

D&D

MONSTER MANUAL IZ



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Anon and AI

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ALLIUM STALKER

As you enter the crypt the scent of garlic fills your nostrils. Your eyes start to water. A piercing scream is heard as the stalker crawls out of his hiding spot.

These creatures are the root cause of vampires' aversion to garlic. Created during the Cretavampiric Era by a vengeful wizard, they were instrumental in pushing vampires to the brink of extinction. The structures on their bodies, resembling cloves, are, in fact, venom-filled sacs teeming with a lethal payload. If they manage to sink their fangs into a vampire's flesh, they release a copious volume of venom into its bloodstream, a dosage so overwhelming that it can lead to the vampire's very body bursting asunder. The venom courses through the vampire, birthing new Allium Stalkers within its tormented form.

Lacking the faculties of sight and hearing, these creatures are immune to the seductive allure of vampiric hypnotic techniques. They make no effort to conceal themselves; instead, the unmistakable scent of garlic saturates the air whenever an Allium Stalker is in proximity. Their objective is unambiguous — to ensure the vampire is cognizant of their presence and to instill a paralyzing fear.

Notably, common garlic is a direct descendant of these formidable creatures. Hence, even in the present day, vampires harbor an enduring racial memory, or, more precisely, an innate dread of its aroma.



ALLIUM STALKER

Small Monstrosity, lawful Good

Armor Class 11, as leather
Hit Points 12 (2d8 + 3)
Speed 30 ft. crawl on any surface

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	4 (-3)	10 (+0)	6 (-2)

Senses Blindsight 60 ft., passive Perception 12
Languages —
Wants Kill vampires
Challenge 2 (450 XP)

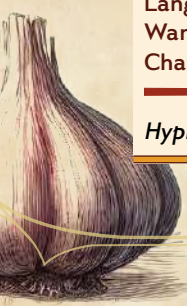
Hypnosis Immunity. Allium Stalkers are immune to vampiric

hypnotic techniques. They automatically succeed on saving throws against any such abilities

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Venomous Bite. Allium Stalkers have a venomous bite. When they successfully hit a vampire with their bite attack, the vampire must make a Constitution saving throw (DC 15) or take 3d6 poison damage. On a failed save, the vampire's maximum hit points are reduced by the amount of damage taken. If the vampire's maximum hit points are reduced to 0, their body bursts asunder, and they cannot be resurrected except by a Wish spell. Living creatures take only 1d6 damage and their health pool is not reduced.



ASTRAL SEED

"I love baking cookies, drawing roses, and singing. Oh, and one day, I will find a nice fertile cavern and take root. The Astral tree will grow and suck dry the whole plane. It will be GLORIOUS! Wanna go fishing tomorrow?"

On Earth, plants have developed ingenious mechanisms to transport their seeds with the wind, the water, or other animals. The Astral Trees, however, take this concept to an entirely new level - their seeds are sentient beings. Astral Trees are formidable creatures, and if one should take root on a plane and grow unchecked, it can result in apocalyptic events, draining entire regions dry. Fortunately, the Astral Seeds that end up on your plane have deemed this world unsuitable for their purposes. They must depart and search for a more fitting environment to take root.

When an Astral Seed takes root, the seed's consciousness fades away, leaving the tree with no recollection of the seed's adventures. However, the seed itself cares not for such matters. It is resolute in its purpose, knowing precisely what it seeks to achieve in its life.

Interestingly, despite the ominous nature of their mission, these sentient seeds often display a cheerful and playful disposition, making them good companions.

ADVENTURE HOOKS

This little bugger asks for help crossing a river.



ASTRAL SEED

Small plant, True Neutral

Armor Class 11, as leather

Hit Points 21 (2d8 + 12)

Speed 30 ft.

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

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Deep Speech, Primordial

Wants Find a cozy plane and let Astral Tree grow

Challenge 2 (450 XP)

Astral Affinity. Advantage on saving against planar effects.

ACTIONS

Planar Pulse. *Ranged Spell Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 8 (2d6 + 1) Force damage. Creates a partial rip between planes inside the target body, damaging it. Ignores outer layer resistances.

LEGENDARY ACTIONS

Take Root. The Astral Tree decides he finally found his home and activates. Piercing Roots spring from his form anchoring him to the surroundings. Anyone inside a 10 foot radius must take a DC20 Dexterity saving throw or receive 8d12 piercing damage and be entangled. This action kills the Astral Seed.

ARACHNOPOLIS REX

The creature looming over you. The air is heavy with the acrid scent of silk and a faint metallic tang. A deafening silence is shattered by the sudden, unnerving scuttle of countless tiny legs.

This massive, white, and slow-moving structure masquerades as a spider-shaped decoy. Comprising various spider species, ranging from dog-sized small hives to colossal structures with no known upper limit in size. It is encased in silk and fortified with bones and wood.

Arachnopolis Rex relies on jointed legs with suspension cords and assistance from mountaineer-spiders for movement. Its initial spider-like eyes are jumping spiders that spring into action when exposed to light. These spiders immobilize and link their victims with puppet-cords.

This hive produces deadly venom from black-widow micro-hives in fang shapes. While its body is resilient, every injury releases a stream of spiders.

When it kills, Arachnopolis Rex absorbs its victims entirely, leaving only empty husks. Its legs and teeth may incorporate bones and armor, and it adorns itself with stolen gems and bits of skulls as predatory warnings on its back.



ARACHNOPOLIS REX

Huge monstrosity, chaotic evil

Armor Class 17, as plate
Hit Points 230 (20d12 + 100)
Speed 30 ft., climb 20 ft.

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

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

Languages —

Wants eat and assimilate you

Challenge 13 (10,000 XP)

Spider Commander. Arachnopolis Rex has advantage on saving throws against being frightened or charmed. It can communicate telepathically with any spider within 100 feet.

ACTIONS

Multiattack. Arachnopolis Rex makes four leg attacks.

Leg Attack. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Venomous Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 42 (12d6) poison damage. DC 16 Constitution saving throw, to halve the poison damage..

BOWDEVIL, MALEVORYX ARCHONS



A sense of dread, as if an unseen presence is closing in. The air is heavy with a scent of foreboding, and an eerie silence seems to envelop the dark forest.

While some demons are content with bargaining for souls, Malevoryx Archons, also known as Bowdevils, are known for stalking unsuspecting travelers through dark forests, slowly shattering their prey's willpower with nightmarish, telepathic whispers and taunts.

Though their aim is impeccable, Bowdevils rarely go for the kill, preferring to inflict dozens of small wounds until their quarry is ready to offer their soul in order to end their torment. Then, and only then, will a Bowdevil put their prey out of misery, immediately collecting the soul they were offered.

Bowdevils, often employed as mercenaries by dark overlords, harbor an intense animosity towards elves. This loathing is manifested in their gruesome practice of adorning their armor with severed pointed ears harvested from their elven victims. Their bows are made with the horns of Bowdevil that failed in their mission.



BOWDEVIL

Medium fiend, lawful evil

Armor Class 16, as chain

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal

Wants kill elves, shoot at people, receive souls

Challenge 5 (1,800 XP)

Keen Senses. The Bowdevil has advantage on Wisdom (Perception) checks.

ACTIONS

Multiattack. The Bowdevil makes two attacks with his longbow.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

ADVENTURE HOOKS

A mysterious archer dared the king that if could shoot a coin from half a mile the kingdom souls will be his. The archer won and now wants to collect his due.

CANONUT BALL

John Copper awoke to a peculiar gnawing sound. Today had been a good day; they had discovered an island teeming with coconut trees, rejuvenating their supplies after months of dreadful provisions. Although it was nighttime, John traced the noise to the coconut pile in the hold. To his astonishment, one of the coconuts had sprouted teeth and was voraciously gnawing at the ship's hull. Water had already begun to inundate the hold, and the creature showed no signs of relenting.



Stahn

These fey creatures are found on tropical islands, and they possess the ability to camouflage themselves as coconuts. Unfortunately, if an unsuspecting sailor fails to recognize their true nature and brings one on board, disaster can strike. These creatures awaken at night and embark on a relentless chewing spree. Their formidable jaws allow them to effortlessly gnaw through wood, often leading to the sinking of the ship. Remarkably resilient, some pirate crews have resorted to using them as cannonballs, exploiting their unique ability to chew through an adversary's ship with unexpected efficiency.

The temple of Toki-Quat ingeniously employed Canonut Balls as a deadly trap. The temple floor was constructed from hundreds of these fey meticulously fused together. As intruders ventured into the heart of the room, the seemingly inanimate Canonut Balls would spring to life, their jaws gnashing in unison. The entire chamber transformed into a grinder, poised to shred any trespasser to pieces.

During their mating ritual, they engage in headbutting as a display of dominance.



roffes

CANONUT BALL

Tiny fey, chaotic evil

Armor Class 18, as plate

Hit Points 13 (2d8 + 4)

Speed 30 ft. crawl on any surface

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	8 (-1)	10 (+0)	6 (-2)

Damage Immunities bludgeoning from nonmagical attacks

Senses Darkvision 60 ft., passive Perception 10

Languages —

Wants bite and gnaw at things

Challenge 1 (200 XP)

Coconut Camouflage. The fey can disguise themselves as coconuts when stationary. As an action, the fey can make a Dexterity (Stealth) check to hide among actual coconuts

Tough Nut to crack. The fey has resistance to non-magical bludgeoning damage.

ACTIONS

Timber Teeth. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage inflict double damage to wooden objects or structures, bypassing resistance and immunities, and may cause structural damage or breaches..

COLMILEV

You fell calm and serene, the faint scent of a meadow is around you. For the first time in a long time you feel relaxed.

Native to Athas, this creature is a champion of Preservation. Its massive mane serves as the abode for a hive of bumblebees. When colmlev travels, it brings the hive with it, facilitating pollination of the surrounding plants. Despite its predatory appearance, it can sustain itself without hunting, relying on photosynthesis and the honey produced by the bumblebees.

When it confronts an adversary, you can hear its low growl accompanied by the buzzing emanating from its hive. During intense battles, the bumblebees swarm around colmlev, stinging and diverting the attention of its foes.

