

# THE UNTAMED WILDS

A MONSTROUS SUPPLEMENT FOR D&D 5E

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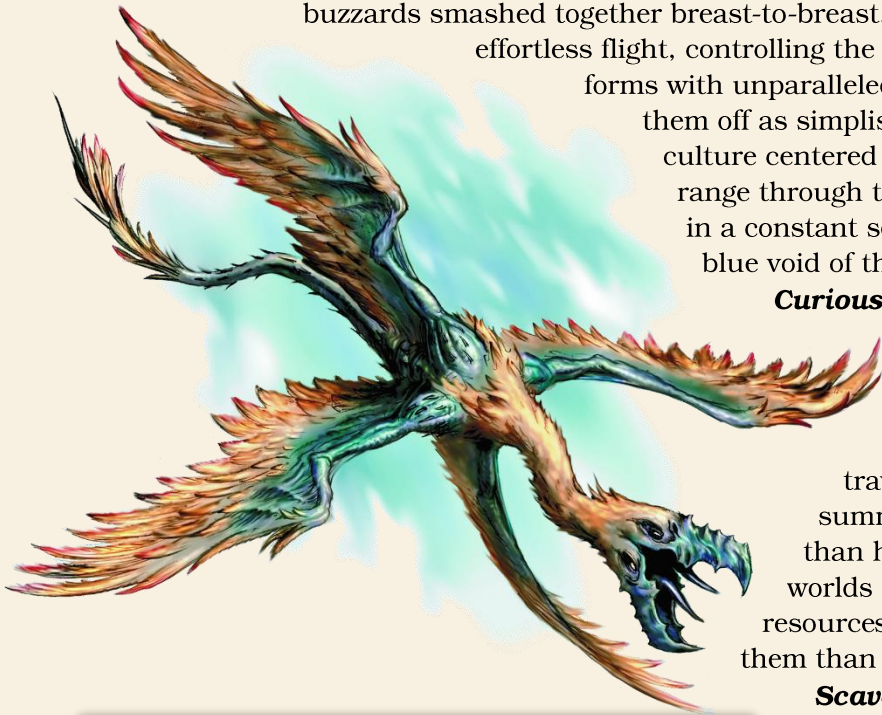
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# ARROWHAWK

The bizarre arrowhawk is a creature from the elemental plane of air. Resembling something like two colorful buzzards smashed together breast-to-breast, these unlikely beings are capable of adroit and effortless flight, controlling the winds that flow over their serpentine, feathered forms with unparalleled precision. Most who see these creatures write them off as simplistic beasts, but they have an ancient, nomadic culture centered around great flocks they call The Nations that range through the Elemental Plane of Air, raiding its structures in a constant search for rare sources of food in the endless blue void of the plane.



**Curious Travelers.** Despite their planar nature, arrowhawks can often be found flying through the skies of the material world, even serving humanoid elemental masters as defenders and allies. Arrowhawks are eager to travel the planes, and readily respond to summons and planar binding with eagerness, rather than hostility. They see their journeys to these other worlds as ways to glean information and even resources from lands with much more substance to them than the Plane of Air.

**Scavenging and Starving.** Unlike many other elemental beings, arrowhawks cannot subsist on the pure essence of their plane. They must eat, and thus they must scour their plane for potential food. Nutrition can be rare on the plane, where vast stretches of nothing but air form what are essential deserts. Many arrowhawks inhabit the ruins of great djinni structures, consuming what is left of once-great gardens now gone wild with neglect. Indeed, some of the Nations have caused such ruins to come about, descending the less well-defended djinni castles like a barbarian hoard, consuming everything like a plague of locusts.

**The Endless Nations.** Many arrowhawks travel in smallish flocks of two to four creatures, but on their home plane, in times of plenty, arrowhawks numbers will surge, resulting in great flocks that swarm through the plane, filling the air for days and blotting out light. These nations can last for many human generations, and are considered something like natural disasters as they cover the endless sky of the plane. Typically, they only die out with famine, and a starving hoard of millions of arrowhawks is not a welcome sight on any horizon.

