge forward all as one, urging their husk onward, heedless of the damage done to it. The husk moves up to three times its speed. This movement is not slowed by difficult terrain. If the husk passes through difficult terrain during this movement, it takes 7 (2d6) bludgeoning damage.

## ECTOPARASITE HUSKS

The most common type of parasite husk is the worm variety, such as the one presented here. However, there also exist parasite husks consisting of undead ticks, lice, fleas, and similar burrowing pests. These "ectoparasite husks" lack the reach of a standard parasite husk but move much faster and erupt into larger clouds of pests when their husk is destroyed.



# PARROTBEAR

**SILVER AWARD  
RPG SUPERSTAR 2020  
BY ALEXANDER OHTONEN**

## PARROTBEAR LOCATIONS

Perhaps surprisingly, parrotbears are rarely found in the jungles, where long-established apex predators easily outcompete them for food. Instead, they seem most prevalent among the outskirts of major metropolitan cities, where so many wizards' mad experiments often end up. Parrotbears even seem to get along with the owlbears who share their hunting territories; in fact, the two species' natural abilities complement one another nicely, making such pairings especially dangerous.

Much debate surrounds the paradoxical specimen that is the parrotbear. Colorful and vibrant as a macaw but large and ferocious as a bear, the beast's closest approximation is the equally enigmatic owlbear. In fact, these creatures are so similar that it is widely thought that the parrotbear is the work of a copycat wizard who sought to put their own spin on the infamous strigine monster. Others speculate that the parrotbear may be some practical joke of the gods or simply an owlbear-adjacent evolutionary offshoot.

Regardless of its superficial similarities to the owlbear, the parrotbear boasts its own particular set of special skills and powers. Most notably, parrotbears can mimic voices, an ability they use to confound prey and predators alike, which gives them an outsize reputation for having a particularly wicked sense of humor, despite their clearly avian-level intellect. While parrotbears are arguably smarter than their owlbear kin, their ability to "speak" is not a sign of intelligence, and the nonsensical nature of their utterances becomes evident as one gets closer to the source of the babble.

Like owlbears, parrotbears are omnivores that favor meat whenever they can get it. A parrotbear's typical hunting tactics involve imitating the bark of a lost pet or the cries of a recently "disappeared" individual to lure loved ones into the parrotbear's jungle hunting grounds.

## PARROTBEAR

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 40 ft.

**STR** 19 (+4) **DEX** 14 (+2) **CON** 16 (+3) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 12 (+1)

**Skills** Deception +3, Perception +4

**Senses** darkvision 30 ft., passive Perception 14

**Languages** —

**Challenge** 3 (700 XP) **Proficiency** +2

### ACTIONS

**Multiaction.** The parrotbear can use Unsettling Mimicry. It then makes two attacks: one with its beak and one with its claws. It can replace its beak attack with Crunch Bones.

**Beak.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, the target is grappled (escape DC 15). Until this grapple ends, the parrotbear can't attack a different target with its beak.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is frightened, the attack deals an extra 7 (2d6) slashing damage.

**Crunch Bones.** The parrotbear makes a beak attack against a creature it is grappling. On a hit, the creature takes an extra 4 (1d8) bludgeoning damage and its movement speed is halved. The movement speed penalty lasts until the target regains at least 1 hit point. Any creature can use an action to end the effect with a successful DC 12 Wisdom (Medicine) check.

**Unsettling Mimicry (Recharge 6).**

The parrotbear mimics phrases from its current prey or those it has previously killed.

Each creature within 30 feet of the parrotbear that can hear it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the parrotbear's next turn.



# PHASE TIGER

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY AOIFE ESTER**



Known for their supernatural grace, vicious brutality, and shimmering silver-blue fur, phase tigers are dangerous magical predators who stalk the boundaries between the Ethereal and Material Planes.

Many regard phase tigers as myth rather than fact, which is just fine for the planes-hopping hunters who make their fortunes on the pelts of these incredible animals. For their part, phase tigers have their own natural enemies, or, at least, their own favored prey. Chief among phase tigers' ancestral foes are blink dogs, whom phase tigers disdain both for their inherent "goodness" (which the tigers regard as weakness disguised as chivalry) and for their tendency to help other creatures in need. A phase tiger is happy to track down and tear apart an entire pack of blink dogs in any place and at any time, if only for the sheer sport of it.

## PHASE TIGER

*Large monstrosity, chaotic evil*

**Armor Class** 15

**Hit Points** 127 (15d10 + 45)

**Speed** 45 ft.

**STR** 17 (+3) **DEX** 18 (+4) **CON** 17 (+3) **INT** 10 (+0) **WIS** 17 (+3) **CHA** 15 (+2)

**Skills** Perception +6, Stealth +7

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Deep Speech

**Challenge** 7 (2,900 XP) **Proficiency** +3

**Ethereal Pounce.** As a bonus action, the tiger can magically shift from the Material Plane to the Ethereal Plane, or vice versa. When it does so, its attacks are made with advantage until the end of its turn.

**Ethereal Sight.** The tiger can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Keen Smell.** The tiger has advantage on Wisdom (Perception) checks that rely on smell.

## ACTIONS

**Multiattack.** The tiger makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the tiger can't bite a different target.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, or 18 (4d6 + 4) slashing damage if the attack is made with advantage.

**Drag Beyond the Veil.** The tiger attempts to magically shift from the Material Plane to the Ethereal Plane, dragging a grappled creature with it. The grappled creature must make a DC 14 Constitution saving throw. On a failure, the tiger and the grappled creature shift to the Ethereal Plane. Once the creature is no longer grappled, it returns to the Material Plane. On a successful save, the grappled creature and the tiger remain on the Material Plane.

## PHASE TIGER PELTS

Only the wealthiest aristocrats and the most skilled hunters should even dream of getting their hands on a phase tiger pelt. Phase tigers are as rare in the wilds as they are formidable in combat, to say nothing of their reputations for wanton cruelty and vileness. Even in cities where fur-collecting is seen as gauche or morally reprehensible, an exception is made for the skins of irredeemably evil phase tigers.





# PRISMATIC OOZE

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY RYAN KING**

## PRIMAL PRISMATIC OOZES

In rare cases, a prismatic ooze can spontaneously appear in areas of strong primal magic. Some fey realm explorers have given accounts of spotting island-sized prismatic oozes soaring high in the sky above, though, thankfully, no such behemoths have yet made it to the Material Plane.

When powerful mages experiment with magic, strange and terrible creations are the inevitable result. The prismatic ooze is one potential consequence of such eldritch tinkering. Shimmering with vibrant iridescent colors, a prismatic ooze dazzles its victims before subjecting them to a myriad of harmful magical effects.

## PRISMATIC OOZE

*Large ooze, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 375 (30d10 + 210)

**Speed** 25 ft., fly 25 ft.

**STR** 26 (+8) **DEX** 6 (-2) **CON** 25 (+7) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 1 (-5)

**Saving Throws** Int +1, Wis +6, Cha +1

**Damage Immunities** see Prismatic Nature

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone; see Prismatic Nature

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** 20 (25,000 XP) **Proficiency** +6

**Prismatic Nature.** The ooze coruscates with 7 colors. Each color provides it an immunity, and is vulnerable to certain spells or effects. When targeted by one of the effects below, the ooze makes a Constitution saving throw against the caster's spell DC. On a failure, the effect counteracts the corresponding color of the ooze, causing the ooze to lose the corresponding immunity. A color is counteracted even if the ooze is immune to the counteracting effect. **Red.** Immunity to fire damage and to nonmagical ranged attacks. *Counteracted by:* 25 or more cold damage. **Orange.** Immunity to magical ranged attacks. *Counteracted by:* strong wind. **Yellow.** Immunity to acid, lightning, necrotic, and radiant damage. *Counteracted by:* 60 or more force damage. **Green.** Immunity to poison damage. *Counteracted by:* a *passwall* spell or another spell that can open a portal on a solid surface. **Blue.** Immunity to cold damage. *Counteracted by:* 25 or more fire damage. **Indigo.** Immunity to divination effects. *Counteracted by:* bright light shed by a *daylight* spell or a similar spell of equal or higher level. **Violet.** No immunity granted. *Counteracted by:* *dispel magic* or other spell that ends magic effects.

**Prismatic Touch.** A creature touched by the ooze's pseudopod or grappled by it at the start of the ooze's turn experiences an additional effect based on the ooze's current predominant color. The creature is then immune to Prismatic Touch until the start of the ooze's next turn. Roll 1d8 to determine what color affects the target. If the color has been counteracted (see Prismatic Nature), then the touch has no additional effect. Each color allows a DC 21 saving throw to avoid the effect.

1. **Red.** 10 (3d6) fire damage (Dexterity save)

2. **Orange.** 13 (3d8) acid damage (Dexterity save)

3. **Yellow.** 14 (4d6) lightning damage (Dexterity save)

4. **Green.** 7 (2d6) poison damage and poisoned for 1 minute (Constitution save)

5. **Blue.** 18 (4d8) cold damage (Dexterity save)

6. **Indigo.** *Flesh to stone* (no concentration necessary)

7. **Violet.** blinded (Wisdom save). On a failed save, the target repeats the saving throw at the start of the ooze's next turn. A successful save ends the blindness. On a failed save, the creature is transported to another plane of the GM's choosing and is no longer blinded.

8. **Potent Strike.** Roll twice, rerolling duplicates or results of 8.

## ACTIONS

**Multiattack.** The ooze can use Dazzling Burst. It then attacks three times with its pseudopod. It can replace one attack with Consume Magic.

**Pseudopod.** *Melee Weapon Attack:* +14 to hit, reach 25 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. If the target is a creature, it is grappled (escape DC 24) and subjected to the ooze's Prismatic Touch.

**Consume Magic.** If the ooze is grappling a creature affected by an ongoing spell or spells, the ooze attempts to dispel the highest-level spell. It makes a Constitution check against a DC equal to 10 + the spell's level. On a success, the spell ends and the ooze regains 33 (6d10) hit points.

**Dazzling Burst (Recharge 6).** Each creature within 30 feet that can see the ooze must make a DC 21 Constitution saving throw. On a failure, a creature is blinded until the end of its next turn.

# PUPPETEER

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY FRANÇOIS POTVIN NAUD**



Many believe that puppeteers are mundane mannequins possessed by the evil spirit of a passionate performer's ghost, but the truth is far stranger. Puppeteers result from a humanoid who spends years of obsessive toil honing their craft and manipulating puppets in the presence of weird occult energies. Either through the magic of their workshop, a visit from a trickster spirit, or a doomed pact with a devil causes these artists to turn into a wooden simulacrum of themselves. In exchange, this transformation gives them near-perfect control of their marionettes. Depending on the puppeteer, this transformation is either a blessing or a curse.

## PUPPETEER

*Medium construct, neutral*

**Armor Class** 15

**Hit Points** 210 (28d8 + 84)

**Speed** 35 ft.

**STR** 14 (+2) **DEX** 20 (+5) **CON** 16 (+3) **INT** 17 (+3) **WIS** 14 (+2) **CHA** 19 (+4)

**Saving Throws** Dex +9, Wis +6

**Skills** Acrobatics +9, Performance +8, Sleight of Hand +9, Stealth +9

**Damage Vulnerabilities** fire

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 30 ft., passive Perception 12

**Languages** Common

**Challenge** 11 (7,200 XP) **Proficiency** +4

**Constructed Nature.** The puppeteer doesn't require air, food, drink, or sleep.

**Legendary Resistance (5/Day):** If the puppeteer fails a saving throw, it can choose to destroy one puppet it has animated using *Attach Strings*. If it does, it succeeds on the saving throw instead.

## ACTIONS

**Multiaction.** The puppeteer makes two melee attacks or uses *Manipulate Puppets* twice.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

**Wire.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be knocked prone.

**Manipulate Puppets.** One puppet under the puppeteer's control can move up to the puppeteer's speed. It can then make a slam or wire attack, use a skill, or interact with an object, using the puppeteer's statistics. The puppeteer can't *Manipulate* a single puppet more than once per turn.

**Attach Strings (Recharge 6).** The puppeteer ties invisible, intangible strings to up to five Medium or smaller puppets within 5 feet of it. As part of this action, the puppeteer can withdraw up to five puppets from its equipment or a *bag of holding*. Each puppet becomes an animate construct under the puppeteer's control. It falls to the ground, lifeless, after 1 minute or if it is more than 120 feet from the puppeteer. The puppeteer can talk and sense through a puppet. If this puppeteer gives it no other commands, a puppet sways and dances in place. A puppet can't take reactions. The puppeteer can control five puppets at a time and can end this effect at any time. Each puppet shares the puppeteer's statistics except for its size. Any damage or effects targeted at a puppet affect the puppeteer instead. An area effect that includes multiple targets doesn't affect the puppeteer more than once. Without the puppeteer's attached strings, a puppet is an object with AC 11 and 30 hit points.

## LEGENDARY ACTIONS

The puppeteer 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 puppeteer regains spent legendary actions at the start of its turn.

**Manipulate Puppets.** The puppeteer uses *Manipulate Puppets*.

**Pull Taut.** The puppeteer flings intangible marionette strings at a creature it can see within 30 feet. The creature must make a DC 14 Strength saving throw. On a failure, it is knocked prone, is pulled up to 10 feet towards the puppeteer, or drops a weapon or other held item (the puppeteer's choice).

## NEVER ALONE

A puppeteer without a puppet is like a master sword-fighter without a blade, and puppeteers are fully aware of this fact. To ensure it is never without its precious toys, a puppeteer typically carries a bag of holding filled with such dolls—plus a few spares stuffed among its own clothing. The best way to strike a bargain or make a serious deal with a puppeteer is to corner it alone.



# REAYER BEAVER

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY ISAAC KERRY**

## REAYER BEAVER TACTICS

In combat, reayer beavers unleash volleys of acidic spittle before swarming forward in an ungainly rush. They often work in tandem with disturbing coordination, one attacking a target's legs to topple them to the ground, the other using its powerful tail to pulverize the now-prone victim.

When seen from a distance, there is little to distinguish the reayer beaver from its more innocuous namesake, save its much larger size. Upon closer examination, the differences become obvious and terrifying. Glowing red eyes filled with hate squint over a snarling, acid-coated maw dominated by two incisors the size of daggers. A thick, leathery tail covered in jagged barbs extends from the back of a stocky frame which is up to 8 feet long and can weigh over 300 pounds.

Prevailing wisdom suggests that evil druids created reayer beavers as a weapon to unleash upon settlers and despoilers of nature, but no one can claim to know the monsters' origins for certain. What is known for sure is that reayer beavers possess a malicious intellect entirely out of line with their animalistic forebears and that they are driven to terrorize anyone who encroaches upon their domain. Hunters, farmers, and miners are all often targets of their predations. Reayer beavers seem to harbor a specific hatred for lumberjacks; often the first signs of a nearby colony of reayer beavers are the remains of a destroyed lumber camp or sawmill. Survivors who can speak of the assault are rare, but the monsters' grisly tendency to gnaw off their victims' legs and leave the shredded appendages behind leave little doubt as to the culprits.

Reayer beavers are equally as industrious as normal beavers, but, in a perverse echo of their natural kin, they favor not wood as their primary building material but rather the bodies of their victims. Horrific "corpse dams" upriver from settlements can obstruct the flow of water as well as befoul it with disease. Reayer beavers' colonies are constructed in the same way, often supplementing humanoid corpses with those of other animals to create obscene mounds of rotting flesh. These gruesome dens are usually built near the shore of a lake and extend underneath the surface, with the entrance accessible only by diving beneath the fetid water.

## REAYER BEAVER

*Medium monstrosity, neutral evil*

**Armor Class** 13

**Hit Points** 85 (10d8 + 40)

**Speed** 20 ft., swim 40 ft.

**STR** 18 (+4) **DEX** 16 (+3) **CON** 19 (+4) **INT** 7 (-2) **WIS** 16 (+3) **CHA** 10 (+0)

**Skills** Perception +5, Stealth +5

**Senses** passive Perception 15

**Languages** understands Druidic but can't speak

**Challenge** 4 (1,100 XP) **Proficiency** +2

**Keen Smell.** The beaver has advantage on Wisdom (Perception) checks that rely on smell.

**Lumberjack Hatred.** The beaver has advantage on attack rolls against any creature that is wielding an axe.

### ACTIONS

**Multiattack.** The beaver attacks twice: once with its bite and once with its tail.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) acid damage.

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is already prone, it takes an extra 7 (2d6) bludgeoning damage.

**Spit Acid.** *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 14 (4d6) acid damage.

### REACTIONS

**Tail Sweep.** When a creature within 5 feet of the beaver that the beaver can see stands up from a prone position, the beaver attacks the creature with its tail.



# ROPE GOLEM

**COPPER AWARD**  
**RPG SUPERSTAR 2020**  
**BY DANIEL BAKER**



Rope golems are made from hundreds of feet of knotted cotton, hemp, or silk rope twisted and coiled into a roughly humanoid shape. Spellcasting sailors or marina-frequentering wizards often create rope golems to guard their cargo holds, warehouses, and docks from pirates or thieves. As long as it remains still, a rope golem can easily pass for a mundane pile of ropes; the golem is typically instructed to wait in this guise until it can get the jump on intruders.

Even after it has pounced, a rope golem moves with eerie agility and deftness. It can silently strangle multiple opponents to death, one by one, before a group of raiders has discovered the monster for what it is. Rope golems instructed to take a nonlethal approach can readily bind and gag multiple opponents, restraining them until the town guard arrives on the scene.

## ROPE GOLEM

*Large construct, unaligned*

**Armor Class** 14

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft.

**STR** 19 (+4) **DEX** 18 (+4) **CON** 18 (+4) **INT** 3 (-4) **WIS** 10 (+0) **CHA** 1 (-5)

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning and piercing from nonmagical attacks that aren't adamantite

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 6 (2,300 XP) **Proficiency** +3

**Constructed Nature.** The golem doesn't require air, food, drink, or sleep.

**Grease Vulnerability.** When the golem is included in the area of a *grease* spell, enters the area for the first time on its turn, or ends its turn in the area, any creature grappled by the golem can attempt to escape the grapple as a reaction, and the golem can't grapple targets with its rope whip attack for the duration of the spell.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Impersonate Rope.** Over the course of a minute, the golem can unspool itself and collapse prone in a heap. While unspooled, the golem is indistinguishable from a normal pile of rope and can't move or take actions except to stand up, regaining its true form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Watery Regeneration.** The golem regains 10 hit points at the start of its turn if it has at least 1 hit point and is submerged in water.

### ACTIONS

**Multiattack.** The golem makes two attacks: one with its slam and one with its rope whip. It can then use Toss Away.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

**Rope Whip.** *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target.

*Hit:* 13 (2d8 + 4) slashing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target can't breathe or speak.

**Toss Away.** The golem tosses a creature it is grappling up to 20 feet away from it into an unoccupied space. The creature lands prone and takes 7 (2d6) bludgeoning damage.

### REACTIONS

**Tangle Up.** When a creature within 5 feet of the golem rolls a 1 on an attack roll against the golem, it becomes tangled in the golem's ropy body and is grappled (escape DC 14).

## VARIANT ROPE GOLEMS

Rope golems can come in many different forms depending on their intended use and the materials used to construct them. Some might wield anchors, hooks, or fishing nets as weapons, while rope golems made from rare magical fibers can withstand brutal attacks and even fire.



# RUIN BRUISER

**SILVER AWARD  
RPG SUPERSTAR 2020  
BY BRIAN NOWOSATKA**

## ERASING TRACKS

The first ruin bruisers were created by a group of vile dwarven witches who, tired of living on the outskirts of civilization, sought to integrate themselves into nearby towns and cities. They created ruin bruisers to systematically destroy their former hideouts, fortresses, and dungeons, which had become too numerous to remember and contained equally innumerable evidence tying the witches to their foul deeds. That was long ago, however; since then, ruin bruisers have spread far beyond the mountains from which they originated.

Ruin bruisers are stony agents of entropy—stout constructs made of heavy marble inlaid with bands of bronze, whose sole aims are to expedite the natural deterioration of architecture and items in ancient and abandoned castles, dungeons, and vaults. They are patient and methodical in this goal, as it can take a group of ruin bruisers months or years to erode and erase the last specks of a particular fortress or stronghold.

Ruin bruisers resemble suits of animated ceremonial full plate armor made of marble, inlaid with bronze. The ornate designs are caked with grime and worn with age. A dull red glow emanates from within the joints of the armor, and large, ovular eyes glow golden from beneath the full helm. They carry marble shields, banded with iron and bearing symbols of forgotten meaning.

Ruin bruisers typically appear in groups of up to a half dozen in old underground locations, such as remote dungeons and forgotten tombs. They use their decaying touch to crumble worked stone and wood, destroy traps and passages, and cause tools and weapons to rust away. Any magical items or artifacts which resist ruin bruisers' powers wind up in deep holes the bruisers dig under the place's foundation specifically to hide such things. Many adventurers have spent their entire lives scouring locations effaced by ruin bruisers in the hopes of finding one of these treasure-filled chasms. For their part, ruin bruisers tend to ignore living creatures, only attacking in self-defense or as necessary to continue their mission. Canny treasure hunters can take advantage of a site being dismantled by ruin bruisers, as traps may no longer function, guardians creatures may have been dealt with, and treasure may already be consolidated into a neat pile.

## RUIN BRUISER

*Medium construct, unaligned*

**Armor Class** 18 (natural armor, shield)

**Hit Points** 85 (10d8 + 40)

**Speed** 25 ft.

**STR** 19 (+4) **DEX** 12 (+1) **CON** 18 (+4) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 1 (-5)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 6 (2,300 XP) **Proficiency** +3

**Constructed Nature.** The bruiser doesn't require air, food, drink, or sleep.

**Siege Monster.** The bruiser deals double damage to objects and structures.

**Weight of Ages.** A creature that starts its turn within 20 feet of the bruiser has its speed halved until the end of its turn.

## ACTIONS

**Multiattack.** The bruiser uses Ruinous March. It then makes two attacks: one with its decaying fist and one with its shield.

**Decaying Fist.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 7 (2d6) necrotic damage. Until the end of the bruiser's next turn, the target gains vulnerability to necrotic damage unless it is immune to necrotic damage.

**Shield.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

**Ruinous March.** The bruiser moves up to its speed. It can attempt to enter another creature's space during this movement. When it does so, the creature must make a DC 15 Strength saving throw.

On a failure, the creature is pushed 5 feet away from the bruiser and takes 4 (1d8) bludgeoning damage. On a success, the creature is not pushed and the bruiser's Ruinous March ends.

## REACTIONS

**Shield Block.** The bruiser adds 3 to its AC against one melee attack that would hit it. To do so, the bruiser must see the attacker and be using a shield.

# RUNEBRANDED AUROCHS

In the wild places where the ancient breed of cattle known as aurochs roam, there are those specimens that, whether through magical accident, fate, or manipulation, develop to be even wilder, stronger, and deadlier than their already formidable kin, with powers over the very elements of the natural world. These extraordinary aurochs become legendary and prized among those who hunt such creatures for meat, leather, or sport or those who seek to tame such wild beasts. The strange markings that develop along their hides have given these creatures the name “runebranded aurochs,” though other colorful names exist as well, such as elemental aurochs, storm cattle, and lightning bulls.

While a skinned runebranded aurochs can provide strong leather suitable for crafting, the rune markings on its hide rarely possess any lasting magic after the creature’s death. Only the most powerful or eldest runebranded aurochs—those who have thrived in the wilds for an exceptionally long time or were otherwise subject to excessive whims of destiny—might bear runes on their hides capable of being transferred to weapons or armor. Such aurochs are apt to develop even stranger abilities such as magical flight, total immunity to their element, and even advanced size and intellect.

## RUNEBRANDED AUROCHS

*Large monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 76 (8d10 + 32)

**Speed** 50 ft.

**STR** 20 (+5) **DEX** 12 (+1) **CON** 19 (+4) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 12 (+1)

**Damage Immunities** lightning

**Senses** darkvision 30 ft., passive Perception 11

**Languages** —

**Challenge** 3 (700 XP) **Proficiency** +2

**Keen Smell.** The aurochs has advantage on Wisdom (Perception) checks that rely on smell.

**Lightning Horns.** When the aurochs takes lightning damage, blue bolts of electricity crackle between its horns. The next time the aurochs hits a target with its gore attack before the end of its next turn, it deals extra lightning damage equal to the lightning damage that triggered this ability.

**Storm Step.** When the aurochs moves its full speed, it rises off the ground on a billow of storm clouds. Until the end of its next turn, the aurochs can effortlessly climb vertical surfaces, it takes no damage from falls, and its gore attack deals an additional 7 (2d6) lightning damage.

**Trampling Charge.** If the aurochs moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the aurochs can make another attack with its hooves against it as a bonus action.

## ACTIONS

**Gore.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 3 (1d6) lightning damage.

**Hooves.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

**SILVER AWARD**  
**RPG SUPERSTAR 2020**  
**BY AARON B. BRADFORD**



## RARER BREEDS

The runebranded aurochs presented here was created by a magically charged storm or some other electrical process. Although this is a common form of the animal, other sources can make runebranded aurochs attuned instead to fire, cold, or more exotic elements. Such aurochs possess similar abilities, but their attacks and resistances are of a different energy type.

## UNBREAKABLE

A runebranded aurochs will rarely take a rider or do domesticated work willingly. Beastmasters may find means by which to keep such animals for show or as particularly brutish guard beasts, but runebranded aurochs will always try to break free in order to seek the wilds and other aurochs.



# SALT STALKERS

PLATINUM AWARD  
RPG SUPERSTAR 2020  
BY MARK T. ADKINS

## SALT STALKER ROLES

Different kinds of salt stalkers have evolved to fill different niches within their packs.

A pack might include just one type of salt stalker or a mix of different types. The latter variety of pack tends to have a much more complicated social structure and power hierarchy, with different roles and even sub-roles for the different kinds of salt stalkers present. Regardless of the pack's complexity, though, few people could hope to understand the beasts' inscrutable social customs, mating dances, and their range of screeching yips and hair-raising calls, all of which strongly suggest a creature that is quite literally an alien to this world.

Salt stalkers are cunning ambush predators that rely on pack tactics in order to harry and exhaust their prey, which includes any animal foolhardy enough to wander through salt stalkers' stretch of desert. Salt stalkers live in only the hottest and driest deserts, where few people even dare to go. In these uninhabitable sandscapes, where even a single cactus fails to take root, salt stalkers flourish.

Unlike nearly every other form of life, salt stalkers regard water as anathema. Their alien anatomy violently revolts if they so much as try to digest fluids, and so salt stalkers rely on a strict diet of dehydrated meat. Fortunately for them, salt stalkers' unusual biology also makes it easy for them to dry out wet food: a salt stalker's bite injects a potent hygroscopic venom, dramatically dehydrating afflicted creatures in a matter of minutes. Once the poison has done its work, the salt stalkers in the hunting pack howl terribly, signaling to the rest of their kin that it's time to feast.

## SALT STALKER

The most typical variety of salt stalker is called just that: a salt stalker. These individuals are the de facto hunters, scouts, and caretakers of their packs, and they find a great level of community among their kind. Salt stalkers regard their less-common kin—salt scorchers, winged salt stalkers, and the terrifying salt mother—as overbearing but necessary elements to maintain the harmony of the pack.

An adult salt stalker resembles a greyhound crossed with a giant lizard, possessing rock-brown skin, double-jointed legs, and wicked claws. The salty bile they naturally secrete from their scaly, chitinous skin culminates in brittle, jagged “spines” that poke out from every part of their bodies. These spines break off easily, but also regrow rapidly. Although its primary means of offense are its wicked teeth and powerful jaws, a salt stalker can also forcibly eject its venom-loaded spines and ably aim them toward distant prey.

### SALT STALKER

*Medium monstrosity, unaligned*

**Armor Class** 13

**Hit Points** 52 (8d8 + 16)

**Speed** 40 ft., climb 30 ft.

**STR** 15 (+2) **DEX** 16 (+3) **CON** 15 (+2) **INT** 5 (–3)

**WIS** 14 (+2) **CHA** 10 (+0)

**Senses** passive Perception 12

**Languages** —

**Challenge** 2 (450 XP) **Proficiency** +2

**Desiccation Venom.** A creature subjected to desiccation venom takes 5 (2d4) poison damage and is poisoned for 1 minute. While poisoned, the target is vulnerable to fire damage.

**Fluidsense.** The stalker can detect the presence of liquids, from large bodies of water to potions to even the blood in a creature's body, up to 1 mile away.

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

**Water Vulnerability.** If the stalker is splashed with at least 1 gallon of water or starts its turn immersed in water, it can't use Multiattack or attack with its spines until the end of its next turn.

### ACTIONS

**Multiattack.** The stalker makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be subjected to desiccation venom.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Spines.** *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be subjected to desiccation venom.



**PLATINUM AWARD  
RPG SUPERSTAR 2020  
BY MARK T. ADKINS**

## SALT SCORCHER

Slightly shorter and much stockier than their kin, salt scorchers frequently lead salt stalker hunting parties, if only because, in addition to possessing fiery tempers, they are natural-born bullies. Salt scorchers rarely band together with other salt scorchers since they often let their pride get the better of them.

The viscous grease that salt scorchers spray from their mouths is no mere spittle; the caustic sputum eats through living and non-living matter much like acid, though it is plain to all who experience it that the potent goo courses with flame, pure and simple. Worse, this greasy mixture reacts violently with water, making a bad situation worse for anyone unfortunate enough to try and douse the grease with a canteen or, gods forbid, jumping into a pond.

Hunting packs led by salt scorchers toe a precarious line. All salt stalkers, scorchers included, are dramatically weakened by water, yet salt scorchers' caustic grease often causes its prey to seek out exactly that. If a burning victim were to fling a wineskin full of water at the salt stalkers rather than attempt to douse its own grease fire, that creature would be much better off, and the salt stalkers weakened. Luckily for the salt stalkers, most prey don't figure this out before succumbing to their wounds.

### SALT SCORCHER

*Medium monstrosity, unaligned*

**Armor Class** 12

**Hit Points** 110 (13d8 + 52)

**Speed** 40 ft., climb 30 ft.

**STR** 18 (+4) **DEX** 15 (+2) **CON** 18 (+4) **INT** 5 (-3) **WIS** 14 (+2)  
**CHA** 16 (+3)

**Damage Immunities** fire

**Senses** passive Perception 12

**Languages** —

**Challenge** 5 (1,800 XP) **Proficiency** +3

**Desiccation Venom.** A creature subjected to desiccation venom takes 5 (2d4) poison damage and is poisoned for 1 minute. While poisoned, the target is vulnerable to fire damage.

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

**Water Vulnerability.** If the scorcher is splashed with at least 1 gallon of water or starts its turn immersed in water, it can't use Multiattack or attack with its spines until the end of its next turn.

### ACTIONS

**Multiattack.** The scorcher makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be subjected to desiccation venom.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Spines.** *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be subjected to desiccation venom.

**Spew Fiery Grease (Recharge 5-6).** The scorcher spews a 30-foot-long, 5-foot-wide line of smoldering, flammable grease. Each creature in that line must succeed on a DC 15 Dexterity saving throw or be covered in grease. For 1 minute or until a creature spends an action scraping off the grease, the creature takes 3 (1d6) fire damage at the start of each of its turns. If the creature comes into contact with water while covered with grease, or if it is already wet when it fails its saving throw against the grease, the grease explodes. When the grease explodes, the creature and each creature within 15 feet of it must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. Each creature caught in a grease explosion is no longer covered with grease.





# SALT STALKERS

PLATINUM AWARD  
RPG SUPERSTAR 2020  
BY MARK T. ADKINS

## AIR DROPS

In mixed hunting packs, salt gliders famously enjoy lifting and carrying their pack mates across the battlefield, though they can only do so for short distances. This ability dramatically enhances the maneuverability of all salt stalkers involved and enables the pack to conduct harrowing surprise attacks.

## SALT GLIDER

Whereas salt stalkers already have eerily thin, membranous hides, salt gliders take this attribute to its extreme. With their insectile wings, spindly legs, and bulging red eyes, one could be forgiven for mistaking a distant salt glider for an oversized mosquito or flying termite. Up close, however, a salt glider leaves little doubt as to its relation, however warped or monstrous, to its similarly alien salt stalker kin.

On land, salt gliders can roll up their wings into tight tubes and balance on them to walk about like grotesque stilts. Nevertheless, their long, clumsy torsos makes land-based movement difficult, so salt gliders almost always choose to fly. This same torso is light and flexible enough that salt gliders can whip their spines up to twice as far as other salt stalkers—a tactic they make frequent use of as they harry their prey from above.

Salt gliders' usefulness toward their pack extends beyond just combat. Tiny filaments on their wings allow gliders to detect changes in weather patterns with incredible accuracy, and they relay this information to their kin with sharp, rasping barks. Canny desert wanderers who spot salt gliders on the retreat can reliably bet that foul weather is just over the horizon.

### SALT GLIDER

*Large monstrosity, unaligned*

**Armor Class** 14

**Hit Points** 127 (15d10 + 45)

**Speed** 25 ft., fly 60 ft.

**STR** 16 (+3) **DEX** 18 (+4) **CON** 16 (+3) **INT** 5 (–3) **WIS** 17 (+3) **CHA** 7 (–2)

**Saving Throws** Dex +7

**Senses** passive Perception 13

**Languages** —

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Desiccation Venom.** A creature subjected to desiccation venom takes 5 (2d4) poison damage and is poisoned for 1 minute. While poisoned, the target is vulnerable to fire damage.

**Fluidsense.** The glider can detect the presence of liquids, from large bodies of water to potions to even the blood in a creature's body, up to 1 mile away.

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

**Rainsense.** The glider can sense minute changes in atmospheric pressure in order to accurately predict the weather for the next 24 hours.

**Sand Stilts.** The glider ignores difficult terrain in sandy deserts.

**Water Vulnerability.** If the glider is splashed with at least 1 gallon of water or starts its turn immersed in water, it can't use Multiattack or attack with its spines until the end of its next turn.

### ACTIONS

**Multiattack.** The glider makes two attacks: one with its bite and one with its claws. While flying, it can make two spines attacks instead.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be subjected to desiccation venom.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage, and the target is grappled (escape DC 14). Until this grapple ends, the glider can't use its claws against a different target.

**Spines.** *Ranged Weapon Attack:* +7 to hit, range 120/240 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be subjected to desiccation venom.

**Gliding Drop.** The glider moves or flies up to its speed, attacks a creature with its claws (or grabs a willing Medium or smaller creature), and then flies up to its speed. At the end of this movement, the glider can drop a creature it is grappling or holding. If the carried creature is a salt stalker, it reduces the amount of falling damage it takes by 10 (3d6), doesn't fall prone, and can use its reaction to make a melee attack against a creature within 5 feet of it.





**PLATINUM AWARD  
RPG SUPERSTAR 2020  
BY MARK T. ADKINS**

## SALT MOTHER

In the largest salt stalker burrows, the hulking matriarch called the salt mother reigns supreme. Other salt stalkers fear and respect the salt mother due to her size, her strength, and her vital role to the pack. Like a queen bee, the salt mother oversees, commands, and produces all the salt stalkers beneath her.

### SALT MOTHER

*Huge monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 172 (15d12 + 75)

**Speed** 40 ft., burrow 30 ft., climb 30 ft.

**STR** 21 (+5) **DEX** 16 (+3) **CON** 20 (+5) **INT** 5 (-3) **WIS** 18 (+4) **CHA** 16 (+3)

**Saving Throws** Con +9, Int +1, Wis +8

**Skills** Perception +8

**Senses** passive Perception 18

**Languages** —

**Challenge** 10 (5,900 XP) **Proficiency** +4

**Barbed Spines.** When a salt mother deals damage to a target with her tail or spines, the target makes attacks and Constitution saving throws with disadvantage until the spines are removed. A creature can spend an action to remove all spines from itself or another creature. When it does so, it must succeed on a DC 15 Wisdom (Medicine) check or take 9 (1d8) piercing damage as the barbed spines are removed.

**Desiccation Venom.** A creature subjected to desiccation venom takes 5 (2d4) poison damage and is poisoned for 1 minute. While poisoned, the target is vulnerable to fire damage.

**Fluidsense.** The mother can detect the presence of liquids, from large bodies of water to potions to even the blood in a creature's body, up to 1 mile away.

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

**Water Vulnerability.** If the mother is splashed with at least 1 gallon of water or starts its turn immersed in water, it can't use Multiattack or attack with its spines until the end of its next turn.

### ACTIONS

**Multiattack.** The mother makes three attacks: one with its bite, one with its claw, and one with its tail. Alternatively, it makes three spines attacks.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or be subjected to desiccation venom.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage and the target is subjected to Barbed Spines. The target must also succeed on a DC 17 Constitution saving throw or be subjected to desiccation venom.

**Spines.** *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 16 (3d10 + 5) piercing damage, the target is subjected to Barbed Spines. The target must also succeed on a DC 17 Constitution saving throw or be subjected to desiccation venom.

**Frenzied Hiss.** The mother hisses terribly, spurring her pack into a violent frenzy. The salt mother and all salt stalkers within 60 feet that can hear her can use a reaction to move up to their speed. The creature must end this movement closer to either the salt mother or a hostile creature it can see. For 1 minute, each affected creature deals an extra 4 (1d8) damage with melee attacks and takes a -1 penalty to AC. When this effect ends for a creature, it is immune to Frenzied Hiss for 1 hour.

### SALT STALKER HEROES

Common salt stalkers cower helplessly beneath the dominating power of a particularly strong variety of salt stalker such as a salt scorcher or salt mother. Rarely, a common salt stalker hero might rise from the rest of its kin in order to defeat and displace a pack's resident bully or tyrant. Such packs tend to be much happier and more democratic as a result of their champion's usurpation—at least until this "hero" gets a bit too cocky during hunts or lax with caretaking duties, in which case the violent cycle is apt to repeat itself.



# SANGUINE ROSE

**COPPER AWARD**  
**RPG SUPERSTAR 2020**  
BY JASON ARENDT

## GRAVE LILIES

Several varieties of sanguine rose exist, including the much rarer grave lily, which supposedly feasts upon undead creatures rather than the living. Particularly ancient specimens of either variety have been known to gain a modest level of intelligence, and with it, foul primal magical powers such as *cloudkill* or *blight*.

## BLACK THUMB

Sanguine roses and their varieties can be created with the *create undead* spell as if they were wights. Sanguine roses are particularly popular among evil druids and their ilk.

Created by vampires and planted in their dour garden spaces, sanguine roses are slow-moving plants fertilized with the remains of victims who perished before the vampire could finish drinking their blood. The few remaining drops of blood in such fertilizer are enough to give this eerie flower its crimson hue—or so the stories go. Whatever the case, sanguine roses combine the sturdy physiology and classical beauty of a rose bush with the unnatural and evil powers of undeath, making them terribly potent guardians of vampiric estates.

Usually planted in gardens or along exterior walls amid mundane plants that serve as camouflage, sanguine roses attack any living creatures that draw near in order to soak the soil around them with fresh blood. Like true roses, sanguine roses emit a pleasant aroma, but the odor of these monstrous plants is far more potent than any mundane flower. They draw humanoids and animals toward them using this seductive scent, then explode into a frenzy of thorny attacks.

A sanguine rose can easily be identified by its unnaturally dusky leaves and vines, which make its bright red flowers and inch-long thorns stand out all the more. Regardless of their telltale features, countless animals and humanoids fall prey to sanguine roses since knowledge of these wretched plants is a well-kept secret among vampires and other cunning undead.

## SANGUINE ROSE

*Large plant, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 10 ft.

**STR** 16 (+3) **DEX** 14 (+2) **CON** 17 (+3) **INT** 1 (–5) **WIS** 10 (+0) **CHA** 3 (–4)

**Damage Vulnerabilities** fire, radiant

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned, prone

**Senses** blindsense 30 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** 3 (700 XP) **Proficiency** +2

**Deathly Blossom.** When the rose dies, it explodes in a burst of necrotic energy. Each creature within 20 feet of the rose must make a DC 13 Dexterity saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one. A creature killed by this damage rises as a sanguine rose within 7 days, unless its body is cremated or buried in consecrated ground.

**Seductive Scent.** The rose constantly emits a potent and alluring magical perfume to put its prey off guard. A creature that starts its turn within 60 feet of the rose must make a DC 13 Wisdom saving throw. On a failure, attacks against the creature are made with advantage until the start of the creature's next turn. On a successful save, the creature is immune to this effect for 1 hour. Creatures that don't breathe automatically succeed on the save.

## ACTIONS

**Multiattack.** The rose makes two vine attacks. It can replace one attack with Blood Drain.

**Vine.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage, and the target is grappled (escape DC 13).

**Blood Drain.** The rose laps up the blood of one creature it is grappling. The creature takes 7 (2d6) slashing damage, and the rose gains the same number of temporary hit points. The creature is also poisoned until it regains at least 1 hit point.

**Swallow.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target grappled by the rose. *Hit:* The target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the rose, and it takes 3 (1d6) bludgeoning plus 3 (1d6) piercing damage at the start of each of the rose's turns. A rose can have only one creature swallowed at a time.

If the rose takes 10 damage or more on a single turn from the swallowed creature, or if the rose dies, the rose regurgitates the creature, which falls prone in a space within 10 feet of it.

# SAPPHIRE DRAKE

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY DARRAN CALDEMEYER**



Sapphire drakes stalk mineral-rich caverns and volcanic islands all over the world, appearing in roughly the same locales as their namesake gemstones. With beautiful crystalline scales, broad blue wings, and ferocious tempers, sapphire drakes strike a surprising balance between beauty and brutality.

Even more so than most drakes, sapphires are extremely covetous of treasures such as gold, jewels, and pieces of art. Unfortunately for many would-be treasure hunters, sapphire drakes are also extremely good at hiding their wealth. These greedy dragons tend to quietly lair in remote places far from humanoid settlements, such as sea caves on distant islands, the lowest levels of gem-encrusted caverns, or the outer rims of scorching, sacrifice-laden volcanoes.

Sapphire drakes are also prone to enslaving smaller creatures, which they accomplish by playing on humanoids' predictable tendency toward greed. To acquire such servants, a sapphire drake will simply grant a humanoid supplicant a grandiose title, some chosen trinkets from its hoard, and command this new minion to dominate its fellows. While sapphire drakes are not particularly intelligent creatures, they understand their own weaknesses and value the knowledge and loyalty of their humanoid prizes. Sapphire drakes strongly detest falsehoods or illusions, and quickly eradicate any underlings they suspect of treachery.

## SAPPHIRE DRAKE

*Large dragon, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 25 ft., climb 25 ft., fly 80 ft.

**STR** 19 (+4) **DEX** 15 (+2) **CON** 18 (+4) **INT** 9 (-1) **WIS** 14 (+2)

**CHA** 14 (+2)

**Saving Throws** Con +7

**Skills** Intimidation +5, Stealth +5

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** paralyzed

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Draconic

**Challenge** 7 (2,900 XP) **Proficiency** +3

**Keen Smell.** The drake has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Multiattack.** The drake can use Bone-Shaking Hum. It then makes two attacks: one with its bite and one with its tail.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.  
*Hit:* 15 (2d10 + 4) piercing damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.  
*Hit:* 13 (2d8 + 4) bludgeoning damage.

**Bone-Shaking Hum.** The drake strikes its own crystal hide, causing its body to emit a resonating hum. Each non-dragon creature within 20 feet of it must make a DC 15 Constitution saving throw. On a failure, the creature's speed is halved until the end of its next turn. On a success, the creature is immune to this effect for 1 minute.

**Embershard Breath (Recharge 5–6).** The drake exhales flaming blue crystals in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 14 (4d6) piercing damage plus 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain for the next minute; when a creature starts its turn in the area or enters the area for the first time on a turn, it must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) piercing damage and 3 (1d6) fire damage.

### REACTIONS

**Harden Scales.** When the drake fails a Constitution saving throw, it rerolls the saving throw. For the next minute, its speed is reduced by 10 feet and it can't use this ability again.



## DRAKES OF AVARICE

According to popular legends, sapphire drakes were originally created by greedy pirate-wizards who attempted to cross-breed jungle drakes and flame drakes. Their hope was to create a subservient species of drake to protect the pirates' treasure hoards and gem-filled mine shafts. The resulting sapphire drakes proved more than up to the task, quickly eradicating their former masters and claiming the bounty for themselves.

# SCROLL MOLD

SILVER AWARD  
RPG SUPERSTAR 2020  
BY ROBERT GARLAND

## HUNGRY FOR KNOWLEDGE

Scroll molds have a particular taste for magic items. If a scroll mold senses magic and there is no one around, it might make its way over to the source and attempt to consume the item to incorporate it into itself. Utilizing this process, it can learn spells or develop powerful new abilities.

Many students of the arcane have muttered to themselves about a case of scrolls “wandering off on its own.” Most of the time, they’ve simply misplaced the item. But now and again, when the conditions are right, their absurd ramblings are more right than they realize.

Scroll molds are colonies of color-shifting mold that have permeated and incorporated a decaying wooden scroll case into their masses, the scrolls within rendered slimy and blank. They are typically the result of magic scrolls left abandoned for too long in some musty basement or dank cavern. After extended exposure to the magic contained within the scroll case, a patch of otherwise ordinary mold develops strange new abilities—and the beginnings of consciousness.

Scroll molds can barely move. Instead, they rely on their spells, camouflage, and distractions to stay safe. They generally hide in out-of-the-way spaces, preferably damp and dark nooks and crannies, tuning their color to blend in with their surroundings. If they sense approaching creatures, they instinctively create illusions to distract other creatures from their location. If still approached, a scroll mold will often try to put interlopers to sleep before casting *longstrider* to slither away to a new hiding place. As a last resort, the scroll mold can use its few offensive spells, although doing so makes it obvious it is not merely a decaying scroll case to be left alone to decompose.