The massive horns on colmlev head protect the bumblebee hive.

ADVENTURE HOOKS

A Sorcerer-King sent you to kill a colmlev. He described it as a horrible man-eating beast that must be put down for the safety of all.



COLMILEV

Large monstrosity, neutral Good

Armor Class 14, as chain

Hit Points 56 (7d8 + 25)

Speed 45 ft.

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

Senses passive Perception 15

Languages Can telepathically transmit sensations and images

Wants Make Athas green again

Challenge 5 (1,800 XP)

Photosynthetic Sustenance. It sustains itself through photosynthesis and bumblebee honey. The creature doesn't need to eat as long as plants are nearby

ACTIONS

Swarming Defenders. In combat, the creature can release its

bumblebee swarm. The swarm targets a creature within 10 feet, imposing disadvantage on the target's attacks and providing advantage on the creature's attacks against the affected target for 1 minute. The swarm can be used once per short rest.

Multiattack. The colmlev makes two melee attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

LEGENDARY ACTIONS

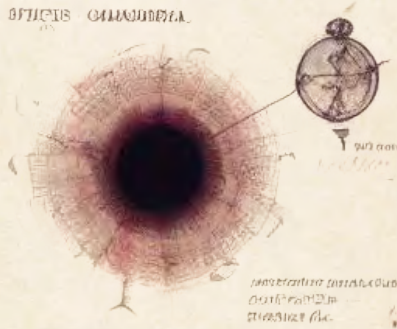
The colmlev can take 1 legendary actions, choosing from the options below.

Entangle. The colmlev can awaken a plant in a 30ft radius around him and entangle a foe, with a DC 13 Dexterity saving throw.

Bumblebee Sting. The colmlev commands the bumblebee to sting a target within 30 ft. +12 to hit, 1d4 piercing damage. Good for breaking enemies concentration.

DARKWELL DRAINER

You are filled with a sense of dread, of emptiness and the knowledge that all is futile as everyone dies in the end. Then you glance at the creature, and you cannot tear your eyes away from its maw and the wet welcoming darkness within.



At the center of this enigmatic aberration lies a black hole heart, a pulsating void that hungers for the very essence of existence. It is literally a black hole that sustains the creature. Yet it is always hungry and demands more, having a constant need to eat. It is physically unable to

close its giant maw. A Darkwell Drainer can feed on anything: meat, fruits, sand, concrete. All is barionic matter for its black hole heart. But what it wants to consume are objects of art, crystals and unique items. For it is a servant of the entropy and wants to destroy order and beauty.

The black hole heart holds half of the creature mass. The Drainer can vary greatly in weight, reaching several hundreds kgs, while

DARKWELL DRAINER

Medium aberration, lawful evil

Armor Class 13, as chain
Hit Points 125 (10d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	18 (+4)	14 (+2)	10 (+0)

Senses Blindsight 60 ft., passive Perception 16
Languages Common, Abyssal, Primordial
Wants Bring an end to the universe
Challenge 11 (7,200 XP)

Psionic Mastery. The creature has access to psionic abilities, including "Gravity Manipulation," "Time Alteration," "Gravity Blast" and "Blade of the Abyss."

ACTIONS

Black Hole Heart. As an action, it can make a "Devour" attack

against an object of art, crystal, or unique item, which is instantly destroyed. The creature regains hit points equal to one tenth of the item's value.

Blade of the Abyss. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d8 + 10) Force damage. When attacking a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to Force damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

Gravity Blast. *Ranged Spell Attack:* +3 to hit, range 60ft ft., cone. *Hit:* 22 (4d8 + 4) Force damage. The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Dexterity saving throw or take 22 (4d8 + 4) Force damage and be pulled 10 ft. towards the Drainer.

maintaining the same slim appearance, they can never grow fat. It is the black hole heart that changes weight, and when it becomes too heavy it is time to reproduce. When acquired enough mass it splits its black hole heart in two. One of the pieces is extracted and forms a cocoon that slowly grows into an adult individual. It does not need to feed in this stage as all the mass and energy were already provided in the heart.

Darkwell Drainer are adept psionics, the black hole heart enables them to move objects through gravity alterations, slow or speed up time, and in rare cases to shape the even horizon of their hearts into deadly blade. The blade attacks are similar to those of a vorpal blade.

This outsiders are intelligent and can reasoned with. They are often masterminds behind sinister plots.

When killed the black heart consumes the body in seconds. Once the body is no more the remaining black hole cannot sustains itself and evaporates in a flash of light. No one was able to extract an intact black hole from a Darkwell Drainer so far.

No one knows where they come from or what their goal is, but rumors say that the original black hole that birthed them can communicate with them through gravitational waves, and they always listen to their progenitor song.

BLACK HOLE HEART



DEFACING MANTIS

You catch a putrid, acrid scent in the air, and then the faint, eerie hum of vibrating wings sends descends from above.

Defacing Mantises are large insectoids. Males of this species are much smaller, roughly the size of wolf, while the more well known females grow to over twice the height of an adult human.

Female defacing mantises prey on humans, severing their heads before consuming their bodies. They can produce a sticky secretion, used to attach the severed heads to their body. Their wings are capable of vibrating at a frequency, which along with their terrifying appearance, causes humanoid to experience extreme levels of fear.

Each defacing mantis differs greatly in appearance, with each having different preferences in how they arrange their victims' remains. The remains are always fresh, a mantis will throw away and replace that starts to show the skull underneath.



DEFACING MANTIS

Large monstrosity, chaotic evil

Armor Class 16, as chain

Hit Points 110 (13d10 + 39)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	4 (-3)	12 (+1)	7 (-2)

Senses passive Perception 13

Languages —

Wants slice off your face

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The Defacing Mantis 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:* 10 (2d6 + 3) piercing damage.

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

Deface. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one incapacitated humanoid grappled by the Defacing Mantis. *Hit:* The target's face is severed, killing the creature instantly. The Defacing Mantis can then use its sticky secretion to attach the severed face to its body.

DUST BUNNY

A parched and oppressive stillness envelopes the air. The scent of arid soil and withered vegetation clings to your senses, and a faint, haunting whisper of a distant desert wind fills your ears.

Sometimes, bunny populations experience explosive growth, triggering mass migrations during which they consume vegetation and deplete the land. While some may advocate for their extermination, this approach is far from a solution. If bunnies are killed in large numbers, a Dust Bunny will emerge. And your problems will be much, much bigger.

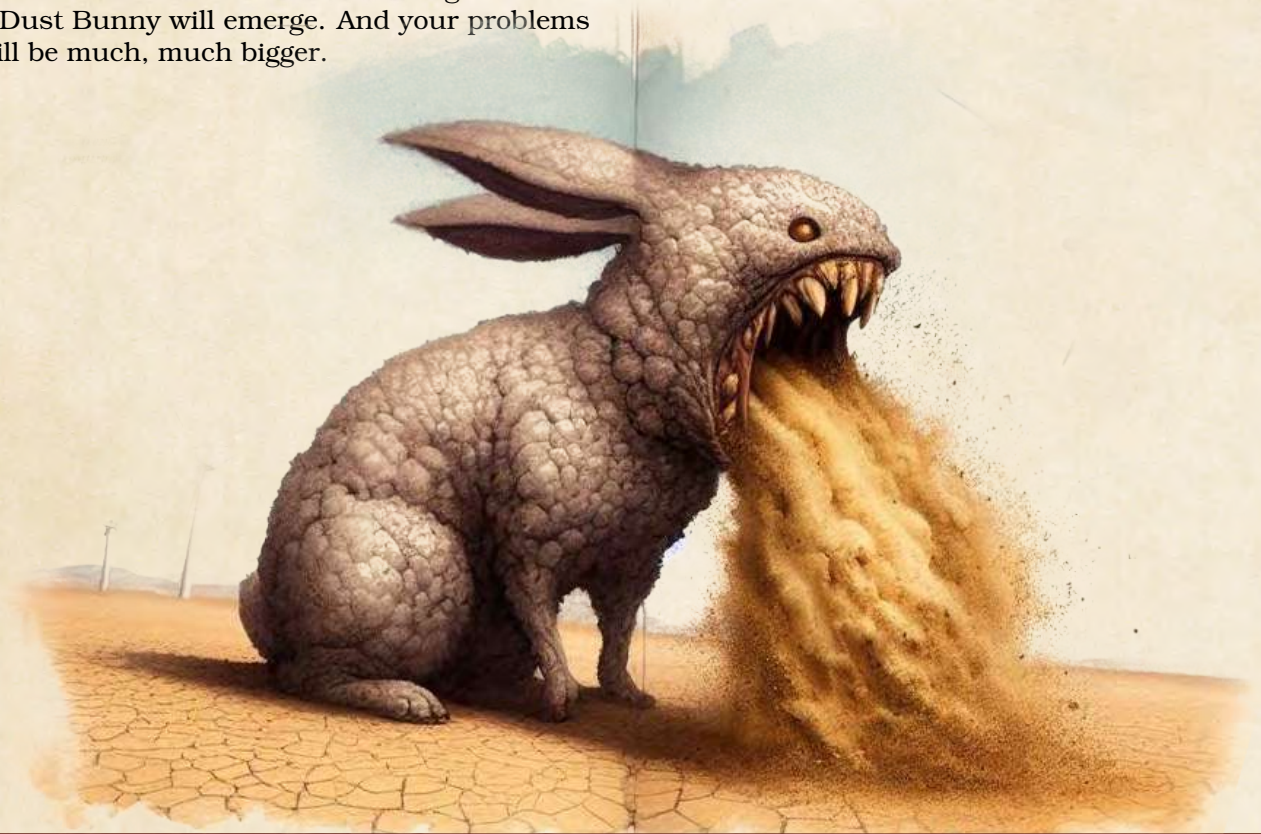
Dust Bunnies are harbingers of drought, wreaking havoc on farmlands and leaving behind desiccated, cracked earth.

Legend has it that Ramthesis IV, the renowned mummy lord, once kept one of these creatures as a pet.

ADVENTURE HOOKS

Farmers killed too many rabbits and now the king offers the bounty on the Dust Bunny.

You are given the quest of killing 100 rabbits.