## ARROWHAWK

Medium elemental, neutral

Armor Class 14

Hit Points 39 (7d8+7)

Speed fly 60 ft. (hover)

Str	Dex	Con	Int	Wis	Cha
14 (+2)	19 (+4)	12 (+1)	10 (+0)	13 (+1)	13 (+1)

**Skills** Acrobatics +6, Stealth +6

**Damage Immunities** lightning

**Damage Resistances** acid, poison

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

**Languages** Auran

**Challenge** 1 (200 XP)

**Elemental Resilience.** When the arrowhawk takes fire or cold damage, roll 1d10 and reduce the damage by this amount.

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

**Electricity Ray.** *Ranged Spell Attack:* +6 to hit, range 50 ft., one target. *Hit:* 11 (2d10) lightning damage.

## CAVE FISHER

*Medium monstrosity, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 17 (3d8+3)

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

Str	Dex	Con	Int	Wis	Cha
17 (+3)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	8 (-1)

**Skills** Athletics +5, Stealth +3

**Senses** darkvision 120 ft., passive Perception 11

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

### Actions

**Pincers.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) piercing damage and if the target is a Medium or smaller creature, it is grappled (escape DC 15). Until the grapple ends, the cave fisher can only use its pincers against the grappled creature and has advantage on attack rolls to do so.

**Filament Shot.** *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* The target is restrained by the filament. As an action, the restrained target can make a DC 13 Strength check, bursting the filament on a success. Pouring alcohol (including cave fisher blood) on the filament dissolves the adhesive and grants advantage on this check. The filament can also be attacked and destroyed (AC 10; hp 5; immunity to bludgeoning, slashing, and piercing damage from nonmagical weapons). The cave fisher can use an action to pull the restrained target up to 15 feet toward it.

The cave fisher cannot use this attack while it has another target restrained by this attack.



## CAVE FISHER

A common scourge of trade routes in the Underdark, the cave fisher is a pest who lays in wait, ambushing creatures who blunder into its sticky filaments. The cave fisher resembles a seven-foot-long lobster with eight strong, clawed legs and two immense pincers. It has a long proboscis that it uses to aim and fire its filaments, which resemble sticky, greenish spider webs.

**Lethal Vermin.** Cave fishers make travel on common trade paths dangerous, and their skittish nature means that the discovery of a cave fisher infestation usually means that several people have already died by its hands.

### Filament Trap

If cave fishers have time, they will lay down filaments in an area before creatures walk through, saving themselves the effort of a shot. They can set the filament at any point within 60 feet of them. A creature who comes within 5 feet of a filament notices it if they have a passive Perception of 15 or better. A creature that doesn't notice the filament walks into it, and is considered hit by the Filament Shot attack.

## DREAD RAM

Large undead, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 102 (12d10+36)

**Speed** 40 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	10 (+0)	16 (+3)	3 (-4)	11 (+0)	10 (+0)

**Skills** Athletics +6, Perception +2

**Damage Immunities** necrotic

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

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

**Challenge** 4 (1,00 XP)

**Trampling Charge.** If the dread ram moves at least 20 feet straight toward a target and then hits with a ram attack on the same turn, the target takes an extra 8 (1d8+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength check or be knocked prone. If the target is prone, the dread ram can make one attack with its hooves against it as a bonus action.

### Actions

**Intimidating Charge.** The dread ram moves 20 feet straight toward a target, uses its Ram attack, and then uses its Frightful Presence.

**Ram.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage.

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage.

**Cold Flame Breath.** The dread ram exhales green flame in a 10-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 17 (5d6) necrotic damage on a failed save, or half as much on a successful one. The dread ram can use this ability once, and regains the use of it when it finishes a long rest.

**Frightful Presence.** Each creature of the dread ram's choice that is within 60 feet of it and aware of it must succeed on a DC 10 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 dread ram's Frightful Presence for the next 24 hours.



## DREAD RAM

Among the eternal soldiers and rotting generals who serve the Demon Prince of the Undead, there is no more glorious mount than a dread ram. Made from the anguished spirits of mortals and given an unholy spark of life, the dread ram is an ideal mount for the undead: inexhaustible, loyal, and powerful. It surges to the front lines in battle, knocking prone the front lines and trampling them into the earth from which they will soon be raised to fight on the side of the dead.

**Green Flame of Unlife.** The spirit that animates a dread ram isn't simply the spirit of the beast it was in life. It is a twisted, tortured mortal soul, bound to bestial flesh and robbed of much of its intellect. It surges from the ram's eyes and nostrils as green flame that the ram can blast at clusters of enemies.