## SCROLL MOLD

*Tiny plant, unaligned*

**Armor Class** 5

**Hit Points** 22 (5d4 + 10)

**Speed** 0 ft.

**STR** 1 (–5) **DEX** 1 (–5) **CON** 14 (+2) **INT** 1 (–5) **WIS** 12 (+1)

**CHA** 12 (+1)

**Saving Throws** Int –3, Wis +3

**Condition Immunities** blinded, charmed, exhaustion, frightened, prone, unconscious

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 11

**Languages** —

**Challenge** 1/4 (50 XP) **Proficiency** +2

**Innate Spellcasting.** The mold’s innate spellcasting ability is Charisma (spell save DC 11). The mold can innately cast the following spells, requiring no components:

**At will:** *chill touch*, *detect magic*, *minor illusion*

**1/day each:** *burning hands*, *color spray*, *longstrider* (self only), *sleep*

**Nascent Mind.** The mind of a scroll mold is barely conscious and has difficulty imagining things it has not already perceived. As it has no sense of sight, visual illusions the mold creates (such as with *minor illusion*) tend

to appear as shifting, shapeless blobs. Auditory illusions tend to be distorted reflections of sounds the scroll mold has recently heard.

## ACTIONS

**Camouflage.** The mold changes its coloring to match its surroundings. Until the mold casts a spell, a successful DC 13 Wisdom (Perception) or Intelligence (Investigation) check is required to spot the mold.

# SEA SQUIRT, GIANT

These ovoid, translucent filter-feeders have markings that resemble a bleach-white skull and ribcage. Although sea squirts (known more formally as ascidians) usually pose no more threat than a loofah, some species can deliver painful stings or even pose a mortal threat to coastal swimmers and reef explorers.

Particularly among the crowded coral reefs they call home, the skeleton image on a giant sea squirt's mostly transparent body provides natural and effective camouflage. In addition, the skull and ribcage markings serve as a rudimentary nervous system, allowing them to perceive the aquatic world immediately around them, even despite their nonexistent vision or even a brain.

A giant sea squirt's size is dictated by its diet; those intelligent species that use sea squirts as indiscriminate waste disposal systems may find their living trash compactors grown to a size that they become a threat to the unwary. Animals as large as full-grown sharks have been found paralyzed, drowned, and slowly digesting in a sea squirt's gut.

## GIANT SEA SQUIRT

*Medium monstrosity, unaligned*

**Armor Class** 13

**Hit Points** 85 (10d8 + 40)

**Speed** 0 ft., swim 25 ft.

**STR** 18 (+4) **DEX** 16 (+3) **CON** 18 (+4) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 3 (-4)

**Skills** Perception +2, Stealth +5

**Damage Vulnerabilities** slashing

**Damage Resistances** bludgeoning, poison

**Condition Immunities** blinded, charmed, frightened

**Senses** blindsense 60 ft. (blind beyond this radius), passive Perception 12

**Languages** —

**Challenge** 4 (1,100 XP) **Proficiency** +2

**Sea Squirt Venom.** A creature exposed to sea squirt venom must make a DC 14 Constitution saving throw. On a failure, it takes 4 (1d8) poison damage and is poisoned until the end of its next turn. If the creature fails the save by 5 or more, it is paralyzed while poisoned in this way.

**Surprise Attack.** If the sea squirt 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 sea squirt makes two siphon attacks.

**Siphon.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. The target is exposed to sea squirt venom. If it is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the sea squirt can't make siphon attacks against another target.

## SEA SQUIRT HAZARD

Even normal-sized sea squirts can constitute a simple (but deadly) hazard for unwary swimmers.

## SEA SQUIRT PATCH

*Hazard*

A patch of venomous sea squirts blends in seamlessly with the coral reef around it. The patch covers the ground in a space that is 5 feet on a side or larger. Spotting the patch requires a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check. A creature that starts its turn in the patch or enters the patch for the first time on a turn takes 2 (1d4) piercing damage and must make a DC 14 Constitution saving throw. On a failure, it takes 4 (1d8) poison damage and is poisoned until the end of its next turn. If the creature fails the save by 5 or more, it is paralyzed while poisoned in this way.

A sea squirt patch has AC 10, 20 hit points, and immunity to psychic damage. A creature can use its action to neutralize a 5-foot-square section of the sea squirt patch by making a successful DC 14 Wisdom (Survival) check.

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY AARON B. BRADFORD**



## SEA SQUIRT GARDENS

Some aquatic species that worship death or the cycle of life hold these creatures in high regard and cultivate whole gardens of them. Certain merfolk societies predisposed to necromancy, for example, find sea squirts to be quite beautiful—not to mention helpful in trapping animals and intruders.



# SEMUVIG, THE PAW'S MONKEY

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY W. BRIAN LANE**

## SEMUVIG'S PAW

Semuvig yearns for its missing hand and possesses a modicum of power over it while in its vicinity. When Semuvig is within 120 feet of the *monkey's paw*, it can make a wish on behalf of the paw's wielder.

## THE MONKEY'S PAW

*Wondrous item, legendary*

When you pick up this gnarled fist while no other creature is attuned to it, it raises three desiccated fingers and you immediately attune to it.

**Curse.** Whenever you make a wish—or when you utter a statement similar to a wish—the monkey's paw lowers one finger and casts *wish*, granting you a twisted, horrifying version of your desire. If you are ever separated from the paw, it reappears in your possession within 1d4 hours. The only way to end attunement to the paw is to use three *wishes*, at which point the paw teleports to a random location elsewhere in the multiverse.

Many have heard of the fabled *monkey's paw*, an artifact capable of granting a mortal's greatest wishes but at equally great cost. Few, however, know of the cursed thing's origins. Those who have borne the paw and lived through the experience sometimes tell of a wicked wailing monkey pursuing them in their nightmares. The legendary primate indeed walks the mortal world. It calls itself Semuvig, or "the paw's monkey."

## SEMUVIG

*Small undead, chaotic evil*

**Armor Class** 20 (natural armor)

**Hit Points** 450 (36d6 + 324)

**Speed** 50 ft.

**STR** 25 (+7) **DEX** 28 (+9) **CON** 28 (+9) **INT** 20 (+5) **WIS** 26 (+8) **CHA** 24 (+7)

**Saving Throws** Dex +17, Con +17, Wis +16

**Skills** Acrobatics +17, Deception +15, Intimidation +23, Perception +16, Stealth +17, Survival +16

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion, paralyzed, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 26

**Languages** Abyssal, Deep Speech, Infernal

**Challenge** 26 (90,000 XP) **Proficiency** +8

**Innate Spellcasting.** Semuvig's innate spellcasting ability is Wisdom (spell save DC 24). Semuvig can innately cast the following spells, requiring no material components:

**At will:** *locate object* (paw only)

**3/day each:** *circle of death*, *freezing sphere*, *hold monster*

**1/day each:** *finger of death*, *weird*, *wish*

**Legendary Resistance (3/Day):** If Semuvig fails a saving throw, it can choose to succeed instead. Semuvig uses this ability while within 1 mile of its paw, the paw expends one use of *wish* without effect.

**Necrotic Absorption.** Whenever Semuvig is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

**Regeneration.** Semuvig regains 20 hit points at the start of its turn if it has at least 1 hit point.

**Rejuvenation.** When Semuvig is destroyed, it gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears at a random location on a random plane. If the monkey's paw is destroyed, this trait doesn't function.

## ACTIONS

**Multiattack.** Semuvig attacks with its bite and claw and uses its Curse.

**Bite.** *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) necrotic damage.

**Claw.** *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 14 (1d10 + 9) slashing damage plus 5 (1d10) necrotic damage. If the target is a creature, it must succeed on a DC 24 Constitution saving throw or be paralyzed until the end of its next turn.

**Curse.** One creature within 60 feet of Semuvig that Semuvig can see must make a DC 24 Wisdom saving throw. On a failure, the target is cursed with one of the following effects at random. Once a creature has been cursed, it is immune to Semuvig's Curse for the next 24 hours.

- 1. Doom.** For the next 24 hours, the target makes death saving throws with disadvantage.
- 2. Backlash.** For 1 minute, at the beginning of the target's turn, any weapon the target wields erupts into flames and acid, dealing 14 (4d6) fire damage and 14 (4d6) acid damage unless the target succeeds on a DC 24 Dexterity saving throw to drop the weapon.
- 3. Inversion.** For 1 minute, the effects of healing and damaging spells are reversed when applied to the target. Spells that cause damage heal the target, and spells that restore hit points deal damage to the target. If the spell requires a saving throw, the target must roll it; it does not gain a saving throw against spells that don't require one.

## LEGENDARY ACTIONS

Semuvig 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. Semuvig regains spent legendary actions at the start of its turn.

**Cast Spell (Costs 2 Actions).** Semuvig casts a spell.

**Claw.** Semuvig attacks with its claw.

**Panicked Escape.** Semuvig make a Dexterity check to escape from a grapple or nonmagical restraints.

**Scurry.** Semuvig moves up to half its speed without provoking opportunity attacks.

# SENIDAEEMON (ENTROPY DAEMON)

Senidaemons lack strong emotion or wit or even most trappings of individuality. Rather, their lives are as hollow as their forms, their alien minds unconcerned with hope, meaning, or even survival. Senidaemons exist to destroy, and if one believes a course of action leading to its death would lead toward a faster extinction of the universe than would its survival, it will go unflinchingly to its demise.

## SENIDAEEMON

Medium fiend (daemon), neutral evil

Armor Class 14

Hit Points 97 (15d8 + 30)

Speed 0 ft., fly 40 ft. (hover)

**STR** 7 (-2) **DEX** 19 (+4) **CON** 14 (+2) **INT** 13 (+1) **WIS** 16 (+3) **CHA** 16 (+3)

Saving Throws Wis +6, Cha +6

Skills Stealth +7

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Abyssal, Infernal; telepathy 120 ft.

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Aura of Unmaking.** The senidaemon radiates entropic energy, threatening the physical and spiritual integrity of living things within 30 feet of it. The senidaemon can manifest this aura in one of two ways: unraveling or heat shimmer. The senidaemon can activate or deactivate the aura, or change its manifestation, as a bonus action.

A creature that starts its turn in the aura or enters the aura for the first time on a turn must succeed on a DC 13 Constitution saving throw. If the senidaemon is emitting an unraveling aura, the creature takes 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one. If it is emitting a heat shimmer, the creature gains a level of exhaustion on a failed save, unless it is immune to fire damage. The exhaustion remains until the creature starts its turn outside the senidaemon's heat shimmer aura.

A creature that dies inside the Aura of Unmaking becomes cursed. Until the curse is lifted, the caster of a spell intended to restore the creature to life must succeed on a DC 14 Intelligence (Religion) check. On a failure, the spell is wasted.

**Incorporeal Movement.** The senidaemon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Innate Spellcasting.** The senidaemon's innate spellcasting ability is Charisma (spell save DC 14). The senidaemon can innately cast the following spells, requiring only somatic components:

**At will:** *detect good and evil*, *dimension door*

**1/day:** *silence*

## ACTIONS

**Multiattack.** The senidaemon makes two molten hand attacks.

**Molten Hand.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

*Hit:* 11 (2d6 + 4) fire damage plus 7 (2d6) necrotic damage.

## REACTIONS

**Malignant Entropy.** When the senidaemon takes acid, cold, radiant, bludgeoning, piercing, or slashing damage, the senidaemon glows faintly as it converts the damage it took into raw power. Until the end of its next turn, the senidaemon's molten hand attacks deal additional fire damage equal to the number of damage dice rolled in the triggering attack or effect.

SILVER AWARD  
RPG SUPERSTAR 2020  
BY CLARA BARRS

## SENIDAEEMON TACTICS

Senidaemons are masters of stealth, bodiless, and shrouded in perpetual silence. They care nothing for spectacle or creativity, and their methods of destruction are brutally direct: They bide their time in hiding, and when the opportunity presents itself, they absorb energy and transform it into its most disorderly form—heat—upon which they use their blazing hands to wreak further injury and devastation.

## GLIMPSE OF MADNESS

These daemons embody death at the merciless hands of the laws of nature—the inexorable march of entropy itself. Senidaemons are horrifying to look upon, their insubstantial bodies as devoid of light and color as the deepest spaces between stars.





# SHADOW THIEF

**COPPER AWARD**  
**RPG SUPERSTAR 2020**  
BY MICHAEL ROBINSON

## WILLING HOSTS

The experience of having one's shadow stolen by a shadow thief is not pleasant—but stories exist of mortals who form friendships with shadow thieves, willingly allowing the monsters to accompany them on their journeys. For unwilling hosts, the easiest way to rid oneself of a shadow thief is to offer the being a tantalizing morsel of knowledge.

One of the many creations of the unfathomable denizens of the distant cosmos, shadow thieves are small creatures with strangely angular bodies that lie underneath a veil of shadow. Despite the aura of dusk that perpetually surrounds them, shadow thieves are corporeal and remain as such even when they merge with a mortal creature to steal the mortal's shadow.

Shadow thieves were initially created to gather information for their alien masters. By assuming the form of different mortal creatures' shadows, a shadow thief could infiltrate society via progressively more important figures. At least, this was their creators' intention. However, as the first shadow thieves traveled through the vastness of space, they lost their connection to their elder creators—but not their interest in the societies of mortals. Now they wander the planet with their own mysterious designs in mind.

## SHADOW THIEF

*Small aberration, neutral*

**Armor Class** 13

**Hit Points** 27 (6d6 + 6)

**Speed** 30 ft.

**STR** 12 (+1) **DEX** 16 (+3) **CON** 12 (+1) **INT** 13 (+1) **WIS** 12 (+1) **CHA** 14 (+2)

**Skills** Deception +4, Stealth +5

**Senses** darkvision 90 ft., passive Perception 11

**Languages** Common, Deep Speech

**Challenge** 1 (200 XP) **Proficiency** +2

**Coalesce Memories.** When a creature the shadow thief is merged with makes an Intelligence ability check to recall knowledge, the shadow thief must make a Charisma saving throw. If the result of the saving throw is less than that of the creature's Intelligence check, the shadow thief's Penumbral Theft ability ends.

## ACTIONS

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 3 (1d6) cold damage.

**Penumbral Theft.** The shadow thief magically absorbs the shadow of a creature within 5 feet of it. The creature must succeed on a DC 12 Wisdom saving throw. On a failure, the shadow thief merges with the creature. While merged with the shadow thief, the creature's shadow moves erratically, causing the creature to make Dexterity (Stealth) checks with disadvantage. The shadow thief can't be targeted by any attack, spell, or other effect while merged, but it can be affected by spells like *protection from evil and good*.

The shadow thief cannot take actions or reactions while merged, except to Swap Shadows or Coalesce Memories or to end the merge as an action. The merge also ends if the creature is reduced to 0 hit points.

An affected creature can be identified as such by their shadow's oddities with a successful DC 15 Intelligence (Arcana) or Wisdom (Perception) check. The creature can repeat the saving throw after every 24 hours, ending the effect on a success. After three successive failures, the merge lasts indefinitely.

## REACTIONS

**Darkness Dissolution (1/Day).** When damage would reduce the shadow thief to 0 hit points, the thief remains at 1 hit point and magically teleports to an area of darkness it can see within 1,000 feet. If it can't teleport in this way, it dies.

**Swap Shadows.** When a Tiny creature the shadow thief is merged with moves within 5 feet of a larger creature, the shadow thief uses Penumbral Theft on the larger creature, which makes its Wisdom saving throw against the effect with disadvantage.



# SHADOWLESS HOUSE DRAKE

Terrestrial societies have made a number of ill-fated journeys to the stars. Humanoids often take companions on such trips, and diminutive house drakes—the favored pets of the rich and powerful in certain metropolitan cities—are no exception. Yet, as evidenced by the corrupt and malignant beings that often return from extraplanetary expeditions, perhaps it is better for some beings to simply stay home.

While many who return from the void are changed, it seems that house drakes are especially prone to such changes—and rarely for the better. Twisted by great evil beings residing in the farthest corners of space, these drakes continue their former activities of collecting hoards, terrorizing imps, and consorting with students of arcane academies, but with little of the carefree joy they may have once exhibited. All their capricious fervor is replaced with conniving, ruthless malice. Furthermore, these warped individuals bear none of the friendly nature that house drakes are known for and tend to spend much of their time brooding over stolen treasures.

The transformed house drake's appearance is what gives these creatures their moniker; their formerly lustrous and healthy violet scales change to a matte, bruised purple-black that scatters no light. Even the drake itself seems to cast no shadow, or its shadow is otherwise hazy and indistinct even in the hardest light. A shadowless house drake's tail also bears signs of the malformation, seemingly broken and rendered lifeless.

## SHADOWLESS HOUSE DRAKE

*Small dragon, neutral evil*

**Armor Class** 13

**Hit Points** 33 (6d6 + 12)

**Speed** 15 ft., fly 60 ft.

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

**Skills** Arcana +5, Perception +4, Stealth +5

**Condition Immunities** paralyzed, unconscious

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common,

Deep Speech,

Draconic

**Challenge** 2 (450 XP) **Proficiency** +2

**Cosmic Blight.** A creature exposed to cosmic blight must succeed on a DC 12

Constitution saving throw or become diseased. The disease has no effect for 7 days. After 7 days, the diseased creature gains a level of exhaustion. Thereafter, the creature repeats the saving throw whenever it finishes a long rest. On a failed save, the creature gains another level of exhaustion. The disease ends when the creature makes two successful saving throws against the disease.

**Hoard Blight.** A creature that spends more than an hour in the presence of a shadowless house drake's hoard, or any item taken from a shadowless house drake's hoard, is exposed to cosmic blight. If the shadowless house drake fails to visit its hoard for 7 days, the items are no longer blighted.

**Innate Spellcasting.** The drake's innate spellcasting ability is Charisma (spell save DC 13). The drake can innately cast the following spells, requiring no material components:

**1/day each:** *charm person, darkness, fear*

### ACTIONS

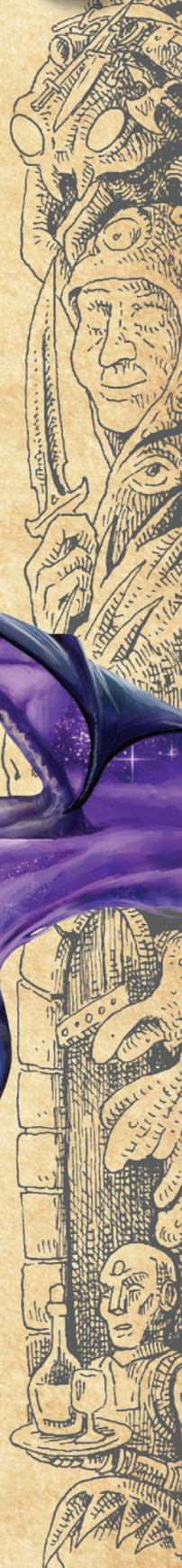
**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target is exposed to cosmic blight.

**Blight Breath (Recharge 5–6).** The drake exhales dark vapor in a 10-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, the target takes 10 (3d6) fire damage and is exposed to cosmic blight. On a success, the target takes half as much damage and isn't exposed to cosmic blight.

**SILVER AWARD**  
**RPG SUPERSTAR 2020**  
**BY ELIZABETH HEYECK**

## WORLDS OF POTENTIAL

Shadowless house drakes are almost exclusively found in certain cosmopolitan cities. Unlike their mundane brethren, however, these shadowy dragons are not bound to just one planet.



# SHALE SPITTERS

GRAND PRIZE  
RPG SUPERSTAR 2020  
BY BRANT VALLIER

## PRIMAL POWERS

The source of shale spitters' amazing ability to summon rocky protrusions from the stone around them has stumped researchers for centuries. Cave druids maintain that the unique gemstone inside a shale spitter is responsible for this power, but so far, all experiments to eke out the tourmaline's magic have failed.

Earthen isopods that subsist on crystals and stones in order to proliferate under mighty mountains, shale spitters run the gamut in terms of the challenges they pose to spelunking adventurers. The lowliest of shale spitter kind are little more than scuttling nuisances or, at worst, swarms of stony spawn. On the other end of the spectrum are behemoths that might be called mountains in themselves—looming terrors that dominate entire caverns and give form to whole underground ecosystems. All share one common characteristic that makes every shale spitter highly sought after by fortune-seeking monster hunters: Their crystalline waste matter is literally worth more than its weight in gold.

## SHALE SPITTER

Resembling not much more than a pile of overlapping pieces of slate rock at first glance, the stalwart shale spitter is a skittering isopod with a rocky carapace. It thrives in mountainous and underground areas, where it gathers minerals for sustenance and reproduces asexually.

Similar to how common pearl oysters produce beautiful beads of polished nacre, shale spitters produce unique, iridescent tourmaline gemstones as a byproduct of their digestion process. These gems remain embedded in shale spitters' digestive tracts and help break down hard minerals, but people in fashionable social circles prize the tourmalines for jewelry and decoration. This makes the harvesting of shale spitter gems an emerging enterprise—albeit a dangerous one, since as of yet, no one has quite figured out how to tame these crafty critters.

Shale spitters are notoriously territorial and typically congregate in small packs of three to five. Their social proclivities are hardly a result of a desire for companionship; shale spitters give their fellows a modest berth. Rather, these animals gather only to cast a wide defensive net in case intruders or predators threaten their feeding and breeding grounds.

Adventurers or miners hunting shale spitters must first slay a shale spitter before cracking it open to retrieve the tourmaline inside, but subduing these isopods is no easy task. Shale spitters have developed senses for detecting the faintest vibrations in their rocky homes, as well as sharp claws and teeth for burrowing away from threats. From the safety of a nook or hole, shale spitters can discourage predators by spitting stones at deadly speed or, amazingly, tapping into some primal connection with caves in order to instantaneously conjure stalagmites or stalactites.

### SHALE SPITTER

*Medium elemental, unaligned*

**Armor Class** 16 (natural armor), 18 while Curled Up

**Hit Points** 26 (4d8 + 8)

**Speed** 25 ft., burrow 30 ft., climb 25 ft.

**STR** 15 (+2) **DEX** 12 (+1) **CON** 15 (+2) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

**Skills** Stealth +3

**Damage Resistances** piercing and slashing from nonmagical attacks that aren't adamantine

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 11

**Languages** —

**Challenge** 1 (200 XP) **Proficiency** +2

**Rock Stride.** The shale spitter ignores difficult terrain in caves and rocky areas.

**Stone Camouflage.** The shale spitter has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

**Spit Shale.** The shale spitter violently regurgitates a hail of rock and dust in a 15-foot cone.

Creatures in that area must make a DC 12 Dexterity saving throw, taking 5 (2d4) piercing damage on a failed save, or half as much damage on a successful one.

# SHALE SPITTERS



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**Drop Stalactites (Recharge 5–6).** The shale spitter glows bright orange and emits a magical shockwave, causing spires of rock to fall from the ceiling in a 20-foot radius centered on a point within 120 feet of it. Creatures in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain until the debris is cleared.

## REACTIONS

**Curl Up.** When the shale spitter would be hit by an attack made by a creature it can see, the shale spitter curls up, adding 2 to its AC, including against the triggering attack. While curled up, the shale spitter can attack but can't move. It can use an action to uncurl.

## SHALE SWARM

When the time is right, shale spitters lay clutches of pebble-like eggs in the walls of their burrows. Shale spitter clutches—also called shale swarms or “compactions”—tend to emerge from their eggs all at once. Newly hatched, shale spitters are less dangerous than common voles, and so they must rely on their compaction's sheer numbers for safety. Only a few shale spitters out of a hundred survive to adulthood.

Shale swarms are as adept at rooting through rock as scuttling atop it. The activity of so many little chomping mouths means that shale swarms leave trails of churned stone and rock dust behind them, much like woodlice leave trails of sawdust as they wind through tree trunks.

### SHALE SWARM

*Large swarm of Small elementals, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 25 ft., burrow 25 ft., climb 25 ft.

**STR** 17 (+3) **DEX** 12 (+1) **CON** 14 (+2) **INT** 3 (–4) **WIS** 12 (+1) **CHA** 7 (–2)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 11

**Languages** —

**Challenge** 2 (450 XP) **Proficiency** +2

**Churning Wake.** The swarm leaves behind a trail of furrowed earth and scree as it burrows through the earth. After the swarm burrows, any spaces above the swarm's path (including open spaces such as a cavern floor) become difficult terrain.

**Rock Stride.** The swarm ignores difficult terrain in caves and rocky areas.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small, newly hatched shale spitter. The swarm can't regain hit points or gain temporary hit points.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage, or 6 (1d6 + 3) piercing damage if the swarm has half of its hit points or fewer.

**Cloud Cover.** Each shale spitter in the swarm rapidly gnaws on nearby rock material and kicks apart clods of loose dirt, causing a dust cloud to form in the swarm's space. The area is heavily obscured. The dust cloud lasts for 1 minute or until it is dispersed by a strong wind.

## SHALE SWARM AVALANCHES

Unwary miners can run into trouble if they disturb hidden shale spitter burrows. To say nothing of the biting, clawing swarm of isopods as individual menaces, an upset shale swarm constitutes a deadly hazard to all around it when the compaction gets to tumbling down steep mountainsides and rocky gulches. Entire caravans, mining camps, and mountain villages have been reduced to rubble as a result of so-called shale swarm avalanches.

# SHALE SPITTERS

GRAND PRIZE  
RPG SUPERSTAR 2020  
BY BRANT VALLIER

## OF HORNS AND EGOS

Shale chargers grow hard, jagged horns atop their skulls, which aid them in both fighting as well as digging. When two shale chargers meet, the two are prone to joust for days on end, heedless of any other creatures around them. It's not uncommon for the winner of such jousts to achieve victory by snapping off the horn of its opponent. While its broken horn regrows over a course of months, a defeated shale charger is considerably more subdued, even skittish. Wounded shale chargers offer more than enough proof that these animals can feel emotions such as pride as well as humiliation.

## SHALE CHARGER

Shale chargers are an extraordinarily large subspecies of shale spitter. Unlike their more sedentary cousins, shale chargers take a far more active role in their pack's ever-expanding search for new mineral deposits. Rushing forth on its cascading rows of legs and slamming its reinforced chitinous plating into anything in its path, the shale charger silently demands anyone opposing it to stand aside—and it doesn't ask twice.

Chargers can burrow at great speed, rapidly digging through even solid rock and opening up new tunnels for their smaller comrades to explore. Whereas the more common shale spitter might embed itself in an area and spend months or even years scouring a single cavern for minerals, a shale charger essentially feeds as it goes. Its simple digestive system sorts soil and sand from its nutrient-rich content as quickly as it can churn through the earth.

### SHALE CHARGER

*Large elemental, unaligned*

**Armor Class** 18 (natural armor), 21 while Curled Up

**Hit Points** 104 (11d10 + 44)

**Speed** 40 ft., burrow 30 ft.

**STR** 18 (+4) **DEX** 16 (+3) **CON** 19 (+4) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 9 (-1)

**Skills** Stealth +6

**Damage Resistances** piercing and slashing from nonmagical attacks that aren't adamantite

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 12

**Languages** —

**Challenge** 6 (2,300 XP) **Proficiency** +3

**Stone Camouflage.** The charger has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Rock Stride.** The charger ignores difficult terrain in caves and rocky areas.

**Tunneler.** The charger can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

### ACTIONS

**Multiattack.** The charger makes two attacks with its horn.

**Horn.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

**Rock.** *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

**Tunneling Charge.** The charger moves up to twice its speed in a straight line. The charger's movement can be any combination of moving on land and burrowing, and it can move through the spaces of Large and smaller creatures in its path. When the charger moves through the

space of a Large or smaller creature, the creature must succeed on a DC 15 Dexterity or Strength saving throw (the creature's choice) or take 17 (5d6) bludgeoning damage and be knocked prone. A creature that fails the saving throw by 5 or more is pushed in a straight line along the charger's path before taking damage and being knocked prone. If a creature succeeds on a Strength saving throw against this action, the charger's action ends.

**Spew Shale (Recharge 5–6).** The charger spews forth a frothy mix of scree and mud in a 20-foot cone. Creatures in that area must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one.

### REACTIONS

**Curl Up.** When the charger would be hit by an attack made by a creature it can see, the charger curls up, adding 3 to its AC, including against the triggering attack. While curled up, the charger can attack but can't move. It can use an action to uncurl.

# SHALE SPITTERS

## Obsidian Shale Beast

At first glance, obsidian shale beasts look more like walking mounds of knives than living creatures. But these strange grasshopper-like beings do share the same lineage as common shale spitters; their stony exteriors have simply morphed from many years of consuming and digesting brittle, vitreous minerals and rocks such as quartz, calcite, and obsidian.

When encountered on their own, obsidian shale beasts are typically found much deeper underground than most shale spitters. They have a particular fondness for veins of molten rock, and are more prevalent in mountains with active volcanoes, where searing heat and incredible pressure hone their bodies into jagged weapons. Old obsidian shale beasts who have spent decades or even centuries near lava flows or magma veins can grow to incredible sizes and develop brutally sharp, extra-dense carapaces.

Owing to their brittle and oblong bodies, obsidian shale beasts cannot curl up into protective balls like most shale spitters. Rather, obsidian shale beasts rely on their natural armor, which is as brittle and sharp as an obsidian blade, to protect them from inter-pack tussles, attacks from predators, and sudden cave-ins.

### Obsidian Shale Beast

Medium elemental, unaligned

**Armor Class** 18 (natural armor), 20 with Obsidian Armor

**Hit Points** 161 (19d8 + 76)

**Speed** 40 ft., burrow 30 ft.

**STR** 19 (+4) **DEX** 20 (+5) **CON** 19 (+4) **INT** 3 (-4) **WIS** 18 (+4) **CHA** 9 (-1)

**Saving Throws** Con +8, Wis +8

**Skills** Stealth +9

**Damage Vulnerabilities** thunder

**Damage Resistances** fire

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 14

**Languages** —

**Challenge** 10 (5,900 XP) **Proficiency** +4

**Obsidian Armor.** The beast's hide is made of brittle obsidian, giving it an AC of 20. Once the beast is reduced to less than half its hit points, or immediately upon being damaged by a critical hit, its obsidian armor breaks, reducing its AC to 18.

While the armor is unbroken, any creature that touches the beast, hits it with an unarmed attack, tries to grapple it, or starts its turn grappling or grappled by the beast takes 10 (3d6) slashing damage. A creature can take this damage only once per turn.

**Rock Stride.** The beast ignores difficult terrain in caves and rocky areas.

**Stone Camouflage.** The beast has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

### ACTIONS

**Multiattack.** The beast makes two obsidian claw attacks or two obsidian shard attacks.

**Obsidian Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

**Obsidian Shard.** *Ranged Weapon Attack:* +9 to hit, range 90/180 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

**Song of the Earth (Recharge 6).** The beast rubs the sharp edge of one of its legs against its own hide, creating a subsonic hum that both soothes and stimulates other shale spitters. Each shale spitter within 120 feet of the beast has advantage on saving throws and can make a melee attack as a bonus action until the end of its next turn.



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BY BRANT VALLIER



### Noble "Bards"

A shale spitter pack with an obsidian shale beast among their numbers is far more likely to survive times of crisis. When an unmatched predator like a cavern troll or cave worm attacks the pack, it's up to the obsidian shale beast to rally its kin to safety while fending off the intruder. The shale beast accomplishes this with its unique ability to produce a subsonic hum that snaps other shale spitters out of torpors and drives them to action. Shale beasts are also unusually noble, and will stay behind to distract an attacker if doing so will enable its pack mates to escape.

# SHALE SPITTERS

GRAND PRIZE  
RPG SUPERSTAR 2020  
BY BRANT VALLIER

## PRICELESS CARAPACE

A shale behemoth's body is covered in a dragon's horde worth of rubies, sapphires, emeralds, and other gemstones. Mysteriously, many shale behemoths grow not only mundane minerals and gems on their carapaces, but also alchemical and magical stone items such as thunderstones, *elemental gems*, and even powerful *crystal balls*.

In addition to the mundane gems and the magical items that protrude from a shale behemoth's body, this gentle giant grows a unique form of acoustically sensitive crystal that can generate and amplify deafening sonic signals. A shale behemoth won't usually go out of its way to attack smaller creatures, but when threatened, the animal can use its resonant crystals to generate bone-shaking shockwaves and eardrum-rupturing reverberations.

## SHALE BEHEMOTH

The most venerable of all shale spitters are called shale behemoths. These mountainous monstrosities resemble quaking mounds of chitinous plating, sedimentary rock, and mineral formations. Countless crystalline structures and gemstone deposits pock the ancient being's carapace, creating a constellation of dazzling jewels that range from common quartz to lustrous diamond. Their massive size means shale behemoths confine themselves to only the largest underground caverns. When it must relocate, a behemoth's lumbering journey shakes the entire mountain in which it dwells.

### SHALE BEHEMOTH

*Gargantuan elemental, unaligned*

**Armor Class** 20 (natural armor)

**Hit Points** 409 (21d20 + 189)

**Speed** 40 ft., burrow 40 ft.

**STR** 30 (+10) **DEX** 10 (+0) **CON** 29 (+9) **INT** 3 (-4) **WIS** 18 (+4) **CHA** 10 (+0)

**Saving Throws** Dex +7, Con +16, Wis +11

**Skills** Stealth +7

**Damage Resistances** piercing, slashing

**Senses** darkvision 60 ft., tremorsense 120 ft., passive Perception 14

**Languages** —

**Challenge** 23 (50,000 XP) **Proficiency** +7

**Stone Camouflage.** The behemoth has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Tunneler.** The behemoth can burrow through solid rock at half its burrow speed and leaves a 15-foot-diameter tunnel in its wake.

### ACTIONS

**Multiattack.** The behemoth makes three claw attacks or hurls three shards. It can replace one attack with Crystal Prison.

**Claw.** *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target.

*Hit:* 36 (4d12 + 10) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 20).

**Crystal Prison.** *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target grappled by the behemoth. *Hit:* 28 (4d8 + 10) piercing damage, and the target is impaled on the behemoth's jagged carapace until the grapple ends. While impaled, the target moves with the behemoth and takes 19 (3d12) piercing damage at the start of each of the behemoth's turns.

**Hurl Shard.** *Ranged Weapon Attack:* +17 to hit, range 60/120 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage. On a hit or miss, a humming shard lands in the target's space. At the start of the behemoth's next turn, the shard explodes. Each creature within 20 feet of the shard when it explodes must make a DC 24 Dexterity saving throw, taking 16 (3d10) thunder damage and 16 (3d10) piercing damage on a failed saving throw, or half as much damage on a successful one.

**Screeching Scrape (Recharge 5–6).** The behemoth rubs its crystalline joints against the ground or a nearby wall, causing a deafening squeal of mineral on rock. Creatures within 60 feet of the behemoth that can hear the squeal must make a DC 24 Constitution saving throw. On a failure, a creature takes 65 (10d12) thunder damage, is deafened for 24 hours, and is stunned until the end of its next turn. On a success, a creature takes half as much damage and isn't deafened or stunned.



# SHINGLELURK

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY EREN CHRISTENSON**



The bane of roof runners, cat burglars, and sneak thieves in metropolises the world over, shinglelurks are simpleminded nocturnal hunters that have adapted to the spread of urban cityscapes. Wide, heavy, and thin, a shinglelurk's tough, rubbery body blends seamlessly with common roofing materials such as stone, slate, and tile. Shinglelurks wait on such roofs for unsuspecting prey to traipse over them, then strike with deadly speed and efficiency.

The first shinglelurks were created by spellcasting urbanites who sought to devise a camouflaged solution for home defense. These wizards experimented on cloaklers, mimics, and ochre jellies to create their ideal monstrous defender. In the process, they released untold numbers of specimens into the city before ultimately creating the hybrid known as the shinglelurk.

Occasionally, a bold landowner might lure a shinglelurk onto their property with the hopes the creature will take up residence. Without magical coercion, such landowners find the erratic-minded shinglelurk an unreliable partner. Thankfully, a shinglelurk tends to leave its hunting ground once it has devoured a burglar or two or otherwise compromised its hiding spot.

## SHINGLELURK

*Huge aberration, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 85 (9d12 + 27)

**Speed** 20 ft., fly 40 ft.

**STR** 18 (+4) **DEX** 16 (+3) **CON** 16 (+3) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 15 (+2)

**Damage Resistances** bludgeoning

**Senses** darkvision 30 ft., tremorsense 30 ft., passive Perception 11

**Languages** understands Common but can't speak

**Challenge** 6 (2,300 XP) **Proficiency** +3

**Rooftop Camouflage.** While the shinglelurk remains motionless, it is indistinguishable from a rooftop and creatures can occupy its space.

### ACTIONS

**Multiattack.** The shinglelurk attacks twice with its pseudopod.

**Pseudopod.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14).

**Constrict.** Each creature grappled by the shinglelurk must make a DC 14

Constitution saving throw, taking 10 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

**Desperate Dive.** The shinglelurk flies up to twice its fly speed and then purposely falls. The shinglelurk and any creatures it is grappling take full falling damage. Each creature grappled by the shinglelurk is no longer grappled and falls prone in an unoccupied space within 5 feet of the shinglelurk.

**Envelop.** Up to three Medium or smaller creatures in the shinglelurk's space or within 5 feet of it must succeed on a DC 14 Dexterity saving throw or be enveloped by the shinglelurk. Creatures grappled by the shinglelurk automatically fail this saving throw. An enveloped creature is grappled (escape DC 14) and restrained until the grapple ends. The shinglelurk can have up to three creatures enveloped at a time. Damage dealt to the shinglelurk is split evenly among the shinglelurk and all enveloped creatures (rounding down). A creature can use its action to free an enveloped creature by succeeding on a DC 14 Strength check. On a success, the freed creature enters a space of its choice within 5 feet of the shinglelurk.

### LAST DITCH DIVE

Shinglelurks have strong self-preservation instincts, matched only by their dedication to the kill. If a shinglelurk has one or more creatures enveloped in its body, it might risk injury by intentionally falling off a roof or other high place and smashing into the street below, relying on its tough, spongy hide to survive the impact while disabling its prey.

### SOLITARY REPRODUCTION

Shinglelurks are solitary and territorial monsters, and their violent disposition extends to members of their own kind as well. They do not form bonds or even mate. Rather, upon reaching a certain age and size, a shinglelurk will molt and bud, producing two offspring before dying. The offspring quickly grow to adulthood and strike out on their own, repeating the cycle.





# SILK-TAILED BEETLE

**GOLD AWARD**  
**RPG SUPERSTAR 2020**  
BY K.M. KOVALCIK

## STOLEN BARBS

A silk-tailed beetle's venom remains viable for a few days after its barbs are removed. Clever animals such as tool-wielding primates, crows, and many of the cunning beasts of the fey realm sometimes form symbiotic relationships with silk-tailed beetles, stealing the barbs the beetles use to protect their dens and nests for their own purposes.

Silk-tailed beetles are 3-foot-long insects that hail from the fey realm. They are named after their waxy, iridescent tails, which appear soft and silky but are in fact made up of millions of tiny, sharp, brittle barbs, each no wider than a strand of human hair. Each tail hair is coated in a dangerous venom that damages as well as bewilders foes.

The distinctive markings on a silk-tailed beetle's shell further confound predators. To the uninitiated, the shell appears to be some kind of disturbing face, with the beetle's tail resembling a spiky tongue. But creatures who try to attack the silk-tailed beetle from behind find themselves with a mouthful of sticky, bitter-tasting fibers instead of a tasty treat. While the would-be predator reels from the venom, the beetle makes a quick getaway.

In the realm of the fey, gremlins, brownies, and other miniature fey sometimes use silk-tailed beetles as mounts or beasts of burden. These beetles are surprisingly clever, making them easy to befriend or train for simple tasks but also prone to disobedience. While larger fey tend to keep silk-tailed beetles to milk their venom and farm their barbs, some train them as battle companions. When treated kindly and with respect, a silk-tailed beetle is a loyal ally who might even put its life on the line to protect its master.

In the wild, silk-tailed beetles use their saw-like front limbs to chop off small branches to make tiny hovels for shelter. During mating season, males create elaborate hovels, using their barbs to create glittering masterpieces on the ground. Before they sleep or mate, they implant a few of the barbs from their tails into the ground to ward off predators.

## SILK-TAILED BEETLE

*Small fey, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 22 (4d6 + 8)

**Speed** 40 ft.

**STR** 16 (+3) **DEX** 17 (+3) **CON** 15 (+2) **INT** 5 (-3) **WIS** 12 (+1)

**CHA** 16 (+3)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP) **Proficiency** +2

**Keen Smell.** The beetle has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

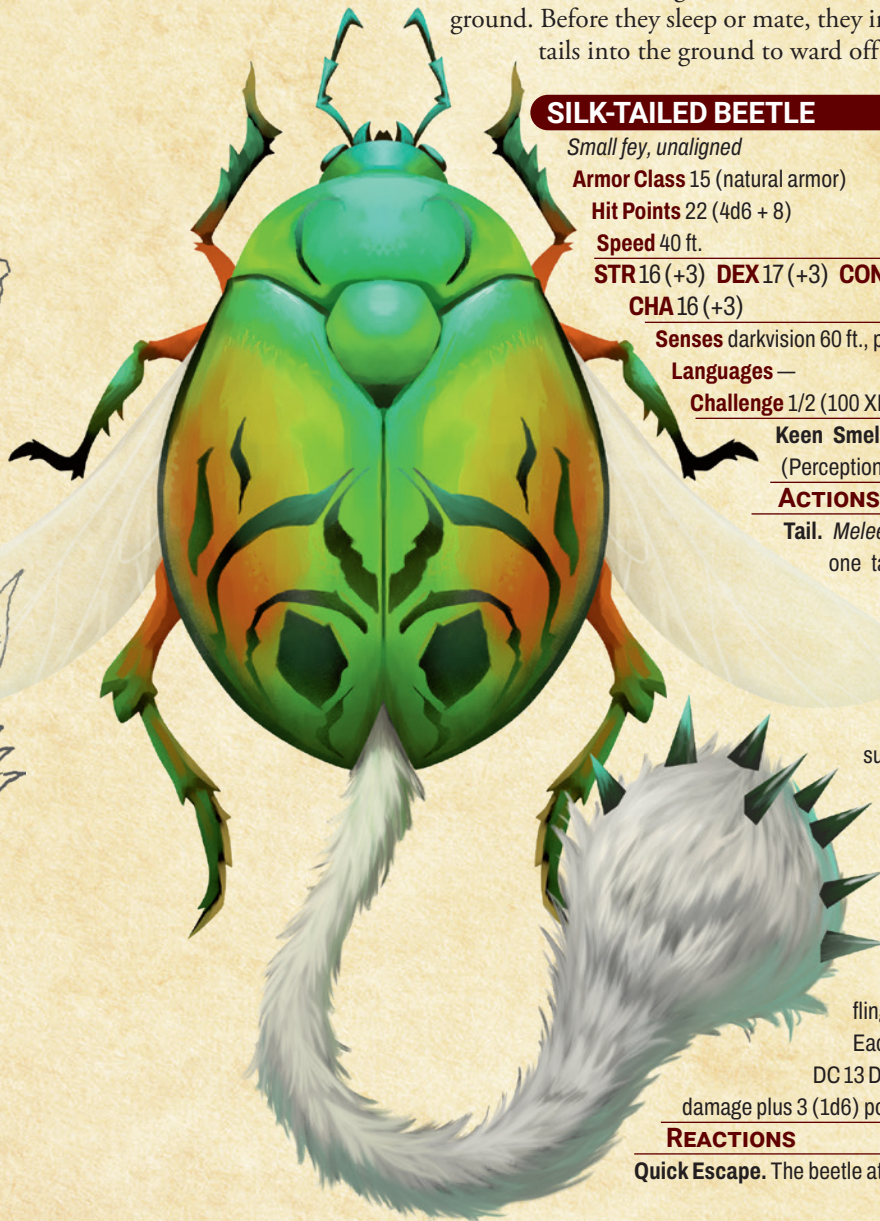
**Tail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 3 (1d6) poison damage.

**Dazzling Barbs.** The silk-tailed beetle shakes its tail, reflecting the sunlight in a dazzling display of sparkles and color that affects the minds of creatures who see it. Each creature within 10 feet of the beetle that can see it must succeed on a DC 13 Wisdom saving throw or be blinded until the end of the beetle's next turn.

**Fling Barbs (Recharge 5-6).** The beetle flings the barbs on its tail in a 15-foot cone. Each creature in that area must succeed on a DC 13 Dexterity saving throw or take 5 (2d4) piercing damage plus 3 (1d6) poison damage.

### REACTIONS

**Quick Escape.** The beetle attempts to escape a grapple.



# SILUVAIN

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY WILLIAM FISCHER**



Memento devils sow discord on the Material Plane by assuming the identities of the dead. So long as it possesses a cherished item (such as a ring, knife, or other memento) buried with the corpse, a memento devil can transform itself into a perfect copy of any deceased mortal. While in this form, the memento devil can access the deceased's memories and use this knowledge to torment the living.

A memento devil's first mission on the Material Plane is to locate a dead person to impersonate. After transforming, the devil hides or otherwise disposes of the deceased's remains, then explains to the deceased's loved ones its "miraculous" return to the ranks of the living. Once it has overcome these obstacles, the memento devil connivingly sets the deceased's loved ones against each other or spurs them into acts of depravity.

## MEMENTO DEVIL (SILUVAIN)

*Medium fiend (devil, shapechanger), lawful evil*

**Armor Class** 14 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

**STR** 14 (+2) **DEX** 16 (+3) **CON** 14 (+2) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 18 (+4)

**Saving Throws** Dex +5, Cha +6

**Skills** Deception +8, Insight +3

**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 11

**Languages** Infernal, telepathy 120 ft.

**Challenge** 3 (700 XP) **Proficiency** +2

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Innate Spellcasting.** The memento devil's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

**At will:** *dimension door* (self only), *invisibility* (self only)

**3/day:** *charm person*

**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The devil attacks twice with its claws.

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

**Assume Identity.** If the memento devil is holding a cherished possession (such as a wedding ring, locket, or weapon) that was buried with a Small or Medium humanoid corpse, the devil magically polymorphs into that creature. While in this form, the devil gains the memories of the item's former owner, including languages, proficiencies, and nonmagical class features and traits that don't require spending a resource. Its other statistics are unchanged. Any equipment the devil is wearing or carrying isn't transformed. If the cherished possession is destroyed or the devil loses it, the devil automatically reverts to its true form. The devil also reverts to its true form if it dies.