DUST BUNNY

Huge monstrosity, neutral

Armor Class 14, as chain
Hit Points 126 (12d12 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (-4)	6 (-2)	1 (-5)

Senses Darkvision 60 ft., passive Perception 8

Languages —

Wants revenge for the dead bunnies

Challenge 7 (2,900 XP)

Drought Aura. Any non-magical water or moisture within 20 feet of the Dust Bunny is absorbed, turning it into dust.

ACTIONS

Desiccating Touch. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 5) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.

Dust Cloud (Recharge 5-6). The Dust Bunny expels a choking and withering cloud of fine dust in a 30-foot cone. 8d8 necrotic damage, DC 15 Constitution to half the damage.

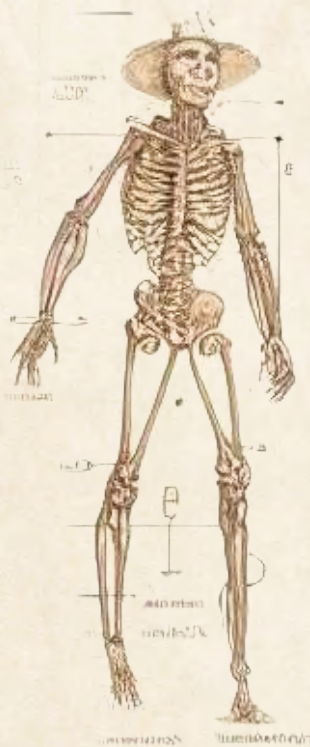
FELINE HORSE

Felines are not suited to be ridden. They are alpha predators in their habitats. The Feline Zebra was specifically bred to be ridden in battle by kings and dukes.



GOURDFOLK

Undead remains of gentle giants decided to help. They dedicate their unlive to help farmers around the country.



LAKE GIANT

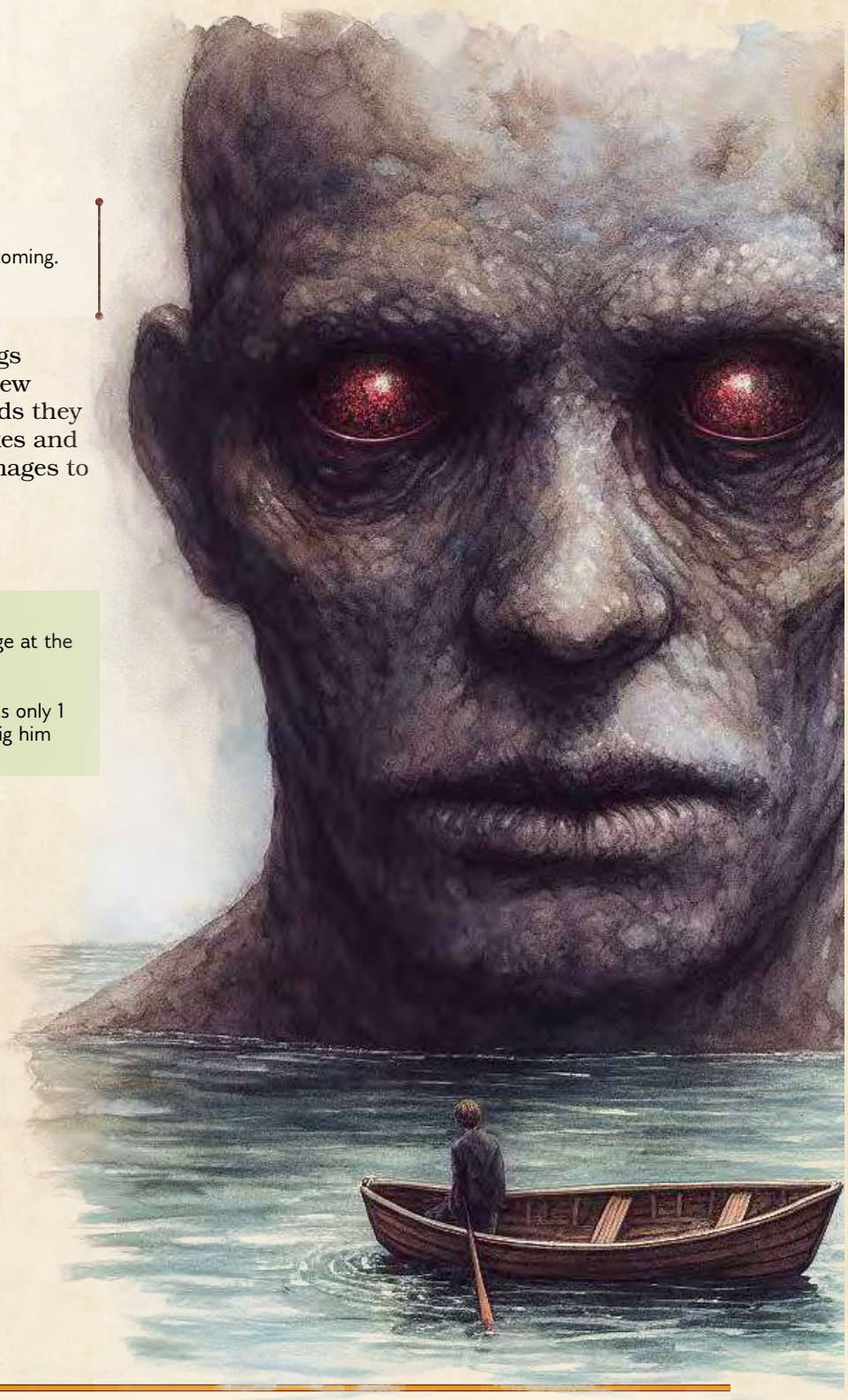
A mountain took notice of you. The stare of the antideluvian being is not hostile, but neither is welcoming. You are just mold that grew while he was asleep.

Lake Giants are ancient celestial beings responsible for sculpting and creating new worlds but forgotten by their creator Gods they remain in deep slumber underneath lakes and oceans until something or someone manages to disturb them.

ADVENTURE HOOKS

A giant awoke and now it watches silently the village at the lake shore. His face is not serene.

The king got trapped in a collapsed mine. He has only 1 week of provisions. A lake giant might be able to dig him out.



LAKE GIANT

Gargantuan giant, neutral good

Armor Class 18, as plate
Hit Points 297 (17d12 + 187)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	29 (+9)	12 (+1)	16 (+3)	16 (+3)

Senses Darkvision 60 ft., passive Perception 19
Languages Common, Giant, Celestial
Wants Build the world, wait for his masters orders
Challenge 16 (15,000 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.
Hit: 30 (4d8 + 12) bludgeoning damage.

LASER ELEMENTAL

This is what you get if you get a cellophane balloon in the shape of a man and fill it with lasers. It's weighs a few pounds and is full of hot bars of light. It looks like a lightsaber orgy in there, constantly pulsing and changing color.

Laser elementals are created when a normal laser gets trapped in the prism maze of Prismax the Unblinking. There's also a strange reification process that involves molasses, balloons, and lots of MDMA, or possibly a Lemon Demon. So basically, a wizard did it.

Although lots of people think that there is a plane of lasers, it's false, no plane in the great Wheel can be coherent.



LASER ELEMENTAL

Medium elemental, neutral

Armor Class 16, as chain

Hit Points 84 (13d8 + 26)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Damage Resistances radiant

Damage Immunities lightning, fire

Senses passive Perception 12

Languages understands Primordial but can't speak

Wants be coherent

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The Laser Elemental makes two laser attacks.

Laser Attack. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 22 (4d10) radiant damage.

Laser Burst (Recharge 5-6). The Laser Elemental charges energy for a devastating laser burst. On its next turn, it can release this energy, creating a 20-foot radius sphere centered on itself. Each creature in that area must make a DC 15 Dexterity saving throw, taking 8d10 radiant damage on a failed save, or half as much on a successful one.

LEMON DEMON

Citrus smell hits your nostrils. A whimsical, enigmatic, and slightly mischievous voice purrs: "Have you ever believed an impossible thing? I can show you how. Don't worry, I do not have "poison" marked on my side."

Those outsiders hail from the Elemental Plane of Acid. The elemental plane is located among the circles of hell, why in hell you ask? because it is not the kind of acid you use to dissolve the bodies of your enemies. It is the other kind. Hence, this demoniac entity is also known as the Lemon Side-effects Demon, or LSD for short.

Wizards summon Lemon Demons when they seek novel sensations or simply desire to relax. The summoned entity vary widely, as is typical with all demons, but they consistently display a singular eye, a toothy grin, and a lemon body. And they want to BE EATEN. Taking a bite of a Lemon Demon bestows an increase in magical abilities but also induces hallucinations and the ability to perceive parallel planes. Rumors persist that the creator of the Owlbear brought it into existence while under the influence of a Lemon Demon.



LEMON DEMON

Tiny fiend, chaotic evil

Armor Class 10, none

Hit Points 5 (1d6 + 2)

Speed 25 ft.

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

Senses passive Perception 12

Languages Common, Abyssal

Wants be eaten

Challenge 1 (200 XP)

Acid blood. If someone eats the Lemon Demon, or just drinks a few drops of its blood, they enter a hallucinogenic trip, DC 17 Constitution to resist. Under the effects of the trip the target doubles its available spell slots, but is affected by vision and unable to distinguish friend from foe. Lasts until a long rest.

ACTIONS

Bite. *Melee Weapon Attack:* 0 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

MEMORIALIS VERDUBULA

The air is thick with the scent of nostalgia, like a fragrant breeze carrying long-forgotten moments. Soft murmurs of voices, laughter, and whispers of past conversations echo through the woods, creating an eerie symphony of memories.

Memorialis Verdubula is a cunning demon dwelling deep within the woods, preying on unsuspecting travelers to pilfer their memories. These memory thieves store their ill-gotten gains in small, luminescent orbs they carry, allowing them to share knowledge and experiences with one another and other creatures.

Their lair is a mesmerizing memory garden, a small meadow where Verdubula cultivates a collection of crystalline flowers. Each flower houses a stolen memory, with its color and fragrance representing a different recollection. Together, they create an ethereal symphony of emotions that echoes throughout the garden.