**Vanguard of Orcus.** The creation of dread rams is a secret held by the cult of the demon prince of undeath, Orcus, and it is a secret his people do not easily surrender. These monstrosities are iconic to the ram-headed demon lord, and their presence in an army of undead signifies that his baleful faithful are certainly among their number.

# FROST SALAMANDER

In the inhospitable and frozen wastes of the Frostfell (also known as the Plane of Ice) dwell a surprising number of deadly creatures well adapted to the cold. Among these creatures, the frost salamander stands out for its comparative intelligence and its exceeding cruelty. Considered by some little more than a hatefully clever lizard, frost salamanders infest caves and crevices in the great glacier, and can be summoned to the material world by those who truck in elemental energies and a disregard for the lives of others.

**Frigid Food.** A frost salamander prefers to feast on creatures that were warm, but have been frozen. They use pockets of water in their native planes for this purpose, keeping the surface broken up and stowing the bodies of creatures they kill in them until they have frozen nearly solid. They discard much of the equipment of these kills as inedible detritus.

**Minions of Cryonax.** The Prince of Evil Cold Creatures, an entity known as Cryonax, uses frost salamanders as convenient recruits against his foes on his own plane. Though not loyal to the cause, frost salamanders take great delight in inflicting cruelty upon other creatures, and fear of a frost salamander assault has pacified more than one enclave of yetis or elementals, rendering them terrified of resisting Cryonax's dominion.

**Heat Intolerant.** Frost salamanders fear warmth. The touch of warm-blooded creatures is often enough to leave burns and blisters on their scales, and if they spend significant time in a place that is not freezing, they will overheat and die. Their reaction to this fear is hostility, which can lead them to unfortunate ends when they clash with creatures of fire.



## FROST SALAMANDER

*Large elemental, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 78 (12d10+12)

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

Str	Dex	Con	Int	Wis	Cha
11 (+0)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	7 (-2)

**Skills** Stealth +4

**Damage Vulnerabilities** fire

**Damage Immunities** cold

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

**Languages** Primordial

**Challenge** 2 (450 XP)

**Frigid Aura.** When a creature starts its turn within 20 feet of the frost salamander, they take 4 (1d8) points of cold damage.

### Actions

**Multiattack.** The frost salamander makes four claw attacks and one bite attack.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) piercing damage.



## FROST WORM

When the winter snows descend onto the rolling plains they bring with them an eerie noise, piercing the winter's silence – the trill of a hunting frost worm. Immense and ravenous, the creature bores through the white emptiness, devouring anything smaller than itself.

**Sounds in the Silence.** In the crisp air of their boreal homes, the frost worm's trill carries for miles across the empty expanses. Though only intense enough to affect prey at relatively close ranges, the noise allows frost worms to find each other, mate, and even hunt together.

**Followers of the Herd.** The home latitudes of a frost worm are often desolate – the main source of food for a frost worm is reindeer. They follow the massive herds at a distance, approaching close in bad weather, or in deep snow, and devouring dozens in one sitting.

## FROST WORM

*Huge monstrosity, unaligned*

**Armor Class** 17 (natural armor)

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

**Speed** 30 ft., burrow 15 ft.

Str	Dex	Con	Int	Wis	Cha
24 (+7)	10 (+0)	20 (+5)	2 (-4)	11 (+0)	11 (+0)

**Saving Throws** Str +11, Con +9

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

**Damage Immunities** cold

**Senses** passive Perception 14

**Challenge** 12 (8,400 XP)

**Death Throes.** When it dies, the frost worm turns to ice and shatters in an explosion. Each creature within 60 feet must make a DC 17 Constitution saving throw. They take 42 (12d6) cold damage and 28 (8d6) piercing damage on a failed save, or half as much on a success.

**Icy Body.** A creature that touches the frost worm or hits it with a melee attack while within 5 feet of it takes 10 (3d6) cold damage.

**Snowy Camouflage.** The frost worm has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

### Actions

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) piercing damage and 4 (1d8) cold damage.