**Shatter Hope.** The memento devil smashes the cherished possession it is carrying, permanently destroying the item and filling the hearts of all around it with painful anguish. Each creature of the devil's choice within 60 feet that can see the devil makes a DC 14 Wisdom saving throw, taking 17 (5d6) psychic damage on a failed save, or half as much damage on a successful one. Creatures charmed by the devil or who knew the destroyed memento's owner in life make this saving throw with disadvantage.



# SITEBOUND SPIRITS

PLATINUM AWARD  
RPG SUPERSTAR 2020  
BY ALEX G. FRIEDMAN

## EASY LOOT?

A wispy wayfarer's raging soul can be quieted only once all the treasure aboard its ship is removed—a challenge most adventuring parties wholeheartedly welcome. However, if even one copper piece remains aboard its ship, the wayfarer will continue to manifest, stubborn to the end.

When a mass tragedy like a shipwreck or theatre fire claims the lives of sailors, performers, or other inhabitants whose identities were inextricably tied to the vessel or building in which they perished, the end result is often a malevolent spirit such as a wispy wayfarer. These ghostly beings cling to the Material Plane with a vengeance, assuming billowy shapes that reflect the trappings of their sacred place of work.

## WISPY WAYFARER

When a greedy soul perishes amid the wreckage of a treasure-laden pirate ship, sometimes their desire to keep stolen booty overrides their spirit's natural ascent to the afterlife. Such is the case for wispy wayfarers, whose essence is infused with the suffocating violence of the maelstrom that swallowed up its living body.

Wispy wayfarers generally guard a shipwreck alongside sturdier corporeal undead such as water-dwelling ghouls. They prefer not to announce their presence, perhaps hiding in plain sight as a ragged cloak strewn over a cobwebbed stair rail. Once battle is joined, they take advantage of their ability to pass through walls and floors to creep up on and silence any spellcasters, especially clerics and paladins. Because their own last words were lost in the raging wind and rain of a terrible storm, nothing disturbs a wispy wayfarer more than mortal prayers. From afar a wayfarer is hauntingly silent, though upon approaching the thing one can hear a soft howl, as of distant winds.

A wispy wayfarer resembles a humanoid skull missing its lower jaw and with coins over its eye sockets hovering above the animated tatters of an old canvas sailcloth draped over a disembodied ship mast.



### WISPY WAYFARER

*Small undead, neutral evil*

**Armor Class** 12

**Hit Points** 13 (3d6 + 3)

**Speed** 0 ft., fly 25 ft. (hover)

**STR** 7 (-2) **DEX** 14 (+2) **CON** 12 (+1) **INT** 11 (+0) **WIS** 12 (+1) **CHA** 15 (+2)

**Skills** Stealth +4

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** the languages it knew in life

**Challenge** 1/2 (100 XP) **Proficiency** +2

**False Appearance.** While the wayfarer remains motionless, it is indistinguishable from a normal cloth or sheet.

**Incorporeal Movement.** The wayfarer can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Rejuvenation.** If destroyed, the wayfarer magically re-forms fully healed after 5 (2d4) days in its ship. The wayfarer can be permanently destroyed only if the ill-gotten treasure aboard its ship is removed, which allows the spirit to move on to the afterlife.

**Sailcloth.** Magical effects that push by force of air, such as the spell *gust of wind*, push the wayfarer twice as far as they normally would. When pushed in this way, the wayfarer is not impeded by walls or objects.

**Ship Bound.** If the wayfarer moves more than 15 feet from the ship on which it died, it is destroyed but can still rejuvenate.

**Undead Nature.** A sitebound spirit doesn't require air, food, drink, or sleep.

### ACTIONS

**Wispy Tatters.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) necrotic damage, and the target must succeed on a DC 12 Charisma saving throw or be magically unable to speak or cast spells with a verbal component until the end of the wayfarer's next turn.



**PLATINUM AWARD  
RPG SUPERSTAR 2020  
BY ALEX G. FRIEDMAN**



## DISHRAG DERVISH

The hardest-working employees of public houses and taverns—waiters, servants, bar hands, and others at the bottom rungs of the business—typically sustain the most abuse and indignity from guests and employers alike. Tragically, when destruction visits the establishment in the form of riotous mobs or belligerent arsonists, these same workers are also among the most likely to perish in the attack. Perhaps it is no wonder, then, why sometimes in the aftermath of an attack these poor souls refuse to move onto the afterlife until the indignities they've suffered have been set right.

To haunt the building that caused them so much agony in life, these vengeful souls manifest as grubby dishrags, splintered brooms, and buckets of scummy dishwater that clatter across the drinking hall and terrorize anyone who still dares patronize the sinful business. It isn't long before the haunted drinking establishment goes out of business completely; yet, still, a dishrag dervish will go on haunting the ruins of its former tormentors until the last drop of alcohol is scrubbed from the building's floorboards.

### DISHRAG DERVISH

*Large swarm of Tiny undead, chaotic evil*

**Armor Class** 13

**Hit Points** 27 (5d10)

**Speed** 0 ft., fly 30 ft. (hover)

**STR** 7 (−3) **DEX** 17 (+3) **CON** 10 (+0) **INT** 11 (+0) **WIS** 14 (+2) **CHA** 16 (+3)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning and piercing

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** the languages it knew in life

**Challenge** 2 (450 XP) **Proficiency** +2

**False Appearance.** While the dervish remains motionless, it is indistinguishable from a normal pile of cleaning supplies.

**Incorporeal Movement.** The dervish can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Rejuvenation.** If destroyed, the dervish magically re-forms fully healed after 5 (2d4) days in its tavern. The dervish can be permanently destroyed only if someone cleans up its tavern, which might take hours or days depending on the state of the place.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

**Tavern Bound.** The dervish can't stray more than 120 feet from the taproom or drinking hall to which it is bound.

**Undead Nature.** A sitebound spirit doesn't require air, food, drink, or sleep.

### ACTIONS

**Swarming Rags.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., all targets in the dervish's space.

*Hit:* 10 (2d6 + 3) necrotic damage, and the target must succeed on a DC 10 Constitution saving throw or take 3 (1d6) poison damage and be poisoned until the end of its next turn.

**Ectoplasmic Splash.** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage, and the target must succeed on a DC 10 Constitution saving throw or take 3 (1d6) poison damage and be poisoned until the end of its next turn.

**Greasy Spill.** The dervish dumps grimy buckets and wrings out filthy sponges, creating a slippery puddle in a 15-foot radius around the dervish. Each creature standing in the area when the grease appears must succeed on a DC 12 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.



# SITEBOUND SPIRITS

PLATINUM AWARD  
RPG SUPERSTAR 2020  
BY ALEX G. FRIEDMAN

## SOULFUL SONGSTERS

A curtain caller can speak and understand whatever languages its constituent souls understood in life, but the entity never willfully communicates in a clear or calm manner. Rather, curtain callers are divas even in death, compelled to constantly sing, serenade, shriek, or croon—even to an empty audience.

## DEADLY DIVAS

Curtain callers have egos as big as their own ghostly forms, and they despise anyone who dares to interrupt their singing with a counter-performance. Conversely, a performer who plays along with or augments the curtain caller's eternal concert might win the caller's favor—so long as the interloper makes no attempt to upstage the spirit.

## CURTAIN CALLER

A curtain caller manifests from the shared horror of an entire company of performers whose stage production became their deathtrap. These dozens of souls are trapped and compounded into a single tortured, wrathful entity, doomed to haunt its theatre for eternity. Only the bravest and most talented troupe of heroes can hope to reenact the spirit's fateful performance to its climax and, in doing so, put the curtain caller to rest at last.

### CURTAIN CALLER

*Gargantuan undead, neutral evil*

**Armor Class** 14

**Hit Points** 136 (13d20)

**Speed** 0 ft., fly 40 ft. (hover)

**STR** 7 (−2) **DEX** 18 (+4) **CON** 10 (+0) **INT** 15 (+2) **WIS** 18 (+4) **CHA** 23 (+6)

**Saving Throws** Str +2, Con +4, Wis +8, Cha +10

**Skills** Deception +10, Performance +10, Stealth +8

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 14

**Languages** the languages it knew in life

**Challenge** 10 (1,500 XP) **Proficiency** +4

**Incorporeal Movement.** The caller can move through other creatures and objects as if they were difficult terrain. It takes 11 (2d10) force damage if it ends its turn inside an object.

**Detect Life.** The caller can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. It knows the general direction they're in but not their exact locations.

**Innate Spellcasting.** The caller's innate spellcasting ability is Charisma (spell save DC 18). The caller can innately cast the following spells, requiring no material components:

**At will:** *detect magic, mage hand, minor illusion, prestidigitation, silent image*  
**1/day each:** *enthrall, hallucinatory terrain, hideous laughter, hold person, shatter* (cast at 4th level)

**Rejuvenation.** If destroyed, the caller magically re-forms with all its hit points in 5 (2d4) days at the stage, theater, or opera house to which it is bound. A curtain caller can be permanently destroyed only if the interrupted show that spelled its demise is performed to completion on its stage.

**Theater Bound.** The caller can't stray more than 120 feet from the stage, theater, or opera house to which it is bound.

**Undead Nature.** A sitebound spirit doesn't require air, food, drink, or sleep.

### ACTIONS

**Multiaction.** The caller makes two curtain hook attacks or two sandbag attacks.

**Curtain Hook.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage, and the target must make a DC 18 Strength saving throw. On a failure, the caller moves the target to another unoccupied space on the ground within 15 feet of it. The target then falls prone.

**Sandbag.** *Ranged Weapon Attack:* +8 to hit, range 60/120 ft., one target. *Hit:* 14 (4d4 + 4) bludgeoning damage.

**Frightful Chorus.** The caller laments its fate. Each creature within 120 feet of the caller that can hear it must succeed on a DC 18 Wisdom saving throw or be 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 Frightful Chorus for 1 hour.

### REACTIONS

**Deafening Reverb.** When a creature within 120 feet of the caller casts a spell with a verbal component, the caller magically rebounds the sound waves in a powerful echo. The creature must make a DC 18 Constitution saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one.



# SKELETAL MONSTROSITY

Rumor has it the first skeletal monstrosity was a red dragon who was interrupted during her ritual to become a dragon lich. The resulting calamity left the once-dragon weak and monstrous, a mockery of her former might and a far cry from her aspirations as an undead tyrant. She was grounded in her new, terrible form, stripped of her intellect and magic, and cursed to walk the world until merciful destruction released her soul once and for all.

## SKELETAL MONSTROSITY

*Gargantuan undead, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 148 (11d20 + 33)

**Speed** 40 ft.

**STR** 21 (+5) **DEX** 14 (+2) **CON** 16 (+3) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 10 (+0)

**Saving Throws** Con +7, Wis +4

**Damage Resistances** cold, fire, lightning; piercing and slashing

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 10 (5,900 XP) **Proficiency** +4

**Destructive Collapse.** When the monstrosity is destroyed, its bones collapse. Each creature within 5 feet of it must make a DC 14 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

**Legendary Resistance (3/Day).** If the monstrosity fails a saving throw, it can choose to succeed instead.

**Undead Nature.** The monstrosity doesn't require air, food, drink, or sleep.

### ACTIONS

**Multiattack.** The monstrosity can use Screech. It then makes two attacks: either one with its bite and one with its stomp, or two bone splinters.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the monstrosity can't bite a different creature.

**Stomp.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

**Wing Scythe.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Bone Splinter.** *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

**Screech.** The monstrosity unleashes a bloodcurdling roar. Each creature within 120 feet of it must succeed on a DC 15 Wisdom saving throw or become frightened until the end of the monstrosity's next turn. If a creature's saving throw is successful, the creature is immune to the monstrosity's Screech for the next 24 hours.

**Splinter Burst (Recharge 5–6).** The monstrosity exhales sharp bones in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 24 (7d6) piercing damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The monstrosity can take 2 legendary actions, choosing from the options below.

Only one legendary action can be used at a time and only at the end of another creature's turn. The monstrosity regains spent legendary actions at the start of its turn.

**Attack.** The monstrosity makes a wing scythe or bone splinter attack.

**Eat Marrow (Costs 2 Actions).** The monstrosity chews on a creature it has grappled and laps its leaking marrow. The creature takes 12 (2d6 + 5) bludgeoning damage, and the monstrosity regains hit points equal to the damage dealt.

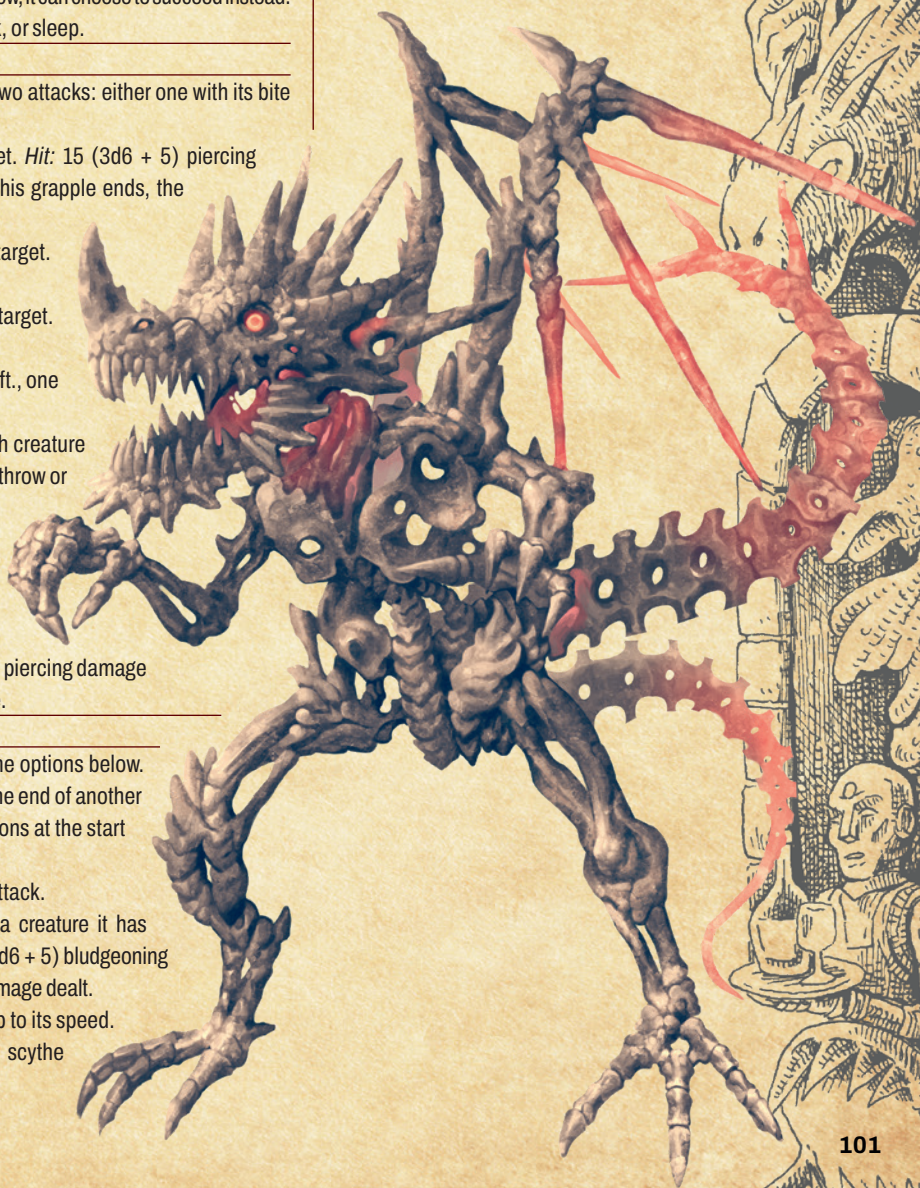
**Sweeping Slash (Costs 2 Actions).** The monstrosity moves up to its speed. At any point during this movement, it can make two wing scythe attacks.

**GOLD AWARD**  
**RPG SUPERSTAR 2020**  
BY K.M. KOVALCIK



## RUINED RITUAL

While there is plenty of truth to the tale of the first monstrosity, necromancers, evil clerics, and other harbingers of undeath more often create their own versions of these brutish horrors. Because collecting the bones of a dragon is impractical (to say the least), such crafters typically scrape together the bones of multiple smaller creatures, then glue them together with resin or magic before animating the monstrosity. Tyrannosaurus and other large dinosaurs are popular bases to work from. The crafter can then take the bones of smaller animals, sharpen them, and fasten them around the dinosaur skeleton to create jagged spines, extra tails, bladed elbows, or "wing scythes."



# SKLAGGAN

SILVER AWARD  
RPG SUPERSTAR 2020  
BY JON HEWITT

## ORGANIC SHIFTERS

Sklaggans shift from their subterranean laboratories to other planes and back via strange rituals that make use of their unique bio-technology. Non-sklaggan researchers' attempts to replicate these rituals always result in failure and, more often than not, nightmarish physical mutations.

Hailing from the subterranean depths of the Plane of Shadow, sklaggans are scrawny, bipedal abominations with mouthless faces, wiry limbs, and spindly fingers tipped with dirt-encrusted claws. They invade other planes and use perverse organic technology to capture and conduct experiments on native inhabitants. To a sklaggan, every living creature is worthy of invasive—and thorough—examination.

The organic materials and weapons sklaggans employ are far from any natural substance familiar to dwellers of the Material Plane. Rather, these tools are as alien as the sklaggans themselves, consisting of disturbing biological parts such as writhing coils of muscle tissue, slimy stones that visibly inhale and exhale from microscopic pores, and tentacular rods of spongy brain-like matter wrapped in slick black chitin.

One of a sklaggan's most popular implements is a throbbing, fist-sized siphoning device called a skagappa. When a sklaggan has selected a subject for experimentation, it notes the creature's sleeping patterns and hides a skagappa near the subject's bedside. Repeated exposure to this device, usually about a week, can leave a subject exhausted enough for easy capture, to say nothing of the psychic information intercepted by and stored within the skagappa. Sklaggans set up semi-mobile laboratories in remote parts of the region they are studying in order to conduct their gruesome experiments on abducted locals more quickly.

## SKLAGGAN

Medium aberration, neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 68 (8d8 + 32)

**Speed** 40 ft.

**STR** 16 (+3) **DEX** 18 (+4) **CON** 19 (+4) **INT** 18 (+4) **WIS** 15 (+2)

**CHA** 14 (+2)

**Saving Throws** Wis +4

**Skills** Deception +4, Medicine +4, Perception +6, Stealth +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** understands Deep Speech but can't speak; telepathy 120 ft.

**Challenge** 4 (1,100 XP) **Proficiency** +2

**Innate Spellcasting.** The sklaggan's innate spellcasting ability is Intelligence (spell save DC 14). The sklaggan can innately cast the following spells, requiring no components:

**1/day each:** *blur*, *calm emotions*, *plane shift* (self only; to the

Plane of Shadow only), *sending*, *shield*

## ACTIONS

**Multiattack.** The sklaggan makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

**Toxic Shadows (Recharge 5–6).** The sklaggan releases shadowy organic compounds in its armor to debilitate creatures it approaches. The sklaggan moves up to its speed. Each creature within 5 feet of the sklaggan during this movement must make a DC 14 Constitution saving throw. On a failed save, the target takes 14 (4d6) poison damage and is poisoned until the end of its next turn. On a success, the target takes half as much damage and isn't poisoned.

## REACTIONS

**Snag Weapon.** When a creature the sklaggan can see misses the sklaggan with an attack with a melee weapon, the sklaggan encloses its biological armor around the weapon. The creature must make a DC 13 Strength saving throw. On a failure, the weapon becomes stuck in the armor. A creature can use an action to make a DC 13 Strength saving throw, recovering the weapon on a success, and the sklaggan can release the weapon as a bonus action. The sklaggan can't have more than one weapon enclosed in this way.

# SKOTOGELIA

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY JUSTIN PATERA**



## GUARDIANS OF LORE

Though skotogelias are best known for their sheer studiousness and peaceful bookkeeping, there is no quicker way to rouse a skotogelia's ire than by threatening the library in which they dwell. If the safety of its research is compromised, a skotogelia will stop at little—risking life itself, if need be—to protect its domain.

Skotogelias are wispy, wraith-like humanoids who originate from rare regions of the fey realm that somehow mix and mingle with the Plane of Shadow. They are most often encountered in libraries, academies, and other places of higher learning, where they are understandably mistaken at first glance for violent ghosts or other spirits. To the contrary, skotogelias are peaceful and bookish researchers who are only too happy to help a fellow lover of knowledge or bibliophile.

Skotogelias eschew the capricious and oft-frivolous lifestyles of most of their fey brethren, instead single-mindedly focusing their efforts on researching and preserving lore about a particular area of study. They follow, examine, and catalog everything they can about their subject of choice. To organize and preserve their research, skotogelias maintain vast libraries in the fey realm using a magical umbral script scrawled in the shadows of the ever-shifting towering trees, rolling hills, and spinning lakes of their native plane. Of course, skotogelias recognize that not every creature is fluent in their incredibly complex written language. So they often make copies of their findings in more common tongues, then disperse such scrolls and tomes by leaving them in the nooks and crannies of libraries all over the Material Plane.

Skotogelias do realize that some knowledge is best kept under wraps or at least not freely dispersed. If a book or resource seems particularly dangerous, a skotogelia is apt to secret it somewhere on the fey realm, logging the forbidden lore's exact location only in the fortified lockbox of the skotogelia's own mind. Wily skotogelias have, however, been known to occasionally leave clues or tracks to such dangerous documents in places where a skilled and knowledgeable creature might be able to find them; such trails of clues are the skotogelia's "test" to determine if a being is worthy of bearing such powerful knowledge.

## SKOTOGELIA

*Tiny fey, neutral*

**Armor Class** 14

**Hit Points** 60 (11d4 + 33)

**Speed** 0 ft., fly 30 ft.

**STR** 15 (+2) **DEX** 18 (+4) **CON** 16 (+3) **INT** 19 (+4) **WIS** 14 (+2) **CHA** 13 (+1)

**Skills** Arcana +6, Nature +6, Religion +6, Stealth +6

**Damage Resistances** acid, cold, fire, lightning, necrotic, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** grappled, petrified, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Sylvan

**Challenge** 4 (1,100 XP) **Proficiency** +2

**Incorporeal Movement.** While incorporeal, the skotogelia can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Solidifying Light.** The skotogelia is incorporeal as long as it remains in an area of dim light or darkness. While it is in an area of bright illumination, the skotogelia snaps into focus and loses its Incorporeal Movement trait, damage resistances, and condition immunities. The skotogelia becomes incorporeal again once it returns to an area of dim light or darkness.

**Spellcasting.** The skotogelia is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared, which it can cast without material components:

**Cantrips (at will):** *dancing lights, message*

**1st level (4 slots):** *detect magic, floating disk, illusory script*

**2nd level (3 slots):** *arcane lock, comprehend languages, darkness, detect thoughts*

## ACTIONS

**Multiattack.** The skotogelia makes two melee attacks.

**Shadow Fist.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) necrotic damage.

**Shadowy Smear.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* The target is blinded until the end of its next turn.





# SLAUGH

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY JASON DAUGHERTY**

## TRAITOROUS COMMANDERS

Though the methods for creating slaughts are well known to lich kings and vampire overlords alike, few necromancers dare to raise such beings for their necrotic armies because slaughts have an outsized reputation for treachery and betrayal. Perhaps this trait shouldn't come as a surprise, considering the combative nature of the numerous souls that compose a slaugh. At any rate, the fact

remains that even the most loyal-seeming slaugh can be trusted for only so long.

Slaughts are towering undead abominations who lead powerful armies of skeletons, ghouls, and other unliving horrors. Clad only in simple rags and wielding a fearsome skull-bedecked scythe, the slaugh strikes an imposing image whether at the forefront of a zombie militia or amid the center of a bloodthirsty vampire mob.

A troop led by a slaugh is a troop to be feared. Although they are not necessarily tactical masterminds, slaughts can push their units to their physical limits using profane powers to inspire and intimidate in equal measure. That said, slaughts are never content to sit on the sidelines while their minions do the fun work of slaughtering enemies. Slaughts wade into the battlefield with glee, setting a prime example for their underlings in the ways of war and brutality.

Slaughts arise not from a single restless soul but from many. In order to create a slaugh, a necromancer must collect a retinue of formidable souls, each from a different army, militia, or war party—only the strongest and most imposing warriors will do. Then, a single hulking corpse is used to bind these souls into one being. Each of the dozens of magical runes etched upon a slaugh's body represent a separate soul bound to the monster. A slaugh can tap into the power of its constituent souls to either release waves of potent necromantic energy or funnel incredible power into its devastating strikes.

## SLAUGH

*Large undead, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 149 (23d10 + 23)

**Speed** 40 ft.

**STR** 20 (+5) **DEX** 13 (+1) **CON** 12 (+1)

**INT** 14 (+2) **WIS** 16 (+3) **CHA** 19 (+4)

**Skills** Intimidation +7, Religion +5

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Abyssal, Common, Infernal

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Innate Spellcasting.** The slaugh's innate spellcasting ability is Charisma (spell save DC 15). The slaugh can innately cast the following spells, requiring no material components:

**1/day each:** *animate dead, harm, protection from evil and good*

**Undead Nature.** The slaugh doesn't require air, food, drink, or sleep.

## ACTIONS

**Multiattack.** The slaugh makes two scythe attacks and uses Trip.

**Scythe.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

**Trip.** A creature the slaugh can see within 10 feet of it must succeed on a DC 16 Strength saving throw or be knocked prone.

**Tyrant's Command.** The slaugh commands up to four undead creatures of Challenge Rating 2 or lower. The undead must be within 60 feet of slaugh and not hostile to it. Each affected undead creature uses its reaction to move up to its speed or make a melee attack.

**Necromantic Blow (Recharge 5–6).** The runes on the slaugh's body glow white with unholy power as the slaugh channels its constituent souls' strength into a single powerful blow. The slaugh makes a slam attack. If it hits, the target must make a DC 16 Constitution saving throw. On a failed save, the target takes an extra 14 (4d6) necrotic damage and is stunned until the end of its next turn. On a success, the target takes half as much damage and isn't stunned.

# SOLOVEI

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY VADIM HESIN**



## TREASURE HOARDERS

Soloveis carry their stolen valuables back to their nests in order to decorate their lair and attract mates. Particularly successful soloveis can amass veritable hoards of looted trinkets, and these proud individuals often celebrate especially exciting additions to their collections with rapturous cries that can be heard from miles away.

Soloveis are bizarre, flightless scavenger birds with powerful legs and beaked humanoid heads. They are best known for their morbid fascination with valuables; like magpies, soloveis are drawn to shiny trinkets and intricate baubles, and so these birds frequently menace adventurers and other humanoids who cross through their territory. A solovei subdues its prey with its supernaturally shrill screeching, which stuns nearby creatures, allowing the solovei to tear its helpless victims apart before absconding with their jewelry and coins. In this way, the aftermath of a solovei attack often resembles a fatal highway robbery, causing no shortage of confusion and panic in nearby villages.

Soloveis usually make their nests in the lower branches of large or intertwined trees, preferring to settle near roads where they can spot approaching prey while staying hidden. Their vestigial wings are all but useless, and so soloveis rely on their muscular legs and hand-like feet to scabble up and down trees as needed.

The vibrations induced by a solovei's warbling are so powerful that they disrupt organic matter. This includes the very trees that soloveis call home. Thus, savvy travelers might notice and avoid a solovei's nest if they're able to recognize ahead of time the distinct patches of warped and decaying vegetation in the tree canopy above.

## SOLOVEI

*Medium monstrosity, unaligned*

**Armor Class** 14

**Hit Points** 97 (15d8 + 30)

**Speed** 40 ft., climb 20 ft.

**STR** 15 (+2) **DEX** 18 (+4) **CON** 14 (+2) **INT** 3 (-4) **WIS** 16 (+3) **CHA** 18 (+4)

**Skills** Athletics +5, Slight of Hand +7

**Damage Immunities** thunder

**Senses** darkvision 30 ft., passive Perception 13

**Languages** —

**Challenge** 6 (2,300 XP) **Proficiency** +3

**Sneak Attack (1/Turn).** The solovei deals an extra 7 (2d6) damage when it hits a target with a melee attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the solovei that isn't incapacitated and the solovei doesn't have disadvantage on the attack roll.

## ACTIONS

**Multiattack.** The solovei makes three attacks: two with its beak and one with its slam.

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must make a DC 15 Dexterity saving throw. On a failure, the solovei can steal an item weighing 5 points or less from the target. The target can't be holding the item.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

**Thundering Tremolo (Recharge 5–6).** The solovei lets loose a terrible screech and sends a powerful shockwave reverberating through the air in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, the target takes 24 (7d6) thunder damage and is deafened for 1 minute. On a success, the target takes half as much damage and isn't deafened. The solovei immediately recharges this ability when it steals an item worth at least 10 gp.

Once per day when the solovei uses Thundering Tremolo, it can unleash the full devastating power of its voice. When it does so, Thundering Tremolo affects each creature within 30 feet of the solovei. Vegetation in the area warps and withers, becoming difficult terrain, and non-living organic matter in the area, such as foodstuffs, decomposes into rotting sludge.



# SPRINGJAW DOLL

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY DANIEL AZNAVORIAN**

## GUARDED TREASURES

Springjaw dolls have no treasure on their own, but they are often used to guard the treasures of their creators. Once disabled, a springjaw doll itself makes a fine prize for a burglar who knows how to rewind and reprogram the complex toy.

A springjaw doll appears to be nothing more than a finely made porcelain doll standing about 2-1/2 feet tall and weighing 20 pounds. Underneath its innocent exterior, however, the doll hides a complex structure of heavy clockwork machinery. When a springjaw doll attacks, its face splits open, revealing terrifying metallic jaws capable of clamping down and rending flesh.

Tinkers and toymakers construct springjaw dolls to guard their shops and domiciles. Most people don't even realize that these unassuming dolls are fierce—and even sometimes deadly—wardens. Like other clockwork creatures, upon its creation a springjaw doll can be programmed to perform a small selection of actions or a specific routine. A particularly talented or haughty engineer might craft a springjaw doll for a purpose as menial as cracking walnuts; while springjaw dolls have no will or personality of their own, dolls created to perform such inglorious drudgery nevertheless have a peculiar tendency to nip at their master's fingers a little more often than can be attributed to pure chance.

Every springjaw doll looks different depending on the whims of its creator, but some dolls have vastly different abilities than the one presented here. Such dolls might fire bolts of electricity out their fingers (in which case they lack weakness to electricity), while others might instead breathe oil and fire. Larger variants of springjaw dolls also exist; such human-sized dolls might be mistaken for wax sculptures, lifelike mannequins, or common dressmakers' dummies to better surprise would-be thieves.

## SPRINGJAW DOLL

*Small construct, unaligned*

**Armor Class** 11

**Hit Points** 13 (3d6 + 3)

**Speed** 25 ft.

**STR** 11 (+0) **DEX** 13 (+1) **CON** 12 (+1) **INT** 3 (-4) **WIS** 10 (+0)

**CHA** 3 (-4)

**Damage Vulnerabilities** lightning

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP) **Proficiency** +2

**Constructed Nature.** The doll doesn't require air, food, drink, or sleep.

**False Appearance.** While the doll remains motionless, it is indistinguishable from a normal doll.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 10). Until this grapple ends, the doll can't bite a different creature.

**Finger Bolts.** *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

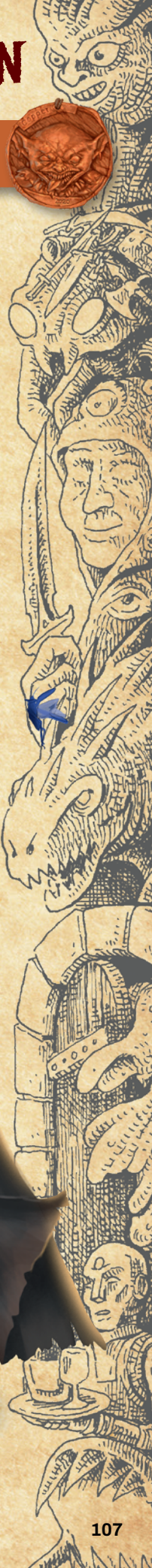
**Turn the Screw.** One creature grappled by the doll takes 3 (1d4 + 1) piercing damage. The doll then makes a finger bolts attack against the creature as a melee attack with a reach of 5 feet.

## REACTIONS

**Wind-Up Scream (1/Day).** When the doll is hit with a melee attack, it lets loose a shrill, mechanical screech to alert its master of dangerous intruders. The screech is audible within 300 feet. Each creature within 5 feet of the doll must succeed on a DC 15 Constitution save or be deafened until the end of the doll's next turn. A creature that fails the saving throw by 5 or more is also stunned until the end of its next turn.



# SWARM ASSASSIN



**COPPER AWARD  
RPG SUPERSTAR 2020  
BY CRUNCH MCDABBLES**

Created by means of a powerful shadowy summoning ritual, a swarm assassin arrives on the Material Plane replete with an ominous black shortsword and billowing dark robes that obscure its features. Anyone unfortunate enough to catch a glimpse of the visage beneath the robes sees a swarming mass of insects where flesh should be. These insects are poisonous black locusts native to the Plane of Shadow, bound together in humanoid shape with powerful unholy magic.

Once summoned, a swarm assassin awaits orders from its summoner and carries out its duties to the best of its ability. Swarm assassins remain on the Material Plane until their orders are completed or for one moon cycle, whichever comes first. Once back on the Plane of Shadow, a swarm assassin reincorporates into a humming mass of bugs that skitter to the plane's dark corners.

Evil wizards occasionally summon swarm assassins to serve as their bodyguards, but more often, vile clerics summon these fiendish servants to deal with heretics or enemies of their order. Swarm assassins excel at tracking down their targets and typically do so under cover of night. They avoid civilized areas, though their basic level of intellect allows them to interact with unsuspecting individuals when necessary. Roadside innkeepers whisper of the disturbing hum that emanates from such occasional cloaked guests, who pay for information and rumors with the distinct dragon-stamped coinage of the Plane of Shadow.

A swarm assassin typically attacks its targets when they are alone or far from the nearest settlement. It launches its assault from dark corners or bushes, weakening foes with poison before slipping back into the shadows, spreading out as a bug swarm, then reincorporating at a different spot on the battlefield and attacking once more.

## SWARM ASSASSIN

*Medium humanoid, lawful evil*

**Armor Class** 13

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

**STR** 12 (+1) **DEX** 17 (+3) **CON** 13 (+1) **INT** 8 (-1) **WIS** 15 (+2) **CHA** 5 (-3)

**Skills** Perception +4, Stealth +5

**Damage Resistances** bludgeoning, piercing, and slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, stunned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Common

**Challenge** 2 (450 XP) **Proficiency** +2

**Swarm Weakness.** The assassin takes double damage from area attacks.

### ACTIONS

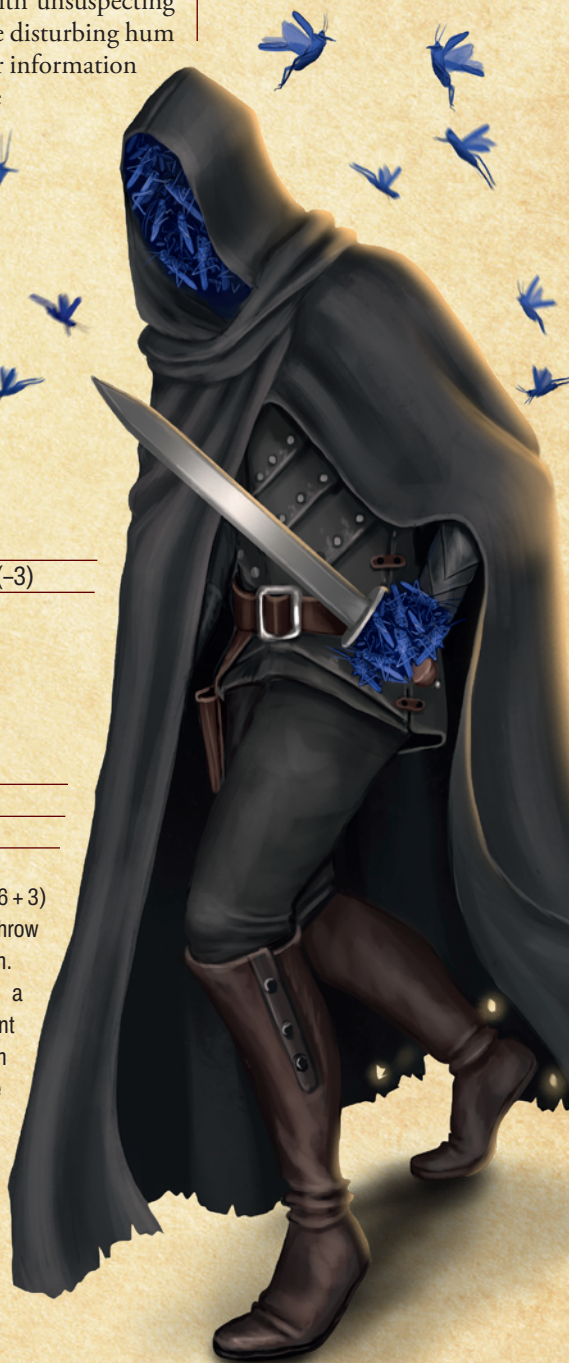
**Multiattack.** The assassin makes two shortsword attacks.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. The target must succeed on a DC 11 Constitution saving throw or take 7 (2d6) poison damage and be poisoned until the end of its next turn.

**Discorporate.** The assassin dissolves its humanoid shape, becoming a shapeless swarm of locusts, or returns to its assassin form. Its equipment falls to the ground in its current space. While discorporated, the assassin retains its statistics but can't use its shortsword attack, speak, or manipulate objects, and it can move through a space as narrow as 1 inch wide without squeezing.

### REACTIONS

**Reactive Sting.** When a creature within 5 feet of the assassin hits it with a melee attack, insects erupt from the assassin and sting the attacker. The attacker must succeed on a DC 11 Constitution saving throw or take 7 (2d6) poison damage and be poisoned until the end of its next turn.



# TEMPORAL MANIFESTATION

**COPPER AWARD**  
**RPG SUPERSTAR 2020**  
BY ERIC SKLAVOS

## UNKNOWABLE PLANS

Temporal manifestations have their own inscrutable agendas—agendas that rarely bode well for mortals and other creatures from the Material Plane.

When something or someone moves from one point in time and space to another, such as through summoning or teleportation, the magical energy expended in the process isn't always transferred properly. Sometimes, an excess of energy is left in one reality and a void is left in the other. Such unbalanced energies can materialize as a temporal manifestation—a shadowy void being who defies the laws of time and space.

Temporal manifestations appear as roughly humanoid-shaped voids filled with images of the night sky. Upon closer examination, one can see that the images are that of time moving in all directions at once: stars dying and being reborn, galaxies expanding and collapsing, universes forming from a singularity then dissipating into a cold, lifeless, dark ending. Those who get too close to a temporal manifestation can utterly lose themselves as they stare at such a pure expression of time.

## TEMPORAL MANIFESTATION

*Medium aberration, neutral evil*

**Armor Class** 14

**Hit Points** 75 (10d8 + 30)

**Speed** 40 ft.

**STR** 16 (+3) **DEX** 18 (+4) **CON** 16 (+3) **INT** 12 (+1) **WIS** 19 (+4) **CHA** 11 (+0)

**Skills** Arcana +5, Stealth +6

**Damage Immunities** force, poison

**Condition Immunities** paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Deep Speech

**Challenge** 4 (1,100 XP) **Proficiency** +2

**Force Absorption.** Whenever the manifestation is subjected to force damage, it takes no damage and instead regains a number of hit points equal to the force damage dealt.

**Singularity.** When the manifestation dies, it implodes into a singularity.

Each creature within 15 feet of the manifestation must make a DC 13 Constitution saving throw, taking 10 (3d6) force damage on a failed save, or half as much damage on a successful one. After this implosion, each creature swallowed by the manifestation appears in a random unoccupied space within 15 feet of the manifestation's last location.

**Slow Aura.** A creature that starts its turn within 30 feet of the manifestation or enters this area for the first time on a turn must succeed on a DC 13 Wisdom saving throw. On a failure, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last until the beginning of the creature's next turn. A creature that successfully saves against this effect is immune to Slow Aura for 24 hours.

## ACTIONS

**Multiaction.** The manifestation uses Time Step. It then makes two attacks.

**Tendril.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) force damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13).

**Energy Bolt.** *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 9 (1d10 + 4) force damage.

**Time Step.** The manifestation magically teleports to an unoccupied space it can see within 30 feet of it.

**Swallow.** Each creature grappled by the manifestation must succeed on a DC 13 Constitution saving throw. On a failure, the creature is magically swallowed into a temporal pocket and is no longer grappled. The pocket has no dimensions and can fit any number of creatures.

While swallowed, the target is on a different plane from everything but the manifestation, it is blinded and restrained, it can't breathe, it is subject to the manifestation's Slow Aura, and it takes 7 (2d6) force damage at the start of each of the manifestation's turns. A creature that drops to 0 hit points due to lack of air within the temporal pocket stabilizes, entering a kind of stasis, never aging or waking, until released from the temporal pocket, at which point it regains 1 hit point but is poisoned until the start of its next turn from the sudden shift in the laws of time.

If the manifestation takes 10 damage or more on a single turn from a swallowed creature, each creature swallowed by the manifestation appears in a random unoccupied space within 15 feet of the manifestation.

# THORN CRAWLER

SILVER AWARD  
RPG SUPERSTAR 2020  
BY DANIEL AZNAVORIAN



Thorn crawlers resemble massive centipedes made entirely of twisted roots, branches, vines, and undergrowth, with every inch of the monstrosity's body covered in razor-sharp thorns. These carnivorous plant creatures roam only the world's most primeval forests, using their ability to scent blood from a mile away to track down and consume injured prey. Despite their massive size, thorn crawlers are adept at navigating dense forests; they easily squeeze under tree roots and scurry through weed-choked gulches, even climbing into the forest canopy to better survey the ground and get the drop on unsuspecting prey.

Like many carnivorous plants, thorn crawlers feed on bodily fluids, leeching blood and humors into their root systems. A thorn crawler's digestive organs, such as they are, are located along the inner diameter of a hollow cavity in the monster's body. Thorn crawlers tuck captured forest critters and unwary travelers in this cavity, piercing its prey with sharp roots and swiftly draining the creature of vital fluids. Days later, a thorn crawler unceremoniously expels the victim's desiccated husk onto the forest floor.

A newly introduced thorn crawler can challenge a forest's apex predators and decimate the local ecosystem if left unchecked. Rulers of nations whose forests are beleaguered by thorn crawlers sometimes arrange for formal hunts of the creatures. Because the peasantry would turn such a hunt into little more than a slash and burn of the entire forest, rulers prefer to send adventurers who have a lighter touch to hunt down and eliminate the pesky plants.

## THORN CRAWLER

*Huge plant, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 184 (16d12 + 80)

**Speed** 40 ft., climb 20 ft.

**STR** 20 (+5) **DEX** 14 (+2) **CON** 20 (+5) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 3 (-4)

**Senses** tremorsense 120 ft., passive Perception 12

**Languages** —

**Challenge** 10 (5,900 XP) **Proficiency** +4

**Blood Scent.** The crawler can smell blood up to 1 mile away.

**Recoil From Flame.** When the crawler takes fire damage, it releases any creatures it is grappling.

**Woodland Stride.** The crawler ignores difficult terrain from nonmagical foliage. Creatures make ability checks to track the crawler with disadvantage.

### ACTIONS

**Multiattack.** The crawler makes three attacks: one with its bite and two with its tendrils.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the crawler can't bite another target.

**Tendrils.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

**Swallow.** The crawler makes a bite attack against a creature it is grappling.

If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, and it has total cover against attacks and other effects outside the crawler. At the start of each of the crawler's turns, the creature takes 17 (5d6) piercing damage, and the crawler regains a number of hit points equal to the damage dealt. If the crawler takes 25 damage or more on a single turn from a swallowed creature, or if the crawler dies, it regurgitates all swallowed creatures, which fall prone in a space within 10 feet of the crawler. The crawler can have up to two Medium or smaller creatures swallowed at a time.

**Thorn Burst (Recharge 5–6).** The crawler magically causes thorns to explode from plants within 30 feet of it. Creatures in that area must make a DC 17 Dexterity saving throw, taking 38 (11d6) piercing damage on a failed save, or half as much damage on a successful one.



# TOY SPY

**GOLD AWARD  
RPG SUPERSTAR 2020  
BY K.M. KOVALCIK**

## PROXY'S PROXIES

Aristocrats and nobles steeped in politics and rivalries prize toy spies for their ability to gather intel. However, divination experts are more than capable of tracing a captured toy spy back to its tracking stone. To throw off an investigator's search, toy spy owners sometimes give the spy's tracking stone to another minion, such as a golem or animated object with orders on how and when to use the stone.

The toy spy is an unassuming yet versatile constructed minion useful in matters of espionage and security. It is a popular contraption among protective noble parents, paranoid shopkeepers, and wily wizards with questionable senses of humor. Most toy spies are crafted in the shape of a cute stuffed animal or a common knickknack unlikely to draw undue attention. In this unassuming guise, the toy spy does exactly what its name suggests, performing surveillance or reconnaissance on its creator's behalf.

Parents and guardians sometimes gift their wards toy spies in order to determine when a child breaks a house rule or otherwise makes itself a menace. Other times, a toy spy might serve as a discreet and inexpensive way to protect one's home. Tinkers, inventors, and crafters learned long ago that toy spies make for much more affordable (and much less destructive) watchdogs than larger golems or animated objects.