The most coveted memory for Verdubula is often the traveler's recollection of their way home, leaving them hopelessly lost in the woods. Verdubula possesses the uncanny talent of flawlessly mimicking the voices of people from the stolen memories, often using them to lure travelers into traps.

Ransacking the demon's lair can yield valuable rewards. Among the stolen memories, they might

uncover one granting a permanent skill proficiency (roll 1d20 on the skills list) or a clue about the location of a hidden treasure.

ADVENTURE HOOKS

You embark on a quest to retrieve the memory of the king's deceased daughter. The father will reward handsomely anyone who brings those precious memories back.

The second son of a noble house has employed a Verdubula to steal the memories featuring the rightful heir's. No one in the castle remembers him anymore. The exiled heir now toils as a humble swineherd, unable to reclaim what's rightfully theirs.



MEMORIALIS VERDUBULA

medium fey, chaotic evil

Armor Class 14, as chain

Hit Points 61 (8d8 + 25)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	17 (+3)

Senses passive Perception 16

Languages Common, Sylvan

Wants steal your memories

Challenge 5 (1,800 XP)

Ethereal Symphony. When the memory garden's various stolen memories resonate together, they create a symphony of emotions that can produce variable effects. Characters who remain within the garden for an extended period (1 hour or more) must make a Wisdom saving throw (DC 15). On a failed save, they may gain either temporary inspiration or temporary

disadvantage.

Mirrored Echo. Verdubula can mimic the voice of a creature from a stolen memory. It uses this ability to trick adventurers. To mimic a voice, it makes a Charisma (Deception) vs target's Wisdom (Insight) check.

Psychic Resilience. Due to its exposure to countless memories, Verdubula has developed resistance to psychic damage. It takes half damage from all psychic attacks.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Memory Absorption. When Verdubula makes a successful touch attack against a target, it can attempt to absorb a specific memory from the creature. The target must make a Wisdom saving throw (DC 15) to resist. On a failed save, the creature loses one memory, represented by a skill, spell or proficiency of the player's choice. The stolen memory can be reclaimed by defeating the demon.

MIRRORMAN

You notice a big mirror giving you a sense of inexplicable unease. You catch a faint metallic scent, and hear the faintest whisper of their own voice, as if the mirror is calling you closer.

Appearing as a mirror, the Mirrorman reflects only one adventurer at a time. However, this reflection is far from perfect, often drawing curious adventurers to investigate closer. Yet, as one approaches the mirror, its surface shatters, giving birth to the Mirrorman. It is driven by a single, sinister intent: to eliminate the one reflected. Upon achieving its gruesome objective, the Mirrorman will attempt to wear the victim's skin, assuming their identity. Lacking intelligence and being bound to the dungeon, it rarely accomplishes much. With the stolen identity eventually decaying and the victim's skin rotting away, the Mirrorman reverts to the mirror form.

Mirrormen are crystalline motes of an alien hive organism. Wizards bind them in the shape of mirrors, turning them into unsettling traps in their dungeons. Some Medusas keep Mirrormen as minions to enhance their petrifying gaze. Curiously, Mirrormen fear vampires, unable to perceive them.



MIRRORMAN

Medium construct, neutral evil

Armor Class 14, as chain

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	5 (-3)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Wants experience life as a human being

Challenge 4 (1,100 XP)

Mirror Shatter. When approached within 5 feet, the mirror shatters, revealing the Mirrorman and damaging anyone in front of the mirror with 2d8 + 5 piercing damage. The shards become a part of the Mirrorman's form.

Mirror Form. The Mirrorman can revert to its mirror form as an action. It can assume mirror form at will.

ACTIONS

Shard Strike. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Illusory Reflection (Recharge 5-6). The Mirrorman attempts to cast the mirror image spell on itself.



PROFESSOR WORM

You smell a faint, earthy aroma, mingling with the scent of ancient tomes and magic long past.



In a renowned wizarding academy, a bizarre legend persists—the enigmatic Professor Worm.

Once, a wizarding student charmed a humble carrion worm, convincing it that it harbored latent magical abilities. The worm, in its naivety, embraced this newfound identity, and its journey into magic began, fostered by an owner who viewed it as an endearing pet. As the years passed, the worm thrived on the abundant magical energies within the academy, leading it to voraciously consume spellbooks, trinkets, and artifacts, much to the dismay of its owner. In a tragic turn of events, the student's attempt to intervene led to his own doom, as the worm devoured him and absorbed his magical powers.

With newfound abilities, the carrion worm roamed the academy's shadows, preying on unsuspecting students.

However, a twist of fate saw it devour the Professor of Forensic Studies. Seizing the opportunity, the worm assumed the role of this professor, an unlikely impersonation that the student body initially perceived as a bizarre prank by the professor's body. Despite the absurdity, students were too terrified to contest their new professor's authenticity. Other faculty members found the situation hilarious, and surprisingly, the worm taught more effectively than the original professor.

You're worm food, Harry!

Over time, Professor Worm blended into the academic scene. Professors were too lazy to deal with it, and students too afraid, so nothing was done. And in the end, fewer students are devoured by him than those who die in the

PROFESSOR WORM

Medium monstrosity, Lawful evil

Armor Class 15, as chain

Hit Points 89 (9d10 + 40)

Speed 30 ft.

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

Senses Blindvision 60 ft., passive Perception 16

Languages Common, Infernal

Wants Become a real wizard

Challenge 6 (2,300 XP)

Magical Consumption. Professor Worm can consume magical objects and spells, gaining temporary benefits or healing for each item or spell consumed. Roll a d6; on a 1, the item or spell is ineffective, and on a 6, it provides the maximum benefit.

Resistance to magic. It is resistant to all magical damage and has advantage on saving throws caused by a spell.

Innate Spellcasting. Professor Worm can cast the following spells, requiring no material components:

At will: *Mage Hand*

At will: *Minor Illusion*

2/day: *Counterspell*

Forensics expertise. It didn't the Professor title for its pretty face. The carrion worm has advantage and a +6 bonus on any Investigation rolls involving a dead body.

ACTIONS

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

Consume Magic. When in close proximity to a magical object or spellcaster, Professor Worm can attempt to consume or disrupt the magic, potentially nullifying its effects or damaging the source of the magic. A DC 15 Intelligence saving throw is required to avoid this effect.



Transfiguration classes. Professor Worm still harbors the belief that its true nature remained undetected, leaving a legacy that defied logic and explanation.



RED WIDOW



The Red Widow, also known as the Spider Queen, is a malevolent species of all-female arachnid shapeshifters native to Ravenloft. This therianthrope breed falls under the category of "beastwere"; sapient giant spiders who have the ability to assume the forms of beautiful red-haired human women. In their true form, Red Widows appear as giant female black widow spiders with reversed coloration - red bodies with a black hourglass symbol on their underbelly. Living a measly 20 to 30 years, Red Widows are usually little more ambitious than any other animal.

Their food of necessity is blood; their food of choice is blood sucked from the horrified bodies of men lured into their embrace by the seductive beauty of their humanoid forms. Their usual MO is to get the sucker somewhere discrete with promises of a tryst, hold him tight, then revert to their spider form - aside from scaring the piss out of their victim, this also puts them in prime position to deliver a lethally venomous bite and commence to sucking blood.

They strongly resent humans for having a much longer lifespan, and will do anything to prolong their own. This last detail is often used by necromancer and other evil-doers to manipulate a Red Widow.



RED WIDOW

Medium monstrosity, lawful evil

Armor Class 15, as chain

Hit Points 60 (8d8 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	18 (+4)

Senses Darkvision 60 ft., passive Perception 13

Languages —

Wants live as long as a normal human

Challenge 5 (1,800 XP)

Shapechanger. The Red Widow can use its action to polymorph

into a form that appears as a beautiful red-haired humanoid woman. Its statistics remain the same in this form.

Web Senses (Spider Form). The Red Widow can detect the vibrations of creatures moving within 60 feet of its web.

ACTIONS

Multiattack. The Red Widow makes two attacks: one with its bite and one with its web attack.

Bite (Humanoid Form). Ranged Weapon Attack: +5 to hit, range 30/60 ft., Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success.

Web Attack (Spider Form). The Red Widow makes two attacks: one with its bite and one with its web attack.

TLALOCAN

Sinister whispers and eerie chuckles reverberate through the dense vegetation, causing unease. You glimpse monstrous forms composed almost entirely of gaping, oozing mouths emerging from the shadows.



These monstrous humanoids are primarily composed of mouths. They have evolved to thrive amidst dense vegetation, and their tribal lifestyle

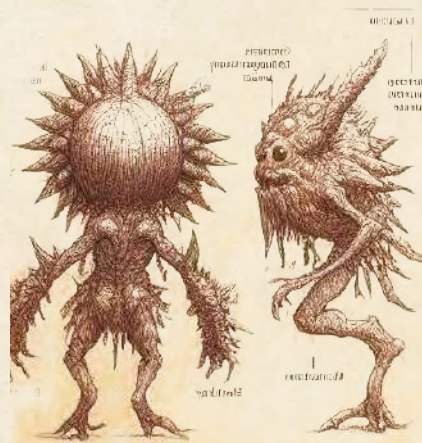
mirrors this adaptation. Operating in packs, they lie in ambush for large prey. With their colossal mouths, they can take enormous bites from their victims, which they then slowly digest over several months. After such a feast, they often camouflage themselves and settle down to sleep in the very location where they made their kill. It is never wise to loot a caravan that was recently attacked by Tlalocans.

They're sapient, but, by human standards, they're barking mad. Since they have the ability to commune with the dead they see nothing wrong with killing and eating people as long as they don't suffer.

ADVENTURE HOOKS

A thief that stole the village gold was killed during his capture. Unfortunately the gold is nowhere to be found. The adventurers must find the tribe of the mysterious Tlalocans so they can pry the secrets from the dead.

A caravan never arrived at its destination. The adventurers are asked to investigate.



TLALOCAN

Medium monstrosity, lawful evil

Armor Class 12, as leather

Hit Points 31 (4d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	7 (-2)

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Halfling

Wants Eat to its stomach's content and go to sleep

Challenge 6 (2,300 XP)

Innate Camouflage. Tlalocans have advantage on Dexterity

(Stealth) checks when hiding within dense vegetation.