**Trill.** The frost worm emits a high-pitched sonic noise that causes creatures to stand motionless before it. Each creature of the frost worm's choice within 60 feet must make a DC 12 Wisdom saving throw. On a failure, the creature is stunned for as long as the frost worm trills (as if it was concentrating on a spell). If the creature stops hearing the trill, is attacked, or is shaken by an ally as an action, it gets another saving throw, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the frost worm's Trill for the next 24 hours.

**Icy Breath.** The frost worm sprays a blast of frigid air in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 52 (15d6) cold damage failed save, or half as much on a successful one. The frost worm must finish a long or short rest before it can use this ability again.

# GIANT STRIDER

The violence of fire has shaped the face of this world through volcanic eruptions. Some, small and sustained, others, massive and catastrophic. Either one, destroying all life in its path. Yet even in the most hostile of environments, life can find a way to cling on, even thrive. The areas ravaged by fire are the favored domain of the unusual giant strider. It is creature resembling something between a bird and a lizard, making a living from scavenging the scalded plants and animals – and even from the fire itself.

**Fire Eaters.** Giant striders more than tolerate fire – they incorporate harsh ambient temperatures into their diet. Water burns their skin when it is poured on them, and poisons them if drunk. Without scalding temperatures, the giant strider becomes sluggish and enters a slow torpor.

**Reliable Mounts.** For the humanoid creatures that dwell in similar terrain, giant striders make agile and durable mounts that are very capable of defending themselves from others.

**Volcanic Natives.** Giant striders originated in lands of fire and lava, and have found little purchase outside of these wastelands. Creatures hoping to raise and train the giant strider should have ready access to these smoldering areas...or have the ability to produce them.

## GIANT STRIDER

*Large monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 30 (4d10+8)

**Speed** 40 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	12 (+1)	15 (+2)	2 (-4)	9 (-1)	8 (-1)

**Skills** Perception +1

**Damage Vulnerabilities** cold

**Damage Immunities** fire

**Senses** passive Perception 11

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

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

**Fire Eater.** The giant strider can use fire to heal itself. When it would take fire damage, it recovers 4 (1d8) hit points. In any area of intense ambient heat (above 100 degrees Fahrenheit), the giant strider can use its action to recover 4 (1d8) hit points. Once used, the giant strider must finish a long rest to use this trait again.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

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

**Tears of Fire.** The giant strider fires a small fireball from a duct near its eyes. The fireball travels up to 60 feet and explodes in a 10-ft radius sphere. Creatures in the area of the explosion must make a DC 12 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save, or no damage on a successful one. The giant strider can use this ability twice, and then it must finish a long or short rest before it can use this attack again.





## GIRALLON

*Large monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 210 (28d10+56)

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

Str	Dex	Con	Int	Wis	Cha
22 (+6)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

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

**Senses** passive Perception 17

**Challenge** 12 (8,400 XP)

**Reckless.** If the girallon hits the same target with two or more claw attacks on its turn, it tries to tear the creature apart, dealing an additional 22 (2d10+12) slashing damage.

**Keen Scent.** The girallon has advantage on Wisdom (Perception) checks that rely on scent.

### Actions

**Multiattack.** The girallon makes four claw attacks and a bite attack.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 11 (1d10+6) slashing damage.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) piercing damage.



## GIRALLON

The dark green jungles of the tropical reaches hide untold millennia beneath their verdant carpets, lost to the creeping wilderness. Among the most dangerous beasts that dwell in that domain are the girallon – great white apes with four arms and a hunger for humanoid flesh.

**Spirits in Flesh.** In areas haunted by companies of girallons, local humanoid tribes consider them totemic creatures. They are considered ever-hungry spirits of the forest itself, wrapped in flesh to consume. The tribes leave sacrifices for girallons, as much to stave off the predation of their own people as to show honor for the jungle.

**Display of Carnage.** Girallons use bone, skin, and viscera of their victims to decorate their lairs. These rotting bits serve to warn others of the danger that lurks nearby, but also attracts scavengers (and rescue parties) that the girallon can then consume.

**Abduction of Prey.** Girallons tend to hunt by lying in wait beneath some foliage, bursting out when a potential victim approaches, then grabbing it, and running off into the foliage (or escaping up a tree) before anyone can follow them. Their main interest in a fight is to escape with food, even if the food is still struggling, and they have little interest in a straight fight against a well-armed opposition.