Toy spies are not designed for combat, though they do possess a few offensive capabilities, which they typically resort to only if attacked or if some other pre-specified condition is met. In addition, each toy spy is keyed to a special stone that allows its owner to identify its location and also order the spy to cast a simple spell such as *sleep*. Once it has disabled or distracted a threat, a toy spy typically escapes as quickly as possible to safety.

## TOY SPY

*Tiny construct, unaligned*

**Armor Class** 12

**Hit Points** 24 (7d4 + 7)

**Speed** 30 ft., climb 20 ft.

**STR** 5 (-3) **DEX** 15 (+2) **CON** 13 (+1) **INT** 5 (-3) **WIS** 10 (+0) **CHA** 5 (-3)

**Skills** Perception +2, Stealth +4

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands commands given in any language but can't speak

**Challenge** 1 (200 XP) **Proficiency** +2

**Constructed Nature.** The spy doesn't require air, food, drink, or sleep.

**False Appearance.** While the spy remains motionless, it is indistinguishable from a normal toy.

**Innate Spellcasting.** The spy's innate spellcasting ability is Wisdom (spell save DC 10). The spy can innately cast the following spells, requiring only somatic components:

**At will:** *minor illusion*

**1/day each:** *color spray*, *faerie fire*, *sleep*

**Keep Track.** Upon its creation, a toy spy is magically connected to a mundane rock called a tracking stone. While holding the stone and speaking to the spy directly, a creature can instruct the spy to perform a simple action with a trigger. Up to three different triggers can be specified. When a specified trigger occurs, the tracking stone vibrates. A creature holding the stone can use an action to learn the spy's location, up to 500 feet away. In addition, the stone's holder can use an action to mentally order the toy spy to attack whatever triggered the stone to vibrate.

## ACTIONS

**Needle.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake. (The spy's owner can substitute this poison for any other.)

# TOY SWARM

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY WILLIAM BANNER**



## PACIFYING TOY SWARMS

The easiest way to defeat a toy swarm is to agree to play with it. A toy swarm in the company of a bored child or a restless fey trickster is a happy swarm—at least for the moment.

Magically infused toys can provide a wonderful play partner for children throughout their early years. However, children outgrow their playthings and eventually discard old, worn, or musty toys—even magical ones. After enough time of neglect, the enchantments that control a wondrous toy begin to degrade or warp, and these once jovial dolls and baubles can morph into something sinister. Such a heinous phenomenon is compounded when a group of such twisted toys come together to form a toy swarm.

From animated toy soldiers to talking teddy bears, any toy that's been enchanted with magic can become part of a toy swarm. Although forgotten or discarded toys make up the majority of these amusing hoards, toy swarms can also comprise new toys. Such is sometimes the case when a group of children pester the local curmudgeonly wizard a few too many times and the wizard, fed up, transforms their toys and trinkets into a scuttling nightmare. Similarly, a toy chest accidentally exposed to a large quantity of enchantment or transmutation magic can similarly be transformed into a toy swarm.

Most toy swarms desire only to be reunited with their original playmates or find some other child to entertain, but the way they go about this can be frightening or dangerous indeed. A toy swarm on a mission to find a new playmate can rarely be deterred, and woe betide anyone who stands in the way of the swarm and its fun.

### TOY SWARM

*Medium swarm of Tiny constructs, unaligned*

**Armor Class** 12

**Hit Points** 33 (6d8 + 6)

**Speed** 40 ft., climb 15 ft.

**STR** 12 (+1) **DEX** 15 (+2) **CON** 13 (+1) **INT** 5 (-3) **WIS** 12 (+1) **CHA** 5 (-3)

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 1 (200 XP) **Proficiency** +2

**Constructed Nature.** The swarm doesn't require air, food, drink, or sleep.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny toy. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

**Miniature Barrage.** Each creature in the toy swarm's space and within 5 feet of the swarm must make a DC 12 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one.

**Wind Up (Recharge 5–6).** Each toy in the swarm winds up a fellow toy. The swarm uses Miniature Barrage twice. Until the end of its next turn, the swarm's speed is doubled.





# TRODAICHE-SIDHE

**COPPER AWARD**  
**RPG SUPERSTAR 2020**  
BY ADAM KESSLER

## THE WILD HUNT

The wild hunt is a group of enigmatic fey who hunt prey across not only the fey realm, but across the entire multiverse. Among the wild hunt, trodaiche-sidhes are considered highly reliable squires.

Often mistaken for incredibly beautiful elves, trodaiche-sidhes are a type of fey that participate in the wild hunt. With supernatural grace and lithe features, trodaiche-sidhes may be among the weakest of the wild hunt's supernatural stalkers and monster slayers, but they are still deadly in their own right, especially when encountered alongside their older and stronger kin. They serve as magnificent aides and attachés, deftly taking care of all the things that make a successful hunt possible. Duties range from sharpening weapons and oiling armor, crafting arrows, flushing game from bushes, and any other tasks that allow their superiors to focus entirely upon the hunt. Most of them do this only because they have been promised they will one day be invited to join the wild hunt proper, though how this process works—or how long a trodaiche-sidhe must endure being a servant—is not known.

Trodaiche-sidhes practice with all manner of arms and armor, though they are fond of elven weapons in particular. Even unarmed, a trodaiche-sidhe is more than a match for most mortals.

## TRODAICHE-SIDHE

Medium fey, chaotic neutral

**Armor Class** 15

**Hit Points** 90 (12d8 + 36)

**Speed** 35 ft.

**STR** 17 (+3) **DEX** 20 (+5) **CON** 16 (+3) **INT** 14 (+2) **WIS** 17 (+3)

**CHA** 18 (+4)

**Skills** Acrobatics +8, Nature +5, Perception +6, Stealth +8, Survival +6

**Senses** darkvision 30 ft., passive Perception 16

**Languages** Common, Elvish, Sylvan

**Challenge** 5 (1,800 XP) **Proficiency** +3

**Equip Liege.** As a bonus action, the trodaiche-sidhe can deftly draw a small item and hand it to a creature within 5 feet of it. The trodaiche-sidhe places the item in the creature's free hand or other appendage or, if no hand is free, among their possessions.

**Fey Ancestry.** The trodaiche-sidhe has advantage on saving throws against being charmed, and magic can't put it to sleep.

**Innate Spellcasting.** The trodaiche-sidhe's innate spellcasting ability is Charisma (spell save DC 15). The trodaiche-sidhe can innately cast the following spells, requiring no material components:

**1/day each:** *faerie fire, jump, pass without trace*

## ACTIONS

**Multiattack.** The trodaiche-sidhe makes three attacks with its scimitar or three attacks with its longbow.

**Scimitar.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

**Suppressive Volley (Recharge 5–6).** The trodaiche-sidhe rapidly fires a hail of four arrows at a target within 100 feet, forcing it to move away or be assailed by the salvo. The target must make a DC 15 Dexterity saving throw, taking 38 (4d8 + 20) piercing damage on a failed save, or half as much damage on a successful one. On a successful save, the target can use its reaction to move to an unoccupied space within 5 feet of it. If it does so, it instead takes no damage.



# UNARMORED

**GOLD AWARD**  
**RPG SUPERSTAR 2020**  
BY RYAN GRIGGS



Few things frustrate adventurers more than when essential gear goes missing, and this is doubly true for warriors and their precious armor. When a fighter spends their final moments lamenting their fate—believing they would have survived if only they had been wearing better armor—the individual's anger, despair, and obsession can cause their spirit to rise as an unarmored.

Anchored to the location of their demise and unable to move on from their grim fate, unarmored desire only two things: to acquire the perfect suit of armor and to inflict their tragedy upon others. They bear great hatred for anyone wearing particularly spectacular gear. To ensure such well-equipped individuals suffer the same loss as it, an unarmored spirits away its victim's armor to the Ethereal Plane before mercilessly striking down the suddenly unprotected warrior.

## UNARMORED

*Medium undead, chaotic evil*

**Armor Class** 15

**Hit Points** 110 (20d8 + 20)

**Speed** 0 ft., fly 60 ft. (hover)

**STR** 8 (-1) **DEX** 20 (+5) **CON** 12 (+1) **INT** 10 (+0) **WIS** 18 (+4) **CHA** 21 (+5)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 14

**Languages** any languages it knew in life

**Challenge** 12 (8,400 XP) **Proficiency** +4

**Armorsense.** The unarmored can magically detect armor and similar protective equipment within 60 feet. It knows the armor's general direction but not its exact location.

**Ethereal Sight.** The unarmored can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The unarmored can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Undead Nature.** The unarmored doesn't require air, food, drink, or sleep.

### ACTIONS

**Multiattack.** The unarmored uses Transport Armor. It then attacks twice with its spectral hand.

**Spectral Hand.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) necrotic damage.

**Transport Armor.** Pointing a finger and issuing a silent scream, the unarmored targets a creature wearing armor within 30 feet. The unarmored attempts to magically sever the target's connection to its armor and whisk the armor to the Ethereal Plane. The target must make a DC 17 Charisma saving throw. On a failure, the creature's armor fades away and is transported to the Ethereal Plane. The armor is instantly unequipped and becomes invisible and untouchable to creatures on the Material Plane. At the end of the unarmored's next turn, the armor rematerializes in the unoccupied space nearest to where it was last worn.

### REACTIONS

**Deny Shield.** When a creature using a shield within 30 feet of the unarmored is missed by an attack, the unarmored magically wills the creature's shield to momentarily dematerialize. The creature loses the shield's AC benefit against the triggering attack, possibly causing the attack to hit. To do so, the unarmored must be able to see the creature.

## ETHEREAL EXTRACTION

Adventurers who know that they might run up against an unarmored do well to prepare an *etherealness* spell or other means of quickly going back and forth between the Material and Ethereal Planes. Doing so allows victims of the unarmored's armor-teleporting powers to quickly retrieve their equipment. Such preparations can dramatically stymie—and enrage—an unarmored.



# UNRAVELER

**GOLD AWARD  
RPG SUPERSTAR 2020  
BY SHAWN POMMIER**

## UNRAVELED ART

Some unravelers use their powers to create great works of abstract art, partially unraveling objects and materials into beautiful arrangements. Such unravelers can use their Innate Spellcasting trait to cast the *slow* spell three times per day.

With their small gray bodies, striped conical heads, tattooed flesh, and constantly wriggling head-tentacles, unravelers make their utterly alien nature known at first glance.

Unsurprisingly for a being of pure chaos, it can be difficult to predict an unraveler's actions and motives. At times, an unraveler might visit only to sate its curiosity via harmless observation or inquiry; other times, it might be delivering a message for powerful beings across planes or great distances; still other times, it might go about unraveling everything in its path for reasons other beings simply cannot fathom.

## UNRAVELER

*Medium aberration, chaotic neutral*

**Armor Class** 14

**Hit Points** 120 (16d8 + 48)

**Speed** 0 ft., fly 40 ft. (fly 120 ft. on the Astral Plane or in a vacuum)

**STR** 18 (+4) **DEX** 19 (+4) **CON** 17 (+3) **INT** 18 (+4) **WIS** 16 (+3) **CHA** 15 (+2)

**Skills** Arcana +7, Perception +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** unconscious

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Deep Speech; telepathy 60 ft.

**Challenge** 7 (2,900 XP) **Proficiency** +3

**Innate Spellcasting.** The unraveler's innate spellcasting ability is Intelligence (spell save DC 15). The unraveler can innately cast the following spells, requiring no components:

**At will:** *dancing lights*, *detect magic*, *mage hand*, *mending*

**1/day:** *plane shift* (self only, Astral and Material Plane only)

**Magic Resistance.** The unraveler has advantage on saving throws against spells and other magical effects.

**Starskin.** The unraveler sheds dim light in a 40-foot radius, shining like starlight.

**Unravel.** A creature or object affected by the unraveler's Entropic Reprisal or unraveling lash attack begins to physically fall apart at the seams like frayed rope. A creature affected by Unravel is poisoned and takes 9 (2d8) force damage at the end of each of its turns. Attacks made with an unraveling weapon take a -1 penalty to attack and damage rolls, and unraveling armor takes a -1 penalty to the AC it offers. At the end of each of the unraveler's turns, roll a d20 for each creature or object affected by Unravel. On a result of 11–20, the creature or object is no longer unraveling. An unraveler can cast *mending* on any unraveling object or creature to immediately end the effect on that object or creature.

**Voidflight.** On the Astral Plane or in a vacuum (such as space), the unraveler can travel at unimaginable speeds. While using Voidflight, an unraveler can reach nearby worlds in 2d12 hours, nearby solar systems in 2d4 days, or other regions of space in 2d6 weeks. An unraveler can reach any location with which it is familiar in just 1d10 hours.

## ACTIONS

**Multiattack.** The unraveler makes two attacks with its unraveling lash or two attacks with its entropic ray. It can then use Focus Entropy.

**Unraveling Lash.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) force damage, and the target is subjected to Unravel.

**Entropic Ray.** *Ranged Weapon Attack:* +7 to hit, range 100 ft., one target. *Hit:* 9 (1d10 + 4) force damage.

**Focus Entropy.** The unraveler funnels the forces of entropy towards a creature or object within 5 feet of it that is currently affected by Unravel. The target takes 9 (2d8) force damage.

## REACTIONS

**Entropic Reprisal.** When a creature the unraveler can see hits the unraveler with a melee attack, that creature must make a DC 15 Dexterity saving throw. On a failure, the creature's weapon is subjected to Unravel.





A veenlijk comes into being when a humanoid is strangled to death and its corpse is disposed of in a swamp. The victim's spirit, which is too anguished to move on, and its body, preserved by the swamp's acids, harden into an undead creature whose sole motive is to haunt its sodden domain.

Some veenlijken are the result of murder or foul play, while others rise in the wake of sacrificial rites to swamp-dwelling gods and other occult powers. When the veenlijk rises, it may at first seek to avenge its death, hunting down anyone it deems complicit in its terrible fate. Dim-witted by death, however, most veenlijken end up indiscriminately targeting anyone who happens to cross their path. Particularly old or cunning veenlijken purposefully set up environmental traps, using magic to conceal quicksand and other hazards that might aid in their ambushes.

The most sinister veenlijken truly embrace their undeath, believing themselves destined to be the unholy protectors of their boggy demesnes. Such a veenlijk might lead its own elaborate rituals centered on human sacrifice—unholy rites modeled after its own undead genesis.

## VEENLIJK

*Medium undead, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 112 (15d8 + 45)

**Speed** 25 ft., swim 25 ft.

**STR** 20 (+5) **DEX** 13 (+1) **CON** 16 (+3) **INT** 14 (+2) **WIS** 16 (+3) **CHA** 14 (+2)

**Skills** Religion +5, Perception +6, Stealth +4

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** any languages it knew in life

**Challenge** 6 (2,300 XP) **Proficiency** +3

**Breathsense.** The veenlijk can magically pinpoint the locations of breathing creatures within 30 feet of it.

**Innate Spellcasting.** The veenlijk's innate spellcasting ability is Wisdom (spell save DC 14). The veenlijk can innately cast the following spells, requiring no material components:

**1/day each:** *fog cloud, hallucinatory terrain*

**Peat-Fire Immolation.** The veenlijk's body is highly flammable, and when ignited it becomes a smoky conflagration. When the veenlijk takes fire or radiant damage, it catches fire unless it is already on fire. While on fire, it takes 9 (2d8) fire damage at the start of each of its turns. When it takes this damage, each creature within 5 feet of it takes the same amount of fire damage. Additionally, the area within 10 feet of the veenlijk is heavily obscured. A creature can use an action to extinguish the fire. The fire is also extinguished if the veenlijk is submerged in liquid.

**Swamp Dweller.** The veenlijk ignores difficult terrain caused by swamp features. Additionally, the veenlijk has advantage on Dexterity (Stealth) checks while in swamps.

**Undead Nature.** The veenlijk doesn't require air, food, drink, or sleep.

## ACTIONS

**Multiattack.** The veenlijk makes two seize attacks. The veenlijk can replace one of those attacks with Out of the Mists.

**Seize.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

*Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target can't breathe or speak, and the veenlijk can't seize a different creature.

**Out of the Mists.** If the veenlijk is in an area obscured by mist or smoke, it moves up to its speed and makes a seize attack with advantage.



# VENOMOUS SNAKEDEAD

**GOLD AWARD**  
**RPG SUPERSTAR 2020**  
BY HEINE STICK

## VENOMOUS SNAKEDEAD LOCATIONS

Venomous snakedead are more common in places where snakes are held in high regard and humanoids are not. Underground cities, desert temples, and jungle towers might all host these foul creatures, whether as sadists' slaves, pharaohs' servants, or wizards' guardians.

Venomous snakedead are horrific creatures created through vile arcane means during which the sacrificial victim—always a sentient, humanoid creature—is bitten numerous times by poisonous snakes. All the while, dark incantations are chanted and snake blood is poured onto the sacrifice's lacerations. These rites strip the creature of its sentience and transform it into a mindless abomination.

A venomous snakedead retains its humanoid body but shows clear signs of its fate. Its body is covered in bite marks and its veins swell with stagnant black, green, and purple fluids. The eyes of a venomous snakedead have a similarly black, green, or purple hue to them. Its mouth sports fangs dripping with venom, but most telling of all is the creature's sinewy neck, lengthened in the process of the creation rites and imbued with necromantic strength.

While a venomous snakedead is a mindless creature and, as such, does not have a sense of society, the arcane magic used to create it binds the creature to others of its kind. If its creator is killed or willingly releases the venomous snakedead, it will naturally be drawn to other snakedead. It is not unheard of for venomous snakedead to gather in large groups or even hordes, and witnesses of such phenomena speak of the beings' hivemind-like behavior and the display of their own unique profane rituals. What, exactly, these rituals accomplish

is anyone's guess.

It is said that venomous snakedead were first created by a coven of witches serving strange serpentine demons. The witches sought to create a creature in their patrons' image, a creature that would do the witches' bidding in the mortal realm. They were more successful than they had dared hope, for the snakedead shared a mystical connection not only with the divine, but with other snakedead. Realizing the untapped potential of this link between snakedead to spread their demonic overlords' message, the witches spread the means of creating snakedead to other wizards and necromancers throughout the land, allowing their snakedead creations to gather together and wreak death upon the world.



## VENOMOUS SNAKEDEAD

*Medium undead, neutral evil*

**Armor Class** 12

**Hit Points** 37 (5d8 + 15)

**Speed** 20 ft.

**STR** 15 (+2) **DEX** 14 (+2) **CON** 16 (+3) **INT** 3 (-4) **WIS** 10 (+0)

**CHA** 7 (-2)

**Damage Immunities** poison

**Condition Immunities** paralyzed, poisoned

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 1 (200 XP) **Proficiency** +2

**Undead Nature.** The snakedead doesn't require air, food, drink, or sleep.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) poison damage.

**Uncoil Neck.** The snakedead uncoils its neck, increasing the range of its bite to 15 feet, and makes a bite attack with disadvantage. After the attack, the snakedead's neck becomes coiled again.

# WARP WYRM

**COPPER AWARD  
RPG SUPERSTAR 2020  
BY SCOTT JANKE**



Warp wyrms are small drakes capable of rapidly teleporting between the Ethereal and Material Planes, upon both of which they wreak incredible amounts of damage wherever they go.

Whereas most drake collectives are known as rampages, a gang of warp wyrms is called a chaos, and rightly so, for few groups of monsters exhibit as much wanton mayhem and destructive curiosity as these cruel dragons. Even when a warp wurm lacks prey with which to play, it will undoubtedly stick its nose in all manner of nooks and crannies, uncovering things that should remain hidden, releasing things that should be contained, and breaking things that are impossible to fix.

## WARP WYRM

*Medium dragon, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft., fly 45 ft.

**STR** 17 (+3) **DEX** 18 (+4) **CON** 16 (+3) **INT** 5 (-3) **WIS** 15 (+2) **CHA** 16 (+3)

**Skills** Stealth +7

**Condition Immunities** paralyzed

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Draconic

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Ethereal Jaunt.** As a bonus action, the wurm can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

**Ethereal Sight.** The wurm can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The wurm can move through other creatures and objects as if they were difficult terrain. It takes 11 (2d10) force damage if it ends its turn inside an object.

**Keen Smell.** The wurm has advantage on Wisdom (Perception) checks that rely on smell.

## ACTIONS

**Multiattack.** The wurm makes three attacks: one with its bite, one with its claw, and one with its tail.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the wurm started its turn on a different plane from the target, it deals an additional 5 (1d10) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature on the Material Plane, it must succeed on a DC 14 Constitution saving throw or be knocked through the Ethereal Plane, reappearing in a space 1d4 x 5 feet away from its starting point. (Roll 1d8 to determine the direction in which the creature is knocked.) If the creature would reappear inside another creature or an object, it takes 11 (2d10) force damage and appears in the closest unoccupied space.

**Blink Breath (Recharge 5–6).** The wurm spits a glob of ethereal ectoplasm at a point it can see within 50 feet of it. Each creature within 15 feet of that point must make a DC 14 Dexterity saving throw. On a failure, the creature takes 36 (8d6) force damage and is covered in the wurm's ectoplasm for 1 minute. On a success, the creature takes half as much damage and is not covered in ectoplasm. At the start of each of its turns, a creature covered in ectoplasm must succeed on a DC 14 Wisdom saving throw or be magically teleported back to the spot where it was originally hit with Blink Breath (or the nearest unoccupied space, if that space is occupied). A creature can use an action to clean off the ectoplasm, ending the effect on itself.



## SADISTIC PREDATORS

Warp wyrms are smaller than most drakes, but no less vicious. Like cats or sadists, warp wyrms delight in playing with their victims before making the killing blow. Nothing gets a warp wurm howling with laughter quite like leaping out of the Ethereal Plane to scare a victim or knocking prey through a dimensional portal toward its terrible demise.



# WILDFIRE LESHY

SILVER AWARD  
RPG SUPERSTAR 2020  
BY DAVID WALKER

## BORN OF FIRE

Wildfire leshies aren't the only such plant creatures to emerge from the ashes of a wildfire. Certain varieties of fungus leshies, for instance, can manifest only in the aftermath of a forest inferno, much like morel mushrooms.

Wildfire leshies arise from the charred remains of plants destroyed by wildfires, and they are perhaps as often misunderstood as their terrifying—but wholly natural—conflagratory namesakes. Like wildfires themselves, wildfire leshies are part of the miraculous and mysterious cycle of life, death, and rebirth.

Similar to other leshies, wildfire leshies typically arise when a druid infuses a body of vegetation with a nature spirit, but spontaneously manifested wildfire leshies are far from unknown. Their small, stocky bodies are formed of tightly packed charred wood and twigs, and their sunken eyes and mouth resemble smoldering embers. Druids mesmerized by the power and beauty of fire find a good ally indeed in the form of a wildfire leshy, whose gentle heat can keep their friend warm at night and whose gravelly voice is not dissimilar to the sound of crackling firewood.

Wildfire leshies have an intuitive understanding of the natural balance in highly flammable natural areas such as forests and plains. Although wildfires are anathema to many animals and plants, certain kinds of life—including wildfire leshies themselves—rely on the natural cycle of fire, decay, and regrowth in order to flourish. Wildfire leshies use their preternatural knowledge of this cycle both to fight premature wildfires and to spark the first flames in areas overdue for a fiery cleansing. Whenever possible, wildfire leshies recruit the aid of other wild creatures, including other types of leshies, to usher vulnerable creatures toward a safe refuge before starting their inferno. Since they require little air to breathe and can see through even the thickest smoke with ease, wildfire leshies are also excellent at rescuing creatures caught in a wildfire before it's too late.

### WILDFIRE LESHY

*Small plant (shapechanger), chaotic good*

**Armor Class** 11

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

**STR** 14 (+2) **DEX** 12 (+1) **CON** 16 (+3) **INT** 7 (-2)

**WIS** 15 (+2) **CHA** 10 (+0)

**Skills** Nature +2, Perception +4, Survival +4

**Damage Resistances** fire

**Senses** darkvision 30 ft., passive Perception 14

**Languages** Common, Druidic, Sylvan

**Challenge** 1 (200 XP) **Proficiency** +2

**Burning Body.** The wildfire leshy is coated in living flame whose touch can burn other creatures. A creature that touches the leshy or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

**Innate Spellcasting.** The leshy's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The leshy can innately cast the following spells, requiring no material components:

**At will:** *produce flame*

**1/day:** *burning hands*

**Smoke Vision.** The leshy's vision is not obscured by smoke.

**Speak with Plants.** The leshy can communicate with plants as if they shared a language.

**Water Vulnerability.** When the wildfire leshy starts its turn in water or is doused with water (either through a spell or some other effect, such as pouring a bucket of water over it or being caught in the rain), it takes 4 (1d8) cold damage.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Change Shape.** The leshy polymorphs into Small pyrophytic plant with a speed of 0 or back into its true form. Its statistics, other than speed, are the same in each form. It reverts to its true form if it dies.

**Self-Immolate.** The leshy wills its own burning embers to flare up. It takes 4 (1d8) damage and creates a thick plume of opaque smoke in a 5-foot radius around itself. The smoke spreads around corners. The area within the smoke is heavily obscured. The smoke lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

# WINDBORNE DEAD



**GOLD AWARD**  
**RPG SUPERSTAR 2020**  
BY NATHAN WRIGHT



Power and creativity birth cruelty, and it is this combination that creates windborne dead. Sometimes cheekily referred to as “dropdeads,” these beings arise from spellcasters who die from terrible falls from tremendous heights. Specifically, many windborne dead manifest from sorcerers or witches whose teleportation magic goes awry, leaving them stranded in the atmosphere, having failed to prepare even the most basic *feather fall* spell as a contingency. Other times, windborne dead arise from powerful spellcasters who are simply and unceremoniously flung from the top of a rival wizard’s tower.

In any case, the fear of their final moments, the pain of their deaths, and the lingering teleportation magic used to bring about their downfall causes these doomed mortals to rise again as spiteful undead. These twisted souls go about the world seeking only to inflict their fate unto others, particularly spellcasters.

## WINDBORNE DEAD

*Medium undead, chaotic evil*

**Armor Class** 15, or 17 while outdoors

**Hit Points** 170 (20d8 + 80)

**Speed** 5 ft., fly 100 ft.

**STR** 16 (+3) **DEX** 20 (+5) **CON** 18 (+4) **INT** 17 (+3) **WIS** 19 (+4) **CHA** 21 (+2)

**Saving Throws** Str +7, Wis +8

**Skills** Arcana +7, Intimidation +9, Perception +8, Religion +7

**Damage Immunities** poison

**Condition Immunities** paralyzed, poisoned, prone

**Senses** passive Perception 18

**Languages** any languages it knew in life

**Challenge** 10 (5,900 XP) **Proficiency** +4

**Fear of Falling.** Windborne dead still carry within them the memory of their final fall and are terrified of being reminded of it. Once per hour when a windborne dead touches the ground, even if it took no damage from falling, it takes 17 (5d6) psychic damage.

**Undead Nature.** The windborne dead doesn’t require air, food, drink, or sleep.

**Windsense.** The windborne dead can detect the tiny gusts of wind caused by movement. It can pinpoint the location of any creature or object within 60 feet of it that moved since the end of the windborne dead’s last turn.

## ACTIONS

**Multiattack.** The windborne dead makes two air burst attacks.

**Air Burst.** *Ranged Spell Attack:* +9 to hit, range 30 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage.

**Hurl to the Winds.** The windborne dead summons powerful winds to whisk its foes into the air, flinging the victims to their doom. The windborne dead can choose to affect either a 15-foot cone or a 5-foot radius around itself. Each creature in the area must succeed on a DC 16 Strength saving throw or be flung up to 30 feet in any direction, including up, and be knocked prone. If a target strikes a solid surface during this movement, it takes 10 (3d6) bludgeoning damage. 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.

**Crushing Vertigo (Recharge 5–6).** The windborne dead imparts the debilitating sensation of vertigo and falling from a great height. A creature that the windborne dead can see within 60 feet of it must make a DC 17 Wisdom saving throw. On a failed save, the target takes 42 (12d6) psychic damage and is poisoned until the end of its next turn. On a success, the target takes half as much damage and isn’t poisoned.

## REACTIONS

**Accelerate Fall.** When a creature that the windborne dead can see falls or descends in altitude, the windborne dead causes it to take 1d6 bludgeoning damage for each 10 feet it descends (in addition to any damage it would normally take from falling), whether or not the creature hits a surface at the end of this descent. Spells or effects that mitigate damage from falling (such as *feather fall*) do not protect against this damage.

## WINDBORNE SPELLCASTERS

Many windborne dead still bear fragments of the spell power they wielded in life, and such magically inclined dropdeads make powerful foes indeed. Evocation magic is an obvious choice for windborne dead wizards, as are abjuration and illusion spells that can debilitate enemies and inflict mortal fear. However, regardless of its powers in life, a windborne dead can never cast *feather fall*—the spell which could have saved it from its horrible fate to begin with.



# YOMHIBDI

**GOLD AWARD**  
**RPG SUPERSTAR 2020**  
BY DANIEL AZNAVORIAN

## CREATIVE RELIANCE

Yomhibdi exists solely to feed on the negative emotions of creative mortals. If it is unable to find a source of sustenance—such as in wilderness or hyper-pragmatic societies that don't foster creativity—a yomhibdi will gradually unspool and melt into a puddle of ink.

Yomhibdis are information-devouring abominations that resemble floating humanoids made of ink-scrawled words, phrases, and symbols. They manifest on the Ethereal Plane from the wasted ink and squandered emotional energies of artists, poets, and writers who give up on works before they're finished. As soon as it manifests, a yomhibdi begins its never-ending search for the failed or self-sabotaging creatives on whom it feeds. Frustration, exhaustion, and despair are the yomhibdi's favorite dishes; once it has sapped a victim of these necrotic emotions, the yomhibdi consumes the creator whole.

The words and sentences that compose a yomhibdi typically twist together into a roughly humanoid shape, since humanoids are the most common providers of the emotions that lead to a yomhibdi's creation. They typically stand about 5 feet tall but weigh less than 20 pounds, though they can reconfigure their bodies to a certain extent, lengthening their inky "claws" to strike at distant foes.

Yomhibdis trapped on the Material Plane gravitate toward places of learning, art, and culture—anywhere that hacks and untalented creators might congregate. It is not unusual for a group of yomhibdis (called a story) to make their lair in the hidden nook of an old library or in the tunnels beneath great opera houses and theaters. There, they blend into the shadows and lie in ambush, ready to strike at any agonizing poets or playwrights who wander by lost in thought. As echoes of forgotten thoughts and stories, these creatures commonly steal works of writing from their victims, and their lairs might contain valuable books or even magic scrolls.

## YOMHIBDI

*Medium aberration, chaotic neutral*

**Armor Class** 13

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

**STR** 15 (+2) **DEX** 16 (+3) **CON** 14 (+2) **INT** 14 (+2)

**WIS** 13 (+1) **CHA** 17 (+3)

**Condition Immunities** blinded, unconscious

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Deep Speech

**Challenge** 2 (450 XP) **Proficiency** +2

**Water Vulnerability.** When the yomhibdi starts its turn in water or is doused with water (either through a spell or some other effect, such as pouring a bucket of water over it or being caught in the rain), it takes 7 (2d6) damage.

## ACTIONS

**Multiattack.** The yomhibdi uses Flick Ink and then attacks with its tendril.

**Tendril.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

**Flick Ink.** The yomhibdi flicks a glob of ink at a creature within 5 feet of it. The creature must succeed on a DC 13 Dexterity saving throw or be blinded. A creature can use an action to wipe away the ink, ending the effect.

**Dredge Sorrow (Recharge 5–6).** The yomhibdi plumbs the psyche of a creature within 30 feet of it and brings to the surface their feelings of self-doubt and unoriginality so that the yomhibdi can feast on these negative emotions. The creature must make a DC 13 Charisma saving throw.

On a failure, it is stunned until the end of its next turn. In addition, it takes 10 (3d6) psychic damage, and the yomhibdi regains hit points equal to the amount of damage taken.

# ZUGGLE

SILVER AWARD  
RPG SUPERSTAR 2020  
BY EVAN COMMINS



These unassuming critters are a common sight on the elemental planes, where they crawl about in search of sustenance. Though their cute appearance is disarming and they are typically prey to the more powerful denizens of their home planes, zuggles still pose a threat to unwary or unprepared plane hoppers.

Dozens of varieties of zuggle exist—from common rock and fire zuggles to more exotic types like sirocco, mud, and brine zuggles. Nearly all zuggles share the same basic form, which resembles a large caterpillar or wood weevil made of elemental matter. Each zuggle has a central fin along its backside that expands to detect and absorb ambient elemental auras. Other than its fin, the body of a zuggle can vary greatly depending on what type of elemental aura it has recently absorbed. A zuggle on the Plane of Water might have fins and gills, whereas a zuggle on the Plane of Earth might have a rocky carapace and claws. Elsewhere in the multiverse, zuggles can be found trying to feed off of any elemental auras that they can get. In places suffused with all kinds of elemental magic, a zuggle might have a truly bizarre anatomy and might have any number of unique abilities.

While they aren't friendly by any means, zuggles are curious in a way that is often mistaken for an endearing disposition. It is not uncommon for a zuggle to follow around a spellcaster and sup up any spilled elemental byproducts from cast spells. A starving zuggle might display erratic behavior or aggression when it finally comes upon a source of elemental power. There have even been a few instances of a starving zuggle exploding after feasting too quickly on a potent elemental source.

## ICE ZUGGLE

*Small elemental, chaotic neutral*

**Armor Class** 12

**Hit Points** 27 (5d6 + 10)

**Speed** 20 ft., climb 20 ft.

**STR** 11 (+0) **DEX** 14 (+2) **CON** 15 (+2) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 10 (+0)

**Damage Vulnerabilities** fire

**Damage Immunities** cold, poison

**Condition Immunities** paralyzed, poisoned

**Senses** darkvision 30 ft., passive Perception 12

**Languages** —

**Challenge** 1/2 (100 XP) **Proficiency** +2

**Element Sense.** The zuggle can magically detect elemental creatures and air, earth, fire, or water created by magic within 120 feet. It knows the creature or element's general direction but not its exact location.

**Elemental Absorption.** Whenever the zuggle is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt. If this heals the zuggle in excess of its maximum hit points, it gains the excess amount as temporary hit points. If this would give the zuggle more than 15 temporary hit points, the zuggle explodes. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

## ACTIONS

**Horn.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 5 (1d6 + 2) piercing damage.

**Zuggle Orb.** *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 7 (2d4 + 2) cold damage.

## REACTIONS

**Defensive Ball.** The zuggle curls into a defensive ball, adding 3 to its AC against one attack that would hit it. To do so, the zuggle must see the attacker. While curled, the zuggle can't take actions and its speed is reduced to 0. The zuggle can uncurl as a bonus action.

## ZUGGLE ORBS

Zuggles naturally produce fist-sized globules of element-infused protein, which they store in specialized pouches that run the length of their spine near their fin. A zuggle can launch these globules at predators for self-defense, but alchemists and others prize these "zuggle orbs" for their unique magical properties and take care to extract them without scaring or hurting the zuggle.





# MONSTER PARTS



*As the creature leapt from the tree, I called upon my tokens to put up a barrier between us, but it decided to spew fire at me instead. Ah, how fortunate! I recently imbued my bracers to resist any harm from fire. Not only did that mean the blast barely singed me as I ducked to the side, it also meant once I killed the thing that I could use its parts to increase that imbuing even further! The only way this could possibly get better was if it knew some useful fire spells too...*

—Zara, Monster Mage



The Monster Parts system allows characters to create and upgrade unique weapons and armor using trophies taken from foes they defeat. While the system is a perfect fit for adventures that take place far from civilization, where the characters need to scrounge and forage for all the gear they need, using monster parts to improve and customize gear can be a rewarding part of any type of campaign. In a game using the Monster Parts system, monster parts replace some portion of the treasure characters receive. Exactly how much treasure is replaced with monster parts depends on what works best for your group. The default system assumes you substitute some of the magic items characters would normally receive with an equal amount of monster parts. The Monster Parts Dabbler variant allows you to give out fewer monster parts in exchange for more magic items. But if you'd like the Monster Parts system to play an even greater role in your campaign, you can use the Monster Parts Commerce variant instead. In that variant, monster parts replace not only magic item rewards but a good portion of coins and other treasure, as well.

The Monster Parts system lets adventurers gather pieces of the monsters they defeat and use them to upgrade their weapons, armor, and spellcasting focuses. The system also introduces two new types of items: bracers (which improve the AC of characters who don't normally wear armor) and handwraps (which boost the power of the characters' unarmed attacks).

Using this system characters can upgrade their items in two ways. Refinement improves the basic abilities of an item, turning it into a +1, +2, or +3 item, while Imbuing adds to the item increasingly powerful special properties, eventually transforming into truly fearsome armaments.

If you're a player, your next step is to check out the Quick Start Guide for PCs on the following two pages. In the end, it's pretty simple: you defeat monsters and use their parts to create and upgrade your weapons, armor, and gear. After that, look at some of the benefits you can gain by refining or imbuing your items. Once you've planned the paths you want to take, you can start hunting down monsters with the parts you'll need.

If you're a GM, start instead with the Quick Start Guide for GMs on page 126. You'll need to make a few quick decisions about how you want to use the new system, which you can figure out together with your players. Don't worry, all the math has been calculated for you. Once you know what you want to do, you'll find a comprehensive set of tables that tell you exactly how many monster parts you need to give the characters so they can start creating awesome new items. If you've already begun your campaign, there's advice for how to convert to the new system with a minimum amount of time spent updating the characters, so you can get right to the action.

Even if you don't plan to use the Monster Parts system in full, you can still enhance your game with the innovative backgrounds and magic items at the end of the chapter. There is also a collection of feats that allow characters to learn spells and acquire special abilities from the monsters they defeat in battle. Throughout the chapter, you'll find sidebars with all sorts of variants and tips, letting you dabble in the Monster Parts system or even run it as a business. The only limit is your imagination!

## SECTION SUMMARIES

*Battlezoo Bestiary's* Monster Parts chapter has eight sections, each detailing a variety of ways you can use parts from monsters to enrich your game. The first six sections describe a new system you can use to upgrade equipment using monster parts. The final two sections offer other ways to use monster parts.

### **Quick Start Guide for PCs (page 124):**

A fast and easy way to learn how to create and upgrade your character's gear using monster parts.

### **Quick Start Guide for GMs (page 126):**

A quick guide outlining the choices you'll need to make as the GM before implementing the Monster Parts system in your game.

### **Monster Parts Basics (page 128):**

A summary of the Monster Parts system, as well as changes you can make if you want only some magic items to come from monster parts (the Monster Parts Dabbler variant) or if you want monster parts to be bought and sold (the Monster Parts Commerce variant).

### **Gathering Ingredients (page 130):**

A guide to gathering ingredients from monsters so you can use them to create and then upgrade your items.

### **Refining (page 134):**

An explanation of the most basic way you can use monster parts, creating new items from parts and then refining your items to increase their basic attributes.

### **Imbuing (page 138):**

The more advanced way to upgrade items, imbuing them with special powers related to the monsters' abilities.

### **Monster Hunting Character Options**

**(page 156):** Backgrounds and feats that give the characters new reasons to hunt down monsters and gather their parts.

### **Monster Part Items (page 164):**

Magic items you can only find or make by defeating monsters in the *Battlezoo Bestiary*.



# QUICK START GUIDE FOR PCs

*If your character is using the Monster Parts system from this book, you can use the following steps to create awesome items for yourself and your teammates out of monster parts.*

## Step 1: Slay Monsters



This part works like normal. Normally, you need to kill monsters before you can harvest their parts, though if your group is more peaceful, you might be able to find monster parts as quest rewards, or even unlock the powerful magical effects of monster parts freely given.

## Step 2: Gather Ingredients



Next, you gather ingredients from the monsters you defeated. The GM will tell you what monster parts you have. To prevent you from having to carry a lot of materials and keep track of them all, you might want to consider using them right away, but if not, you can hold onto them as long as you want. For more information, see Gathering Ingredients on page 130.

## Step 3: Refine Item



Refining an item with monster parts is the first step towards creating an awesome custom item with the parts you've found. During this step, you can either create the base mundane item from scratch by providing monster parts, or you can start with an existing mundane item. Once you've chosen the item, refine it to make it more powerful, using as many monster parts as you like, as long as they meet the item's refining requirements. For instance, you can refine a sword out of parts from a monster that had slashing or piercing unarmed attacks. As you use more monster parts, your item will become more powerful and gain more benefits. For more information, see Refining on page 134, and for an example, see Example of Refining on page 136.

## Step 4: Imbue Item



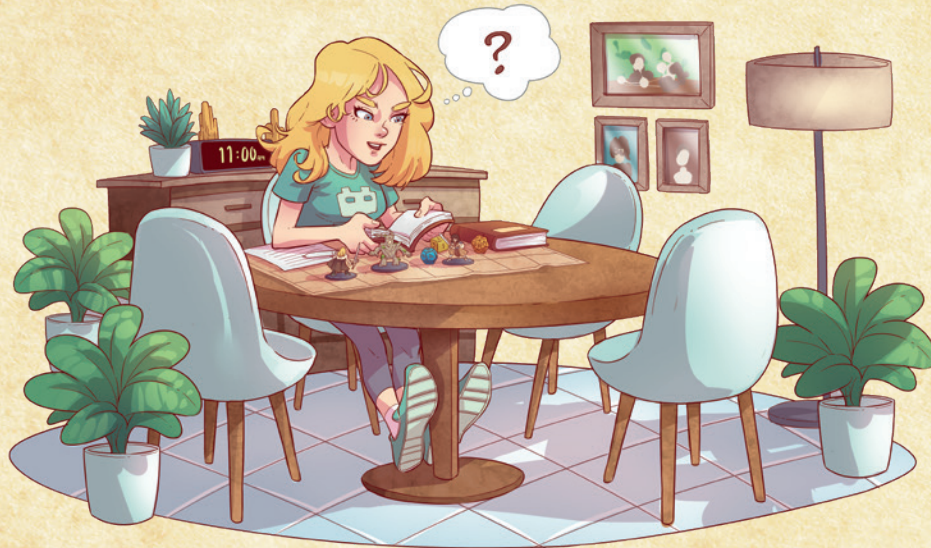
Imbuing an item is where things start getting really interesting. As you continue to refine your item, it eventually gains the capacity to be enchanted with special imbued properties. Some items can even eventually be imbued multiple times. As with refining, you can imbue an item by using monster parts that meet the imbued property's requirements. For instance, if you want to imbue an item with fire, you'll need parts from a fire monster or a monster with fire abilities. Just like with refining, an imbued property can become more powerful, granting increased benefits. For more information, see Imbuing on page 138, and for an example, see Example of Imbuing on page 139.



# QUICK START GUIDE FOR GMS

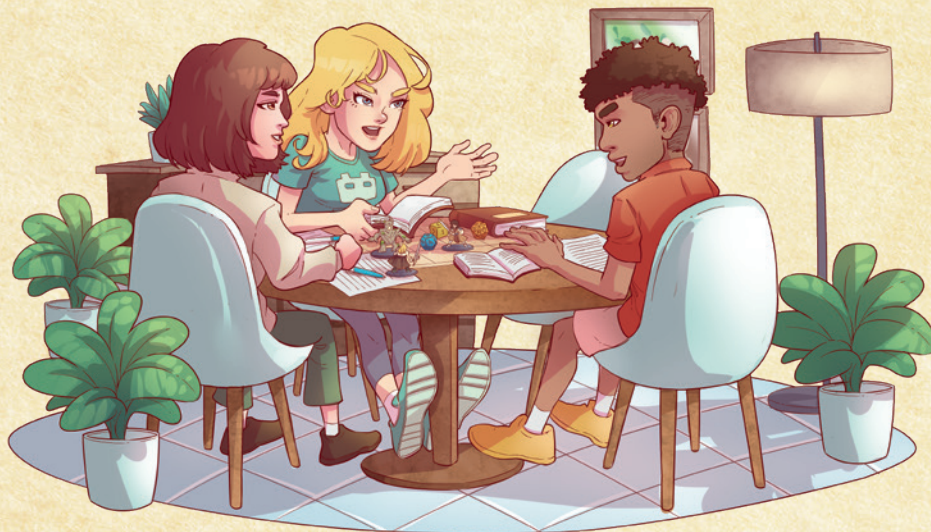
*If you're a GM and you want to start using the Monster Parts system from this book, you can use the following steps to get your group started in no time!*

## Step 1: Get Started



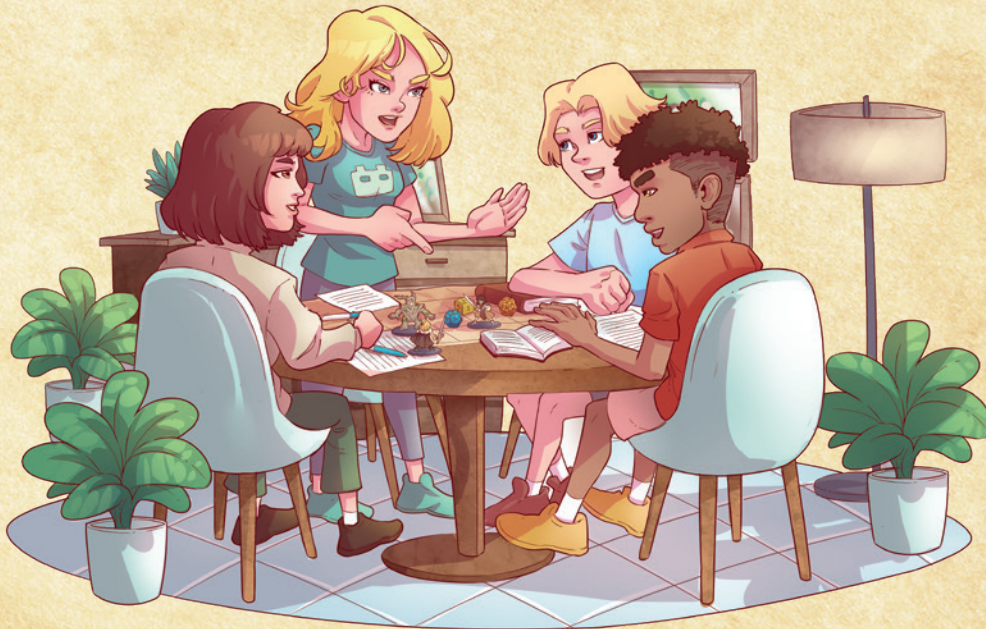
To ensure that this system works great for any group that wants to upgrade items with monster parts, the system includes optional variants that allow the group to decide how they want to use this system. Start by talking to your players to gauge interest and decide if any of the variants is right for you. If not, you can just use the standard rules. For more information, see page 128.