Death's Whisper. Tlalocans can communicate with the spirits of the deceased. Once per long rest, they can ask a single question of a spirit.

ACTIONS

Terrifying Bite. The foe makes two melee attacks.

Terrifying Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the target is Medium or smaller, it must make a Wisdom saving throw (DC 12) or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. If the saving throw fails by 5 or more, the target is also paralyzed with fear for the duration.

TORTOISE TSAR

Heat and potent scent of burning coal hits you in the face. The gentle, rhythmic rumble of its alchemical furnace becomes an unmistakable backdrop, resonating through the surroundings. This massive creature exudes an aura of ancient wisdom and guarded secrets.

Wagon-sized tortoise, instantly recognizable by its formidable stone-like shell.

To sustain its existence, the Tortoise Tsar relies on a steady supply of coal or other fuels. Lamp oil is a rare treat, while dried straw is an emergency ration. They sleep during the warmer months, for only the icy breath of winter can cool their burning alchemical guts. They are known to burrow in search of coal, or, if they prosper, they command peasants to operate mines on their behalf. In return for their service, these followers are provided with warmth, protection, and prestige.

Enterprising blacksmiths use the local Tortoise Tsar's interior as a living forge. Weapons and tools forged in the Tsar's guts take on a supernatural quality.

There's a common belief that the Tortoise Tsar's internal furnace contains precious gems, a rumor that has led many adventurers to slay these guardians. Such actions often condemn the villages the Tortoise Tsars protected to a frigid death.

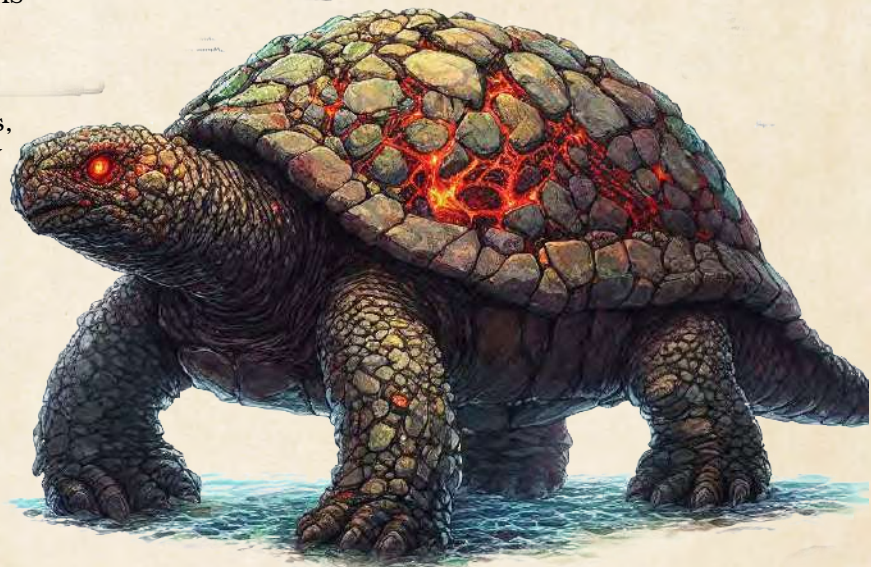


ADVENTURE HOOKS

A duke wants a ring with the gemstone found exclusively in Tortoise Tsar guts.

The local coal mine has a goblin infestation. The Tortoise Tsar is starting to get hungry.

The legendary sword can be re-forged only inside a Tortoise Tsar. But you need to get his permission.



TORTOISE TSAR

Huge monstrosity, lawful neutral

Armor Class 20, as plate and shield

Hit Points 230 (20d12 + 100)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	3 (-4)	12 (+1)	8 (-1)

Senses passive Perception 15

Languages Common, Giant

Wants to devour coal, to rule

Challenge 12 (8,400 XP)

Heated Aura. Any creature that starts its turn within 5 feet of the Tortoise Tsar takes 10 (3d6) fire damage.

ACTIONS

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. The target must succeed on a DC 20 Strength saving throw or be knocked prone..

TWISTED MAN

As you venture further, the distant sound of weeping becomes discernible, an unsettling and mournful ambience backdrop. There is a scent of despair mingled with the musty odor of long-neglected dungeons. As you glimpse something that looks like thick serpents coiling in the darkness.

This is what happens to a Dungeon Keeper if he attempts to micromanage his dungeon. The long reach of his arms is no longer a way of saying, but a reality. The Keeper undergoes a slow transformation into a deranged monstrosity with no legs and four arms, each measuring 10 meters in length. These arms act independently, and he loses control over them. His sanity deteriorates, leading him to be typically discovered in a secluded corner, a tangled mess of limbs, weeping. He remains perilous to approach, as his arms possess formidable strength and can easily constrict or crush you, or just comb your hair and let you go. The creature's psychological stability is notably precarious.

TWISTED MAN



TWISTED MAN

Large monstrosity, neutral evil

Armor Class 14, as chain

Hit Points 145 (10d12 + 80)

Speed 20 ft. but it doesn't want to move from its spot

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	6 (-2)	6 (-2)	4 (-3)

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Goblin, Undercommon, Orc, Infernal

Wants kill vampires

Challenge 8 (3,900 XP)

ACTIONS

Tangled Web. Upon a successful attack the Keeper can use its massive arms to grapple and restrain a target, rendering them immobile until they escape (Escape DC 15).

Fractured Control. The Keeper's four arms act independently in combat, allowing it to make up to four attacks on its turn. But each arms attack only if it passes a DC 12 Wisdom saving throw. It can strike in a 30 ft. radius and deals 2d10 + 6 bludgeoning damage.

TYROMANCY

Upon investigating the Aeramas' estate it discovered the mage had been a raring tyromancy enthusiast - tyromancy being, as you surely know, the art of divining the future from cheese. This is a very rare specialization among mages, one only practiced by those for whom a social life is not a high priority - there reason being that the cheese they use to divine with is, and pardon my blunt language, fouler smelling than a drowner's scrotum. No wonder Aeramas' home hadn't been looted.

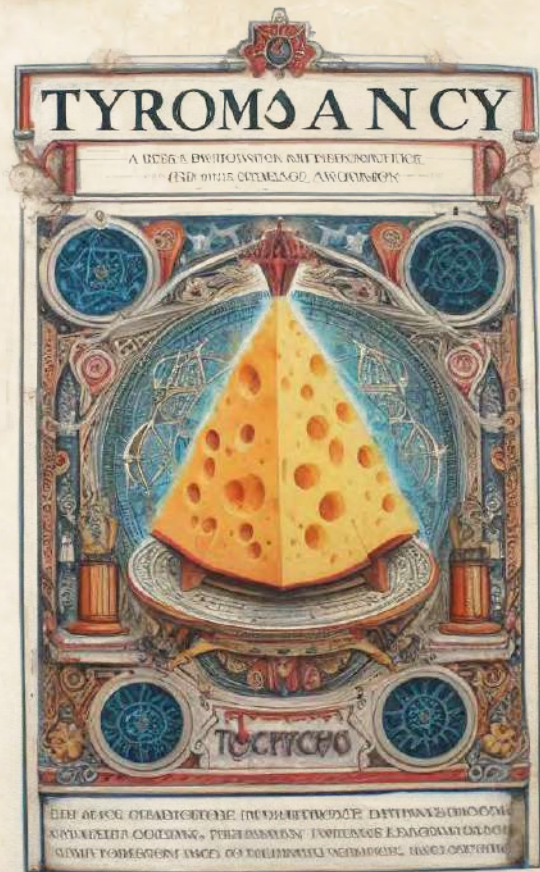
Tyromancy is a form of magical divination which features the use of cheeses and their gradual maturing.

Different aspects such as the depth of the cheese, the type of mold, and the scent, can help predict different things. Other common practices involves melting two types of cheese together and asking a question about the future whilst doing so. Practitioners often employ the use of creatures made from cheese.

CURDLING



Most tyromancers have trouble finding assistants, as few magic initiates and common folk can withstand the stench of their labs. Curdlings were created with that purpose in mind. Dimwitted and overeager, they aren't particularly efficient, and are usually considered a tyromancer's first step into creating life from cheese, with their following attempts being much more refined and capable than this.



CURDLING

Small Monstrosity, chaotic neutral

Armor Class 12, as leather

Hit Points 16 (3d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	4 (-3)	8 (-1)	6 (-2)

Senses Darkvision 60 ft., passive Perception 11, good sense of smell

Languages understands Common but can't speak

Wants to help, curd something

Challenge 1/2 (100 XP)

ACTIONS

Curdle (Recharge 5-6). The Curdling can target a non-magical liquid within 30 feet of it. The liquid must be in an open container or not be in a sealed container. The Curdling releases a curdling agent that immediately spoils and curdles the liquid. The affected liquid becomes unusable and may develop a foul odor. The container might burst or warp due to the sudden change in the liquid's properties.

Swipe. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) acid damage.

MILK ELEMENTAL

This ethereal entity embodies the essence of dairy, its form a swirling, luminescent white. It exudes an aura of purity and calm, moving with grace as if dancing on liquid, and radiates a gentle, nurturing energy.



MILK ELEMENTAL

Medium elemental, neutral

Armor Class 13, as chain

Hit Points 71 (6d10 + 38)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses Darkvision 60 ft., passive Perception 10

Languages Cheese

Wants to obey the commands of their summoner

Challenge 3 (700 XP)

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

MOZZARELLA ELEMENTAL

This elemental creature takes on the appearance of a soft, milky-white mass with fine, thread-like filaments weaving through its pliable form. It moves gracefully, while delicate filaments within its body dance in captivating patterns. An enticing aroma of warm dairy surrounds it, and its presence exudes a creamy richness with an enchanting, almost hypnotic quality

CHEESE ELEMENTAL

This elemental presence manifests as a robust, cheese-textured creature. Its body is a composite of various cheese types, displaying patterns and colors reminiscent of cheddar, gouda, and swiss. Slow-moving and solid, it exudes a palpable, savory aura. The Cheese Elemental is unyielding and unwavering, with an inherent cheesiness that captivates all those who stand in its presence

The summoning ritual requires a lot of hand seals and invocations of the name of God.