# GRAY RENDER

The unstoppable gray render is said by some to be a manifestation of the fury of nature. Birthed from boggy wetlands, it strides forth with implacable hunger, seeking to tear apart whatever unfortunate creatures cross its path.

**Focused Imprinting.** Gray renders have a tendency to “adopt” a creature (or group of creatures) native to their land. The gray render will fight on behalf of their chosen charge, remaining near at hand, and bringing friendly offerings of meat to feed them. It does this regardless of what its chosen charge thinks of it.

**Destroyers of Civilization.** Gray renders have a reputation as marauders and obliterators of small towns. Indeed, many small town militias are unprepared for the destruction a gray render can wreak, and it seems to delight in tearing apart structures as much as it enjoys tearing apart prey.

**A Lot of Weight to Throw Around.** In combat, gray renders employ grappling and shoving extensively, often keeping one creature grappled and dragging it away from the rest of a group, to try and eat by itself. Gray renders have even been known to use the bodies of other creatures it holds as improvised weapons. It often uses pools of water that are deep for its prey (creatures of Small and Medium size), but that it can walk through easily.



## GRAY RENDER

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 137 (11d10+77)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
23 (+6)	10 (+0)	24 (+7)	3 (-4)	12 (+1)	8 (-1)

**Skills** Athletics +9, Perception +4, Survival +4

**Senses** passive Perception 13

**Challenge** 6 (2,300 XP)

**Render.** If the gray render hits the same target with at least one claw attack and its bite on its turn, it tries to tear the creature apart, dealing an additional 13 (2d6+6) slashing damage.

### Actions

**Multiattack.** The gray render makes two claw attacks and a bite attack.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d6+6) slashing damage and the target is knocked prone or grappled (escape DC 19), the gray render chooses which.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) piercing damage.

“No, I’m not going to stop it from bringing us meat. I don’t care that we don’t need it. I don’t care that it’s starting to smell bad. I don’t care that it’s attracting scavengers. I’m not doing it! For gods’ sakes, Helle, *look* at the thing! You try telling it ‘no!’”

-- Hrihory the Cold, about his new friend.

## HARPOON SPIDER

*Large monstrosity, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 64 (10d10+10)

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

Str	Dex	Con	Int	Wis	Cha
17 (+3)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	9 (-1)

**Skills** Athletics +5, Perception +3, Stealth +4

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Undercommon

**Challenge** 2 (450 XP)

**Spines.** A creature that touches the harpoon spider or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage. A creature grappling the harpoon spider takes this damage at the end of its turn.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage and the target must make a DC 11 Constitution saving throw. On a failure, the target is poisoned until they finish a long rest. If the saving throw fails by 5 or more, the target is also paralyzed while they are poisoned.

**Fang Harpoon.** *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* 5 (1d4+3) piercing damage and the target must make a DC 13 Strength saving throw. Creatures of Huge size and larger automatically succeed on this save. On a success, the target takes an additional 5 (1d4+3) piercing damage as the harpoon pulls free. On a failure, the target is pulled in a straight line to the nearest unoccupied space within 5 feet of the harpoon spider.

**Impale.** The harpoon spider picks up a creature and impales it on their spiked carapace. This attack can only target an incapacitated creature. It deals 7 (2d6) piercing damage and the target is grappled.



## HARPOON SPIDER

The harpoon spider has been given this name thanks to its superficial resemblance to a spider, but the creature is no more a spider than it is a fluffy bunny rabbit. With ten spindly legs, a tough, red, spiked carapace, and eight eyes that eerily resemble human eyes, the harpoon spider is a creature of nightmares. It lurks in the Underdark, emerging to snag and devour passing creatures.

**Delight in Suffering.** Harpoon spiders find the futile struggles of prey especially amusing. They may

spend hours “playing with their food,” dismembering it, prodding it, eating small pieces, giving it opportunities to escape, or offering to let it bargain for its life. All of these ploys are simply the harpoon spider’s way of amusing itself before it consumes the prey. For this reason, it often prefers prey that can hold a conversation with it.

**Friends of Spiders.** Harpoon spiders will lair with spider-like creatures such as giant spiders and ettercaps. Though it spins no web, it will employ the webs that other creatures spin to its advantage, feasting on the prey that blunders into them.