## Step 2: Determine Monster Parts as Treasure



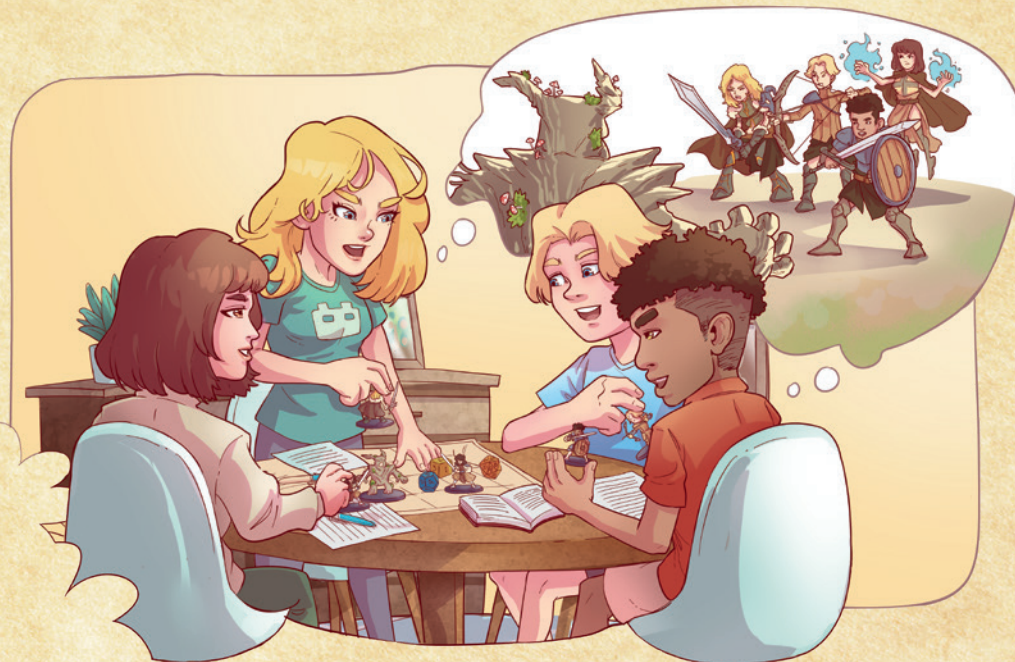
Once you know which variant you're using, you can start giving your characters monster parts as treasure. It's most accurate to use **Table 1** to plan out monster part drops per level. You can also use **Table 2** to determine the value of parts that a given encounter grants the characters; this method is much more flexible and doesn't require planning ahead, but if the group fights more or fewer encounters per level or finds any items or monster parts in hoards or other rewards, you'll have to adjust. This is unlikely to cause problems, but you might want to occasionally keep an eye on **Table 1** to be sure the party doesn't have too much or too little. For more information, see Gathering Ingredients on page 130.

## Step 3: Communicate With Your Players



Ask your players what sorts of items and imbued properties they want to create, and you can use that to help them guide the story towards opponents that meet the necessary requirements. For instance, if one of the characters is interested in creating a weapon imbued with lightning, you could let them hear a rumor about a dungeon haunted by electric monsters. If you want to see the requirements for refining and imbuing for yourself, you can check out Refining on page 134 and Imbuing on page 138.

## Step 4: Play the Game



Now all that's left is to play the game with the new system! As the adventurers defeat monsters, the players will have their characters make decisions about how to use the parts they acquire. All you have to do is keep giving them more parts, using the appropriate tables to do so, and they'll do the rest. Continue to keep in mind what sorts of refining and imbuing your characters are interested in pursuing so that you can make sure they have a chance to find the right sorts of monsters to accomplish their goals.







## MONSTER PARTS BASICS

The Monster Parts system introduces some new concepts to your game. After defeating monsters, characters harvest monster parts measured in gold piece value, which they can use to create and upgrade their gear. The Monster Parts system allows players to extract the full value of each of their kills and split up the gold piece value of their monster parts as they wish. For instance, a party of 17th-level characters who kill an ancient red dragon could use the parts to upgrade a single powerful item or spread the monster parts' value over several lesser items. The following basic rules will help you use the system.

### CONVERTING YOUR GAME

As you read these new rules, you might be in the middle of an ongoing campaign but excited to start using monster parts right away. These tips will help you convert your game to the new system with minimum fuss.

Your players might want to convert some of their magic items to monster part equivalents so they can upgrade them. This is not necessary—they could create new items instead—but the characters might want the benefits of being able to upgrade a favorite, pre-existing item. Any +1, +2, or +3 item with no other properties can be converted to a monster parts item with an equal +1,

+2, or +3 refinement level. You can also try to match an item's specific properties to a similar imbue. For instance, a *staff of fire* has similar (though not identical) properties to a staff with fire magic imbue 4. Use your best attempt to have an existing magic item match the abilities of an imbued item, but if the powers don't match exactly, that is fine as well.

### NAMING MONSTER PART ITEMS

The Monster Parts system gives the characters incredible flexibility when upgrading their items. As a result, there's more information you need to know about each item, as you and your players must track both the item's refinement bonus and its various imbued properties.

When necessary, you can indicate the level of the weapon's imbue level in parentheses. For example, a *+3 fire might (3) cold technique (6) longsword* is a magical longsword that has been refined to grant a +3 bonus to attack and damage rolls. It also has two imbued properties: fire might imbue 3 and cold technique imbue 6. Most times you can abbreviate this name or use a fanciful name based on the monsters whose parts you used to refine and imbue the item, such as "Blade of the Dueling Frostflame Dragons."

## BEHIND THE CURTAIN: ASSIGNING MONSTER PARTS

Presented on the next page are two ways to assign monster parts to your group. The first method, and the one that is guaranteed to be the most accurate, is to assign monster parts based on the total number of parts a character should gain over the course of a level. This method (outlined on **Table 1**) is roughly akin to the way treasure hoards already work. However, it's usually easier for you to assign monster parts on a per encounter basis, as this doesn't require as much advance planning. If you choose to use this method, **Table 2** on the next page assumes a roughly standard number of encounters per level, although you can easily adjust the results if your group typically plays through more or fewer encounters or if your group levels up based on milestones.

Whichever method you choose, you should assign monster parts based on the characters' overall progression rather than on a monster by monster basis. In other words, higher-level characters who defeat a group of low-level monsters should gain parts with a higher value than those they received at lower levels when they fought the same monster as an individual. From a narrative perspective, this occurs because the heroes are stronger, more experienced, and better able to preserve and harvest the most valuable parts of any monster they find.

Assigning monster parts this way is necessary because 5E scales XP significantly different than it does magic items. For example, at 6th level, you can normally craft a rare item for 5,000 gp, while at 17th level, you can craft a legendary item for 500,000 gp. That means it takes 100 times more gold pieces to craft an item at level 17 than it did at level 6. It stands to reason, then, that you'd need to receive about 100 times as much XP from a 17th-level encounter than a 6th-level one. If the party fights one wyvern at level 6, they should receive about 100 times as much value from six or seven wyverns at level 17. However, this is not the case: while a medium encounter at level 6 has 600 XP worth of monsters per character, a medium encounter at level 17 has only 3,900 XP worth of monsters per character. In other words, the XP increases by only about six-and-a-half times over the same level range! (Other discrepancies arise because in 5E the expected number of encounters shift across levels to keep more of the play happening in tier 2. However, this doesn't affect the overall math.)

Taken together, this means that monster parts must be assigned per encounter or per level, as assigning parts per monster would vary the rewards between two encounters of equivalent difficulty by a factor of up to several hundred. If you're wondering how it's possible for 5E to present individual treasure tables by challenge rating in the treasure chapter, the reason it works is that the value of those coins is so low compared to the overall value that the inconsistencies don't matter: all the real value, including the magic items, is found in treasure hoards, which are

## GLOSSARY OF TERMS

The following terms are used throughout this chapter, presented here so you can quickly look up their definitions without having to flip later in the chapter to their appropriate sections.

**Gathering** The process of collecting monster parts from the enemies you defeat.

**Imbued Property** A special benefit you add to an item, such as extra fire damage or the ability to cast a magic spell.

**Imbuement** The level or grade of an imbued property, from 1 to 6.

**Imbuement Path** A choice you make about what type of imbuement properties you want to add to an item, such as might or technique properties.

**Imbuing** The process of adding and improving imbued properties on items crafted from monster parts.

**Monster Parts** A new currency gathered from defeated monsters and used to refine and imbue items.

**Monster Parts Commerce Variant** The variant of the Monster Parts system, where trade in monster parts is a significant part of the economy. In this variant, monster parts make up some of the monetary treasure characters receive.

**Monster Parts Dabbler Variant** The variant of the Monster Parts system, where only a small amount of magical gear is derived from monster parts.

**Refinement Benefit** A benefit an item gains when refined to a certain level. A refined item gains a +1, +2, or +3 bonus, which is applied to attack and/or damage rolls (for a weapon, spellcasting focus, or handwraps) or to AC (for armor, shields, or bracers).

**Refining** The process of creating an item and improving its fundamental properties using more and more powerful monster parts. Refining an item grants it refinement benefits based on the item's type.

**Salvaging** The process of taking apart an item made from monster parts to recover some of the component parts.

**Transferring** The process of transferring monster parts from one refined item to another, granting the transferred benefits to the new item instead.

handed out on a per level basis. Since monster parts have a much higher value than individual treasure rewards, they need to work more like treasure hoards do, coming in over the course of a level, either per encounter or via another metric you choose.

By moving treasure from hoards into monster parts that characters can harvest after each encounter, the system allows a progression that works a little more like XP, where the players track their progress and have a good sense of when they're close to "leveling up" their items. The system also allows you and your players to work together to customize their treasure in a way similar to how players build their characters. The players can look through the different imbued properties and choose ones that fit their character's story, instead of relying on randomly-generated treasure or on you as the GM to determine what sorts of treasure their characters should receive.





## GATHERING INGREDIENTS

The first step in upgrading items with monster parts is gathering suitable parts, of which you can find by defeating monster, trading parts, or even negotiating with friendly creatures for a feather or two.

### GATHERING DETAILS

After each battle, the characters can spend 10 minutes gathering parts from the monsters they defeated. The time it takes to gather parts usually does not depend on how big or numerous the monsters were. However, the GM might decide that a battle with particularly enormous or numerous monsters requires multiple 10-minute increments to gather all the parts. Gathering monster parts always succeeds, and higher-level characters automatically know how to gather the most valuable parts. Monster parts vary in weight based on the original monster but tend to be extremely bulky. While the monster parts of a Small creature weigh only a pound, the parts from a Medium creature weigh around 10 pounds, the parts from a Large creature might weigh 20 pounds, 40 pounds for a Huge creature, and 80 pounds or more for a Gargantuan creature. As such, it is usually a good idea for characters to use the parts quickly by upgrading their items via refining and imbuing.

While many monster parts are gathered by harvesting them directly from monster corpses, most campaigns will also include opponents that are not usually sources of parts (such as humanoid foes). These foes might instead carry refined items that the characters can use or salvage for their own equipment. For instance, a dinosaur-riding knight might wear a triceratops-crest shield that acts as a +2 *shield* (which can be either used as a shield or broken down for 2,700 gp worth of parts). Monsters might even carry unrefined monster parts, such as an army of orcs who march under a medusa's head as their war banner (usable as 300 gp of medusa parts).

### ADJUSTING MAGIC TREASURE

The Monster Parts system allows a steady flow of powerful magic weapons, armor, and spellcasting focuses—staves, holy symbols, bardic instruments, and so on—to enter the game. As a result, fewer magic items should be given out as treasure to avoid unbalancing the game.

When rolling for random treasure or using the treasure hoards from a published adventure, you should ignore most references to the following types of magic items: weapons, armor, shields, bracers, rods, staves, wands, and other items that can be used as a spellcasting focus (instruments, orbs, totems, amulets, holy symbols, and so on). Of course, if a



particular magic item is integral to an adventure's plot, you can keep it, or rebuild it using the Monster Parts system. If you generate treasure using neither a published adventure nor a random table, consider removing one-third to one-half of the magic items you would otherwise hand out.

## MONSTER PARTS VALUE

When harvesting ingredients from monsters, the party collects monster parts valued in gold pieces (such as 30 gp worth of winter wolf parts). However, it's generally not necessary to know what piece of a monster was harvested. While a player might announce their intention to keep a monster's head or extract a tooth, this need not affect the nature of the items created.

It's recommended that characters be allowed to allocate and spend monster parts shortly after harvesting them. If a character doesn't use their parts right away, the player should track the monster parts they found for future use. For instance, after encountering a pack of winter wolves, the players might note that they recovered 60 gp worth of winter wolf parts for future use.

As the GM, you determine the value of the monster parts the party finds. To determine the total value of monster parts adventurers should gain over the course of a level, use **Table 1: Monster Parts Value per Character (Full Level)**. If you want to hand out monster parts on a per encounter basis, instead use **Table 2: Monster Parts Value per Character (Single Encounter)**.

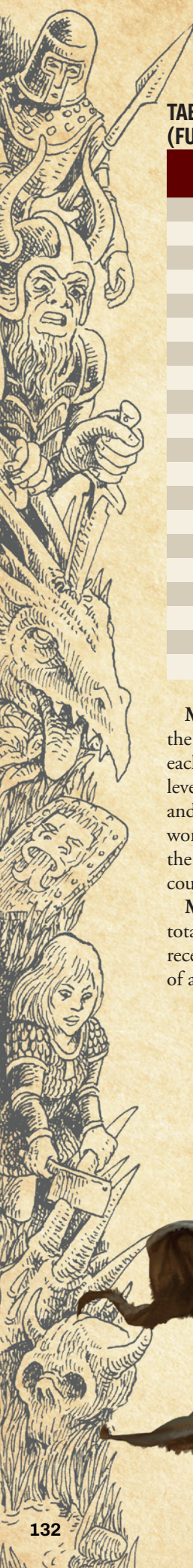
Assuming you use monster XP for level advancement, **Table 2** approximates the number of monster parts each character should receive if they face 7 to 15 medium combat encounters per level (typically closer to 7 in tier 1, closer to 15 in tier 2, and closer to 10 in higher tiers). If your characters level up at a slower or faster rate, or if you use milestones or some other leveling system, you might want to adjust the number of monster parts harvested per monster to match your style of play. For instance, if your group typically gains a level after five combat encounters in tier 3 or 4, you should double the number of monster parts per encounter. If your group needs 20 encounters to advance a level, you should halve the monster parts they receive instead. Each level aims to give out a number of monster parts within 50 percent of the amount listed for the party's level on **Table 1**. If you give out too much or too little, it won't break the game; your party may have slightly more or fewer magic items than expected, but 5E doesn't require you to have a specific amount of magic gear at a given level. Whatever you do will probably work out fine!

Remember to talk with your players about the kinds of items they are interested in refining and which imbued properties they want to add to those items. Doing so will get them excited about the sorts of monsters they might face. Even random monsters now present the possibility of building toward a new and exciting ability should increase engagement even from players who might have little interest in encounters that otherwise do little to progress the story.

## WHAT MAKES A MONSTER?

The Monster Parts system works no matter how you define a monster, but in most cases, humanoids such as humans, elves, or orcs aren't a source for parts. Only evil groups, for example, would wear leather armor made of tanned human skin! Similarly, while nothing prevents characters from killing an angel for its parts, most groups would likely balk at murdering a being of pure goodness. At the same time, characters who befriend an angel or similar creature might convince it to part willingly with some portion of its feathers, scales, or hair. A single angel feather freely given to a worthy ally might contain as much power as the wings cut from that same angel's corpse. Since this system only measures the value of the monster parts and not their volume, you are free to make the decisions that work best for your situation.





**TABLE 1: MONSTER PARTS VALUE PER CHARACTER (FULL LEVEL)**

Level	Monster Parts per Character	Monster Parts Net Total
1	50 gp	50 gp
2	65 gp	115 gp
3	85 gp	200 gp
4	100 gp	300 gp
5	300 gp	600 gp
6	400 gp	1,000 gp
7	750 gp	1,750 gp
8	1,000 gp	2,750 gp
9	1,250 gp	4,000 gp
10	2,000 gp	6,000 gp
11	3,000 gp	9,000 gp
12	5,000 gp	14,000 gp
13	7,000 gp	21,000 gp
14	10,000 gp	31,000 gp
15	14,000 gp	45,000 gp
16	30,000 gp	75,000 gp
17	50,000 gp	125,000 gp
18	75,000 gp	200,000 gp
19	150,000 gp	350,000 gp
20	250,000 gp	600,000 gp

**Monster Parts per Character:** This column represents the average amount of monster parts of any variety that each character should receive over the course of a single level. For example, if there are five characters in the party and they are all 6th level, you should give out 2,000 gp worth of parts (the number of characters multiplied by the monster parts per character, or 5 x 400 gp) over the course of that level.

**Monster Parts Net Total:** This column represents the total value in monster parts a character is expected to receive from the beginning of their career until the end of a specific level, assuming they don't spend any parts.

**TABLE 2: MONSTER PARTS VALUE PER CHARACTER (SINGLE ENCOUNTER)**

Level	Easy	Medium	Hard	Deadly
1	3.5 gp	7 gp	10.5 gp	14 gp
2	4.5 gp	9 gp	13.5 gp	18 gp
3	6 gp	12 gp	18 gp	24 gp
4	7.5 gp	15 gp	22.5 gp	30 gp
5	10 gp	20 gp	30 gp	45 gp
6	13.5 gp	27 gp	40 gp	60 gp
7	25 gp	50 gp	75 gp	115 gp
8	33 gp	67 gp	100 gp	150 gp
9	41 gp	83 gp	125 gp	190 gp
10	66 gp	133 gp	200 gp	300 gp
11	150 gp	300 gp	450 gp	675 gp
12	250 gp	500 gp	750 gp	1,125 gp
13	350 gp	700 gp	1,050 gp	1,600 gp
14	500 gp	1,000 gp	1,500 gp	2,250 gp
15	700 gp	1,400 gp	2,100 gp	3,150 gp
16	1,500 gp	3,000 gp	4,500 gp	6,750 gp
17	3,000 gp	5,000 gp	7,500 gp	11,250 gp
18	3,750 gp	7,500 gp	11,250 gp	17,000 gp
19	7,500 gp	15,000 gp	22,500 gp	33,750 gp
20	12,500 gp	25,000 gp	37,500 gp	56,250 gp

**Low, Medium, Hard, and Deadly:** Each column represents the value of monster parts to reward characters after an encounter of the given difficulty. Higher-level PCs are better able to extract the most valuable pieces of each monster. Thus, higher-level PCs might gain significantly more valuable parts after defeating several of the same monster than they did at lower levels when encountering that monster alone.

You are free to decide how to best distribute the value of parts among the monsters present in each encounter. If all the monsters are about the same challenge rating, you can simply divide the parts evenly. If one monster is of a higher challenge rating than the others, it might produce a greater share of parts. You might distribute parts in other ways, depending on the situation, or to allow the PCs find more of the parts they need for their next refinement or imbuement.

The Single Encounter table (**Table 2**) distributes monster parts at roughly the same rate as the characters gain experience from defeating monsters in combat. However, depending on how you award XP and what other treasure the PCs find, the value might become skewed over the course of play. While the Full Level table (**Table 1**) more accurately reflects the amount of monster parts characters should receive over the course of their careers, **Table 1** is easier and more convenient to use when building encounters. Depending on your play style, you can use either table (or both) and still achieve consistent results.

Some parties require encounters of a difficulty greater than deadly to challenge the characters, particularly at higher levels. If the party tackles an encounter beyond deadly, consider rewarding the characters commensurately more monster parts.



## ADJUSTING PUBLISHED ADVENTURES

GMs using the Monster Parts system can refer to the Single Encounter table (**Table 2**) when adjusting prepublished adventures. Simply add the listed value of monster parts to the treasure of each encounter, then subtract a similar amount of magical treasure (typically magic weapons, armor, shields, bracers, and spellcasting focuses). If you're using either of the variant systems described later in this chapter, keep that in mind when altering treasure. For example, if you're using the Monster Parts Dabbler variant, remove only one-fourth of the treasure that you would normally remove (or none at all, if you don't mind giving out more treasure). If you're using the Monster Parts Commerce variant, remove half the monetary treasure (coins, gems, and art objects) in addition to the magic items you remove.

## BUYING, SELLING, AND TRADING PARTS

Monster parts typically aren't sold on the open market. While a collector might occasionally send the adventurers on a quest to find specific parts (for which they'll pay 50 to 100 percent of their gold piece value), other monster parts are either unsalable or worth only 10 percent of their gold piece value. There simply aren't many takers for smelly, rotting monster pieces! Similarly, characters will have a hard time finding monster parts for sale, although a dusty taxidermy shop in a large town might offer 1d6 random parts from monsters appropriate to the party's level (and charge 100 percent of the parts' gold piece value).

If the characters harvest monster parts that aren't useful for any item they want to refine or imbue, the GM might allow them to trade some of their findings with other adventurers for parts they can use.

## VARIANT: MONSTER PARTS DABBLER

The Monster Parts Dabbler variant is for groups that want to build a few items out of monster parts but otherwise use normal treasure. Perhaps only one or two players are interested in harvesting monster parts while the others ignore the system, or maybe your players and their characters want to harvest monster parts from only the most ferocious foes. With this variant, instead of monster parts items making up a good portion of each character's gear, the characters end up with only one or two monster parts items across the entire party, each with only moderate levels of imbuing.

In the Monster Parts Dabbler variant, the value of monster parts that characters receive is only one-fourth of that listed on the tables above. In exchange, instead of removing all weapons, armor, shields, bracers, and spellcasting focuses from the treasure characters find, remove one-fourth of them instead. Alternatively, you can leave the other treasure unadjusted and simply give out the monster parts on top of everything else, leaving the characters with a bit more treasure and magical firepower than they might normally possess.

If you're running the Monster Parts Dabbler variant

and players become increasingly engaged with the system, you can transition to the full Monster Parts system at any time. In this case, simply start reducing the weapons, shields, armor, bracers, and spellcasting focuses the party finds and give the characters a normal amount of monster parts instead.

## VARIANT: MONSTER PARTS COMMERCE

In a standard campaign, monster parts are rarely bought and sold. In a Monster Parts Commerce campaign, monster parts are highly sought after by spellcasters and guilds of alchemists. Monster parts can typically be sold for at least half their value, and characters can trade monster parts on a one-for-one basis or even purchase them outright (although usually not in the quantity they might desire).

In such a campaign, since monster parts are a form of wealth, the GM should halve the monetary rewards (coins, gems, and art objects) found in treasure, in addition to removing magic weapons, armor, shields, bracers, and spellcasting focuses.





## REFINING

The first step in creating an item out of monster parts is refining the item. At its most basic level, refining monster parts into an item allows you to create a mundane weapon, handwraps to boost unarmed attacks, a piece of protective equipment, or a spellcasting focus out of those parts. Creating a mundane item costs the normal amount for an item of that type. For instance, it takes 10 gp worth of monster parts to make a shortsword, so you could slay a bulette and build a shortsword from its teeth with plenty of materials to spare.

Refining an item further makes the item magical (for the purposes of overcoming a creature's damage resistance), then grants the item a +1, +2, or +3 bonus. Magic weapons apply this bonus to attack and damage rolls made with the weapon. Magic handwraps apply this bonus to attack and damage rolls with unarmed attacks. Magic spellcasting focuses apply the bonus to spell attack rolls only (not damage rolls). Magic armor, shields, and bracers apply the bonus to the wearer's AC.

Refining also allows the item to be imbued with additional powers (see Imbuing on page 138), with the total number depending upon the item and its refinement.

To refine an item, a character first gathers monster parts that meet the requirements listed in the item's refining entry (see Refining Weapons and Handwraps, Refining Armor

and Shields, Refining Bracers, and Refining Spellcasting Focuses on page 136) and combines them to create the item. The character can then refine the item further, increasing its power. Since they're using monster parts to build the item, a character can't normally replicate an item made from a particular material (such as mithral), nor can they use this process to refine a magic item not already made from monster parts. However, you as the GM might rule that some pre-existing items can be further modified, especially if you're switching to the Monster Parts system mid-campaign, as long as the item has a simple + bonus with no other properties. For example, if a character has a +1 *wand of the war mage* and wants to start using the Monster Parts system, you could allow them to treat the wand as a spellcasting focus with a refinement of +1.

Because armor and shields refined from monster parts usually aren't metal, they bypass a druid's restriction against wearing metal armor and shields, affording such characters a small but noticeable improvement to their survivability. If your group wishes to maintain the status quo for druids, limit druids to base armors that don't normally contain metal.

To save the trouble of tracking which monster dropped which parts in what quantities over time, it's recommended that GMs allow characters to use monster parts to refine



items during a long rest. The party can then gain the benefits of any new refinements immediately without waiting to spend downtime. However, if the GM prefers, they may decide that the creating and upgrading monster parts items must be done as a downtime activity. In this case, a common item takes 1 week to refine, 2 weeks for an uncommon item, 10 weeks for a rare item, 25 weeks for a very rare item, and 50 weeks for a legendary item. Discuss with your group and decide what works best for the story you want to tell.

If a party doesn't use harvested monster parts immediately after gathering them, it's good practice to record the type of monster the parts came from, as well as their value (noting, for example, "60 gp worth of mimic parts"). Later, when a character wants to refine or imbue an item requiring a specific monster ability, you can reference your notes to ensure the monster parts can be used for the item. Players can also add monster parts to an item continuously without having to reach a refinement threshold. When doing so, simply add the value of the parts to your item and keep track of the item's current value.

While there's no need to keep track of every monster that provided the parts you used to refine your items, you might want to consider noting particular powerful or memorable monsters by changing the item's name to incorporate the monster's name, typically appended at the end. For instance, if you incorporated troll parts into your greatsword, you might add "of the troll" or "trollbane" to the end of the item's name. If you incorporated ancient red dragon parts, you might add "of the crimson wyrm."

## REFINING DETAILS

The six main categories of items you can refine are weapons, handwraps, armor, shields, bracers, and spellcasting focuses. You can refine such items using monster parts, causing the item to increase in value. Refined items confer new benefits when the total value of monster parts used to refine them reaches set thresholds. Use **Table 3** and **Table 4** to determine the total value of monster parts needed to refine your items. In addition to these specific benefits, increasing an item's refinement level also increases your options when imbuing the item (see page 138).

**TABLE 3: REFINEMENT COSTS FOR WEAPONS, HANDWRAPS, SHIELDS, AND SPELLCASTING FOCUSES**

Monster Parts Cost	Benefit	Magic Item Rarity	Character Level Req.
30 gp	Magical, 1 imbued property	common	1
270 gp (300 gp total)	+1	uncommon	3
2,700 gp (3,000 gp total)	+2	rare	6
27,000 gp (30,000 gp total)	+3, 2 imbued properties (except shields)	very rare	11

**TABLE 4: REFINEMENT COSTS FOR ARMOR AND BRACERS**

Monster Parts Cost	Benefit	Magic Item Rarity	Character Level Req.
300 gp	Magical, 1 imbued property	uncommon	1
2,700 gp (3,000 gp total)	+1	rare	3
27,000 gp (30,000 gp total)	+2	very rare	6
270,000 gp (300,000 gp total)	+3	legendary	11

**Monster Parts Cost:** This column shows the value of monster parts necessary to upgrade an item to a specific level of refinement. In parentheses is the number required to refine a nonmagical item up to this level of refinement. For instance, raising +2 armor to +3 armor costs 270,000 gp. Turning nonmagical armor into +3 armor costs 300,000 gp (300 gp + 2,700 gp + 27,000 gp + 270,000 gp).

You can invest monster parts into an item without reaching a refinement threshold. For instance, you could refine 300 gp worth of monster parts into a spellcasting focus that already had a +1 bonus. You'd still have a +1 focus, but you'd only need 2,400 gp more monster parts, instead of 2,700 gp, to reach a +2 bonus.

**Benefit:** Any item that has been refined to the first refinement level or higher becomes magical. It can be identified using the rules for identifying magic items, and it is considered magical for the purposes of durability or of bypassing resistance or immunity to nonmagical weapons. (For example, a magic weapon deals full damage to gargoyles, and a magic shield can't be damaged by a black pudding's pseudopod.)

When refining an item to a higher level, the refined item becomes a +1, +2, or +3 item. It grants a permanent refinement bonus to attack and/or damage rolls or to AC.


In addition, an item requires a certain level of refinement in order to accept an imbued property (see *Imbuing*, page 138). Weapons, handwraps, and spellcasting focuses can hold a second imbued property at higher levels of refinement (see *Imbuing Weapons, Handwraps, and Spellcasting Focuses and Imbuing Armor, Bracers, and Shields* starting on page 139).

A character can gain the benefits of a weapon, handwraps, armor, or shield's refinement without attuning to the item. However, attunement is required for bracers and spellcasting focuses. Attunement is also required in order to gain the benefits of an item's imbued properties for all six categories. For example, a +2 *fire might (3) longsword* functions as a +2 *longsword* when wielded by a character who isn't attuned to it. The ability to gain partial benefits from an item without attuning to it is an exception to the normal rules for attunement.

**Magic Item Rarity:** This column lists what the item's rarity would be if it were a magic item of roughly equivalent power. In most cases, this information is irrelevant to the Monster Parts system, but it could be







useful in campaigns that feature a mix of magic items and monster parts items.

**Character Level Requirement:** Any character can invest monster parts into an item and raise its refinement level. However, if a character doesn't meet the level requirement for a particular refinement, they can't refine the item to that level. For instance, a 1st-level character can refine a magic weapon to the first refinement, but they can't refine magic armor to any of its refinements.

You can combine item creation and refinement into a single step. If you do so, simply pay the total value of both the initial item being created and the refinement. For instance, you could refine a set of manticores spikes into a magical war pick named Hotspur all in one step using 35 gp worth of monster parts (5 gp for the creation of the war pick and 30 gp for the first refinement).

## REFINING WEAPONS AND HANDWRAPS

To refine a weapon, you need monster parts from a monster with a natural weapon, such as a claws or bite attack, that matches the weapon's damage type (bludgeoning, piercing, or slashing). If a weapon deals more than one of these damage types, you can use monster parts from monsters with natural weapons matching any of the weapon's different damage types. Refining a weapon grants a bonus to attack rolls and damage rolls.

Handwraps function similarly to weapons, except that they grant their bonus to attack and damage rolls with all of your unarmed attacks, such as natural weapons and unarmed strikes. Because they work with any sort of unarmed attack, you can use monster parts from a monster with any kind of natural weapon to refine handwraps.

## REFINING ARMOR AND SHIELDS

You can use monster parts to refine a suit of armor or a shield, though shields take fewer parts to refine than armor. In order to be suitable for armor or a shield, a monster must have natural armor (if a monster has natural armor, "natural armor" is noted in parentheses after the monster's Armor Class value). The monster's body must provide suitable materials: skin for leather and hide armors, or components like bones or horns for shields and armor typically made of metal.

A shield or armor's refinement bonus is added to a creature's AC while they wear the armor or use the shield.

## REFINING BRACERS

A character can use monster parts to create magic bracers (or gauntlets or gloves). In order to be suitable for bracers, a monster must have natural armor (if a monster has natural armor, "natural armor" is noted in parentheses after the monster's Armor Class value). Bracers are particularly good choices for characters that don't normally wear armor (such as wizards and monks). Magic bracers must be attuned to gain their refinement benefits, unlike most other items.

The refinement bonus of bracers is added to the wearer's AC, but only while the wearer is not wearing armor or using a shield.

## REFINING SPELLCASTING FOCUSES

Spellcasting focuses vary by class but include amulets, crystals, emblems, musical instruments, orbs, reliquaries, rods, sprigs of mistletoe, staffs, totems, and wands.

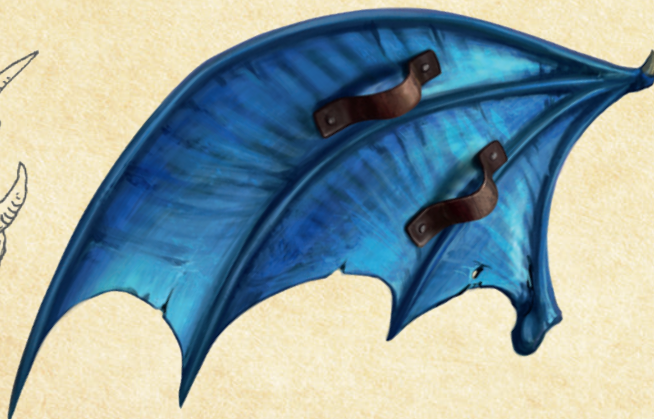
Spellcasting focuses tend to be personal to their creator. Nearly any monster part can be incorporated in any focus: a bone could form a staff, a feather could top a wand, a preserved eye could be used as an amulet, and a lute could be strung with ligaments, hair, or spider silk. The player doing the refining should take the lead on describing the spellcasting focus.

When a player creates a spellcasting focus, they must specify its type (a *+1 holy symbol*, for example, or a *+2 musical instrument*). In order to benefit from a spellcasting focus's refinement or imbuelements, a character must be attuned to the spellcasting focus and must have a class feature that allows them to use that type of item as a spellcasting focus. For instance, a cleric can use a holy symbol as a spellcasting focus, but a wizard can't. A character gains the item's benefits on any spell they can normally cast using this focus, and also for any spells that they cast directly from the item (such as a spell granted by the focus's imbuelement).

A spellcasting focus's refinement bonus is added to spell attack rolls (but not damage rolls) made while wielding the focus.

## EXAMPLE OF REFINING

The party's 7th-level fighter recently lost their favorite weapon, so they want to refine an amazing longsword from the claws of a wyvern the party just defeated (a medium encounter for three 7th-level adventurers). The party gathers 150 gp worth of parts from the wyvern, and the fighter convinces the other characters to let them keep the full amount so they can replace their weapon. Added to the wyvern parts they found earlier in the day, and the fighter has 315 gp worth of wyvern parts. Because the wyvern's claws deal slashing damage, the fighter can use the claws to refine their longsword. They combine the steps of creating a mundane longsword and refining the sword, so they pay the 15 gp for the longsword first and put the remaining 300 gp value into the longsword's refinement. The first 30 gp of the refinement makes the item magical and allows the fighter to add one imbued property. The longsword becomes a *wyvern claw longsword*, with 270 gp worth of



monster parts remaining. The fighter decides they want their longsword to gain the next refinement (costing 270 gp), so they apply the remaining monster parts to the longsword, turning it into a *+1 wyvern claw longsword*.

In addition, the fighter is particularly excited about adding an imbued property to the weapon, as the party also recently defeated several fire elementals. The fighter now has fiery plans for what comes next for their weapon (to see the fighter's next steps, check out Example of Imbuing on page 139).

## SALVAGING & TRANSFERRING

Sometimes you'll come across refined items during your travels. When you do, you typically have a decision to make: do you salvage the item or decide to keep it and refine it further? Salvaging an item deconstructs the item into monster parts that can be used for the same type of refining or imbuing. When salvaging, you can extract 90 percent of the value of its refinement and imbued properties during a long rest. For example, a *+1 fire might (2) greataxe* with 300 gp worth of parts spent to refine it and 300 gp of parts spent to imbue its fire properties has a total value of 600 gp of parts. Salvaging would recover a total of 540 gp worth of monster parts. The salvaged 270 gp from the item's refinement could be used to refine a different slashing weapon, and the salvaged 270 gp from its fire properties could be used to imbue fire properties into a different item.

On the other hand, you might want to keep an item's refinement and imbued properties but transfer them to another item of the same type. For instance, a rogue who finds a morningstar might wish to transfer its refinement and imbued properties to a rapier. Transferring allows you to move the full value of one item's refinements and imbuelements onto another. To transfer the refinement value or an imbued property from one item of the same type (weapon, handwraps, armor, shield, bracers, or spellcasting focus) to another, first choose what to swap: the refinement value, the value of one or more of the imbued properties, or both. In order to successfully transfer refinement or imbuelements, the two items must have compatible requirements for the type of monster parts they need. For instance, you couldn't transfer refinement from a bludgeoning weapon to a slashing weapon because they have different requirements. If all these conditions are met, you can swap the refinements or imbued properties.

For our example rogue, if they had a *+1 cold might (2) rapier*, and they wanted to transfer the *+2* refinement from a *+2 morningstar* to the rapier and keep the rapier's imbued property, they could do so since both the rapier and the morningstar deal piercing damage. After a long rest and with the transfer complete, the rapier would become a *+2 cold might (2) rapier*, and the morningstar would become a *+1 morningstar*. On the other hand, if the fighter insisted that instead of transferring the refinement value to the rapier, the group should transfer the cold imbued property onto the morningstar, the morningstar would become a *+2 cold might (2) morningstar*.

## VARIANT: REFINING SPECIFIC MAGIC ITEMS

Normally monster parts can only be used to make items with refinements and imbued properties as described in this chapter. However, it's possible that a character might learn the formula for making other 5E magic items, using monster parts instead of their normal ingredients. This is entirely at the discretion of the GM. This variant doesn't allow characters to make any magic items they want: instead, a formula for making a specific item can be given out as a form of treasure.

Typically, characters will learn the formula for making specific armors, weapons, shields, bracers, and spellcasting focuses using monster parts harvested from a certain creature. For instance, a character might learn how to use gorgon plates to create an item that mimics an adamantine breastplate, or dragon hide to create dragon scale mail. A character might even learn a more esoteric formula, allowing them to create a wondrous item or other magic item, such as using a lich's phylactery to create a *talisman of ultimate evil*.

A character can allocate monster parts towards the creation of a special item in the same way as refining monster parts into a mundane item. The prices for doing so are outlined on **Table 5** and are in keeping with the usual costs for crafting during downtime. Note that these prices are higher than the cost of refining an item since a specific item might have both a bonus and additional special abilities, like an item that has been both refined and imbued.

TABLE 5: COSTS FOR SPECIFIC MAGIC ITEMS

Magic Item Rarity	Monster Parts Cost
Common	100 gp
Uncommon	500 gp
Rare	5,000 gp
Very rare	50,000 gp
Legendary	500,000 gp

As an example, a character could use 50,000 gp of dragon parts to create a set of very rare dragon scale mail.

A character could also learn the formula for a consumable item such as a potion or an arrow. The cost for creating such an item would be the same as that listed on **Table 5** but would yield 2 (1d3) items. For instance, monster parts harvested from a troll could be used toward the creation of 1d3 uncommon *potions of greater healing*, or 5,000 gp of red dragon parts could be used to create a rare *flame tongue*. Other than creating a specific item rather than refining and imbuing a custom item, the rules work the same as for any other monster parts item.





## IMBUING

Once you've refined an item and made it magical, you unlock the ability to imbue it with powerful unique abilities. Imbuing an item follows a process similar to refining: simply add monster parts that meet the requirements for the imbued property you want to add to the item.

### IMBUING DETAILS

Unlike refining, which grants a set benefit depending on the item's type, you can choose from several imbued properties when you imbue an item. Each imbued property (good, fire, winged, and so on) has a list of six increasingly powerful benefits, called imbuements, which you can add to an item one by one. These properties and imbuements are listed in the next section, Imbued Properties.

Some imbued properties, like fire, can be added only to weapons, handwraps, and spellcasting focuses. Others, like wisdom, can be added only to armor, shields, bracers, and spellcasting focuses.

Some imbued properties have multiple upgrade paths, allowing you to customize your item to match your personal playstyle. Each upgrade path must be purchased separately at full price. For instance, the fire imbued property has three upgrade paths: magic, might,

and technique. When you choose the fire imbuement property, you must choose one of these upgrade paths. If the item can have two imbued properties, you can imbue an item with two upgrade paths from either the same imbuement property or a different one.

You can't use monster parts if they don't meet the requirements for the imbued property. For example, if you're imbuing a cold property, you can't use parts from a monster that doesn't have cold resistance or immunity or can't deal cold damage. Track the value invested into each imbued property and path separately from each other and separate from the monster parts you use to refine the item. Continue adding value to the imbued property as you use more parts to imbue the property, just like with refining. When you reach the values specified on **Table 6: Imbuement Costs**, the imbued property increases in power, granting increased benefits to the item. These benefits are cumulative, and you can keep adding value to increase the imbued property's level further and gain more benefits. You must pay for a lower benefit before you can gain a higher benefit.

While you don't need to be attuned to an item (except bracers and spellcasting focuses) to gain the benefit of refining, you do for imbued properties. Until you attune to an item, you don't gain the benefit of any of its imbuements.



**TABLE 6: IMBUEMENT COSTS**

Monster Parts Cost	Benefit	Character Level Requirement
50 gp	Imbuement 1	1
250 gp (300 gp total)	Imbuement 2	3
700 gp (1,000 gp total)	Imbuement 3	5
2,000 gp (3,000 gp total)	Imbuement 4	8
27,000 gp (30,000 gp total)	Imbuement 5	11
270,000 gp (300,000 gp total)	Imbuement 6	17

**Monster Parts Cost:** The Cost column shows the value of monster parts necessary to upgrade an item to a specific imbuement on a certain imbued property. The total value of monster parts required to gain the specified imbuement is in parentheses. For instance, turning a *+1 staff* with no imbued property into a staff with fire might imbuement 4 costs 3,000 gp (50 gp + 250 gp + 700 gp + 2,000 gp).

As with refinement, you can invest monster parts into an item without reaching an imbuement threshold. For instance, you could imbue 50 gp worth of monster parts into a wand that already had fire might imbuement 1. You'd still have a *fire might (1) wand*, but you'd only need 200 gp more monster parts (instead of 250 gp) to reach fire might imbuement 2.

**Benefit:** Each imbued property has a list of six imbuements you add to an item, in order, over the course of imbuing the item. Descriptions of each imbuement are found in the Imbued Properties section.

**Character Level Requirement:** Any character can invest monster parts into an item and raise its imbuement. However, if a character doesn't meet the level required for a particular imbuement, they can't imbue the item to that level. For instance, a 1st-level character can only imbue their *magic staff* to the first imbuement level, and an 8th-level character can imbue their magic sword to at most the fourth imbuement.

## UPGRADE PATHS

Some imbued properties, especially imbued properties intended for weapons and spellcasting focuses based on a specific damage type or theme, have multiple upgrade paths. These upgrade paths reflect the different ways you can adjust the imbuing process. In general, when an imbued property has multiple paths, it will have three paths: magic (emphasizing thematic spells), might (emphasizing direct damage), and technique (emphasizing special effects). If a weapon is capable of holding multiple imbued properties, you can apply the same imbued property to the weapon multiple times so long as you choose a different upgrade path each time. Each time you do so, it uses up one of your item's slots for an imbued property.

## IMBUING WEAPONS, HANDWRAPS, AND SPELLCASTING FOCUSES

A refined weapon, set of handwraps, or spellcasting focus can be imbued with one property of any imbuement level. A *+3* weapon, handwraps, or focus can be imbued with up to two different imbued properties. These imbued properties can be in any combination of property and upgrade path, so long as they are allowed for the item in question. For instance, a weapon refined to *+2* could be given two imbued properties, such as fire might and lightning might, or fire might and poison technique. It could not be imbued with Dexterity because that imbuement property can't be applied to weapons. An item can't gain the same upgrade path (such as fire might) more than once.

## IMBUING ARMOR, BRACERS, AND SHIELDS

A refined suit of armor, set of bracers, or shield can be imbued with one property. Armor, bracers, and shields can't have more than one imbued property, unlike weapons and spellcasting implements.

## EXAMPLE OF IMBUING

The party's 7th-level fighter just refined a *+1 wyvern claw longsword* out of wyvern parts (see Example of Refining on page 136). Realizing they could also imbue a property, they decided the only thing better than a *+1 wyvern claw longsword* is one that's on fire! Fortunately, the group recently defeated enough fire elementals to gain 600 gp worth of parts. Since the elementals have fire resistance/immunity or an attack or spell that deals fire damage (they have both!), the fighter imbues some of the parts into their longsword, choosing to imbue the property of fire. The fighter has three choices of path for this imbued property and chooses the path of might. Imbuing 300 gp of parts buys imbuement property 1 and 2 and lights the wyvern claw longsword aflame! The weapon gains the Fire Strike and Fire Critical abilities, allowing it to deal an extra 1 fire damage on a hit and an extra 1d6 fire damage on a critical hit. The final weapon is a *+1 fire might (2) wyvern claw longsword*. Furthermore, the fighter has 300 gp worth of fire elemental parts remaining, which they can invest in the sword for the future or use on a different item. It's usually easiest to invest the parts right away to make sure you remember to use them, so the fighter decides to invest them in the longsword, progressing it along to the next imbuement level.

Alternatively, the fighter could decide to spend the fire elemental parts to make the longsword a *+1 fire magic (2) longsword*, allowing it to cast *produce flame* and *burning hands*, or a *+1 fire technique (2) longsword* that can light objects and foes alike on fire with its Firestarter ability.

Note that the fighter couldn't use the fire elemental parts to continue refining the longsword since a fire elemental's slam attack deals fire damage, and slashing damage is required to refine a longsword. It might be time for the party to seek out a nasty troll or other clawed beast!



## IMBUED PROPERTIES

The following 28 imbued properties are available when imbuing items with different kinds of monster parts.

### USING AN IMBUED ITEM

To cast a spell or use an ability granted by an imbued property on a weapon, shield, or spellcasting focus, you must be holding the item. To cast a spell or use an ability granted by armor, bracers, or handwraps, you must be wearing the item. In either case, you need to attune to an item to use its imbued properties.