MOZZARELLA ELEMENTAL

Medium elemental, neutral

Armor Class 14, as chain
Hit Points 100 (10d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	5 (-3)	10 (+0)	7 (-2)

Damage Vulnerabilities cold

Damage Resistances acid, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses Darkvision 60 ft., passive Perception 10

Languages Cheese, Italian

Wants to obey the commands of their summoner

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

CHEESE ELEMENTAL

Large elemental, neutral

Armor Class 15, as chain
Hit Points 116 (12d10 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances acid, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses Darkvision 60 ft., passive Perception 10

Languages Cheese

Wants to obey the commands of their summoner

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The elemental makes two slam attacks.

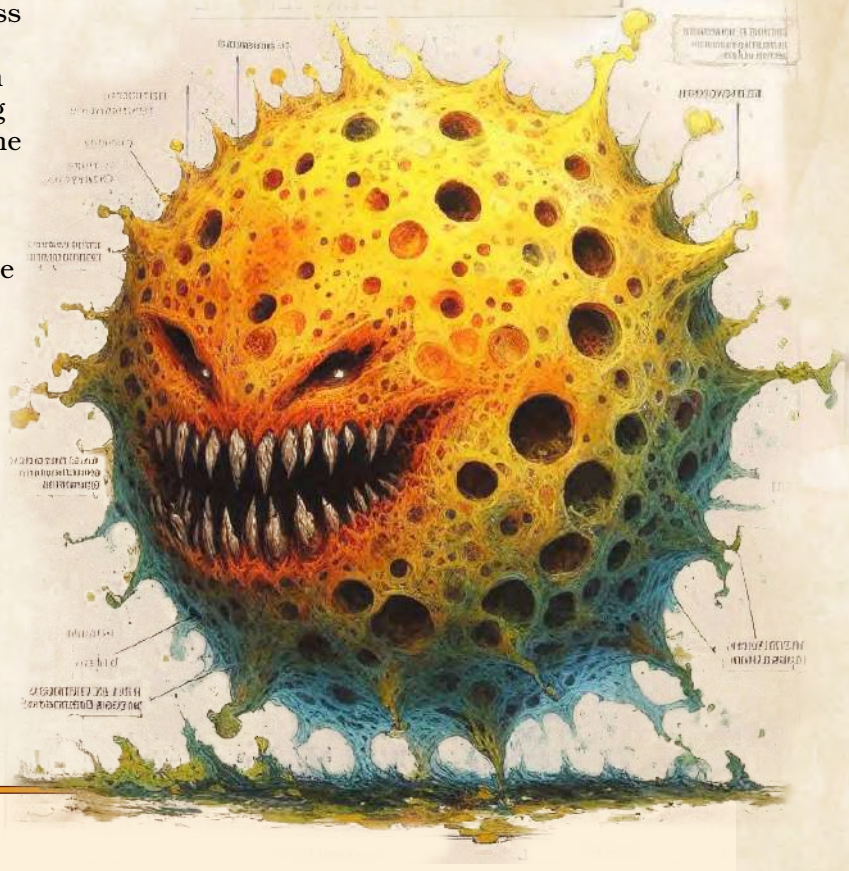
Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.



EMMENTAL

This elemental entity embodies a swirling mass of molten cheese, exuding intense heat and a putrid, sulfurous stench. Its ever-shifting form seems to melt and solidify as it moves, creating an intimidating presence that combines both the comforting and destructive qualities of melting cheese and fire, marred by an unbearable odor.

A legend tell that a moon is just a massive cheese elemental. An Emmental that flew to the skies.



EMMENTAL

Huge elemental, neutral

Armor Class 18, as plate
Hit Points 157 (14d10 + 80)
Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	8 (-1)	15 (+2)	5 (-3)

Damage Resistances acid, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses Darkvision 60 ft., passive Perception 16

Languages Cheese

Wants to obey the commands of their summoner

Challenge 8 (3,900 XP)

Stench Aura. The Emmental emanates a 30-foot-radius aura of revolting odor, creating an area of difficult terrain. Any creature starting its turn in this area must make a DC 15 Constitution saving throw or be poisoned until the start of its next turn.

Hover. The elemental hovers a few feet above the ground, allowing it to move over obstacles and creatures without impediment. It has a flying speed of 30 feet.

ACTIONS

Rancid Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage. The elemental opens a gaping, cavernous maw within

its mass, and bites with its cheese-laden fangs to tear through flesh and armor. .

Orbital Slam. The Emmental reshapes its entire form into a massive mass of molten cheese. It then hurls itself at a designated target, using the weight and force of its liquefied bulk to crush and scorch. As it impacts, the scalding cheese envelops the victim and surrounds, leaving them searing in agony. It functions as a disgusting fireball 8d6 fire damage in a 20 ft. radius. A DC 15 Dexterity to take half damage. On a failed save, the target is restrained for 1 round.]

LEGENDARY ACTIONS

The Emmental 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 Emmental regains spent legendary actions at the start of its turn.

Putrid Emanation. The elemental can release a burst of noxious gas. All creatures within 15 feet of the elemental must make a DC 15 Constitution saving throw or become incapacitated for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Melted Slam. The elemental reaches out with an oozing, pseudopod of molten cheese, to strike its target. Upon impact, the appendage adheres to the victim, leaving a residue of rotten dairy. This attack deals 2d10 bludgeoning damage and 2d6 fire damage. The target must succeed on a DC 16 Strength saving throw or be restrained by the melted cheese for 1 minute.

MOLDUSA, GORGON-ZOLA

An eerie chill is crawling down your spine. The air carries a faint scent of spoiled dairy, and the sound of serpentine hissing resonates through the silence.

In a realm where love and magic intertwined, a young tyromancer, Roderic, faced the heartache of unrequited love from the beautiful Zola. Driven by bitterness, he attempted to curse her, seeking to make her "smelly and old." His flawed incantation, however, twisted the curse into "smelly and mold."

The consequences were unforeseen. Zola transformed into a creature known as Gorgon-Zola, a fusion of a Gorgon and a deity of dairy. Serpentine hair now possessed the dread ability to turn all it gazed upon into creeping mold.

Moldusa, as she came to be known, abhorred tyromancers and deceitful men alike. Her curse became a scourge upon any who sought to exploit the secrets of milk and dairy. Over the years, many a tyromancer's laboratory fell into ruin. Yet, it was a double-edged sword; her own heart remained broken, a constant reminder of unrequited love and the tragic consequences of her curse.

Now, Gorgon-Zola roams the realm, a forlorn and vengeful figure, her presence a haunting reminder of the devastating cost of wielding magic borne of darker emotions.



MOLDUSA

Medium monstrosity, neutral evil

Armor Class 15, as chain
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	20 (+5)	12 (+1)	10 (+0)	8 (-1)

Senses darkvision 60 ft., passive Perception 12
Languages Common
Wants revenge on tyromancers and "nice guys"
Challenge 7 (2,900 XP)

Moldweaver's Gaze. When a creature that can see Gorgon-Zola's eyes starts its turn within 30 feet of her, it must succeed on a DC 15 Constitution saving throw or be magically restrained and begin to transform into living mold. At the start of each of its turns, the creature must repeat the saving throw. On a failed

save, the creature takes 14 (4d6) poison damage and becomes further entrenched in mold, suffering the poisoned condition. On a successful save, the effect ends. If a creature fails its save by 5 or more, it is fully petrified and turned into living mold, rendering it permanently incapacitated and indistinguishable from a mound of mold.

Spellcasting. Gorgon-Zola is a 5th-level spellcaster. She casts with Intelligence (spell save DC 11, +3 to hit with spell attacks). She has the following spells prepared:

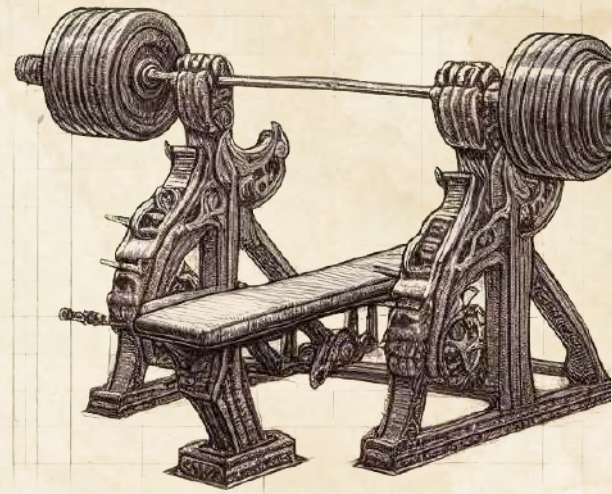
1/day: *Ray of Enfeeblement*
2/day: *Blindness*
1/day: *Cause Fear*
2/day: *Spider Climb*

ACTIONS

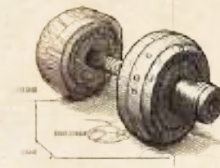
Serpentine Hair. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 8 (1d8 + 4) poison damage.

SKELETON, CALCIUM

The distant noise of a heavy weight being lifted reaches you. In the cold air of the dungeon a faint smell of sweat and protein powder is present.



Many believe that consuming calcium can strengthen one's bones. A tyromancer, driven by a desire to test this theory, arranged the experiment. He created an undead skeleton and set it to execute two tasks: drink milk from a milk elemental and engage in rigorous weight training. The magical essence of the milk elemental had an unexpected effect on the skeleton. It grew stronger, with new bone formations emerging in places where they should not exist. Though the tyromancer has long since vanished, the undead creature remains, diligently adhering to its peculiar diet and daily weightlifting routine. It roams the dungeon passages, a testament to the bizarre and relentless pursuit of skeletal strength.



SKELETON, CALCIUM

Medium undead, neutral evil

Armor Class 18, as plate

Hit Points 75 (10d8 + 30)

Speed 30 ft. crawl on any surface

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Wants drink milk, lift a bigger weight

Challenge 5 (1,800 XP)

Undead Fortitude. If damage reduces the skeleton to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the skeleton drops to 1 hit point instead.