# HOWLER WASP

Howler wasps are giant insects with sickle-like claws and baboon-like heads that possess mammalian fangs. Rumored to be a mad wizard's experiment, the creatures now breed true in the deep forests of the world, constructing elaborate nests out of paper, wood pulp, and the remains of their victims. They are dangerous and violent, eagerly killing all who drawn near their nests.

**Ruined Lairs.** Howler wasps prefer ruined structures for their hives (though they can make do in the branches of a tree if necessary). Among the ruins, their favorite are places where books and scrolls are kept – much of a howler wasp's nest is chewed-up paper or wood pulp. This makes their nests often troves of magical treasure such as scrolls and spellbooks that they've acquired and are in the process of devouring.

**Slayers of Slaadi.** Howler wasp nests often appear in places on the material world that have been decimated by slaadi incursions. If there are any remnants of this invasion force left, the howler wasps will often seek out and methodically kill the lingering slaadi. Why they do this is unknown, but is perhaps linked to their creation.

## HOWLER WASP

*Small monstrosity, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d6+4)

**Speed** 10 ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	13 (+1)	15 (+2)	3 (-4)	13 (+1)	6 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

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

### Actions

**Multiattack.** The howler wasp makes two attacks – one with its bite, and one with its claws.

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

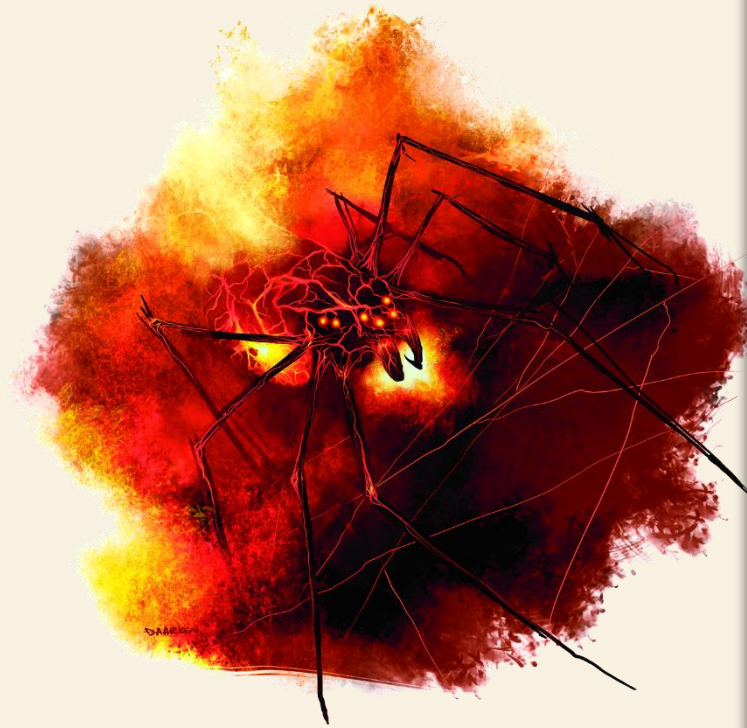
**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

**Sting.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage and the target must make a DC 12 Constitution saving throw or take 9 (2d8) poison damage and be poisoned for 1 hour. While poisoned, the creature suffers disadvantage on Dexterity saving throws.

### Reactions

**Inciting Pheromone.** If a melee attack reduces the howler wasp to 0 hit points or it suffers a critical hit, it tries to douse its attacker with a chemical that drives nearby howler wasps into a frenzy. The attacker must make a DC 11 Dexterity saving throw or be coated in the pheromone for 10 minutes or until it washes the pheromone off with water. Howler wasps have advantage on attacks against a creature coated in the pheromone, and the coated creature cannot hide from any howler wasp.





## INFERNO SPIDER

Inferno spiders are elemental creatures that serve the gods and elemental lords of fire. Dimly intelligent, they devote their actions toward spreading fire wherever they can, leading them to gleefully accept summons to the material world – where they can expand their scalding dominion.

**Predators of Fire.** Inferno spiders devour fellow fire-creatures regularly. Though such creatures aren't affected much by the heat of an inferno spider, its large, flaming curtains of web and aggressive disposition are often enough to make it a threat even to other elementals.