## SPELLCASTING

Some imbued properties let you cast spells from the item. When you cast a spell from an item, the spell requires no components. It is cast with its normal casting time, range, and duration unless specified otherwise. You must concentrate if the spell requires concentration unless otherwise noted. The DC for such a spell is 8 + your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier. The attack bonus for such a spell is your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier.

Many imbued properties let you cast spells from the item and also give the item charges. To cast this spell from the item, you must expend a number of charges equal to the spell's level. You can expend additional charges to cast the spell at one level higher per additional charge, up to a maximum spell level of half your character level (rounded up). The item regains all expended charges daily at dawn. Charges gained from multiple imbued properties are added together, and any of the item's charges can be used to cast any spell from the item's imbued properties that require charges. For example, if your weapon has *fire magic 3* (6 charges) and *cold magic 3* (6 charges) properties, it has 12 total charges.

### DAILY ABILITIES

If an imbued property specifies that you can cast a spell or use an ability a certain number of times per day, then all uses of the spell or ability refresh daily at dawn. In this case, the spell or ability requires no charges.

### HITS AND CRITICAL HITS

Some imbued properties cause an effect on a hit or critical hit. In order for this effect to occur, the hit must be made by an attack using the weapon (if the item is a weapon), an unarmed attack (in the case of handwraps), or a spell using the item as a focus (if the item is a spellcasting focus). Extra damage dice that are dealt on a critical hit are not doubled; they are added after doubling.

### DEALING DAMAGE

Some imbued properties cause an effect when you deal damage or when a creature takes damage. In order for this effect to occur, the damage must be dealt by an attack using the weapon (if the item is a weapon), an unarmed attack (in the case of handwraps), or a spell using the item as a focus (if the item is a spellcasting focus). Some imbued properties deal extra damage when you hit with a weapon or deal damage with a spell. A spell can't deal extra damage to a single creature more than once. For example, if you hit the same target multiple times with a single casting of *magic missile* or *scorching ray*, the



**TABLE 7: IMBUED PROPERTIES**

Name	Type	Monster Parts Requirement
Acid	Focus, handwraps, or weapon	Resists or deals acid damage
Bane	Handwraps or weapon	Bane creature type
Chaotic	Focus, handwraps, or weapon	Aberration, demon, or fey
Charisma	Armor, bracers, focus or shield	Charisma highest or second highest
Cold	Focus, handwraps, or weapon	Resists or deals cold damage
Constitution	Armor, bracers, focus or shield	Constitution highest or second highest
Defense	Melee weapon or handwraps	Reaction triggered by attack or damage
Dexterity	Armor, bracers, focus or shield	Dexterity highest or second highest
Energy Resistant	Armor, bracers, focus or shield	Resists chosen damage type
Evil	Focus, handwraps, or weapon	Fiend or celestial
Fire	Focus, handwraps, or weapon	Resists or deals fire damage
Force	Focus, handwraps, or weapon	Resists or deals force damage, Etherealness, or Incorporeal Movement
Good	Focus, handwraps, or weapon	Celestial or fiend
Intelligence	Armor, bracers, focus or shield	Intelligence highest or second highest
Invulnerability	Armor or bracers	Resists bludgeoning, piercing, slashing
Lawful	Focus, handwraps, or weapon	Celestial, construct, devil
Lightning	Focus, handwraps, or weapon	Resists or deals lightning damage
Necrotic	Focus, handwraps, or weapon	Resists or deals necrotic damage
Poison	Focus, handwraps, or weapon	Resists or deals poison damage
Psychic	Focus, handwraps, or weapon	Resists or deals psychic damage
Radiant	Focus, handwraps, or weapon	Resists or deals radiant damage
Spell	Focus	Spellcasting monster
Strength	Armor, bracers, focus or shield	Strength highest or second highest
Thrown	Thrown weapon	Fly speed
Thunder	Focus, handwraps, or weapon	Resists or deals thunder damage
Wild	Focus, handwraps, or weapon	Any
Winged	Armor or bracers	Fly speed
Wisdom	Armor, bracers, focus or shield	Wisdom highest or second highest

**Type:** This lists the types of item that can possess the imbued property. Normally this will be some subset of armor, bracers, handwraps, shield, spellcasting focus, and weapon, but sometimes the requirements are even more specific, such as thrown applying only to thrown weapons.

**Monster Part Requirements:** These are the requirements that determine whether a monster's parts can be used to imbue the imbued property into an item. If the requirements list resistance to a specific damage type, a monster with immunity to that same damage meets the requirements as well.

target takes the extra damage only once, not once per missile or ray. Similarly, a creature caught in your *wall of fire* would take the extra damage when you first cast the spell, but it wouldn't take the extra damage again if it ended its turn inside the wall on a following round.

## SAVING THROWS

Some imbued properties trigger a saving throw for an effect other than a spell. Just like for spells, the DC for saving throws or ability checks to negate, reduce, or end such effects is 8 + your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier.

Some imbued properties cause an effect when a creature fails or rolls a 1 on a saving throw against a spell. In order for this effect to occur, the spell must be cast using this item as a focus or cast from this item. If a creature succeeds on such a saving throw and takes half damage, any extra damage is halved as well.

## IMBUED PROPERTIES

**Table 7** lists all the imbued properties at a glance. This allows a player to plan their next monster parts item based on the monsters they've defeated. GMs can also use the table to quickly see what kinds of monsters allow for various imbued properties, or to determine which imbued properties the characters can pursue based on the monsters the GM, or a prewritten adventure, plans to use.

The requirement listed in the "monster parts requirement" column is only an abbreviation of the full requirement, which you can find by checking the full description of each individual imbued property. These descriptions include additional information, such as each property's imbue paths, and are presented alphabetically starting on the next page. You can also refer to these descriptions when creating new imbued properties of your own.



## ACID

**Type** Focus, handwraps, or weapon

**Parts** The monster must have resistance or immunity to acid damage, or an attack or ability that deals acid damage.

**Effect** You imbue your item with corrosive acid.

### PATH MAGIC

**Imbuement 1** You can cast the *acid splash* cantrip at your level from the item.

**Imbuement 2** The item gains 2 charges. You can cast *acid arrow* from the item.

**Imbuement 3** The item gains 4 charges (6 total).

**Imbuement 4** The item gains 4 charges (10 total).

**Imbuement 5** The item gains 6 charges (16 total). You can cast *cloudkill* from it. When you cast *cloudkill* in this way, the spell deals acid damage instead of poison damage.

**Imbuement 6** The item gains 6 charges (22 total). You can cast *disintegrate* from it. When you cast *disintegrate* in this way, the spell deals acid damage instead of force damage.



## PATH MIGHT

**Imbuement 1** The item gains the ability *Acid Critical*. **Acid Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals acid damage, the target takes an extra 1d6 acid damage.

**Imbuement 2** The item gains the ability *Acid Strike*. **Acid Strike** When you hit with this item or deal acid damage with a spell, the target takes an extra 1 acid damage.

**Imbuement 3** A target subjected to *Acid Critical* also takes 1d6 acid damage at the end of its next turn.

**Imbuement 4** The extra damage from *Acid Strike* increases to 1d4.

**Imbuement 5** The damage from *Acid Critical* increases to 2d6 immediately and 2d6 at the end of the target's next turn.

**Imbuement 6** The extra damage from *Acid Strike* increases to 1d8.

### PATH TECHNIQUE

**Imbuement 1** Attacks and acid spells from this item deal double damage to inanimate objects. You can use an action to weaken a nonmagical object with acid. Attempts to break a weakened item are made with advantage.

**Imbuement 2** The item gains the ability *Acid Spray*. **Acid Spray** When you hit with this item or cast a spell that deals acid damage, you can choose up to two additional creatures within 5 feet of the initial target. Those creatures are sprayed with acid and take 2d4 acid damage. You can use *Acid Spray* three times per day, but only once per turn.

**Imbuement 3** You gain resistance to acid damage. Acid damage dealt by this item ignores resistance to acid damage.

**Imbuement 4** When you use *Acid Spray*, you can spray all creatures of your choice within 10 feet of the initial target, and the damage those creatures take increases to 4d4.

**Imbuement 5** You can use *Acid Spray* five times per day, but only once per turn.

**Imbuement 6** When you use *Acid Spray*, the initial target and all creatures you spray with acid must also make a successful Constitution saving throw or be blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that fails the saving throw three times before the effect ends is permanently blinded.

## BANE

**Type** Handwraps or weapon

**Parts** The monster must be of the same type as the type you chose for bane, or at the GM's discretion, of a type anathematic to the type you chose for bane, such as using celestial parts to make a bane against fiends.

**Effect** You imbue the item with energies spawned by your previous defeat of the creatures whose parts reside within it, or from energies anathematic to a certain type of creature, in order to make the item particularly effective against a specific type of creature. When you create a bane item, choose aberration, beast, celestial, construct, dragon, elemental, fey, fiend, giant, monstrosity, ooze, plant, or undead. Hereafter, this entry refers to the type of creature you chose as the item's "bane type."

**Imbuement 1** While you are touching the item, it pulses when a creature of the bane type is within 30 feet of you, warning you of their presence. This is a magical divination effect, and it might be fooled by a creature using magic to conceal its true nature.

**Imbuement 2** The item gains the ability Bane Slayer. **Bane Slayer** When you hit with this item, the target takes an extra 2d6 damage of the item's type. You can use Bane Slayer three times per day against creatures not of the bane type, and an unlimited number of times against creatures of the bane type, but not more than once per turn in either case.

**Imbuement 3** You have advantage on saving throws against spells and effects imposed by creatures of the bane type. Damage dealt by this item to a creature of the bane type ignores the creature's damage resistances.

**Imbuement 4** The extra damage from Bane Slayer increases to 4d6.

**Imbuement 5** You can use Bane Slayer five times per day against creatures not of the bane type.

**Imbuement 6** The extra damage from Bane Slayer increases to 6d6. The first time each turn a bane creature takes damage from Bane Slayer, it must succeed on a Constitution saving throw or also be stunned until the end of its next turn.



on extra psychic damage from Chaos Strike, the target takes an additional 1d4 psychic damage.

**Imbuement 3** When you subject a target to Chaos Critical, the target's defenses are also weakened.

The next attack made against the target before the end of your next turn is made with advantage.

If the target is a celestial, construct, or devil, all attacks against it before the end of your turn are made with advantage.

**Imbuement 4** The item gains the ability Improved Chaos Strike.

**Improved Chaos Strike** When you hit with this item or deal damage with a spell, you deal an extra 1 psychic damage, or an extra 2d4 psychic damage if the target is a celestial, construct, or devil. Each time a 4 is rolled on extra psychic damage from Improved Chaos Strike, the target takes an additional 1d4 psychic damage.

**Imbuement 5** The damage from Chaos Critical increases to 2d6, or 4d6 if the target is a celestial, construct, or devil.

**Imbuement 6** The damage from Improved Chaos Strike increases to 1d4, or 4d4 if the target is a celestial, construct, or devil.

## CHAOTIC

**Type** Focus, handwraps, or weapon

**Parts** The monster must be an aberration, demon, or fey creature.

**Effect** You imbue your item with anarchic chaos to defeat orderly foes. You cannot imbue an item with this property if your alignment is lawful or if the item already has a lawful imbuement.

### PATH MAGIC

**Imbuement 1** Choose either *eldritch blast* or *sacred flame*. You can cast this cantrip at your level.

**Imbuement 2** The item gains 2 charges. You can cast *bane* from it.

**Imbuement 3** The item gains 4 charges (6 total). You can cast *hypnotic pattern* from it.

**Imbuement 4** The item gains 4 charges (10 total). You can cast *confusion* from it.

**Imbuement 5** The item gains 6 charges (16 total).

**Imbuement 6** The item gains 6 charges (22 total). You can cast *prismatic spray* from it.

### PATH MIGHT

**Imbuement 1** The item gains the ability Chaos Critical. **Chaos Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals damage, the target takes an extra 1d4 psychic damage, or 2d4 psychic damage if it is a celestial, construct, or devil.

**Imbuement 2** The item gains the ability Chaos Strike. **Chaos Strike** When you hit a celestial, construct, or devil with an attack, or deal damage to a celestial, construct, or devil with a spell, the target takes an extra 1d4 psychic damage. Each time a 4 is rolled

### PATH TECHNIQUE

**Imbuement 1** You have advantage on all saving throws against magic that allows other creatures to determine whether you are lying, know your alignment, or punish you for breaking an oath or geas.

**Imbuement 2** The item gains the ability Chaos Curse. **Chaos Curse** When you hit with the item or deal damage with a spell, you can force the target to make a Wisdom saving throw. On a failure, the target must use its reaction to make a melee attack against a randomly determined creature (other than you) within its reach. If the target is a celestial, construct, or devil, the saving throw is made with disadvantage and the attack is made with advantage. You can use Chaos Curse three times per day, but only once per turn.

**Imbuement 3** While holding this item, you can use a bonus action to teleport to an unoccupied space you can see within 5 feet of you. The destination space can't be concealed from you, and there can't be more than half cover between you and space.

**Imbuement 4** When you use Chaos Curse to force a celestial, construct, or devil to make an attack and the attack hits, the hit is a critical hit.

**Imbuement 5** You can use Chaos Curse five times per day, but only once per turn.

**Imbuement 6** A target that fails its saving throw against your Chaos Curse is charmed by you for 1 minute. The effect ends early if the target takes damage. You are immune to magic that allows other creatures to determine whether you are lying, know your alignment, or punish you for breaking an oath or geas.





## CHARISMA

**Type** Armor, bracers, focus, or shield

**Parts** The monster must have Charisma as its highest or second-highest ability score.

**Effect** You imbue the item with dazzling charisma.

**Imbuement 1** The item gains 1 charge. You can cast *heroism* from the item.

**Imbuement 2** The item gains 1 charge (2 total). You gain a +2 bonus to Charisma (Persuasion) checks.

**Imbuement 3** The item gains 2 charges (4 total). You can cast *suggestion* from it.

**Imbuement 4** The item gains 2 charges (6 total). If your Charisma score is less than 20, it becomes 20 while you are attuned to this item.

**Imbuement 5** The item gains 2 charges (8 total). If your Charisma score is less than 22, it becomes 22 while you are attuned to this item.

**Imbuement 6** The item gains 3 charges (11 total). You can cast *mass suggestion* from it.



## COLD

**Type** Focus, handwraps, or weapon

**Parts** The monster must have resistance or immunity to cold damage, or an attack or ability that deals cold damage.

**Effect** You imbue your item with chilling cold.

### PATH MAGIC

**Imbuement 1** You can cast the *ray of frost* cantrip at your level from the item.

**Imbuement 2** The item gains 2 charges. You can cast *fog cloud* from it.

**Imbuement 3** The item gains 4 charges (6 total).

**Imbuement 4** The item gains 4 charges (10 total). You can cast *ice storm* from it.

**Imbuement 5** The item gains 6 charges (16 total). You can cast *cone of cold* from it.

**Imbuement 6** The item gains 6 charges (22 total). You can cast *wall of ice* from it.

### PATH MIGHT

**Imbuement 1** The item gains the ability **Cold Critical**. **Cold Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals cold damage, the target takes an extra 1d6 cold damage.

**Imbuement 2** The item gains the ability **Cold Strike**. **Cold Strike** When you hit with this item or deal cold damage with a spell, the target takes an extra 1 cold damage.

**Imbuement 3** The extra damage from Cold Critical increases to 2d6. When you deal cold damage to a target with Cold Critical, the target's speed is reduced by 10 feet until the end of its next turn.

**Imbuement 4** The extra damage from Cold Strike increases to 1d4.

**Imbuement 5** The extra damage from Cold Critical increases to 3d6. When you deal cold damage to a target with Cold Critical, the target's speed is reduced to 0 until the end of its next turn.

**Imbuement 6** The extra damage from Cold Strike increases to 1d8.

### PATH TECHNIQUE

**Imbuement 1** As an action or bonus action, you can touch the item to the surface of nonmagical liquid, freezing a 5 ft. by 5 ft. area. The ice is solid enough to walk on. It is difficult terrain for everyone but you. The ice melts after 1 minute.

**Imbuement 2** The item gains the ability **Lingering Cold**. **Lingering Cold** When you hit with the item or cast a spell that deals cold damage, you can affect the target with a lingering chill. For the next minute, the target takes 1d6 cold damage at the start of each of its turns. The target must make a Constitution saving throw at the end of each of its turns, ending the effect on a success. You can use Lingering Cold three times per day, but only once per turn. You can't use it on a creature that is immune to cold damage or already under the effect of Lingering Cold.

**Imbuement 3** You gain resistance to cold damage. Cold damage dealt by this item ignores resistance to cold damage.

**Imbuement 4** A creature affected by Lingering Cold can't use reactions, and its speed is halved. In addition, the creature can use either an action or a bonus action on its turn, but not both. Legendary actions and lair actions are unaffected.

**Imbuement 5** You can use Lingering Cold five times per day, but only once per turn.

**Imbuement 6** The damage dealt by Lingering Cold increases to 3d6. A creature that fails the saving throw to end Lingering Cold

three times before the effect ends freezes solid and is petrified until freed by the *greater restoration* spell or other magic. While petrified in this way, the target is resistant to all damage except bludgeoning and fire damage.

## CONSTITUTION

**Type** Armor, bracers, shield, or focus

**Parts** The monster must have Constitution as its highest or second-highest ability score.

**Effect** You imbue the item with resilient constitution.

**Imbuement 1** The item gains the ability Resilience. **Resilience** You can use a bonus action to magically regain 1d8 hit points. You can use Resilience once per day.

**Imbuement 2** You gain a +2 bonus to Constitution ability checks and death saving throws. When you use Resilience, you regain 2d8 hit points.

**Imbuement 3** You can use Resilience twice per day.

**Imbuement 4** When you use Resilience, you regain 4d8 hit points. If your Constitution score is less than 20, it becomes 20 while you are attuned to this item.

**Imbuement 5** You can use Resilience four times per day. If your Constitution score is less than 22, it becomes 22 while you are attuned to this item.

**Imbuement 6** When you use Resilience, you regain 6d8 hit points. Resilience also ends blindness, deafness, and any diseases affecting you.

## DEFENSE

**Type** Handwraps or melee weapon

**Parts** The monster must have a reaction that is triggered when it or a nearby creature is (or would be) attacked, hit, or damaged.

**Effect** You imbue the item with lightning speed for parrying and defense.

**Imbuement 1** At the start of each of your turns, you can forego up to +1 of the item's refinement bonus to attack and damage rolls to transfer that amount of your bonus to your Armor Class. The adjusted bonuses remain in effect until you no longer hold the item or until the start of your next turn, whichever comes first. As usual, multiple versions of the same effect don't combine, so you can't gain an AC benefit from more than one item with the defense imbued property.

**Imbuement 2** When a creature within 5 feet of you is attacked and you are also within reach or range of the attack, you can use your reaction to make yourself the target of the attack instead.

**Imbuement 3** When you transfer your refinement bonus to attack and damage rolls to AC, you can choose to grant the AC bonus to a creature within 5 feet of you instead. If you do, the creature loses the benefits if you and the creature are ever more than 5 feet from each other before the effect ends.

**Imbuement 4** You can transfer up to +2 of the item's refinement bonus to attack and damage rolls to AC.

**Imbuement 5** You can transfer up to +3 of the item's refinement bonus to attack and damage rolls to AC.

**Imbuement 6** When you transfer the item's refinement bonus to attack and damage rolls to AC, you can grant that bonus to up to two creatures within 5 feet of you, or to yourself and one creature within 5 feet of you.

## DEXTERITY

**Type** Armor, bracers, focus, or shield

**Parts** The monster must have Dexterity as its highest or second-highest ability score.

**Effect** You imbue the item with deft dexterity.

**Imbuement 1** Your walking speed increases by 5 feet.

**Imbuement 2** Your jump distance is doubled. You gain a +2 bonus to Dexterity (Acrobatics) checks.

**Imbuement 3** A creature that makes an opportunity attack against you has disadvantage on the attack roll. You can make a Dexterity (Athletics) check instead of a Strength (Athletics) check to climb, jump, or swim.

**Imbuement 4** You can use a bonus action to make an ability check to escape a grapple. If your Dexterity score is less than 20, it becomes 20 while you are attuned to this item.

**Imbuement 5** The item gains the ability Celerity. **Celerity** Once per day, you can give yourself a magical boost of speed. For the next minute, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each of your turns. That action can be used only to take the Attack action (one item attack only), Dash, Disengage, Hide, or Use an Object action. If your Dexterity score is less than 22, it becomes 22 while you are attuned to this item.

**Imbuement 6** You can use Celerity three times per day.





## ENERGY RESISTANT

**Type** Armor, bracers, focus, or shield

**Parts** The monster must have resistance or immunity to the chosen damage type.

**Effect** You imbue the item with protective energy.

**Imbuement 1** The item gains the ability Damage Ward. **Damage**

**Ward** Choose one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. The item prevents the first 5 points of damage of that type that you take, after which Damage Ward is depleted until the next dawn.

**Imbuement 2** Damage Ward prevents the first 15 points of the chosen damage type.

**Imbuement 3** Once Damage Ward is depleted, you gain resistance to the chosen damage type until the next dawn.

**Imbuement 4** Damage Ward prevents the first 30 points of the chosen damage type.

**Imbuement 5** Damage Ward prevents the first 50 points of the chosen damage type.

**Imbuement 6** You gain immunity to the chosen damage type.

## EVIL

**Type** Focus, handwraps, or weapon

**Parts** The monster must be a fiend or celestial.

**Effect** You imbue the item with vile, corrupt evil to defeat righteous foes. You can't imbue an item with this property if your alignment is good or if the item already has a good imbuement.

### PATH MAGIC

**Imbuement 1** You can cast the *chill touch* cantrip at your level from the item.

**Imbuement 2** The item gains 2 charges. You can cast *hellish rebuke* from it.

**Imbuement 3** The item gains 4 charges (6 total). You can cast *fear* from it.

**Imbuement 4** The item gains 4 charges (10 total). You can cast *dominate beast* from it.

**Imbuement 5** The item gains 6 charges (16 total). You can cast *contagion* from it.

**Imbuement 6** The item gains 6 charges (22 total). You can cast *planar ally* (fiends only) from it.

### PATH MIGHT

**Imbuement 1** The item gains the ability Unholy Critical. **Unholy Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals damage, the target takes an extra 1d4 fire damage, or 2d4 if the target is a celestial or humanoid.

**Imbuement 2** The item gains the ability Unholy Strike. **Unholy Strike** When you hit a celestial or humanoid with an attack, or deal damage to a celestial or humanoid with a spell, the target takes an extra 1d3 necrotic damage.

**Imbuement 3** The damage from Unholy Critical increases to 1d8, or 2d8 if the target is a celestial or humanoid.

**Imbuement 4** The item gains the ability Improved Unholy Strike. **Improved Unholy Strike** When you hit with this item or deal damage with a spell, you deal an extra 1 necrotic damage, or 1d8 damage if the target is a celestial or humanoid.

**Imbuement 5** The damage from Unholy Critical increases to 2d8, or

4d8 if the target is a celestial or humanoid.

**Imbuement 6** The damage from Improved Unholy Strike increases to 1d4, or 2d8 if the target is a celestial or humanoid.

### PATH TECHNIQUE

**Imbuement 1** You can cast *find familiar* once per day. When you cast the spell in this way, you gain the service of an imp or quasit (your choice). The familiar must perform one simple task (such as retrieving an item or delivering a message) for you each day. Additional requests are up to the familiar to obey or ignore.

**Imbuement 2** The item gains the ability Unholy Intimidation. **Unholy Intimidation** When you hit with this item or cast a spell that deals damage, you can rebuke the target or another creature you can see within 30 feet of you. The target must make a Charisma saving throw. If the target is a celestial, it has disadvantage on this saving throw. On a failure, the target is frightened of you (even if it is otherwise immune to the frightened condition) until the end of your next turn. You can use Unholy Intimidation three times per day, but only once per turn.

**Imbuement 3** You gain resistance to radiant damage. Damage dealt to a celestial with this item ignores the target's resistances.

**Imbuement 4** A target affected by Unholy Intimidation is also paralyzed while frightened.

**Imbuement 5** You can use Unholy Intimidation five times per day, but only once per turn.

**Imbuement 6** The item gains the ability Unholy Discord. **Unholy Discord** You can use a bonus action to select one target currently affected by Unholy Intimidation and sow doubt into its mind. The target must make another Charisma saving throw, with disadvantage if it is a celestial. On a failure, choose one of the target's allies that the target can see. The target no longer perceives the chosen ally as friendly. While the effect lasts, the target is frightened of its ally, refuses to assist its ally in any way, and is not a willing target of magic or other helpful effects originating from the ally. At the end of each of the target's turns it must repeat the Charisma saving throw. On a failure, the target takes 8d6 psychic damage, and the effect persists. On a success, the target takes half as much damage, the effect on itself ends, and the target is immune to Unholy Discord for 24 hours. A target can be subjected to only one Unholy Discord at a time.

## FIRE

**Type** Focus, handwraps, or weapon

**Parts** The monster must have resistance or immunity to fire damage, or an attack or ability that deals fire damage.

**Effect** You imbue your item with searing flame.

### PATH MAGIC

**Imbuement 1** You can cast the *produce flame* cantrip at your level from the item.

**Imbuement 2** The item gains 2 charges. You can cast *burning hands* from it.

**Imbuement 3** The item gains 4 charges (6 total). You can cast *fireball* from it.

**Imbuement 4** The item gains 4 charges (10 total). You can cast *wall of fire* from it.

**Imbuement 5** The item gains 6 charges (16 total).

**Imbuement 6** The item gains 6 charges (22 total). You can cast *fire storm* from it.

## PATH MIGHT

**Imbuement 1** The item gains the ability **Fire Critical**. **Fire Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals fire damage, the target takes an extra 1d6 fire damage.

**Imbuement 2** The item gains the ability **Fire Strike**. **Fire Strike** When you hit with this item or deal fire damage with a spell, the target takes an extra 1 fire damage.

**Imbuement 3** The extra damage from **Fire Critical** increases to 2d6.

**Imbuement 4** The extra damage from **Fire Strike** increases to 1d4.

**Imbuement 5** The extra damage from **Fire Critical** increases to 4d6.

**Imbuement 6** The extra damage from **Fire Strike** increases to 1d8.

## PATH TECHNIQUE

**Imbuement 1** You can use a bonus action to cause magical flames to erupt from this item until you drop or sheathe the item or use another bonus action to extinguish them. The flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. As an action, you can touch the item to an unattended, nonmagical, flammable object (such as a pile of straw or unlit torch) and ignite the object.

**Imbuement 2** The item gains the ability **Firestarter**. **Firestarter** When you hit with this item or cast a spell that deals fire damage, you can set the target on fire. While on fire, the target takes 1d6 fire damage at the start of each of its turns. If the target is already on fire, the fire damage increases by 1d6 instead. A creature can extinguish the flames by using its action to make a successful DC 10 Dexterity check. The flames are also extinguished if the target is doused with at least a gallon of water. You can use **Firestarter** three times per day, but only once per turn.

**Imbuement 3** You gain resistance to fire damage. Fire damage dealt by this item ignores resistance to fire damage.

**Imbuement 4** Creatures have disadvantage on Dexterity checks made to extinguish flames created by **Firestarter**. Dousing the target in water does not extinguish the flames.

**Imbuement 5** You can use **Firestarter** five times a day, but only once per turn.

**Imbuement 6** As an action, you can select one target currently on fire due to **Firestarter** and magically cause the flames affecting them to flare. To do so, you must be within 60 feet of the target and be able to see it. When the flames flare, the target takes 8d6 fire damage and each creature within 10 feet of the target must make a Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The **Firestarter** effect on the target you select then ends.



## FORCE

**Type** Focus, handwraps, or weapon

**Parts** The monster must have resistance or immunity to force damage, the **Etherealness** action or **Incorporeal Movement** trait, or an attack or ability that deals force damage.

**Effect** You imbue your item with impactful force.

## PATH MAGIC

**Imbuement 1** You can cast the *eldritch blast* cantrip at your level from the item.

**Imbuement 2** The item gains 2 charges. You can cast *magic missile* from it.

**Imbuement 3** The item gains 4 charges (6 total).

**Imbuement 4** The item gains 4 charges (10 total). You can cast *arcane hand* from it.

**Imbuement 5** The item gains 6 charges (16 total). You can cast *wall of force* from it.

**Imbuement 6** The item gains 6 charges (22 total). You can cast *forcecage* from it.

## PATH MIGHT

**Imbuement 1** The item gains the ability **Force Critical**. **Force Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals force damage, the target takes an extra 1d6 force damage.

**Imbuement 2** The item gains the ability **Force Strike**. **Force Strike** When you hit with this item or deal force damage with a spell, the target takes an extra 1 force damage.

**Imbuement 3** When you deal damage to a target with **Force Critical**, you can push the target up to 10 feet and knock it prone. If the target strikes a creature or object, such as a wall, it takes 1d6 bludgeoning damage and stops moving. A creature struck by a pushed creature must succeed on a Dexterity saving throw or take the same damage and be knocked prone.

**Imbuement 4** The extra damage from **Force Strike** increases to 1d4.

**Imbuement 5** You can push the target of **Force Critical** up to 20 feet. If the target strikes a creature or object, it takes 2d6 bludgeoning damage.

**Imbuement 6** The extra damage from **Force Strike** increases to 1d8.

## PATH TECHNIQUE

**Imbuement 1** You can cast the *mage hand* cantrip.

**Imbuement 2** The item gains the ability **Force Shield**. **Force Shield** When you hit with this item or cast a spell that deals force damage, you can create a shield of magical force that protects you or another creature you can see within 30 feet of you. For the next minute, the creature gains 5 temporary hit points and takes no damage from the *magic missile* spell. You can use **Force Shield** three times per day, but only once per turn.

**Imbuement 3** You gain resistance to force damage. Force damage dealt by this item ignores resistance to force damage.

**Imbuement 4** The temporary hit points granted by **Force Shield** increase to 10.

**Imbuement 5** You can use **Force Shield** five times per day, but only once per turn. The temporary hit points granted by **Force Shield** increase to 20.





**Imbuement 6** Force Shield now grants 40 temporary hit points. The temporary hit points last until they're depleted or the target finishes a long rest; the protection from *magic missile* still lasts only 1 minute.

## GOOD

**Type** Focus, handwraps, or weapon

**Parts** The monster must be a celestial or fiend. If a celestial, the monster part must be freely given.

**Effect** You imbue your item with pure and virtuous good to defeat wicked foes. You cannot imbue an item with this property if your alignment is evil or if the item already has an evil imbuement.

### PATH MAGIC

**Imbuement 1** The item gains 1 charge. You can cast *detect evil and good* from it.

**Imbuement 2** The item gains 1 charge (2 total). You can cast *protection from evil and good* from it.

**Imbuement 3** The item gains 4 charges (6 total). You can cast *branding smite* from it.

**Imbuement 4** The item gains 4 charges (10 total). You can cast *banishment* from it.

**Imbuement 5** The item gains 6 charges (16 total). You can cast *dispel evil and good* from it.

**Imbuement 6** The item gains 6 charges (22 total). You can cast *divine word* from it.

### PATH MIGHT

**Imbuement 1** The item gains the ability Holy Critical. **Holy Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals damage, the target takes an extra 1d4 radiant damage, or 2d4 if it is a fiend or undead.

**Imbuement 2** The item gains the ability Holy Strike. **Holy Strike** When you hit a fiend or undead with an attack, or deal damage to a fiend or undead with a spell, the target takes an extra 1d4 radiant damage.

**Imbuement 3** A fiend or undead subjected to Holy Critical is also frightened until the end of its next turn, even if the target is normally immune to the frightened condition.

**Imbuement 4** The item gains the ability Improved Holy Strike. **Improved Holy Strike** When you hit with this item or deal damage with a spell, you deal an extra 1 radiant damage, or an extra 1d10 radiant damage if the target is a fiend or undead.

**Imbuement 5** A creature subjected to Holy Critical is frightened for 1 minute. At the end of each of its turns, the target can make a Wisdom saving throw, ending the effect on itself on a success.

**Imbuement 6** The damage from Improved Holy Strike increases to 1d4, or 2d10 if the target is a fiend or undead.

### PATH TECHNIQUE

**Imbuement 1** You can speak, understand, and read your choice of Abyssal, Celestial, or Infernal.

**Imbuement 2** The item gains the ability Celestial Blessing. **Celestial Blessing** When you would make a saving throw against a spell or other magical effect, you can use your reaction to grant yourself advantage on the save. You can use Celestial Blessing three times per day.

**Imbuement 3** You gain resistance to fire and necrotic damage.

**Imbuement 4** When a creature within 30 feet of you that you can see would make a saving throw against a spell or other magical effect, you can use Celestial Blessing to grant that creature (instead of yourself) advantage on the save.

**Imbuement 5** You can use Celestial Blessing five times per day, instead of three.

**Imbuement 6** When you use Celestial Blessing, you and each creature you choose that you can see within 30 feet of you gain advantage on the saving throw against the triggering effect.

## INTELLIGENCE

**Type** Armor, bracers, focus, or shield

**Parts** The monster must have Intelligence as its highest or second-highest ability score.

**Effect** You imbue the item with brilliant intelligence.

**Imbuement 1** The item gains 1 charge. You can cast *detect magic* and *mage armor* from it.

**Imbuement 2** The item gains 1 charge (2 total). You can cast *identify* and *magic mouth* from it. You gain a +2 bonus to Intelligence (Arcana) checks.

**Imbuement 3** The item gains 2 charges (4 total). You can cast *counterspell* from it.

**Imbuement 4** The item gains 2 charges (6 total). If your Intelligence score is less than 20, it becomes 20 while you are attuned to this item.

**Imbuement 5** The item gains 2 charges (8 total). You can cast *arcane hand* from it. If your Intelligence score is less than 22, it becomes 22 while you are attuned to this item.

**Imbuement 6** The item gains 3 charges (11 total). You can cast *arcane sword* from it.

## INVULNERABILITY

**Type** Armor or bracers

**Parts** The monster must have resistance or immunity to bludgeoning, piercing, or slashing damage (even if this resistance or immunity can be circumvented by magic or adamantite weapons, and so on).

**Effect** You imbue the item with toughness, making it proof against weapons.

**Imbuement 1** The item gains the ability Invulnerability. **Invulnerability** You can use a bonus action to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks until the end of your next turn or until you are no longer wearing the armor. You can use Invulnerability once per day.

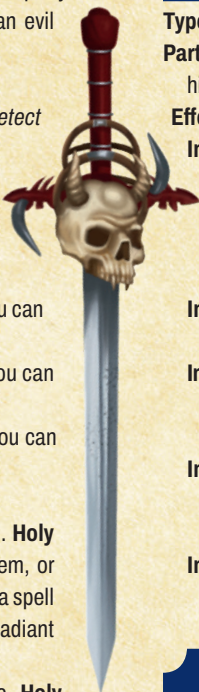
**Imbuement 2** When you use Invulnerability, you gain immunity (instead of resistance) to bludgeoning, piercing, and slashing damage from nonmagical attacks until the end of your next turn.

**Imbuement 3** Choose bludgeoning, piercing, or slashing. You gain resistance to nonmagical damage of that type.

**Imbuement 4** Choose a second damage type among bludgeoning, piercing, and slashing. You gain resistance to nonmagical damage of that type.

**Imbuement 5** The duration of Invulnerability increases to 1 minute.

**Imbuement 6** You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, and the duration of Invulnerability increases to 10 minutes.



## LAWFUL

**Type** Focus, handwraps, or weapon

**Parts** The monster must be a celestial, construct, or devil.

**Effect** You imbue your item with rigid law to defeat unruly foes. You cannot imbue this property if your alignment is chaotic or if the item already has a chaotic imbue.

### PATH MAGIC

**Imbue 1** You can cast the *guidance* cantrip at your level.

**Imbue 2** The item gains 2 charges. You can cast *command* from it.

**Imbue 3** The item gains 4 charges (6 total). You can cast *zone of truth* from it.

**Imbue 4** The item gains 4 charges (10 total). You can cast *banishment* from it.

**Imbue 5** The item gains 6 charges (16 total). You can cast *geas* from it.

**Imbue 6** The item gains 6 charges (22 total). You can cast *forcecage* from it.

### PATH MIGHT

**Imbue 1** The item gains the ability Lawful Critical. **Lawful Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals damage, the target takes an extra 3 force damage, or 6 force damage if it is an aberration, demon, or fey.

**Imbue 2** The item gains the ability Lawful Strike.

**Lawful Strike** When you hit an aberration, demon, or fey with an attack, or deal damage to an aberration, demon, or fey with a spell, the target takes an extra 3 force damage.

**Imbue 3** When you subject a target to Lawful Critical, the target's attacks are also weakened. The target has disadvantage on the next attack it makes before the end of your next turn. If the target is an aberration, demon, or fey, it has disadvantage on all attacks it makes before the end of your next turn.

**Imbue 4** The item gains the ability Improved Lawful Strike.

**Improved Lawful Strike** When you hit with this item or deal damage with a spell, the target takes an extra 1 force damage, or an extra 6 force damage if the target is an aberration, demon, or fey.

**Imbue 5** The damage from Lawful Critical increases to 9, or 18 if the target is an aberration, demon, or fey.

**Imbue 6** The damage from Improved Lawful Strike increases to 3, or 10 if the target is an aberration, demon, or fey.

### PATH TECHNIQUE

**Imbue 1** The item gains the ability Sworn Oath. **Sworn Oath** When a creature, including you, willingly swears an oath while touching the item, the creature takes 2d6 lightning damage the first time it breaks the oath. In addition, all who were present when the oath was sworn know that it was broken. The effect of Sworn Oath then ends. A creature can be under only one Sworn Oath at a time.

**Imbue 2** The item gains the ability Voice of Authority. **Voice of Authority** You can use a bonus action to order a creature within 30 feet of you to perform or refrain from a certain action. If it can hear and understand you, it must make a Wisdom saving throw. On a failure, the creature is charmed by you for 1 minute. While charmed, it takes 3d6 force damage the first time it disobeys your order, and the charmed effect ends. The effect also ends if the order is impossible to follow or suicidal, if the creature successfully completes the order (even in a way you don't intend), or if the creature is the target of *lesser restoration*, *remove curse*, or similar spell. You can use Voice of Authority three times per day, but only once per turn.



**Imbuement 3** You have advantage on saving throws against being charmed.

**Imbuement 4** The damage of both Sworn Oath and Voice of Authority increases to 8d6.

**Imbuement 5** You can use Voice of Authority five times per day, but only once per turn.

**Imbuement 6** While a creature is under the effect of Voice of Authority, you can use a bonus action each turn to change the orders you have given it. Doing so doesn't change the effect's duration or allow a new saving throw. You are immune to being charmed.

## LIGHTNING

**Type** Focus, handwraps, or weapon

**Parts** The monster must have resistance or immunity to lightning damage, or an attack or ability that deals lightning damage.

**Effect** You imbue your item with shocking lightning.

### PATH MAGIC

**Imbuement 1** You can cast the *shocking grasp* cantrip at your level.

**Imbuement 2** The item gains 2 charges. When you cast *shocking grasp*, you can expend a charge to increase the range of the spell to 30 feet.

**Imbuement 3** The item gains 4 charges (6 total). You can cast *scorching ray* from it. When you cast *scorching ray* in this way, the spell deals lightning damage instead of fire damage.

**Imbuement 4** The item gains 4 charges (10 total). You can cast *lightning bolt* from it.

**Imbuement 5** The item gains 6 charges (16 total). You can cast *call lightning* from it.

**Imbuement 6** The item gains 6 charges (22 total). You can cast *chain lightning* from it.

### PATH MIGHT

**Imbuement 1** The item gains the ability Lightning Critical. **Lightning Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals lightning damage, the target takes an extra 1d6 lightning damage.

**Imbuement 2** The item gains the ability Lightning Strike. **Lightning Strike** When you hit with this item or deal lightning damage with a spell, the target takes an extra 1 lightning damage.

**Imbuement 3** When a target is subjected to Lightning Critical, choose up to two targets you can see within 10 feet of the original target. Each target takes 1d6 lightning damage.

**Imbuement 4** The extra damage from Lightning Strike increases to 1d4.

**Imbuement 5** The extra damage from Lightning Critical increases to 2d6 to all targets.

**Imbuement 6** The extra damage from Lightning Strike increases to 1d8.

### PATH TECHNIQUE

**Imbuement 1** As an action, you can focus the item's magnetic field on a ferrous metal object you can see within 30 feet of you. If the object weighs 10 pounds or less, you can pull the object to your hand (or into your space, if you don't have a free hand). If the object is being worn or carried by a creature, it can't be pulled in this way.

**Imbuement 2** The item gains the ability Lightning Storm. **Lightning Storm** When you hit with this item or cast a spell that deals lightning damage, you can supercharge the air around you with electricity. Until the end of your next turn, whenever a creature within 30 feet of you leaves its space without teleporting, you can use your reaction to deal that target 2d6 lightning damage. You can use Lightning Storm three times per day, but only once per turn.

**Imbuement 3** You gain resistance to lightning damage. Lightning damage dealt by this item ignores resistance to lightning damage.

**Imbuement 4** When you deal lightning damage to a target with Lightning Storm, the target must also make a Dexterity saving throw. On a failed save, the target's speed becomes 0 until the start of your next turn.

**Imbuement 5** You can use Lightning Storm five times per day, but only once per turn.

**Imbuement 6** The damage dealt by Lightning Storm increases to 4d6. When you deal damage in this way, each creature you choose within 30 feet of you must also make a Dexterity saving throw. On a failed save, that creature takes 2d6 lightning damage.

## NECROTIC

**Type** Focus, handwraps, or weapon

**Parts** The monster must have resistance or immunity to necrotic damage, or an attack or ability that deals necrotic damage.

**Effect** You imbue your item with creeping death.

### PATH MAGIC

**Imbuement 1** You can cast the *chill touch* cantrip at your level.



**Imbuement 2** The item gains 2 charges. You can cast *inflict wounds* from it.

**Imbuement 3** The item gains 4 charges (6 total). You can cast *vampiric touch* from it.

**Imbuement 4** The item gains 4 charges (10 total). You can cast *blight* from it.

**Imbuement 5** The item gains 6 charges (16 total). You can cast *contagion* from it.

**Imbuement 6** The item gains 6 charges (22 total). You can cast *finger of death* from it.

### PATH MIGHT

**Imbuement 1** The item gains the ability Necrotic Critical. **Necrotic Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals necrotic damage, the target takes an extra 1d6 necrotic damage.

**Imbuement 2** The item gains the ability Necrotic Strike. **Necrotic Strike** When you hit with this item or deal necrotic damage with a spell, the target takes an extra 1 necrotic damage.

**Imbuement 3** When a target takes damage from Necrotic Critical, its life force falters. For the next minute, if the target drops to 10 hit points or fewer, it dies.

**Imbuement 4** The extra damage from Necrotic Strike increases to 1d4.

**Imbuement 5** A target that takes damage from Necrotic Critical dies if its hit points drop to 20 or fewer.

**Imbuement 6** The extra damage from Necrotic Strike increases to 1d8.

### PATH TECHNIQUE

**Imbuement 1** As an action, you can cause Small or smaller nonmagical plants (such as flowers or shrubs) within 5 feet of you to wither and die.

**Imbuement 2** The item gains the ability Necrotic Drain. **Necrotic Drain** When you hit with this item or deal necrotic damage with a spell, you can choose to drain the target's vitality. The target takes 1d8 necrotic damage, and you gain temporary hit points equal to the damage dealt. In addition, the target can't regain hit points until the end of its next turn. You can use Necrotic Drain three times per day, but only once per turn. You can't use it on a creature already affected by Necrotic Drain.

**Imbuement 3** You gain resistance to necrotic damage. Necrotic damage dealt by this item ignores resistance to necrotic damage.

**Imbuement 4** The damage dealt by Necrotic Drain increases to 2d8.

**Imbuement 5** You can use Necrotic Drain five times per day, but only once per turn.

**Imbuement 6** Necrotic energy permeates creatures killed by the item, causing them to rise after their demise, if only briefly. A humanoid that dies while affected by Necrotic Drain rises as a wraith at the start of your next turn. The wraith obeys your commands until it is destroyed or for 1 minute, at which point it dissipates into nothingness.



## POISON

**Type** Focus, handwraps, or weapon

**Parts** The monster must have resistance or immunity to poison damage, or an attack or ability that deals poison damage.

**Effect** You imbue your item with debilitating poison.

### PATH MAGIC

**Imbuement 1** You can cast the *poison spray* cantrip at your level.

**Imbuement 2** The item gains 2 charges. You can cast *acid arrow* from it. When you cast *acid arrow* in this way, it deals poison damage instead of acid damage.

**Imbuement 3** The item gains 4 charges (6 total). You can cast *stinking cloud* from it.

**Imbuement 4** The item gains 4 charges (10 total).

**Imbuement 5** The item gains 6 charges (16 total). You can cast *cloudkill* from it.

**Imbuement 6** The item gains 6 charges (22 total). You can cast *prismatic spray* from it. When you cast *prismatic spray* in this way, each target of the spell is affected by the green ray only.

### PATH MIGHT

**Imbuement 1** The item gains the ability Poison Critical. **Poison Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals poison damage, the target takes an extra 1d8 poison damage.

**Imbuement 2** The item gains the ability Poison Strike. **Poison Strike** When you hit with this item or deal poison damage with a spell, the target takes an extra 1 poison damage.

**Imbuement 3** A target that takes damage from Poison Critical is also poisoned until the end of its next turn.

**Imbuement 4** The extra damage from Poison Strike increases to 1d6.

**Imbuement 5** The extra damage from Poison Critical increases to 3d8.

**Imbuement 6** The extra damage from Poison Strike increases to 1d10.

### PATH TECHNIQUE

**Imbuement 1** Three times per day, you can cast *detect poison and disease*. When you cast the spell in this way, you sense poisons and poisonous creatures only (not diseases).