Brute. A melee weapon deals one extra die of its damage when the skeleton hits with it.

Tough Bones. The skeleton's skeleton is particularly sturdy, granting it resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

UNDEAD ELEMENTALS

"A man may die, nations may rise and fall, but an idea lives on. Ideas have endurance without death."

"Hold my bear." Said a particularly bored demilich in his dungeon.

You can put out a fire, you can banish a fire elemental, but you cannot kill it, for they are an embodiment of the idea of fire. A particularly autistic Lich took it as a challenge. Not only was he able to kill one, he was able to bring it back as an undead. The results where... unconventional.

UNDEAD AIR ELEMENTAL: VACUUM ELEMENTAL

They are the Void. The cosmic Void from above that will embrace you and make you understand how insignificant you are. They require a mechanical body to exist on the material plane without imploding.

UNDEAD EARTH ELEMENTAL: CREVICE ELEMENTAL

They are cracks in the rocks. Holes in the ground that wander. Their attacks will crack your bones, chip your teeth and shatter your metal armor.



UNDEAD FIRE ELEMENTAL: ASH ELEMENTAL

Man shapes made out of white ash. They are cold to the touch and more than anything desire to feel the warmth once again. Absorb heat on touch. If one of them stays too long in one place ice starts growing around him. They hate ice. Many commit suicide by throwing themselves into volcanoes, while others turn pyromaniacs. Cities have been burned to the ground by such a creature with the creature itself standing at the center of that giant bonfire crying for being unable to feel any amount of warmth.



UNDEAD WATER ELEMENTAL: DISSICATOR

Dried-out husks of water elementals bound into undead form, and with a desperate need to quench their dryness by draining the vital fluids from living creatures. They have the ability to breathe out cones of desiccating air and their touch saps water from someone on contact, causing fatigue and CON damage. Sailors hate them fiercely as ghost ships with dried-out crew are the result of a Dissicator climbing on board.

WAVEMAIDEN

An overwhelming sense of salt-laden humidity hangs in the air, its taste tangle on the lips. A distant and haunting melody, a whispered sea shanty, resonates softly in the wind, beckoning forward. The gentle caress of a misty sea spray upon the skin, cool and otherworldly, leaves an indelible mark, as though the very ocean itself is extending a welcoming hand to guide their way.

The Wavemaiden, a spirit bound to the sea by the essence of a drowned nature deity, forever tethered to its watery domain. Sailors and pirates often beseech her and invoke her protection, though her favors are not given freely. A sacrifice is demanded. A human life must be surrendered, a willing crewman who shall set himself ablaze, with the Wavemaiden name on his lips, before plunging into the depths. She then transforms this sacrifice into a luminous green flame, which she returns to the ship. The crew cradles this ethereal fire within a lantern, and the radiant emerald glow it emits weaves a protective veil around their vessel. This warding light repels treacherous sea monstrosities, malevolent spirits and storms, providing a sanctuary amid the perils of their maritime journeys.

Should the flame ever wane, the lantern reverts to its ordinary state.

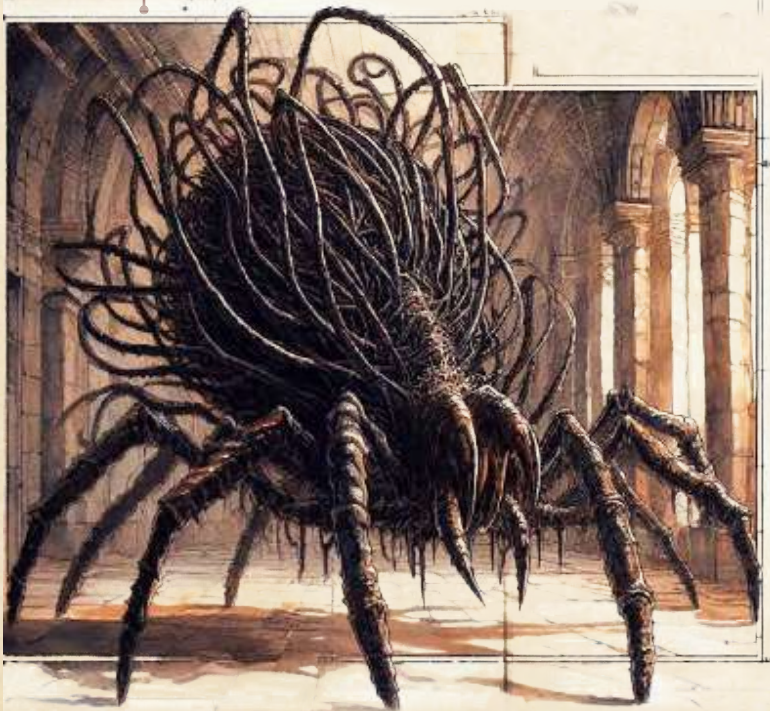
The Wavemaiden often manifests before impending storms or calamities, which has led many to regard her as an omen of misfortune and demise.

Warlocks have been known to strike pacts with her. They tell that she is always silent you just know what she wants when looking at her. Her always ask one task: to retrieve a cannonball ensconced within an unyielding rock. None have thus far succeeded, and none were able to uncover the legend behind it.



WHIP PARASITE

An unsettling sensation grips you. Something is very wrong with the creature before you. You feel a distinct, visceral unease in the pit of your stomach, catch a whiff of a sickly, earthy odor, and hear the faint, disconcerting rustling of countless tiny, squirming creatures within the afflicted host skin.



The whip parasite, composed of tendril-like worms, infests the bodies of dungeon monsters, gradually consuming its host until it's completely hollowed out. The host metamorphoses into a shambling husk, relentlessly attacking other creatures in an attempt to propagate the infestation. If the host sustains significant damage or come into contact the purifying touch of holy water, the Whip Parasite will forcibly emerge. Black tendrils will extend around the host's body, granting it additional whip-like attacks.

The most ancient of these parasites are known as the "Old Ones" and have grown so colossal that they essentially become monstrous entities in their own right. Their size is so overwhelming that the host's original stats become secondary, and in some cases, the host may be entirely incapacitated, unable to use its original body for attacks.

WHIP PARASITE

Medium monstrosity, chaotic evil

Armor Class 14, as chain
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	3 (-4)	10 (+0)	5 (-3)

Damage Vulnerabilities Holy water

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Wants infect more people

Challenge 4 (1,100 XP)

Innate Spellcasting. The Whip Parasite can innately cast darkness (save DC 12) at will, requiring no material components.

Parasitic Infestation. The Whip Parasite can attempt to infest a creature it has grappled. The target must make a DC 14 Constitution saving throw. On a failed save, the target is infested and takes 7 (2d6) necrotic damage at the start of its turn. The

infestation can be ended by dealing 10 damage to the Whip Parasite, or by the target succeeding on a DC 14 Constitution saving throw. An infested target cannot regain hit points.

Unveiling. When reduced to half of its health pool, or if struck with holy water the Whip Parasite will emerge from the host body. The creatures become vulnerable to slashing damage but gain the Whip attack.

ACTIONS

Multiattack. The Whip Parasite makes two attacks: one with its bite and one with its whip.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage DC 14 Constitution saving throw or become infested.

Whip. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Infestation Burst. The Whip Parasite forcibly expels a cloud of wormlike parasites in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half on a successful one. Failing the save makes you infected.

Rumors persist of experiments by unhinged wizards seeking to create a symbiotic relationship between hosts and parasites, enabling the host to control the whip-like tendrils with precision. They can wield these tendrils for attacks or create protective barriers.



WRETCHWORM

An eerie sense of foreboding washes over them. They feel the oppressive weight of the swamp's humidity, smell the stench of decay, and hear the faint, unsettling slithering beneath the mucky waters. One of the rotten tree trunks starts to move.

In a time long past, a sorcerer's ambition drove him to seek dominion over the swamp's spectral inhabitants. However, his hubris invoked the wrath of a malevolent hag, who cast upon him a fateful curse. The curse twisted him into the fearsome guardian of the swamp—the Wretchworm.

This nightmarish entity, a grotesque wormlike monstrosity, embodies a twisted, rotten tree trunk with multiple grotesque arms. With a cunning and formidable nature, it lurks submerged in the murky waters of the swamp, a master of ambush and deception.

For each human it devours, the Wretchworm grows longer, its trunk elongating, and new arms sprouting forth, ready to ensnare its next unsuspecting prey. It serves as a chilling reminder of the perils of meddling with forces beyond mortal understanding and the dire consequences that can befall those who dare tread into its cursed domain.

WRETCHWORM

Huge monstrosity, chaotic evil

Armor Class 16, as chain

Hit Points 136 (13d12 + 52)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	3 (-4)	10 (+0)	5 (-3)

Senses Blindsight 60 ft., passive Perception 10

Languages understands Common and Abyssal but can't speak

Wants kill anyone who enters the swamp

Challenge 8 (3,900 XP)

Regenerative Devourer. When the Wretchworm consumes a humanoid, it regains 18 (4d8) hit points.

Swamp Dweller. Advantage on Dexterity (Stealth) checks while submerged in water or mud. Can freely move on swampy difficult terrains.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage if the target is Medium or smaller, it is grappled (DC 16). Grappled creatures are held underwater until they drown. A drowning creature must pass a DC 15 Constitution throw or become unconscious and die the next turn. .



YELLOWHIDES

In the heart of the forest, Aria stumbled upon a small group of Loblins, their yellow skin translucent in the twilight. She approached cautiously, raising her hands in a gesture of peace. The Loblins regarded her with a mix of curiosity and wariness. After what felt like an eternity, a single Loblin took a step closer, offering a flask of liqueur. It was chance to forge a bridge between their two worlds. Two days later Aria was trapped in the heart of the Yellowhides village, entangled by bloodthirsty roots.