**Imbuement 2** The item gains the ability Deadly Poison. **Deadly Poison** When you hit with this item or deal poison damage with a spell, you can choose to subject the target to a potentially lethal poison. The target must make a Constitution saving throw. On a failed save, the target takes 3d6 poison damage and is poisoned for 1 minute. On a success, the target takes half as much damage and isn't poisoned. While the target is poisoned, it must repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can use Deadly Poison three times per day, but only once per turn.

**Imbuement 3** You gain resistance to poison damage. Poison damage dealt by this item ignores resistance to poison damage.

**Imbuement 4** The poison damage dealt by Deadly Poison increases to 6d6.







**Imbuement 5** You can use Deadly Poison five times per day, but only once per turn.

**Imbuement 6** Each time a creature fails the Constitution saving throw to end Deadly Poison, it takes 6d6 poison damage.

## PSYCHIC

**Type** Focus, handwraps, or weapon

**Parts** The monster must have resistance or immunity to psychic damage, or an attack or ability that deals psychic damage.

**Effect** You imbue your item with psionic power.

### PATH MAGIC

**Imbuement 1** Choose either *friends* or *vicious mockery*. You can cast this cantrip at your level.

**Imbuement 2** The item gains 2 charges. You can cast *charm person* from it.

**Imbuement 3** The item gains 4 charges (6 total). You can cast *fear* from it.

**Imbuement 4** The item gains 4 charges (10 total). You can cast *confusion* from it.

**Imbuement 5** The item gains 6 charges (16 total). Choose each *dominate person* or *telepathic bond*. You can cast the chosen spell from the item.

**Imbuement 6** The item gains 6 charges (22 total). You can cast *feblemind* from it.

### PATH MIGHT

**Imbuement 1** The item gains the ability **Psychic Critical**. **Psychic Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals psychic damage, the target becomes more susceptible to pain. The next time the target takes damage before the end of your next turn, it also takes 1d10 psychic damage.

**Imbuement 2** The item gains the ability **Psychic Strike**. **Psychic Strike** When you hit with this item or deal psychic damage with a spell, the target takes an extra 1 psychic damage.

**Imbuement 3** The extra damage from **Psychic Critical** increases to 2d10.

**Imbuement 4** The extra damage from **Psychic Strike** increases to 1d4.

**Imbuement 5** The extra damage from **Psychic Critical** increases to 3d10.

**Imbuement 6** The extra damage from **Psychic Strike** increases to 1d8.

### PATH TECHNIQUE

**Imbuement 1** While you wield or wear the item, you have advantage on Wisdom (Insight) checks made to determine if a creature is lying.

**Imbuement 2** The item gains the ability **Psychic Terror**. **Psychic Terror** When you hit with this item or deal psychic damage with a spell, you can fill the target's mind with terror. The target must succeed at a Wisdom saving throw or be frightened of you for 1

minute. At the end of each of its turns, the target must make a Wisdom saving throw, ending the effect on a success. You can use **Psychic Terror** three times per day, but only once per turn. You can't use it on a creature that is already under the effect of **Psychic Terror**.

**Imbuement 3** You gain resistance to psychic damage. Psychic damage dealt by this item ignores resistance to psychic damage.

**Imbuement 4** Whenever a creature fails its saving throw against **Psychic Terror**, it also takes 2d6 psychic damage.

**Imbuement 5** You can use **Psychic Terror** five times per day, but only once per turn.

**Imbuement 6** The target's terror spreads amongst its allies. At the end of each of your turns while a target is affected by **Psychic Terror**, you can select another creature within 30 feet of the target. That creature must make a Wisdom saving throw or be subjected to **Psychic Terror**.

## RADIANT

**Type** Focus, handwraps, or weapon

**Parts** The monster must have resistance or immunity to radiant damage, or an attack or ability that deals radiant damage. If the monster part came from a celestial, it must be given freely.

**Effect** You imbue your focus, handwraps, or weapon with brilliant radiance.

### PATH MAGIC

**Imbuement 1** You can cast the *sacred flame* cantrip at your level.

**Imbuement 2** The item gains 2 charges. You can cast *guiding bolt* from it.

**Imbuement 3** The item gains 4 charges (6 total). You can cast *moonbeam* from it.

**Imbuement 4** The item gains 4 charges (10 total). You can cast *guardian of faith* from it.

**Imbuement 5** The item gains 6 charges (16 total). You can cast *flame strike* from it.

**Imbuement 6** The item gains 6 charges (22 total). You can cast *sunbeam* from it.

### PATH MIGHT

**Imbuement 1** The item gains the ability **Radiant Critical**. **Radiant Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals radiant damage, the target takes an extra 1d6 radiant damage.

**Imbuement 2** The item gains the ability **Radiant Strike**. **Radiant Strike** When you hit with this item or deal radiant damage with a spell, the target takes an extra 1 radiant damage.

**Imbuement 3** When you deal radiant damage to a target with **Radiant Critical**, it is also blinded until the end of its next turn.

**Imbuement 4** The extra damage from **Radiant Strike** increases to 1d4.

**Imbuement 5** The extra damage from **Radiant Critical** increases to 3d6.

**Imbuement 6** The extra damage from **Radiant Strike** increases to 1d8.



## PATH TECHNIQUE

**Imbuement 1** You can use a bonus action to cause the item to shed bright light in a 60-foot radius and dim light for an additional 60 feet, or deactivate the light. You can also point the illuminated item upward to discern the current position of the sun or moon in the sky.

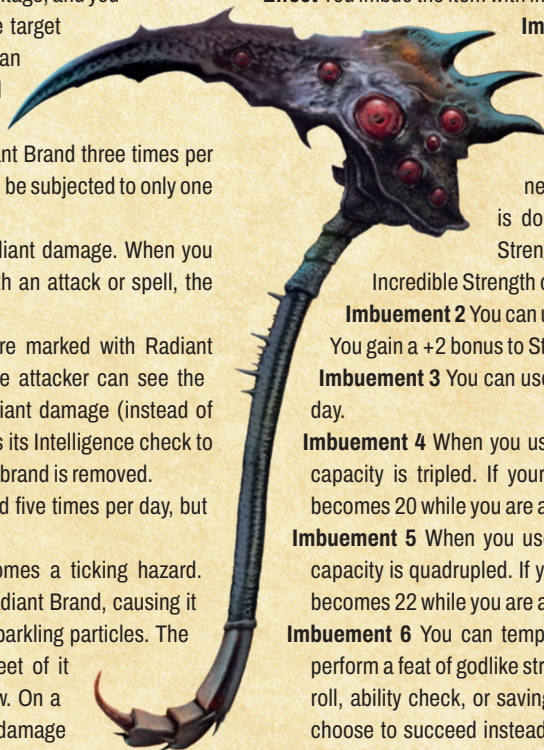
**Imbuement 2** The item gains the ability Radiant Brand. **Radiant Brand** When you hit with this item or deal radiant damage with a spell, you can brand the target with a magical sigil for 1 minute. The sigil gives off bright light in a 5-foot radius, and the branded target can't benefit from being invisible. While the brand is active, you make Wisdom (Perception) and Wisdom (Survival) checks to locate the creature with advantage, and you deal an extra 1 radiant damage to the target whenever you hit it with an attack. As an action, the target can remove the brand with a successful Intelligence (Arcana or Religion) check. You can use Radiant Brand three times per day, but only once per turn. A target can be subjected to only one Radiant Brand at a time.

**Imbuement 3** You gain resistance to radiant damage. When you deal radiant damage to a creature with an attack or spell, the damage ignores resistance.

**Imbuement 4** Attacks against a creature marked with Radiant Brand are made with advantage if the attacker can see the target, and you deal an extra 1d3 radiant damage (instead of 1) to a branded target. If the target fails its Intelligence check to remove the brand, it is blinded until the brand is removed.

**Imbuement 5** You can use Radiant Brand five times per day, but not more than once per turn.

**Imbuement 6** The Radiant Brand becomes a ticking hazard. You can use an action to dismiss a Radiant Brand, causing it to explode in a burst of sunlight and sparkling particles. The target and each creature within 30 feet of it must make a Constitution saving throw. On a failure, a creature takes 4d6 radiant damage and is blinded until the end of its next turn. You deal an extra 1d4 radiant damage (instead of 1d3) to a branded target.



**Imbuement 5** The item gains 4 charges (13 total). Choose a spell of up to 4th level from the spell list you chose for imbuement 1. You can cast that spell from the item.

**Imbuement 6** The item gains 5 charges (18 total). Choose a spell of up to 5th level from the spell list you chose for imbuement 1. You can cast that spell from the item.

## STRENGTH

**Type** Armor, bracers, focus, or shield

**Parts** The monster must have Strength as its highest or second-highest ability score.

**Effect** You imbue the item with incredible strength.

**Imbuement 1** The item gains the ability Incredible Strength. **Incredible Strength** As an action, you can magically infuse your limbs with supernatural strength. For the next minute, your carrying capacity is doubled, and you gain advantage on Strength-based attack rolls. You can use

Incredible Strength once per day.

**Imbuement 2** You can use Incredible Strength twice per day. You gain a +2 bonus to Strength (Athletics) checks.

**Imbuement 3** You can use Incredible Strength three times per day.

**Imbuement 4** When you use Incredible Strength, your carrying capacity is tripled. If your Strength score is less than 20, it becomes 20 while you are attuned to this item.

**Imbuement 5** When you use Incredible Strength, your carrying capacity is quadrupled. If your Strength score is less than 22, it becomes 22 while you are attuned to this item.

**Imbuement 6** You can temporarily exhaust the item's magic to perform a feat of godlike strength. When you would fail an attack roll, ability check, or saving throw based on Strength, you can choose to succeed instead. If you do, you can't use Incredible Strength or benefit from any of the item's magical properties until the following dawn.

## THROWN

**Type** Weapon (any thrown weapon)

**Parts** The monster must have a fly speed.

**Effect** You imbue your weapon with the power of flight.

**Imbuement 1** Immediately after making a ranged attack with this item, the weapon flies back to your hand.

**Imbuement 2** After you make a ranged attack with the weapon, you can use your reaction to redirect the weapon. If the attack was a miss, you can repeat the attack against the initial target. If the attack was a hit, you can make a second attack against a different target within the weapon's range. The weapon then flies back to your hand. You can redirect the weapon three times per day, but only once per turn.

**Imbuement 3** The normal and maximum range of the weapon doubles, and attacking with the weapon at long range doesn't impose disadvantage on your ranged weapon attack rolls.

**Imbuement 4** When you redirect the weapon to attack against a second target and that attack hits, as a part of the same reaction

## SPELL

**Type** Focus

**Parts** The monster must be capable of casting the spell you want to imbue into the item.

**Effect** You imbue the item with a magic spell known by a creature you defeated.

**Imbuement 1** Choose a cantrip from any class's spell list. You can cast that cantrip at your level.

**Imbuement 2** The item gains 2 charges. Choose a spell of up to 1st level from the spell list you chose for imbuement 1. You can cast that spell from the item.

**Imbuement 3** The item gains 3 charges (5 total). Choose a spell of up to 2nd level from the spell list you chose for imbuement 1. You can cast that spell from the item.

**Imbuement 4** The item gains 4 charges (9 total). Choose a spell of up to 3rd level from the spell list you chose for imbuement 1. You can cast that spell from the item.





you can make a third attack against a third target within the weapon's range.

**Imbuement 5** You can redirect the weapon five times per day, but only once per turn.

**Imbuement 6** When you redirect the weapon to attack a second target, you can continue making attacks against targets within the weapon's range. A creature can't be targeted by the weapon more than once as part of this reaction or the triggering attack. If an attack misses, the weapon stops attacking and immediately returns to your hand. In addition, you can now "throw" the weapon without letting go of it, magically propelling yourself through the air. While holding the weapon, you can use an action to gain a fly speed of 60 feet until the start of your next turn.

## THUNDER

**Type** Focus, handwraps, or weapon

**Parts** The monster must have resistance or immunity to thunder damage, or an attack or ability that deals thunder damage.

**Effect** You imbue your item with reverberating sound waves.

### PATH MAGIC

**Imbuement 1** You can cast the *vicious mockery* cantrip at your level. When you cast *vicious mockery* in this way, it deals thunder instead of psychic damage.

**Imbuement 2** The item gains 2 charges. You can cast *thunderwave* from it.

**Imbuement 3** The item gains 4 charges (6 total). You can cast *shatter* from it.

**Imbuement 4** The item gains 4 charges (10 total).

**Imbuement 5** The item gains 6 charges (16 total). As an action, you can expend 5 charges from the item to teleport to an unoccupied space you can see within 120 feet of you. When you do so, a thunderclap can be heard within 300 feet of your original location and your destination.

**Imbuement 6** The item gains 6 charges (22 total). You can cast *teleport* from it. When you do so, a thunderclap can be heard within 300 feet of your original location and your destination.

### PATH MIGHT

**Imbuement 1** The item gains the ability Thunder Critical.

**Thunder Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals thunder damage, the target takes an extra 1d6 thunder damage. A thunderclap can be heard within 300 feet of the target.

**Imbuement 2** The item gains the ability Thunder Strike. **Thunder Strike** When you hit with this item or deal thunder damage with a spell, the target takes an extra 1 thunder damage.

**Imbuement 3** When you deal thunder damage to a target with Thunder Critical, it is also deafened and makes Dexterity ability checks and saving throws with disadvantage until the end of its next turn.

**Imbuement 4** The extra damage from Thunder Strike increases to 1d4.

**Imbuement 5** The extra damage from Thunder Critical increases to 3d6.

**Imbuement 6** The extra damage from Thunder Strike increases to 1d8.

### PATH TECHNIQUE

**Imbuement 1** You can magically amplify your voice or a sound you make with the item (by banging it against a shield, for example), allowing it to be heard up to 1,000 feet away.

**Imbuement 2** The item gains the ability Thunder Stomp. **Thunder Stomp** When you hit with this item or deal thunder damage with a spell, you can shake the earth beneath the target's feet. The target and each creature on the ground within 5 feet of it (other than you) must succeed on a Dexterity saving throw or fall prone. You can use Thunder Stomp three times per day, but only once per turn.

**Imbuement 3** You gain resistance to thunder damage. Thunder damage dealt by this item ignores resistance to thunder damage.

**Imbuement 4** Thunder Stomp affects each creature (other than you) within 10 feet of the target. Affected creatures also take 2d6 thunder damage on a failed save, or half as much damage on a successful one.

**Imbuement 5** You can use Thunder Stomp five times per day, but only once per turn.

**Imbuement 6** Thunder Stomp affects each creature of your choice within 30 feet of the target. The thunder damage increases to 4d6 on a failed save, or half as much damage on a successful one.

## WILD

**Type** Focus, handwraps, or weapon

**Parts** There are no requirements; you can use any parts.

**Effect** Sometimes you just can't find enough parts of the same type to properly imbue your item, but you still want to imbue it with *something*. From that desperation and the haphazard imbuing of wildly different parts, a wild imbued property is born, inconsistent and lacking a few of the benefits of other imbued properties.

**Imbuement 1** The item gains the ability Wild Critical.

**Wild Critical** Each dawn, roll 1d6 to determine a damage type: 1 acid, 2 cold, 3 fire, 4 lightning, 5 necrotic, 6 thunder. When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell and takes damage, the target takes an extra 1d6 damage of this type.

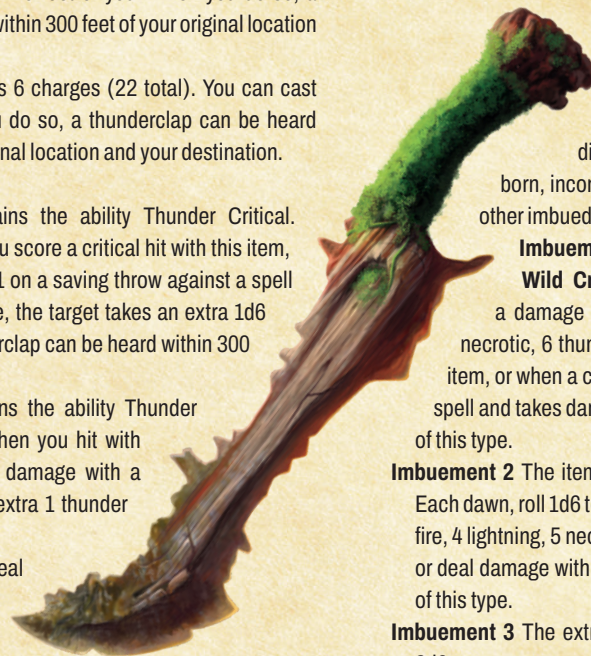
**Imbuement 2** The item gains the ability Wild Strike. **Wild Strike** Each dawn, roll 1d6 to determine a damage type: 1 acid, 2 cold, 3 fire, 4 lightning, 5 necrotic, 6 thunder. When you hit with this item or deal damage with a spell, the target takes an extra 1 damage of this type.

**Imbuement 3** The extra damage from Wild Critical increases to 2d6.

**Imbuement 4** The extra damage from Wild Strike and Wild Critical ignores resistance.

**Imbuement 5** The extra damage from Wild Strike increases to 1d4.

**Imbuement 6** The extra damage from Wild Critical increases to 4d6.



## WINGED

**Type** Armor or bracers

**Parts** The monster must have a fly speed.

**Effect** You imbue the item with wings, which protrude from the armor's back or the sides of the bracers.

**Imbuement 1** The item gains 1 charge. You can cast *feather fall* from it, targeting yourself only.

**Imbuement 2** The item gains 1 charge (2 total). You can cast *jump* from it, targeting yourself only.

**Imbuement 3** The item gains 4 charges (6 total). You can cast *levitate* from it, targeting yourself only. Casting *levitate* in this way doesn't require concentration.

**Imbuement 4** The item gains 4 charges (10 total). You can cast *fly* from it, targeting yourself only. Casting *fly* in this way doesn't require concentration.

**Imbuement 5** The item gains 1 charge (11 total). You gain a fly speed equal to your walking speed, and you don't provoke opportunity attacks when you fly out of an enemy's reach. You can expend 3 charges to increase your fly speed to twice your walking speed for 10 minutes.

**Imbuement 6** The item gains 1 charge (12 total).

While using the fly speed granted by this item, you can hover. You can expend 5 charges to increase your fly speed to three times your walking speed for 10 minutes.



## WISDOM

**Type** Armor, bracers, focus, or shield

**Parts** The monster must have Wisdom as its highest or second-highest ability score.

**Effect** You imbue the item with sagacious wisdom.

**Imbuement 1** The item gains 1 charge. You can cast *detect evil and good* from it.

**Imbuement 2** The item gains 1 charge (2 total). You can cast *detect magic* from it.

**Imbuement 3** The item gains 2 charges (4 total). You can cast *see invisibility* from it. You gain a +2 bonus to Wisdom (Perception) checks.

**Imbuement 4** The item gains 2 charges (6 total). If your Wisdom score is less than 20, it becomes 20 while you are attuned to this item.

**Imbuement 5** The item gains 2 charges (8 total). You can cast *commune* from it. If your Wisdom score is less than 22, it becomes 22 while you are attuned to this item.

**Imbuement 6** The item gains 3 charges (11 total). You can *true seeing* (on yourself only) from it.





## MONSTER HUNTING CHARACTER OPTIONS

*What is magic, you ask? Is it prayer? No. Don't get sold a bill of goods from some distant god. Is it study? You wish! Sure, if you study enough and learn the right words, you can tap into bits and pieces of it, but that hardly means that magic is study, or logic, or science. Those things only scratch the surface, leaving much of magic obscured beneath. The power of friendship? Don't make me laugh.*

*No, magic is none of those things. Or perhaps, it is all of things, but none of them is sufficient. Magic is also life, and more still. It is everything. It is the very essences of the universe that build up each and everything, from the physical to the metaphysical and energize them with astral thought and instinctive life force.*

*So should you learn magic by praying, by studying, or, gods forbid, going out there and making lots of new friends? No. You might learn magic in any of these ways, but if you do so, you've made a mistake. You've accepted a paradigm that has lessened your magic, lessened you, and restricted you to only some of what magic can offer. Magic is life. Magic is all. So to learn magic in the truest sense, you must take life. There's no way around it. All creatures that eat live by taking life, and that is also how you must learn magic if you wish to learn it all. Find a creature with magic, study it, learn it, truly **know** it...and kill it. Collect a token from its remains to remind you, always, of what you have learned from its uniqueness. This will open the pathway to true power and allow you to truly do anything.*

*Do fey care one whit for the fact that druids don't know how to use their primal magic to cast many illusions or enchantments? No! They bask in the possibility of the impossible, and they make it happen because the magic is a part of them. And as it becomes a part of you, so too will you be able to perform wonders that the other mages look upon in envy.*

—From *On Monsters and Magic*, the definitive text on monster magic, researched and written by the monster mage Zara

While any character can use the Monster Parts system, this section introduces options for players who want monster hunting to play an even greater role in their character's story.

The monster hunting backgrounds on the next page are an excellent way to tie the themes of this book into your character's backstory without a heavy mechanical lift. If you want an even stronger connection to monster hunting, you can become a monster mage, collecting tokens and learning spells from your defeated foes. Or perhaps you'd prefer to follow the path of the vestige hunter, incorporating monster parts directly into your gear (or your own body) to gain special abilities that mimic those of your foes, like a dragon's breath weapon or pair of wings that allow you to fly.



## BACKGROUNDS

The following backgrounds are particularly appropriate for characters focused on hunting monsters and making items with their parts.

### HUNTED

Monsters (or monstrous people) captured you and others so that your captors could experience the thrill of hunting down and outwitting intelligent prey. Your captors promised that whichever of you was the last to survive would be let free and given the option to join them. For days you eluded and outlasted your hunters and your fellow victims. Maybe you turned on your fellows to survive, or maybe you did your best to try to help everyone escape. At the end of the hunt, you survived. You might have become an adventurer for reasons related to that struggle, but ultimately, your adventure because the experience has ingrained in you the instinct to hone your skills and become the hunter, lest you forever remain the hunted.

**Skill Proficiencies:** Stealth, Survival

**Tool Proficiencies:** One type of artisan's tools

**Languages:** One of your choice

**Equipment:** A set of artisan's tools (your choice), a simple melee weapon, a reminder of the hunt (such as a broken arrowhead), a set of traveler's clothes, and a belt pouch containing 10 gp.

### FEATURE: SUPPORTIVE COMMUNITY

Shortly after the hunt that shaped your background, you were taken in by an organization that cares for survivors like yourself. Any branch of the organization will provide you basic shelter and healing, at least until you can care for yourself again. Members of the organization may come to your aid, particularly if your needs include helping others who were hunted. Alternatively, you might have joined the group that once hunted you and now enjoy these benefits from your fellow hunters.

### SUGGESTED CHARACTERISTICS

Forever changed by their experiences, those who were once hunted by others often undergo a dramatic shift in personality. Some struggle to process their survival years after the event, while others find ways to move on.

#### d8 Personality Trait

- 1 I am vigilant of being ambushed and always watch my back.
- 2 I act on my instincts, which have kept me alive so far.
- 3 I never speak of what happened to me.
- 4 I keep a cool head so that my enemies never get the better of me.
- 5 I question everyone's motives, especially if they are friendly.
- 6 I do not feel I was the worthiest to survive.
- 7 Being hunted has left me callous and cynical.
- 8 I use my memories to fuel my rage.

#### d6 Ideal

- 1 **Mercy.** No creature should have to suffer prolonged fear before they die.
- 2 **Vigilance.** All should be prepared to be where I was once.
- 3 **Thrill.** I was the hunted, now I am the hunter.
- 4 **Revenge.** All those who stage such games must pay.
- 5 **Triumph.** I came out on top once. I shall do it again.
- 6 **Peace.** I wish to come to terms with my past.

#### d6 Bond

- 1 I am indebted to all those who died so that I might live.
- 2 I have friends that I would sacrifice my life for.
- 3 Those who hunted me yet live, and I must prevent another tragedy from happening.
- 4 Some victims were never found. Maybe they survived.
- 5 I support the families of the other victims however I can.
- 6 I was entrusted with a dying wish I must fulfill.

#### d6 Flaw

- 1 I have a fatalistic sense of humor that others find disturbing.
- 2 I punish myself by denying all comforts.
- 3 In the face of danger, I abandon hope, turn heels, and run.
- 4 Too often, I jump to the conclusion that someone might backstab me.
- 5 I accomplish most goals through violence, not words.
- 6 I often push myself beyond what I can handle, both physically and mentally.

## MONSTER SURVIVOR

A rampaging monster attack destroyed your home, leaving you one of the few survivors of a once-thriving settlement. Whether you lost friends, loved ones, or just your home, you'll never forget what happened that day, and you'll never forgive. You've spent your days studying the specific type of monster that caused this calamity and, in the process, learned of similar monster attacks. Now, you've become an adventurer to protect others from sharing your fate and perhaps to someday find the monsters that set you down this path. When that day comes, you'll be ready!

**Skill Proficiencies:** Perception and one skill related to your monster's type (such as Religion for undead)

**Tool Proficiencies:** One type of artisan's tools

**Languages:** One language related to your monster (such as Draconic for dragons)

**Equipment:** A set of artisan's tools (one of your choice), a notebook detailing the attack and your discoveries about the monster, a part of the monster, a set of common clothes, and a belt pouch containing 10 gp.

### FEATURE: BOUNTY RIVALS

Other survivors and hunters are hot on the trail of your nemesis. Friends and rivals at the same time, these folks may compete with you, trade resources or information, or join forces with you against a common foe. They might be fellow survivors or have their own reasons for hunting the monsters you seek.





## SUGGESTED CHARACTERISTICS

With a catastrophic event ingrained in their memories, monster survivors make choices influenced by that fateful day.

### d8 Personality Trait

- 1 I am morose in general, forever mourning what happened that day.
- 2 Grateful to have survived, I treasure every day of my life.
- 3 I keep the jokes coming to lighten the mood.
- 4 I am thorough in my research about monsters and their behavior.
- 5 I preach safety to communities at risk, encouraging them to prepare for a likely attack.
- 6 I often argue with others on the finer details of what happened that day.
- 7 I enjoy life to the fullest and indulge myself in the finest luxuries.
- 8 I keep to myself, not certain that others quite understand what it is like to survive.

### d6 Ideal

- 1 **Advocacy.** Leaders should realize the threat their people face.
- 2 **Strength.** I must be the strongest I can be before facing the monster again.
- 3 **Understanding.** To know your enemy, you must become your enemy.
- 4 **Eradication.** All monsters of the kind that did me harm are too great a threat to let live.
- 5 **Collaboration.** There is strength in numbers.
- 6 **Solution.** There must be a way to prevent attacks before they happen.

### d6 Bond

- 1 I must make sure my loved ones are never harmed again.
- 2 I idolize the adventurer who saved me from the monster attack.
- 3 I must thwart a cult that worships the monster that harmed me.
- 4 In order to defend their lands, a noble tasked me with finding out more about the monster.
- 5 I seek a book that holds a clue to the monster's weakness.
- 6 I must locate an artifact that can reportedly bind the monster to one's will.

### d6 Flaw

- 1 I threaten or coerce others to obtain what I want.
- 2 I'm an easy mark for cons that promise information about the monster.
- 3 I am prone to going down a rabbit hole chasing conspiracy theories.
- 4 I do not feel secure staying in any one location for too long. Complacency leads to death.
- 5 I always assume I'm an expert when it comes to the type of monster I'm seeking, and often related monsters as well.
- 6 I often downplay how dangerous things are because I have been through worse.

## POACHER

It's illegal to hunt on lands owned by the nobility, with penalties ranging from dismemberment to death... if you're caught. But when the other choice is certain starvation for you and your family, that's no choice at all. Not only did you learn to get away with poaching, but you also developed a taste for the thrill of the hunt. Whether you were captured and escaped, nearly caught and forced to flee, or just wanted to move on to bigger things, you've now left behind a life of poaching for one of adventure, hunting bigger and even more dangerous prey.

**Skill Proficiencies:** Animal Handling, Nature, Survival (two of your choice)

**Tool Proficiencies:** Disguise kit or herbalism kit (one of your choice)

**Languages:** One of your choice

**Equipment:** A tool kit you are proficient with, a trophy from a past kill (such as a scale or tooth), a set of traveler's clothes, and a belt pouch containing 10 gp.

## FEATURE: BLACK MARKET

Even though you left it all behind, the world of poaching still thrives. With a coded phrase, you can find out if and where illegal sales occur. Those handling the sales may provide you safe haven or information... for the right price.

## SUGGESTED CHARACTERISTICS

Poachers often keep a low profile, though some may operate audaciously out in the open.

### d8 Personality Trait

- 1 I find breaking the law to be exhilarating.
- 2 I am openly regretful of my past illegal activities and wish to atone properly.
- 3 I carefully plan every hunt with contingencies for every situation.
- 4 Money speaks the loudest for me on most decisions.
- 5 I exude confidence and charisma, which helps mask things I don't want others to notice.
- 6 I had to act tough to survive as a poacher, and the habits remain.
- 7 Being a team player was what made me stay in business for so long.
- 8 I go to incredible lengths to fulfill a bounty down to the exact letter.

### d6 Ideal

- 1 **Uplift.** Poverty drove me and countless others to poach, a cycle that must be broken.
- 2 **Wealth.** To hunt monsters is to collect riches for oneself.
- 3 **Opportunity.** When opportunities arise, jumping at the call ensures the best results.
- 4 **Influence.** The goods I sold brought me favor among society's movers and shakers.
- 5 **Balance.** Not all kills are detrimental to nature. Culling is necessary for a healthy ecosystem.
- 6 **Merit.** The ability to take down a monster should be lauded regardless of its legality.

**d6 Bond**

- 1 Though they remain criminals, my old colleagues have my loyalty.
- 2 I know where to find a nearly extinct monster and will guard that knowledge with my life.
- 3 I swore loyalty to another in exchange for absolution of my old crimes.
- 4 I must repay a hefty debt before I can put my past behind me.
- 5 There was one monster we never got to kill, which would have fetched thousands of gold.
- 6 Another poacher framed me for a kill I did not make, and I must prove my innocence.

**d6 Flaw**

- 1 I seldom inform others of my plans and sometimes take off without a word.
- 2 I spend money as quickly as I earn it.
- 3 I take only what is worth the most, letting large amounts of useful monster parts go to waste.
- 4 I disdain those who follow the letter of the law and assume the worst of them.
- 5 I give up on a target easily if there are too many obstacles in the way.
- 6 I care about the value of the monster parts to the detriment of my own survival.





## MONSTER MAGE FEATS

*Your first token is the most important. You are embarking on the path of true magic, the magic of struggle, the magic of life. But just like any struggle, you want to start in a strong position, one that favors your style. Magic is no different. As you continue struggling, you'll imprint the path you choose into your magic like wrestlers in the dirt leave imprints of their body or feet wear down a shoe into the proper fit. If you don't start out on the right foot, your magic might never fit right.*

*So what factors should you consider? Try to choose a creature that's meaningful to you in three different ways if you can, and if not, then at least two. Perhaps the monster's attitude reveals a deeper parallel to the workings of your mind, or its visual aesthetics match your own? Maybe it fights with a similar combat style or wields similar magic? The link can even come from a shared story, perhaps a fated encounter with another creature of the same kind at an early age. If it's the exact same specimen you met before? All the better!*

*Once you've chosen the monster that will provide your first token, you should take special care when crafting the token. Do a slipshod job on this first one and it'll set the stage for all your magic to be slipshod as well, and for your future tokens to be less effective even if you spend more time on them. Our magic works on momentum. Chart a course early and sail it to greater heights.*

—From *On Monsters and Magic*, the definitive text on monster magic, researched and written by the monster mage Zara

Wizards study dusty tomes in their towers, and sorcerers rely on the power running through their blood, but you forge a different path. You search the world for monsters and defeat them to learn their spells. If you can slay enough monsters, your collection might grow larger than anything those other spellcasters can imagine.

The basis for your magic is a magical process of creating tokens from slain foes. Each token stores a single spell that the monster could cast, and as you collect more tokens, the versatility of your magic grows. Your tokens work only for you, and so long as they remain in your possession, they glow with a faint azure hue. Due to this fact, those who see the blue glow often mistake it as the source of your magic, mistakenly calling you an "azure mage," "cerulean mage," or another such title.

No one is precisely sure where or when the study of monster magic began, but it's a highly personal journey. The basic principles must be learned, either from a mentor or by studying books, but beyond that, it's up to you to master the magic that monsters can offer. A monster mage's path to power is not always linear. For every monster mage interested in growing in raw power through dangerous adventures, another disappears into



the wilderness and methodically defeats weak monsters until they return with the knowledge of countless spells.

The monster mage synergizes well with the Monster Parts system because it incentivizes you to hunt down monsters, your tokens don't reduce the value of monster parts, and keeping track of the spells monsters know is useful both for you and for those characters interested in adding a spell imbued property to one of their items.

## MONSTER MAGE INITIATE

You are a monster mage, able to create small magical receptacles, called tokens, from a piece of a monster. Each token contains a cantrip or spell. Keep track of each token you possess, along with the spell it contains and the monster it was taken from.

You can create a token from the body of a monster you have killed. If you are using the Monster Parts system and have access to parts from a monster you have previously defeated, you can use them to create a token. Creating a token takes 10 minutes and is usually done while you are harvesting monster parts from your defeated foes. Creating tokens doesn't reduce the value of monster parts or prevent you from making other use of the monster.

- Once, when you defeat a beast or monstrosity, you can create a token containing a cantrip or 1st-level spell from either the druid or wizard spell list.
- Whenever you defeat a monster with the Innate Spellcasting trait, you can create one token for each cantrip or spell of up to 6th level listed in the monster's Innate Spellcasting trait.

Whenever you finish a long rest, you can prepare a number of spells (including cantrips) equal to twice your proficiency bonus, choosing from the spells contained in the tokens you have created. You have two 1st-level monster mage spell slots, which you can use to cast 1st-level spells you have prepared from your tokens. Your spellcasting attribute for monster mage spells is your choice of Charisma, Intelligence, or Wisdom. You can use your tokens or any magical spellcasting focus as a spellcasting focus for your monster mage spells.

## MONSTER MAGE EXPERT

*Prerequisites: Monster Mage Initiate feat, character level 8*

Your ability to cast spells from your tokens increases. You gain the following benefits:

- Once, when you defeat a fey or undead creature, you can create a token containing a spell of up to 2nd level from either the bard or cleric spell list.
- You gain two 2nd-level monster mage spell slots and two 3rd-level monster mage spell slots, which you can use to cast spells you have prepared from your tokens. When you cast any monster mage spell, you can do so using a higher monster mage spell slot if you have one available.
- When a monster mage spell you cast affects the exact same kind of creature as the creature from which you harvested the token (for example, if you target a blue dragon with a spell cast from a token made from a

## MONSTER TOKENS

As a monster mage, your collection of tokens is as personal and as vital as a wizard's spellbook, as you commune with the power of your tokens to prepare your spells. As such, your tokens can take as many different forms as there are customs and conventions among monster mages. If you're focused on the idea that the eyes are the pathways to the will, and to magic, you might preserve the eyes of various creatures inside amber to act as your tokens. Instead, if you are interested in the way creatures draw ambient magic of the world through their bodies, you might create tokens out of scales, plates, feathers, bits of exoskeleton, tufts of hair, or skin.

Your customs when it comes to creating tokens are up to you. However, if multiple people in your group are playing monster mages, vestige hunters, or other characters who might be interested in exactly what pieces of a creature they are able to salvage, be sure to coordinate so that you don't prevent each other from creating tokens, vestiges, or other bits of gear from the same creature. For instance, if another player is playing a monster mage that uses a creature's eyes to make tokens, you probably shouldn't choose to use a creature's eyes as well. In general, the more of the creature you are using, the more likely conflicts will arise, so keep that in mind when you make your decision. Ultimately, you can always have your character be flexible with their customs for creating tokens to work around your party's needs. The magic works just as well no matter what, and many monster mages, like Zara shown on the left, mix and match tokens of various sorts. Choose the aesthetic that fits best with your vision of your character. For instance, your character might create tokens that are each small runestones, carving the runes and then filling them with blood from each creature.

blue dragon), you have advantage on spell attacks against that creature, and the creature makes saving throws against the spell with disadvantage.

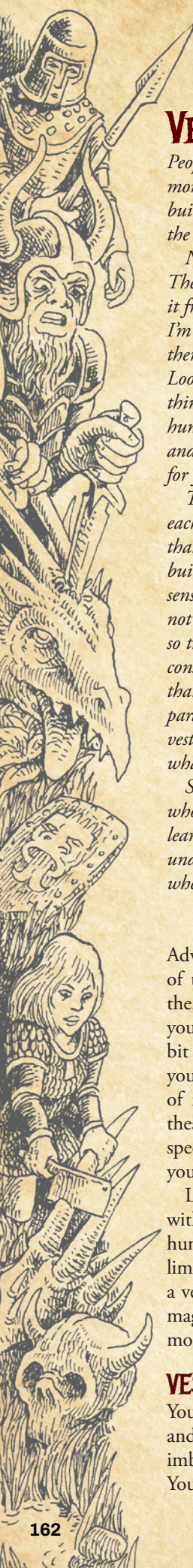
## MONSTER MAGE MASTER

*Prerequisites: Monster Mage Expert feat, character level 12*

You have become a master at casting spells from your tokens. You gain the following benefits:

- Once, when you defeat a dragon or fiend, you may create a token containing a spell of up to 4th level from either the sorcerer or warlock spell list.
- You gain two 4th-level monster mage spell slots, and one 5th-level monster mage spell slot, which you can use to cast monster mage spells you have prepared from your tokens.
- Whenever you see a creature cast a spell using an Innate Spellcasting trait, you can instantly identify the spell unless it is cast with no components.





## VESTIGE HUNTER FEATS

People sometimes ask me. “Kruger,” they say, “Why all the monster parts? If you could fly with dragon wings can’t you build it with cloth?” They don’t understand. It’s not about the material.

Not completely. It’s hard to explain if you’ve never felt it. These great beasts we fell. They leave behind something. Is it from their soul? Their life force? A psychic imprint? Look, I’m not a scholar. I don’t really know. I just build. I feel them though. They’re still in there. You don’t believe me? Look, OK, your call. But it’s true. It’s not about just building things. I can prove it, but I don’t owe you that. Some vestige hunters, they don’t even build a thing. They eat the monsters and gain their powers that way. And it still works. Go check for yourself.

The vestige is why the form varies so greatly between each hunter’s gear. You thought there would be parallels but that’s because you’re still thinking in the concrete, like we’re building things out piece by piece and they have to make sense in the here and now, in the physical world. But that’s not it. These are vessels for the vestiges of the slain beasts, and so they can be fanciful, they don’t have to follow the rules of construction, or physics. It’s a metaphysical connection. And that’s why it matters more if the shape draws a distinctive parallel to the monster in question, better able to house its vestige, than it does whether the shape is “aerodynamic” or what-have-you.

Still want to be a vestige hunter? Well, good luck! Most who try never survive their first hunt. But if you do, and you learn the way, then next time we meet? You’ll know. You’ll understand. And I’ll be able to see it in your eyes. And that’s when it begins.

—Kruger, Veteran Vestige Hunter

Adventurers of all stripes defeat and kill monsters as part of their job, but you’ve realized that most of them let their foes’ remains go to waste. You retain the vestiges of your fallen foes, trophies, and mementos imbued with a bit of occult magic by the connection you shared during your battle to the death and by the cultural touchstones of myths of heroes and monsters. As you incorporate these monstrous vestiges into your gear, they grant you special benefits you can use to fight with the ferocity of your fallen foes.

Like the monster mage, the vestige hunter works well with the Monster Parts system because you are already hunting down monsters, and retaining a vestige doesn’t limit the monster parts you can collect. Likewise, taking a vestige from a slain monster doesn’t prevent a monster mage from collecting magical tokens from that same monster, and vice versa.

## VESTIGE HUNTER

You have learned how to take vestiges from your foes and incorporate them into your gear, attaching trophies imbued with meaning from your most important battles. You can create a vestige from the body of a monster you

## VESTIGE HUNTER OR SHAPESHIFTER?

While the vestige hunter is themed around the idea of taking mementos from your slain foes and incorporating them into your gear, what if your character took a page from myths like the legend of Sigurd, who gained powers by bathing in the blood of the slain dragon Fafnir? In this case, you might decide your character absorbs vestiges directly into their body, becoming less and less human, flavoring their new abilities as shapeshifting rather than physical vestiges attached to their gear!

For example, instead of grafting a monster’s tentacle onto your weapon, you might gain the ability to shapeshift one of your arms into a tentacle to grab your foes. Or perhaps, instead of wings connected to your armor, you have wings that grow out of your back whenever you activate them.

have killed. You can also create a vestige after overcoming a monster in a significant challenge without killing it by receiving a token of respect from it.

If you are using the Monster Parts system and have access to parts from a monster you have previously defeated, you can use them to create a vestige. Creating a vestige takes 10 minutes and is usually done while you are harvesting monster parts from your defeated foes. Creating vestiges doesn’t reduce the value of monster parts or prevent you from making other use of the monster.

A single monster can allow you to qualify for multiple benefits, but you can activate no more than three benefits from each vestige hunter feat at a time. With the exception of the ability score increase, you can reassign the abilities you possess after a long rest. However, once you assign the ability score increase granted by the vestige hunter feat, you can never remove it.

- Once, when you take a vestige from a monster, you can choose to increase one ability score of your choice by 1, to a maximum of 20. The monster must have the chosen ability score as its highest or second highest score.
- If you have a vestige, such as eyes or hide, from a creature with darkvision, you gain darkvision with a radius of 30 feet, or you add 30 feet to the radius of darkvision you have from another source.
- If you have a vestige, such as a snout or fangs, from a creature with the Keen Smell trait, you gain that trait.
- If you have a vestige, such as eyes or feathers, from a creature with the Keen Sight trait, you gain that trait.
- If you have a vestige, such as claws or talons, from a creature with a claw or talons attack, you can deal 1d6 slashing damage in place of the normal damage of your unarmed strike. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## EXPERT VESTIGE HUNTER

*Prerequisites: Vestige Hunter feat, character level 4*

You can gain up to three of the following benefits after each long rest, assuming you have captured the appropriate vestiges:

- If you have a vestige, such as fins or scales, from a creature with a swim speed, you gain a swim speed equal to your walking speed.
- If you have a vestige, such as paws or tendrils, from a creature with tremorsense, you gain tremorsense with a radius of 10 feet.
- If you have a vestige, such as claws or suckers, from a creature with a climb speed, you gain a climb speed equal to your walking speed.
- If you have a vestige, such as tentacles or talons, from a creature with an attack that grapples its target on a hit, you can use a bonus action to grapple a creature after you hit it with an unarmed strike. Until this grapple ends, you can't use this ability to grapple a different creature.
- If you have a vestige, such as hooves or a horn, from a creature with an attack that can knock targets prone, you gain the ability to knock your enemies prone as well. When you hit a Large or smaller creature with an attack, you can choose to knock the target prone as a bonus action.
- If you have a vestige, such as scales or bones, from a creature with the Legendary Resistance trait, you can choose to succeed on a saving throw that you have failed. Once you have used this ability, you can't do so again until you finish a long rest.

## MASTER VESTIGE HUNTER

*Prerequisites: Expert Vestige Hunter feat, character level 8*

You can gain up to three of the following benefits, assuming you have captured the appropriate vestiges.

- If you have a vestige, such as a hide, from a creature with the Magic Resistance trait, you can use your reaction to gain advantage on a saving throw against a spell or other magical effect.
- If you have a vestige, such as eyes or feathers, from a creature with blindsight, you gain blindsight with a radius of 30 feet.
- If you have a vestige, such as fangs or a head, from a creature with a breath weapon, you gain a breath weapon, which you can use as an action. When you use your breath weapon, you breathe energy in a 30-foot cone, dealing acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder damage (the same type or types as the creature that provided the monster parts). Each creature in the area must make a Dexterity saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus.

A creature takes 1d6 damage for each of your character levels on a failed save, or half as much damage on a successful one. After you use your breath weapon, you can't use it again until you finish a long rest. You can incorporate multiple vestiges, each granting you another option for the breath's damage type but not additional uses of the ability. After your long rest, when you choose this option, choose from any of the types of damage you have available.

- If you have a vestige, such as wings, from a creature with a fly speed, you gain a pair of vestige wings. As an action, you can activate your vestige wings, allowing you to soar through the sky. While your wings are active, you have a fly speed of 30 feet. Your wings remain active for 10 minutes. Once you use this ability, you can't use it again until you finish a short or long rest.





## MONSTER PART ITEMS

The following new magical items can be crafted specifically from the monsters in this book. That doesn't mean you can only use these items with the Monster Parts system, however. The PCs might instead find these items in a treasure hoard alongside other sorts of treasure.

### CLOAK OF EYES

*Wondrous item, uncommon (requires attunement)*

This grim trophy of a cloaked gouger (page 16) grants its wearer a fraction of that terrible fey's powers. It might be mistaken for a *robe of eyes* were it not for its crude construction and bloodstained fabric.

While wearing the *cloak of eyes*, you can use a bonus action to flourish the cloak, dazzling nearby creatures. Each creature within 30 feet that can see you must make a DC 13 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you have activated the cloak's aura, you can't do so again for 24 hours.

The eyes on the cloak can't be closed or averted. Although you can close or avert your own eyes, you are never considered to be doing so while wearing this cloak because the cloak's eyes remain open.

### RUNEBRANDED HIDE

*Armor (hide armor), rare (+1), very rare (+2), or legendary (+3) (requires attunement)*

The hides of exceptionally old, exceptionally powerful runebranded aurochs (page 77) can be used to craft a suit of powerful magic armor, and on extremely rare occasions, a hide capable of functioning as a suit of armor can be found where an incredible runebranded aurochs died, or in an runebranded aurochs graveyard with numerous bodies.

The matted, shaggy fur of this hide armor belies its expert make and the powers of its runic brands, each of which provide protection that can be transformed into a temporary static charge.