Lorcs and Loblins are two stages of the same species, the Yellowhides, cultivated from Likota trees. Normally, a Likota tree produces only dog-sized Bitters. These creatures, possessing basic animal intelligence, hunt and bring their prey to the roots of the Likota tree. Once feed on the blood and flesh of the dead, a Likota Tree will germinate Loblins, sentient humanoids who serve as the backbone of the Yellowhides settlements. At this stage Loblins may capture sentient beings, like humans or elves, and offer them as sustenance to the Likota Tree, initiating the growth of Lorcs. To maintain this process, the captured humans must be kept alive and bound under a Likota tree; the tree slowly pierces them with its roots and drains them over the course of several months. Lorcs are massive warloving creatures, they form the Yellowhides armies when it's time to wage war. When, instead, a magical sentient being is used as compost, the Likota tree spawns a Limquat, the only Yellowhide capable of seeding new Likota trees. Limquats are small orange humanoids with innate magical powers.

During their pillaging expeditions, Yellowhides prioritize capturing as many prisoners alive as possible. They frequently employ less-lethal

weaponry such as man catchers, quarterstaves, and clubs with spikes coated in paralyzing poison. Due to their poor eyesight, they rarely use ranged weapons.

Yellowhides exhibit proficiency in cultivation, basic alchemy, and woodland craftsmanship. During times of peace, they are known for distilling alcohol, producing alcoholic infusions, cultivating fruits, herding goats, and crafting wooden items.

Some evil overlords find it convenient to maintain Yellowhide tribes in their lands, as with enough human sacrifices, they can rapidly assemble massive armies.

Yellowhide villages are typically nestled in forests, where they coexist harmoniously with nature, creating well-integrated settlements. These landscapes often feature sunny forests, meadows, orchards, and gardens, evoking a bucolic atmosphere. However, beneath the meadows, skulls and are hidden. The most protected part of the village is, naturally, the Likota tree, typically with only one tree per settlement. If it destroyed, no new Loblin or Lorc can be born. Thus is why, unlike goblins, Yellowhide infestations are easy to exterminate permanently.

"Vegetarian" Yellowhide communities do exist, comprised solely of Loblins and Bitters, as they refrain from sacrificing sentient beings. These communities tend to be pacifistic, engaging in trade of fruits, alcoholic infusions, and wooden utensils with neighboring settlements. Nevertheless, they are often met with prejudice, as there is a lingering fear that an idyllic community might start sacrificing people and build an army. These communities are notably fragile, as no Limquat is present and no new tree planted. They slowly die as the number of Likota Tree s dwindles with years.



BITTER

Bitters are diminutive, dog-sized creatures within the Yellowhides' world. These small beings, characterized by their yellowish hides and sharp claws, serve as scavengers and hunters, foraging for sustenance and facilitating the dark transformation of Likota trees into sentient Yellowhide beings.

BITTER

Small beast, neutral

Armor Class 12, as leather

Hit Points 9 (2d6 + 2)

Speed 30 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 13

Languages understands Goblin but can't speak

Wants bring their prey to the Likota Tree

Challenge 1/4 (50 XP)

ACTIONS

PACK TACTICS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



LOBLIN

Loblins, the sinister progeny of Likota trees, are sentient humanoid creatures that serve as the dark backbone of the Yellowhides. Born from blood-soaked roots, these wicked beings capture and sacrifice prisoners to nurture the growth of their menacing kin, the Lorcs. Loblins are skilled



in cruel arts of war, lurking in the shadowy depths of enchanted forests, but also talented artisans in time of peace. They despise and hate goblins.

LOBLINS

Medium humanoid, neutral

Armor Class 13, as leather

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Senses passive Perception 11

Languages Common, Goblin

Wants security, wealth, a long and peaceful life

Challenge 1 (200 XP)

ACTIONS

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Man Catcher. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage. After a successful hit, the Loblin can use a bonus action to attempt a grapple against the target using the man catcher. If the grapple is successful, the target is considered restrained. .



Lorcs, born of Likota trees, are towering and war-hungry creatures at the heart of Yellowhide armies. With brutal strength and a relentless combat spirit, they're the grim embodiment of the Yellowhides' malevolent power.

A clear visible difference between Lorcs and Loblins are the tusks. Loblin ones are curved downwards, while Lorc ones upward.

Lorcs are the only evil creature of the Yellowhide family. A settlement made of only Loblins can peacefully coexist with Good-aligned kingdoms. But in a mixed tribe of Lorcs and Loblins Lorcs always try to take control and turn the tribe towards conquest.

LORC

Medium humanoid, neutral evil

Armor Class 16, as chain
Hit Points 84 (8d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	8 (-1)	8 (-1)	6 (-2)

Senses passive Perception 9
Languages Common, Goblin
Wants wage war. Protect their tribe
Challenge 4 (1,100 XP)

Powerful Build. The Lorc counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

ACTIONS

Multiattack. The Lorc makes two melee attacks, using any combination.

Spiked Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage. If the target is hit, it must make a DC 15 Constitution saving throw or be paralyzed for 1 minute..

Man Catcher. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage. After a successful hit, the Lorc can use a bonus action to attempt a grapple against the target using the man catcher. If the grapple is successful, the target is considered restrained. .



LIMQUAT

LIMQUAT

Small humanoid, neutral

Armor Class 13, as leather

Hit Points 14 (4d6)

Speed 25 ft.

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

Senses passive Perception 14

Languages Common, Goblin, Sylvan

Wants to sustain Likota trees and the Yellowhide life cycle.

Challenge 1 (200 XP)

ACTIONS

Magic Resistance. Linquats have advantage on saving throws against spells and other magical effects.

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

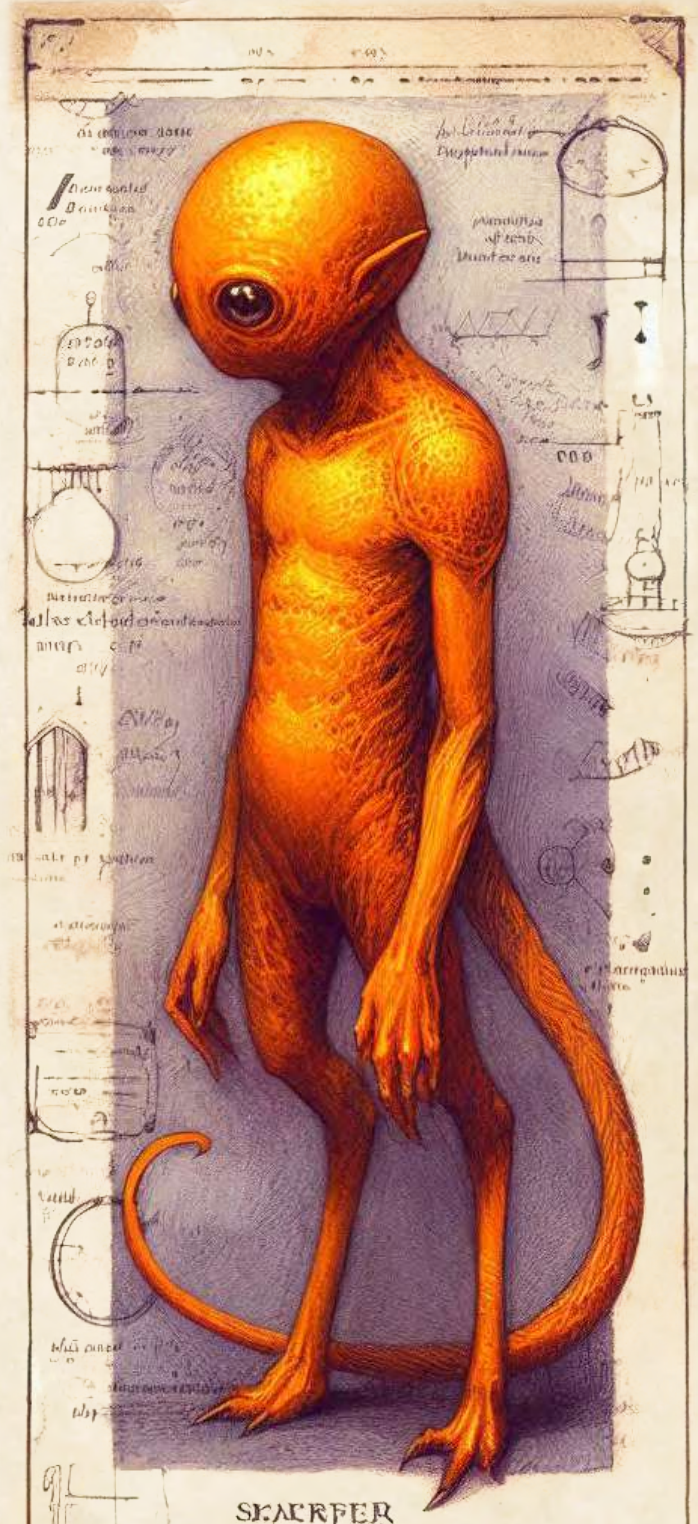
At will: *Mage Hand*

3/day: *Charm Person*

1/day: *Plant Growth*

Tiny Spellblade. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Linquats are small, magical beings, their orange skin glowing with innate mysticism. They hold the secret to seeding new Likota trees, perpetuating the sinister cycle of the Yellowhides' existence. Small but powerful, they are a hidden wellspring of mystical might in the sunny world of the Yellowhides.



CONCLUSIONS

No one reads the Introduction. But Conclusions? If you made it so far, you can be actually interested what the author has to say.

This monster manual was inspired by the most amazing bestiaries I found online: Veins of the Earth, The Monster Overhaul and Fire on the Velvet Horizon. I stole one monster from each of those authors in the hopes that those awesome creatures live on (technically the one I stole from Skerples was taken from Arnold Kemp, and to him it was suggested by Daniel Dean, but I digress). Oh, and one was taken from Ravenloft.s taken from Arnold Kemp, and to him it was suggested by Daniel Dean, but I digress. Oh, and one was taken from Ravenloft.

I strongly recommend you take a look at the books above if you want interesting monsters in your campaigns. This books fails in many aspects when compared to them. It is not dense enough, the descriptions are not inspiring enough, it has stats for DnD 5e. It tries to balance too many things.

Some monsters I invented long ago, recently giving them form through generative AI. Others were a collaborative effort from the dark places of the internet of old.

If you ever use any of those monsters in a campaign, please drop an email to nasredin.ttrpg@gmail.com. I would love to know that one of the critters finally found a home.