You can use a bonus action to activate the *runebranded hide's* runes, which glow intensely, then fade as the light transfers from the armor into your hands. For the next minute, your weapon attacks deal extra lightning damage equal to 1d6 per point of the armor's bonus (for example, +2d6 lightning damage for +2 *runebranded hide*). During this minute, the *runebranded hide* doesn't grant you its usual bonus to AC. Once you have activated the *runebranded hide's* runes, you can't do so again for 24 hours.



## SALT STAKE

Weapon (dart), uncommon

This long, thin dart is made from the spine of a salt stalker (page 78), and it still carries traces of that creature's deadly dehydrating poison. A creature hit by the *salt stake* must make a DC 12 Constitution saving throw. On a failure, the creature is poisoned for 1 minute. While poisoned, the creature is vulnerable to fire damage. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on a success. The *salt stake* is destroyed immediately after use, regardless of whether the attack hits or misses.

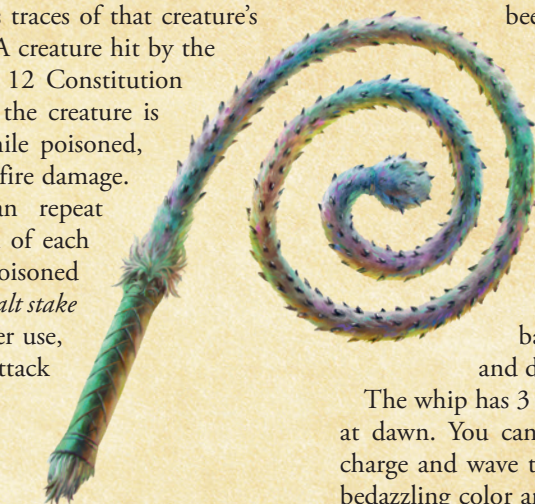
## SKAGAPPA

Wondrous item, uncommon

Skaggans (page 102) use these strange balls of writhing worms to intercept and interpret the dreams of sleeping subjects. Users typically hide the *skagappa* near where a creature sleeps (such as under its pillow or bed). For the next seven days, any creature that finishes a long rest within 5 feet of the *skagappa* experiences fitful dreams. If a creature affected by the *skagappa* has at least one level of exhaustion, roll a 1d4. On a 1, the creature's exhaustion level does not decrease with the long rest.

At any point during the seven days, a creature that can cast at least one divination spell can tap into the *skagappa's* powers and learn 10 minutes' worth of information about any creature whose sleep has been disturbed by the item. To do so, the creature must hold the *skagappa*, expend a spell slot of 1st-level or higher or one use of an innate divination spell, and succeed on a DC 15 Intelligence (Arcana) check. On a failed check, the spell slot or innate spell is wasted, though the caster can attempt the check again by expending another spell slot or innate spell. The same information is imparted about a given creature each time the *skagappa* is tapped into, but information about multiple creatures can be gleaned by activating the *skagappa* again.

Seven days after it was first placed near a creature's bedside, the *skagappa* unravels and its constituent worms slither away, destroying the item.



## SILKEN TAIL

Weapon (whip), rare

Using materials from the lowly silk-tailed beetle (page 96), talented crafters can make a variety of useful tools and weapons, including this magical whip. This whip's thousands of long, opalescent strands shimmer and appear to change color as they reflect even the faintest ambient light. Though the strands may look soft and silky, they are in fact each covered in tiny, nearly imperceptible barbs. You gain a +2 bonus to attack and damage rolls made with this weapon.

The whip has 3 charges and regains 1d3 charges daily at dawn. You can use a bonus action to expend one charge and wave the *silken tail* in a fantastic display of bedazzling color and light. Each creature within 10 feet of you that can see the whip must make a successful DC 13 Wisdom saving throw or become blinded until the end of its next turn. A creature you have damaged with the whip this turn makes the saving throw with disadvantage.

## ZUGGLE ORB

Wondrous item, uncommon

This colorful orb of raw elemental energy is encased in a thin, lightly pulsating membrane. The type of energy the *zuggle orb* contains is determined by the *zuggle* (page 121) it was harvested from. Ice orbs are most common, but different types of *zuggles* bear different orbs.

As an action, you can throw the *zuggle orb* at a point you can see up to 60 feet away from you. The orb shatters on impact, dealing 2d6 damage of the orb's energy type to each creature within 5 feet of the point of impact.

Spells can temporarily modify a *zuggle orb*. As part of the action you use to throw the orb, you can cast a 1st-level or higher spell. When you cast a spell in this way, you expend the spell slot as normal but the spell doesn't come into effect. Instead, one of the following effects occurs.

**Different Damage Type.** If the spell deals a different damage type than that of the orb, the *zuggle orb* changes its damage type to that dealt by the spell. For example, if you cast *burning hands* when you throw an ice *zuggle orb*, the orb deals fire instead of cold damage when it detonates.

**Same Damage Type.** If the spell deals the same type of damage as the orb, then the orb becomes supercharged. A supercharged *zuggle orb* deals 4d6 damage to each creature within 10 feet of the orb when it detonates.



# APPENDIX

## SUGGESTED MONSTER PARTS

We have compiled a list of the various monster parts you can gather from each monster outlined within this book. Feel free to show this list to the players after they defeat a creature so they can determine how to best use the parts to refine and imbue items. No roll is needed to determine what the parts can do. Using this list will significantly save time; otherwise you will need to present the stat block to the players and they'll have to spend time determining the possible components that can be salvaged from the monster.

The refinements and imbued properties listed in these stats blocks are a suggested starting point for each creature. However, there's a fair degree of judgment calls used in making certain decisions, so you and your group can and should adjust them depending on your group's preferences or needs. For example, when refining armor, you need to determine if a creature can provide the equivalent of cloth, leather, or metal. Dragons in this table provide any type of armor, as perhaps the wings could be used for cloth, the skin for leather, and the scales and bones for metal. But perhaps in your game you only want dragons to provide heavy armor. These are all judgment calls, so feel free to adjust, especially if your players have a good explanation of why they think the part should work for a different refining or imbuing option.

However, keep in mind that categories based directly on a monster's special abilities are less open to interpretation. And if you adjust any of these abilities from the stat blocks presented in this book, you should change the properties in turn. For example, if you want to change the ice zuggle into a fire zuggle, you should also replace the cold imbued property from the list of options with the fire imbued property.

Also note, these lists are derived from the original monster stat block and not any listed alternate abilities detailed in some monster descriptions. If you decide to utilize a variable version of a creature, or you change a creature to better suit your game, make sure to adjust their monster parts accordingly.

Of course, this is your game, and you can adjust these tables however you wish; you can even decide to throw out these requirements entirely! Whatever you choose, try to keep your decisions consistent for both yourself and your players.

### **CREATURE NAME** **CHALLENGE**

**Eligible Refinements** Suggested refinements from the creature are listed here. You might determine the creature has additional refinements available or lacks any of these refinements.

**Eligible Imbued Properties** Suggested imbued properties from the creature are listed here. You might determine the creature has additional imbued properties available or lacks any of these imbued properties.

## MONSTER PARTS

### **AFNEITH** **CHALLENGE 8**

**Eligible Refinements** weapons (piercing, slashing), focus

**Eligible Imbued Properties** bane, charisma, constitution, dexterity, energy resistant (radiant), strength, wild

### **ARBOREAL HUSK** **CHALLENGE 9**

**Eligible Refinements** weapons (bludgeoning), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, energy resistant (radiant), invulnerability, necrotic, spells, strength, wild

### **ARCARAYUT** **CHALLENGE 10**

**Eligible Refinements** weapons (bludgeoning), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, dexterity, energy resistant (radiant), force, intelligence, lawful, spells, thrown, wild, winged

### **ARDEODAEMON** **CHALLENGE 2**

**Eligible Refinements** weapons (slashing), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (fire, poison, radiant), evil, fire, good, poison, spells, wild, wisdom

### **ASTRINGENT ARMOR** **CHALLENGE 8**

**Eligible Refinements** weapons (bludgeoning), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, energy resistant (necrotic, poison, psychic, radiant), lawful, poison, psychic, strength, wild

### **AUTOMATIC ACOLYTE** **CHALLENGE 8**

**Eligible Refinements** weapons (bludgeoning), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (necrotic, poison, radiant), invulnerability, lawful, necrotic, poison, radiant, spells, strength, wild, wisdom

### **BESPOKE BODYGUARD** **CHALLENGE 10**

**Eligible Refinements** weapons (bludgeoning, piercing), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (necrotic, poison, radiant), invulnerability, lawful, poison, strength, wild

### **BLOOD MOUSE** **CHALLENGE ¼**

**Eligible Refinements** weapons (piercing), focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (radiant), wild, wisdom

### **BUTCHER BOOTH** **CHALLENGE 12**

**Eligible Refinements** weapons (bludgeoning), armor (light, medium, heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, chaotic, charisma, constitution, energy resistant (radiant), spells, strength, thrown, wild, winged

## **CHAMBER OOZE** **CHALLENGE 4**

**Eligible Refinements** weapons (bludgeoning), focus

**Eligible Imbued Properties** acid, bane, constitution, energy resistant (acid, radiant), strength, wild

## **CLOAKED GOUGER** **CHALLENGE 5**

**Eligible Refinements** weapons (slashing), focus

**Eligible Imbued Properties** bane, chaotic, constitution, dexterity, energy resistant (radiant), intelligence, poison, strength, wild

## **COQUECIGRUE** **CHALLENGE 8**

**Eligible Refinements** weapons (piercing), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** acid, bane, chaotic, charisma, cold, constitution, dexterity, energy resistant (radiant), fire, force, lightning, psychic, strength, thunder, wild

## **COROMN** **CHALLENGE 6**

**Eligible Refinements** focus

**Eligible Imbued Properties** bane, charisma, cold, dexterity, energy resistant (cold, fire, poison, radiant), evil, fire, good, intelligence, invulnerability, lawful, poison, spells, wild, wisdom

## **CORPSESEWN COLOSSUS** **CHALLENGE 12**

**Eligible Refinements** weapons (bludgeoning, piercing), focus

**Eligible Imbued Properties** acid, bane, constitution, dexterity, energy resistant (fire, necrotic, poison, radiant), fire, invulnerability, lawful, necrotic, poison, strength, wild

## **CREUSADAEMON** **CHALLENGE 6**

**Eligible Refinements** weapons (piercing), armor (medium), shield, bracers, focus

**Eligible Imbued Properties** bane, cold, constitution, dexterity, energy resistant (cold, fire, lightning, poison, radiant), evil, fire, good, invulnerability, lightning, necrotic, poison, spells, strength, wild

## **CURTAIN CALLER** **CHALLENGE 10**

**Eligible Refinements** weapons (bludgeoning, piercing), focus

**Eligible Imbued Properties** acid, bane, charisma, cold, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, poison, radiant, thunder), fire, force, invulnerability, lightning, necrotic, poison, spells, thrown, thunder, wild, winged, wisdom

## **DISHRAG DERVISH** **CHALLENGE 2**

**Eligible Refinements** focus

**Eligible Imbued Properties** acid, bane, charisma, cold, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, poison, radiant, thunder), fire, force, invulnerability, lightning, necrotic, poison, thrown, thunder, wild, winged, wisdom

## **DREDGENAUT** **CHALLENGE 14**

**Eligible Refinements** weapons (bludgeoning, piercing), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, energy resistant (necrotic, poison, radiant), fire, invulnerability, lawful, poison, psychic, spells, strength, wild

## **DRYAD HUSK** **CHALLENGE 2**

**Eligible Refinements** weapons (bludgeoning), focus

**Eligible Imbued Properties** bane, chaotic, charisma, constitution, energy resistant (radiant), necrotic, psychic, spells, strength, wild, wisdom

## **DUNDRATH GORGER** **CHALLENGE 6**

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** charisma, cold, constitution, defense, dexterity, energy resistant (cold, radiant), strength, wild, wisdom

## **EEXO** **CHALLENGE 5**

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light), shield, bracers, focus

**Eligible Imbued Properties** bane, chaotic, constitution, dexterity, energy resistant (radiant), invulnerability, poison, spells, wild, wisdom

## **EXCUBITOR** **CHALLENGE 8**

**Eligible Refinements** weapons (piercing, slashing), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** bane, cold, constitution, energy resistant (cold, fire, poison, radiant), evil, fire, good, invulnerability, lawful, poison, spells, strength, wild

## **EYESORE** **CHALLENGE 1**

**Eligible Refinements** focus

**Eligible Imbued Properties** acid, bane, constitution, energy resistant (acid, radiant), strength, wild, wisdom

## **FELD HAG** **CHALLENGE 4**

**Eligible Refinements** weapons (slashing), focus

**Eligible Imbued Properties** chaotic, charisma, constitution, dexterity, energy resistant (fire, poison, radiant), fire, poison, spells, strength, wild

## **FERROPACEON** **CHALLENGE 10**

**Eligible Refinements** weapons (slashing), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, energy resistant (poison, radiant), poison, strength, wild

## **FUNGAL RAPTOR** **CHALLENGE 5**

**Eligible Refinements** weapons (piercing, slashing), focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (radiant), poison, thrown, wild, winged

## **FYLAKA** **CHALLENGE 6**

**Eligible Refinements** weapons (piercing, slashing), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (necrotic, poison, radiant), evil, good, lawful, necrotic, poison, radiant, spells, strength, wild, wisdom

## **G'MAYUN PIRATE** **CHALLENGE 1/8**

**Eligible Refinements** focus

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (radiant), strength, thunder, wild, wisdom







### **GALTZAGORRI HUNTER** CHALLENGE ½

**Eligible Refinements** focus

**Eligible Imbued Properties** bane, chaotic, charisma, dexterity, energy resistant (radiant), intelligence, spells, thrown, wild, winged

### **GARATAUR** CHALLENGE 4

**Eligible Refinements** weapons (piercing), focus

**Eligible Imbued Properties** bane, charisma, constitution, dexterity, energy resistant (radiant), strength, wild

### **GHOSTWRITER** CHALLENGE 5

**Eligible Refinements** focus

**Eligible Imbued Properties** acid, bane, charisma, cold, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, poison, thunder), fire, force, intelligence, invulnerability, lightning, necrotic, poison, spells, thrown, thunder, wild, winged

### **GIANT GLAUCUS SLUG** CHALLENGE 2

**Eligible Refinements** weapons (bludgeoning, piercing), focus

**Eligible Imbued Properties** bane, constitution, defense, dexterity, energy resistant (poison, radiant), poison, strength, wild, wisdom

### **GIANT SEA SQUIRT** CHALLENGE 4

**Eligible Refinements** weapons (bludgeoning), focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (poison, radiant), invulnerability, poison, strength, wild

### **GYMNOPHOBIA** CHALLENGE 9

**Eligible Refinements** weapons (bludgeoning, piercing), focus

**Eligible Imbued Properties** bane, chaotic, constitution, defense, energy resistant (radiant), strength, wild

### **HEARTH HOUND** CHALLENGE 4

**Eligible Refinements** focus

**Eligible Imbued Properties** acid, bane, charisma, cold, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, poison, thunder), fire, force, invulnerability, lightning, necrotic, poison, thrown, thunder, wild, winged, wisdom

### **HIEROGLYPH SCORPION** CHALLENGE 10

**Eligible Refinements** weapons (piercing, slashing), armor (medium), shield, bracers, focus

**Eligible Imbued Properties** acid, bane, charisma, cold, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, poison, radiant, thunder), fire, force, invulnerability, lawful, lightning, necrotic, poison, thunder, wild

### **HOO HANGER** CHALLENGE 6

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** bane, chaotic, constitution, dexterity, energy resistant (radiant), strength, wild

### **HOO MELON** CHALLENGE 2

**Eligible Refinements** weapons (bludgeoning), armor (light), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (radiant), strength, wild, wisdom

### **ICE ZUGGLE** CHALLENGE ½

**Eligible Refinements** weapons (piercing), focus

**Eligible Imbued Properties** bane, charisma, cold, constitution, defense, dexterity, energy resistant (cold, radiant, poison), poison, strength, wild, wisdom

### **IRIVYRN** CHALLENGE 12

**Eligible Refinements** weapons (piercing, slashing), armor (light, medium, heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, charisma, constitution, dexterity, energy resistant (radiant), poison, psychic, strength, thrown, wild, winged

### **IRON FERN** CHALLENGE ½

**Eligible Refinements** weapons (piercing, slashing), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy, fire, resistant (fire, radiant), strength, wild

### **JIKOU** CHALLENGE 12

**Eligible Refinements** focus

**Eligible Imbued Properties** acid, bane, chaotic, charisma, cold, constitution, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, poison, radiant, thunder), fire, force, invulnerability, lightning, necrotic, poison, spells, thrown, thunder, wild, winged

### **JUNGLE MANTIS SWARM** CHALLENGE 8

**Eligible Refinements** weapons (piercing), focus

**Eligible Imbued Properties** bane, defense, dexterity, energy resistant (radiant), invulnerability, strength, thrown, wild, winged

### **KEEPSAKE WARDEN** CHALLENGE 9

**Eligible Refinements** focus

**Eligible Imbued Properties** bane, constitution, energy resistant (radiant), spells, strength, wild

### **KHAROZAT** CHALLENGE 25

**Eligible Refinements** armor (light), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, energy resistant (poison, radiant), evil, good, intelligence, invulnerability, necrotic, poison, psychic, spells, strength, thunder, wild, wisdom

### **KILLING INTENT** CHALLENGE 3

**Eligible Refinements** focus

**Eligible Imbued Properties** acid, bane, charisma, cold, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, radiant, poison, thunder), fire, force, invulnerability, lightning, necrotic, poison, spells, thrown, thunder, wild, winged, wisdom

### **KNOTSMAN** CHALLENGE 5

**Eligible Refinements** weapons (bludgeoning), focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (necrotic, poison, radiant), invulnerability, lawful, poison, strength, wild

### **LESHY HUSK** CHALLENGE ¼

**Eligible Refinements** weapons (bludgeoning), armor (light), shield, bracers, focus

**Eligible Imbued Properties** bane, charisma, constitution, dexterity, energy resistant (radiant), necrotic, strength, wild, wisdom

### **LIVING BLADE** **CHALLENGE 8**

**Eligible Refinements** weapons (slashing), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (necrotic, poison, radiant), fire, lawful, poison, strength, wild, wisdom

### **LIVING DIVINATION DECK** **CHALLENGE ½**

**Eligible Refinements** weapons (slashing), focus

**Eligible Imbued Properties** bane, charisma, constitution, dexterity, energy resistant (necrotic, poison, radiant), lawful, poison, spells, thrown, wild, winged, wisdom

### **LIVING LIBRARY** **CHALLENGE 9**

**Eligible Refinements** weapons (bludgeoning, slashing), focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (necrotic, poison, radiant), intelligence, lawful, poison, spells, wild

### **LIVING PROOF** **CHALLENGE ½**

**Eligible Refinements** weapons (piercing, slashing), focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (necrotic, poison, radiant), force, intelligence, lawful, spells, thrown, wild, winged

### **LOST SAVIOR** **CHALLENGE 11**

**Eligible Refinements** focus

**Eligible Imbued Properties** charisma, constitution, dexterity, energy resistant (necrotic, poison, necrotic), necrotic, poison, spells, strength, wild

### **MATRONA** **CHALLENGE 15**

**Eligible Refinements** weapons (bludgeoning), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, chaotic, charisma, constitution, defense, energy resistant (radiant), force, invulnerability, spells, strength, thrown, wild, winged

### **MECHANICAL ARTILLERIST** **CHALLENGE 7**

**Eligible Refinements** weapons (bludgeoning, piercing), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (necrotic, poison, radiant), fire, invulnerability, lawful, poison, strength, wild, wisdom

### **MECHANICAL MAÎTRE D'** **CHALLENGE 4**

**Eligible Refinements** armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (necrotic, poison, radiant), invulnerability, lawful, poison, strength, wild

### **MILOPOXY** **CHALLENGE 8**

**Eligible Refinements** focus

**Eligible Imbued Properties** bane, chaotic, charisma, constitution, defense, dexterity, energy resistant (radiant), intelligence, strength, wild

### **MOGADB** **CHALLENGE 1**

**Eligible Refinements** weapons (bludgeoning, piercing), focus

**Eligible Imbued Properties** bane, chaotic, constitution, defense, dexterity, energy resistant (radiant), strength, wild, wisdom

### **MUTED DELVER** **CHALLENGE 11**

**Eligible Refinements** weapons (bludgeoning, piercing, slashing), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** bane, chaotic, charisma, energy resistant (radiant, thunder), spells, strength, thunder, wild, wisdom

### **MYZOFORM** **CHALLENGE 8**

**Eligible Refinements** weapons (bludgeoning), armor (light), shield, bracers, focus

**Eligible Imbued Properties** bane, chaotic, constitution, dexterity, energy resistant (radiant), intelligence, psychic, spells, strength, wild

### **NECROFLESH MONARCH** **CHALLENGE 16**

**Eligible Refinements** weapons (bludgeoning), focus

**Eligible Imbued Properties** acid, bane, charisma, constitution, defense, energy resistant (necrotic, poison), invulnerability, necrotic, strength, wild

### **NOBLER** **CHALLENGE 4**

**Eligible Refinements** weapons (bludgeoning), focus

**Eligible Imbued Properties** bane, constitution, defense, dexterity, energy resistant (necrotic, poison, radiant), invulnerability, lawful, poison, strength, wild

### **OBSIDIAN SHALE BEAST** **CHALLENGE 10**

**Eligible Refinements** weapons (slashing), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (fire, radiant), fire, strength, wild, wisdom

### **ORB OF INSANITY** **CHALLENGE 16**

**Eligible Refinements** weapons (bludgeoning), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** bane, charisma, constitution, defense, dexterity, energy resistant (fire, necrotic, poison, radiant, psychic), fire, intelligence, lawful, necrotic, poison, psychic, spells, thrown, wild, winged, wisdom

### **OSPHRANTEAL** **CHALLENGE 10**

**Eligible Refinements** weapons (bludgeoning, slashing), focus

**Eligible Imbued Properties** bane, constitution, defense, dexterity, energy resistant (radiant), evil, good, lawful, radiant, spells, strength, wild, wisdom

### **OTHRUNI** **CHALLENGE 7**

**Eligible Refinements** armor (light, heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, chaotic, constitution, defense, energy resistant (radiant), intelligence, poison, radiant, strength, wild

### **PARASITE HUSK** **CHALLENGE 1**

**Eligible Refinements** weapons (bludgeoning, piercing), focus

**Eligible Imbued Properties** constitution, energy resistant (necrotic, poison), poison, strength, wild, wisdom

### **PARROTBEAR** **CHALLENGE 3**

**Eligible Refinements** weapons (bludgeoning, slashing), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, energy resistant (radiant), strength, wild





### **PHASE TIGER** **CHALLENGE 7**

**Eligible Refinements** weapons (piercing, slashing), focus  
**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (radiant), force, strength, wild, wisdom

### **PRISMATIC OOZE** **CHALLENGE 20**

**Eligible Refinements** weapons (bludgeoning), armor (light), shield, bracers, focus  
**Eligible Imbued Properties** acid, bane, cold, constitution, energy resistant (acid, cold, fire, lightning, necrotic, poison, radiant, radiant, thunder), fire, invulnerability, lightning, necrotic, poison, radiant, strength, thrown, thunder, wild, winged

### **PUPPETEER** **CHALLENGE 11**

**Eligible Refinements** weapons (bludgeoning, slashing), focus  
**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (poison, necrotic, radiant), invulnerability, lawful, poison, wild

### **REAVER BEAVER** **CHALLENGE 4**

**Eligible Refinements** weapons (bludgeoning, piercing), focus  
**Eligible Imbued Properties** acid, bane, constitution, dexterity, energy resistant (radiant), strength, wild, wisdom

### **ROPE GOLEM** **CHALLENGE 6**

**Eligible Refinements** weapons (bludgeoning, slashing), focus  
**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (necrotic, poison, radiant), invulnerability, lawful, poison, strength, wild, wisdom

### **RUIN BRUISER** **CHALLENGE 6**

**Eligible Refinements** weapons (bludgeoning), armor (heavy), shield, bracers, focus  
**Eligible Imbued Properties** bane, constitution, defense, energy resistant (necrotic, poison, radiant), invulnerability, lawful, necrotic, poison, strength, wild, wisdom

### **RUNEBRANDED AUROCHS** **CHALLENGE 3**

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light, medium), shield, bracers, focus  
**Eligible Imbued Properties** bane, constitution, energy resistant (lightning, radiant), lightning, strength, wild

### **SALT GLIDER** **CHALLENGE 8**

**Eligible Refinements** weapons (piercing, slashing), focus  
**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (radiant), poison, thrown, wild, winged, wisdom

### **SALT MOTHER** **CHALLENGE 10**

**Eligible Refinements** weapons (piercing, slashing), armor (light, medium, heavy), shield, bracers, focus  
**Eligible Imbued Properties** bane, constitution, energy resistant (radiant), poison, strength, wild, wisdom

### **SALT SCORCHER** **CHALLENGE 5**

**Eligible Refinements** weapons (piercing, slashing), focus  
**Eligible Imbued Properties** bane, charisma, constitution, energy resistant (fire, radiant), fire, poison, strength, wild

### **SALT STALKER** **CHALLENGE 2**

**Eligible Refinements** weapons (piercing, slashing), focus  
**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (radiant), poison, strength, wild, wisdom

### **SANGUINE ROSE** **CHALLENGE 3**

**Eligible Refinements** weapons (bludgeoning, piercing, slashing), armor (light), shield, bracers, focus  
**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (necrotic, poison), necrotic, poison, strength, wild

### **SAPPHIRE DRAKE** **CHALLENGE 7**

**Eligible Refinements** weapons (bludgeoning, piercing), armor (light, medium, heavy), shield, bracers, focus  
**Eligible Imbued Properties** bane, charisma, constitution, dexterity, energy resistant (fire, radiant), fire, invulnerability, strength, thrown, wild, winged, wisdom

### **SCROLL MOLD** **CHALLENGE ¼**

**Eligible Refinements** focus  
**Eligible Imbued Properties** bane, charisma, constitution, energy resistant (radiant), spells, wild, wisdom

### **SEMUVIG, THE PAW'S MONKEY** **CHALLENGE 26**

**Eligible Refinements** weapons (piercing, slashing), armor (light, medium), shield, bracers, focus  
**Eligible Imbued Properties** acid, constitution, dexterity, energy resistant (necrotic, poison), fire, invulnerability, necrotic, poison, spells, wild, wisdom

### **SENIDAEMON** **CHALLENGE 8**

**Eligible Refinements** focus  
**Eligible Imbued Properties** acid, bane, charisma, cold, defense, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, poison, radiant, thunder), evil, fire, force, good, invulnerability, lightning, necrotic, poison, spells, thrown, thunder, wild, winged, wisdom

### **SHADOW THIEF** **CHALLENGE 1**

**Eligible Refinements** weapons (slashing), focus  
**Eligible Imbued Properties** bane, chaotic, charisma, cold, defense, dexterity, energy resistant (radiant), wild

### **SHADOWLESS HOUSE DRAKE** **CHALLENGE 2**

**Eligible Refinements** weapons (piercing), focus  
**Eligible Imbued Properties** bane, charisma, constitution, dexterity, energy resistant (radiant), fire, intelligence, spells, thrown, wild, winged

### **SHALE BEHEMOTH** **CHALLENGE 23**

**Eligible Refinements** weapons (piercing), armor (heavy), shield, bracers, focus  
**Eligible Imbued Properties** bane, constitution, energy resistant (radiant), invulnerability, strength, thunder, wild

### **SHALE CHARGER** **CHALLENGE 6**

**Eligible Refinements** weapons (bludgeoning, piercing), armor (heavy), shield, bracers, focus  
**Eligible Imbued Properties** bane, constitution, defense, energy resistant (radiant), invulnerability, strength, wild

## **SHALE SPITTER** **CHALLENGE 1**

**Eligible Refinements** weapons (piercing, slashing), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, defense, dexterity, energy resistant (radiant), invulnerability, strength, wild, wisdom

## **SHALE SWARM** **CHALLENGE 2**

**Eligible Refinements** weapons (piercing), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, energy resistant (radiant), invulnerability, strength, wild

## **SHINGLELURK** **CHALLENGE 6**

**Eligible Refinements** weapons (bludgeoning, piercing), armor (medium, heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, chaotic, constitution, dexterity, energy resistant (radiant), invulnerability, strength, thrown, wild, winged

## **SILK-TAILED BEETLE** **CHALLENGE ½**

**Eligible Refinements** weapons (piercing), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** bane, chaotic, charisma, constitution, dexterity, energy resistant (radiant), poison, strength, wild

## **SILUVAIN** **CHALLENGE 3**

**Eligible Refinements** weapons (slashing), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** bane, charisma, cold, dexterity, energy resistant (cold, fire, poison, radiant), evil, fire, good, invulnerability, lawful, poison, psychic, spells, wild

## **SKELETAL MONSTROSITY** **CHALLENGE 10**

**Eligible Refinements** weapons (bludgeoning, piercing, slashing), armor (heavy), shield, bracers, focus

**Eligible Imbued Properties** cold, constitution, energy resistant (cold, fire, lightning, necrotic, poison), fire, invulnerability, lightning, poison, strength, wild

## **SKLAGGAN** **CHALLENGE 4**

**Eligible Refinements** weapons (bludgeoning), armor (light, medium, heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, chaotic, constitution, dexterity, energy resistant (radiant), intelligence, poison, spells, strength, wild

## **SKOTOGELIA** **CHALLENGE 4**

**Eligible Refinements** focus

**Eligible Imbued Properties** acid, bane, chaotic, charisma, cold, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, poison, thunder), fire, force, intelligence, invulnerability, lightning, necrotic, poison, spells, thrown, thunder, wild, winged

## **SLAUGH** **CHALLENGE 8**

**Eligible Refinements** weapons (bludgeoning), armor (medium, heavy), shield, bracers, focus

**Eligible Imbued Properties** charisma, energy resistant (necrotic, poison), necrotic, poison, spells, strength, wild

## **SOLOVEI** **CHALLENGE 6**

**Eligible Refinements** weapons (bludgeoning, piercing), focus

**Eligible Imbued Properties** bane, charisma, dexterity, energy resistant (radiant, thunder), thunder, wild, wisdom

## **SPRINGJAW DOLL** **CHALLENGE ¼**

**Eligible Refinements** weapons (piercing), focus

**Eligible Imbued Properties** bane, constitution, defense, dexterity, energy resistant (necrotic, poison, radiant, psychic), lawful, poison, psychic, wild

## **SWARM ASSASSIN** **CHALLENGE 2**

**Eligible Refinements** weapons (piercing), focus

**Eligible Imbued Properties** defense, dexterity, energy resistant (radiant), invulnerability, poison, wild, wisdom

## **TEMPORAL MANIFESTATION** **CHALLENGE 4**

**Eligible Refinements** focus

**Eligible Imbued Properties** bane, chaotic, constitution, dexterity, energy resistant (force, radiant, poison), force, poison, strength, wild, wisdom

## **THORN CRAWLER** **CHALLENGE 10**

**Eligible Refinements** weapons (piercing, slashing), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (radiant), strength, wild, wisdom

## **TOY SPY** **CHALLENGE 1**

**Eligible Refinements** weapons (piercing), focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (necrotic, poison, radiant), lawful, poison, spells, wild

## **TOY SWARM** **CHALLENGE 1**

**Eligible Refinements** weapons (bludgeoning, piercing), focus

**Eligible Imbued Properties** bane, constitution, dexterity, energy resistant (necrotic, poison, radiant), invulnerability, lawful, poison, strength, wild, wisdom

## **TRODAICHE-SIDHE** **CHALLENGE 5**

**Eligible Refinements** focus

**Eligible Imbued Properties** bane, chaotic, charisma, dexterity, energy resistant (radiant), spells, wild

## **UNARMORED** **CHALLENGE 12**

**Eligible Refinements** focus

**Eligible Imbued Properties** acid, bane, charisma, cold, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, poison, radiant, thunder), fire, force, invulnerability, lightning, necrotic, poison, thrown, thunder, wild, winged, wisdom

## **UNRAVELER** **CHALLENGE 7**

**Eligible Refinements** focus

**Eligible Imbued Properties** bane, chaotic, constitution, defense, dexterity, energy resistant (radiant), force, intelligence, invulnerability, spells, strength, thrown, wild, winged, wisdom





### **VEENLIJK**

### **CHALLENGE 6**

**Eligible Refinements** weapons (bludgeoning), armor (light, medium), shield, bracers, focus

**Eligible Imbued Properties** cold, constitution, energy resistant (cold, necrotic, poison), fire, invulnerability, necrotic, poison, spells, strength, wild, wisdom

### **VENOMOUS SNAKEDEAD**

### **CHALLENGE 1**

**Eligible Refinements** weapons (piercing), focus

**Eligible Imbued Properties** constitution, dexterity, energy resistant (necrotic, poison), poison, strength, wild

### **WARP WYRM**

### **CHALLENGE 8**

**Eligible Refinements** weapons (bludgeoning, piercing, slashing), armor (light, medium, heavy), shield, bracers, focus

**Eligible Imbued Properties** bane, charisma, constitution, dexterity, energy resistant (radiant), force, strength, thrown, wild, winged

### **WILDFIRE LESHY**

### **CHALLENGE 1**

**Eligible Refinements** weapons (bludgeoning), focus

**Eligible Imbued Properties** bane, constitution, energy resistant (fire, radiant), fire, spells, wild, wisdom

### **WINDBORNE DEAD**

### **CHALLENGE 10**

**Eligible Refinements** weapons (bludgeoning), focus

**Eligible Imbued Properties** charisma, dexterity, energy resistant (necrotic, poison), necrotic, poison, psychic, thrown, wild, winged

### **WISPY WAYFARER**

### **CHALLENGE ½**

**Eligible Refinements** focus

**Eligible Imbued Properties** acid, bane, charisma, cold, constitution, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, poison, thunder), fire, force, invulnerability, lightning, necrotic, poison, thrown, thunder, wild, winged, wisdom

### **YOMHIBDI**

### **CHALLENGE 2**

**Eligible Refinements** weapons (bludgeoning), focus

**Eligible Imbued Properties** bane, chaotic, charisma, dexterity, energy resistant (radiant), psychic, wild



## CREATURES BY TYPE

The following lists organize the creatures by their major types, subdivided by challenge.

### ABERRATION

**Challenge 1** shadow thief; **Challenge 2** yomhibdi; **Challenge 4** sklaggan, temporal manifestation; **Challenge 6** hook hanger, shinglelurk; **Challenge 7** unraveler; **Challenge 8** coquecigrue, myzoforn; **Challenge 9** gymnophobia; **Challenge 11** muted delver; **Challenge 12** butcher booth

### BEAST

**Challenge ¼** blood mouse; **Challenge 2** glaucus slug, giant; **Challenge 4** garataur, reaver beaver; **Challenge 8** jungle mantis swarm

### CELESTIAL

**Challenge 6** fylaka; **Challenge 10** osphranteal

### CONSTRUCT

**Challenge ¼** springjaw doll; **Challenge ½** living divination deck, living proof; **Challenge 1** toy spy, toy swarm; **Challenge 4** mechanical maître d', nobbler; **Challenge 5** knotsman; **Challenge 6** rope golem, ruin bruiser; **Challenge 7**, mechanical artillery; **Challenge 8** astringent armor, automatic acolyte, living blade; **Challenge 9** living library; **Challenge 10** arcarayut, bespoke bodyguard, hieroglyph scorpion; **Challenge 11** puppeteer; **Challenge 12** corpsesewn colossus; **Challenge 14** dredgenaut; **Challenge 16** orb of insanity;

### DRAGON

**Challenge 2** shadowless house drake; **Challenge 7** sapphire drake; **Challenge 8** warp wyrm; **Challenge 12** irivyrn;

### ELEMENTAL

**Challenge ½** ice zuggle; **Challenge 1** shale spitter; **Challenge 2** shale swarm; **Challenge 6** shale charger; **Challenge 10** ferropaceon, obsidian shale beast; **Challenge 23** shale behemoth

### FEY

**Challenge ½** galtzagorri hunter, silk-tailed beetle; **Challenge 1** mogadb; **Challenge 2** dryad husk; **Challenge 4** feld hag, skotogelia; **Challenge 5** cloaked gouger, eeko, trodaiche-sidhe; **Challenge 7** othruni; **Challenge 8** milopoxy; **Challenge 12**, jikou; **Challenge 15** matrona

### FIEND

**Challenge 2** ardeodaemon; **Challenge 3** siluvain; **Challenge 6** coromn, creusadaemon; **Challenge 8** excubitor, senidaemon; **Challenge 25** kharozat

### GIANT

**Challenge 9** keepsake warden

### HUMANOID

**Challenge ⅓** g'mayun pirate; **Challenge 2** swarm assassin; **Challenge 6** dundrath gorger

### MONSTROSITY

**Challenge 2** salt stalker; **Challenge 3** killing intent, parrotbear, runebranded aurochs; **Challenge 4** sea squirt, giant; **Challenge 5** salt scorcher; **Challenge 6** solovei; **Challenge 7** phase tiger; **Challenge 8** afneith, salt glider; **Challenge 10** salt mother

### OOZE

**Challenge 1** eyesore; **Challenge 4** chamber ooze; **Challenge 20** prismatic ooze

### PLANT

**Challenge ¼** leshy husk, scroll mold; **Challenge ½** iron fern; **Challenge 1** wildfire leshy; **Challenge 2** hook melon; **Challenge 3** sanguine rose; **Challenge 5** fungal raptor; **Challenge 9** arboreal husk; **Challenge 10** thorn crawler

### UNDEAD

**Challenge ½** wispy wayfarer; **Challenge 1** parasite husk, venomous snakedead; **Challenge 2** dishrag dervish; **Challenge 4** hearth hound; **Challenge 5** ghostwriter; **Challenge 6** veenlijk; **Challenge 8** slaugh; **Challenge 10** curtain caller, skeletal monstrosity, windborne dead; **Challenge 11** lost savior; **Challenge 12** unarmored; **Challenge 16** necroflesh monarch; **Challenge 26** semuvig

## CREATURES BY CHALLENGE

The following tables present all stat blocks in *Battlezoo Bestiary*, organized by challenge. Each entry also details the creature's prize level, its type, and page number.





Creature	Prize	Challenge	Type	Page
G'mayun Pirate	Copper	1/8	Humanoid	32
Blood Mouse	Copper	1/4	Beast	12
Leshy Husk	Platinum	1/4	Plant	42
Scroll Mold	Silver	1/4	Plant	84
Springjaw Doll	Copper	1/4	Construct	106
Galtzagorri Hunter	Silver	1/2	Fey	33
Ice Zuggle	Silver	1/2	Elemental	121
Iron Fern	Copper	1/2	Plant	46
Living Divination Deck	Silver	1/2	Construct	54
Living Proof	Silver	1/2	Construct	56
Silk-Tailed Beetle	Gold	1/2	Fey	96
Wispy Wayfarer	Platinum	1/2	Undead	98
Eyesore	Copper	1	Ooze	27
Mogadb	Silver	1	Fey	61
Parasite Husk	Gold	1	Undead	69
Shadow Thief	Copper	1	Aberration	88
Shale Spitter	Grand	1	Elemental	90
Toy Spy	Gold	1	Construct	110
Toy Swarm	Copper	1	Construct	111
Venomous Snakedead	Gold	1	Undead	116
Wildfire Leshy	Silver	1	Plant	118
Ardeodaemon	Copper	2	Fiend	10
Dishrag Dervish	Platinum	2	Undead	99
Dryad Husk	Platinum	2	Fey	43
Giant Glaucus Slug	Copper	2	Beast	36
Hook Melon	Copper	2	Plant	41
Salt Stalker	Platinum	2	Monstrosity	79
Shadowless House Drake	Silver	2	Dragon	89
Shale Swarm	Grand	2	Elemental	91
Swarm Assassin	Copper	2	Humanoid	107
Yomhibdi	Gold	2	Aberration	120
Killing Intent	Copper	3	Monstrosity	51
Parrotbear	Silver	3	Monstrosity	70
Runebranded Aurochs	Silver	3	Monstrosity	77
Sanguine Rose	Copper	3	Plant	82
Siluvain	Copper	3	Fiend	97
Chamber Ooze	Copper	4	Ooze	14
Feld Hag	Copper	4	Fey	28
Garataur	Gold	4	Beast	34
Giant Sea Squirt	Copper	4	Monstrosity	85
Hearth Hound	Copper	4	Undead	38
Mechanical Maître d'	Platinum	4	Construct	16
Nobbler	Copper	4	Construct	65
Reaver Beaver	Copper	4	Beast	74
Sklaggan	Silver	4	Fey	102
Skotogelia	Copper	4	Fey	103
Temporal Manifestation	Copper	4	Aberration	108
Cloaked Gouger	Gold	5	Fey	15
Eeko	Silver	5	Fey	25
Fungal Raptor	Copper	5	Plant	30
Ghostwriter	Silver	5	Undead	35
Knotsman	Silver	5	Construct	52
Salt Scorcher	Platinum	5	Monstrosity	78
Trodaiche-Sidhe	Copper	5	Fey	112
Coromn	Copper	6	Fiend	20
Creusadaemon	Silver	6	Fiend	22
Dundrath Gorger	Copper	6	Humanoid	24

Creature	Prize	Challenge	Type	Page
Fylaka	Silver	6	Celestial	31
Hook Hanger	Copper	6	Aberration	40
Rope Golem	Copper	6	Construct	75
Ruin Bruiser	Silver	6	Construct	76
Shale Charger	Platinum	6	Elemental	92
Shinglelurk	Copper	6	Aberration	95
Solovei	Copper	6	Monstrosity	105
Veenlijk	Copper	6	Undead	115
Mechanical Artillerist	Copper	7	Construct	59
Othruni	Copper	7	Fey	68
Phase Tiger	Copper	7	Monstrosity	71
Sapphire Drake	Copper	7	Dragon	83
Unraveler	Gold	7	Aberration	114
Afneith	Copper	8	Monstrosity	8
Astringent Armor	Copper	8	Construct	11
Automatic Acolyte	Platinum	8	Construct	17
Coquecigrue	Copper	8	Aberration	19
Excubitor	Copper	8	Fiend	26
Jungle Mantis Swarm	Copper	8	Beast	48
Living Blade	Copper	8	Construct	53
Milopoxy	Silver	8	Fey	60
Myzoform	Copper	8	Aberration	63
Salt Glider	Platinum	8	Monstrosity	80
Senidaemon	Silver	8	Fiend	87
Slaugh	Copper	8	Undead	104
Warp Wyrm	Copper	8	Dragon	117
Arboreal Husk	Platinum	9	Plant	44
Gymnophobia	Copper	9	Aberration	37
Keepsake Warden	Copper	9	Giant	49
Living Library	Silver	9	Construct	55
Arcarayut	Copper	10	Construct	9
Bespoke Bodyguard	Platinum	10	Construct	18
Curtain Caller	Platinum	10	Undead	100
Ferropaceon	Silver	10	Elemental	29
Hieroglyph Scorpion	Copper	10	Construct	39
Obsidian Shale Beast	Grand	10	Elemental	93
Osphranteal	Silver	10	Celestial	67
Salt Mother	Platinum	10	Monstrosity	81
Skeletal Monstrosity	Gold	10	Undead	101
Thorn Crawler	Silver	10	Plant	109
Windborne Dead	Gold	10	Undead	119
Lost Savior	Silver	11	Undead	57
Muted Delver	Silver	11	Aberration	62
Puppeteer	Copper	11	Construct	73
Butcher Booth	Gold	12	Aberration	13
Corpsesewn Colossus	Silver	12	Construct	21
Irivyrn	Copper	12	Dragon	45
Jikou	Copper	12	Fey	47
Unarmored	Gold	12	Undead	113
Dredgenaut	Copper	14	Construct	23
Matrona	Copper	15	Fey	58
Necroflesh Monarch	Copper	16	Undead	64
Orb of Insanity	Silver	16	Construct	66
Prismatic Ooze	Copper	20	Ooze	72
Shale Behemoth	Grand	23	Elemental	94
Kharozat	Silver	25	Fiend	50
Semuvig, the Paw's Monkey	Copper	26	Undead	86







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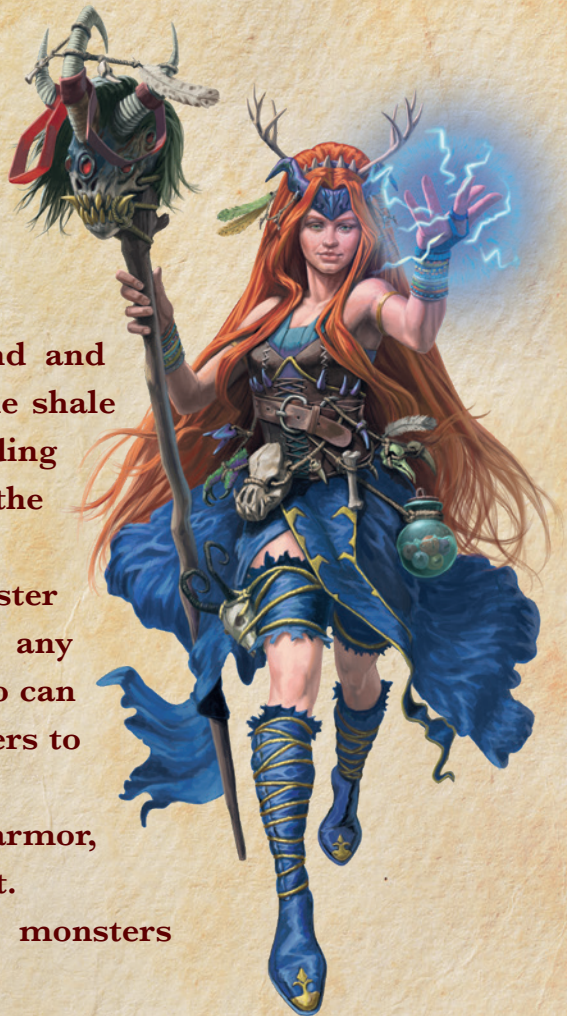
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