**Attracted to Power.** Being largely incapable of magic themselves, inferno spiders are fascinated with arcane and divine magic, and will loyally serve such supernatural individuals as commanded. The spider's hope is that those with such otherworldly might will reward it for loyal service – ideally, with being able to spread its flame over a greater area. Not all masters deliver on this presumed promise, and an inferno spider isn't above turning on a powerful person it dislikes, if given a reasonable chance of success.

**Reluctant Allies of the Salamanders.** Though the sadistic pleasure that salamanders revel in is mysterious to them, inferno spiders have learned that salamanders are reliable and clever allies much of the time, and frequently ally with them. Such alliances are largely of convenience – if made an outlet for the salamander's cruelty, an inferno spider will quickly abandon the salamander and strike out on its own.

### INFERNO SPIDER

*Large elemental, neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 119 (14d10+42)

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

Str	Dex	Con	Int	Wis	Cha
16 (+3)	14 (+2)	16 (+3)	6 (-2)	11 (+0)	11 (+0)

**Skills** Athletics +6, Perception +3, Stealth +5

**Damage Vulnerabilities** cold

**Damage Immunities** fire

**Senses** blindsight 10 ft., passive Perception 12

**Languages** Ignan

**Challenge** 5 (1,800 XP)

**Fiery Body.** A creature that touches the inferno spider or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

#### Actions

**Burning Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) piercing damage and the target must make a DC 14 Constitution saving throw or become poisoned. When a creature starts their turn poisoned by this attack, they take 14 (4d6) fire damage. A creature poisoned by this effect gets another saving throw at the end of their turn, ending the effect on a success.

**Flame Web (Recharge 5-6).** *Ranged Weapon Attack:* +6 to hit, range 20/40 ft., one target. *Hit:* 10 (3d6) fire damage and the target is restrained by webbing. When a creature starts their turn restrained by this attack, they take 10 (3d6) fire damage. As an action, the restrained target can make a DC 14 Strength check, bursting the web on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to cold damage and immunity to bludgeoning, fire, poison, and psychic damage).

# KRENSHAR

The terrifying krenshar is a bizarre great cat with a supernatural ability to inspire terror. Superficially resembling some sort of feline hyena, with a bristling mane, a dappled coat, and a fluffy tail, the krenshar hunts its forested homelands as an apex predator, fearing little. Krenshar use their terror-inspiring ability to fight each other, to frighten prey into ambushes, and to scare other creatures away from kills, allowing them to scavenge freely.

**Intelligent Beasts.** Krenshar resemble simple beasts, but they have minds that are quite keen and capable of long-term thought and planning. Krenshar prides are pro-active in finding prey and in self-defense. Rather than being domesticated, they are often simply persuaded to work with other creatures, typically by being bought with ready access for food.

**Allies of Humanoids.** Krenshar can often be found in association with humans, gnolls, and hobgoblins, working with them as they would any other member of their pride. A krenshar's desires are simple and it's not exactly discerning about the company it keeps if it is well-fed. Krenshars are known to kill and eat many humanoids that try to train them, if they aren't shown proper respect.

**Scavengers.** Krenshar are predators, but creatures killed by other creatures (typically wolves) make up a large portion of their diet. A krenshar doesn't put forth much energy hunting when a quick flash of its skull is enough to do the job.



## KRENSHAR

*Medium monstrosity, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 72 (16d8)

**Speed** 40 ft.

Str	Dex	Con	Int	Wis	Cha
11 (+0)	14 (+2)	11 (+0)	6 (-2)	12 (+1)	13 (+1)

**Skills** Athletics +2, Perception +3, Stealth +4, Survival +4

**Senses** passive Perception 17

**Languages** Gnoll, Goblin

**Challenge** 1 (200 XP)

**Keen Scent.** The krenshar has advantage on Wisdom (Perception) and Wisdom (Survival) checks that rely on scent.

### Actions

**Multiattack.** The krenshar makes one bite attack and two claw attacks.

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

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

**Terrifying Screech.** The krenshar tears the flesh away from its face, revealing exposed muscle and sinew, and makes a loud screech. One creature of the krenshar's choice that can see and hear it must make a DC 11 Wisdom saving throw. On a failure, the creature is frightened for 1 minute.

"See a krenshar, run away.

The pride will feast quite well today.

See a krenshar, stand and fight.

The pride will feast quite well tonight."

-- Children's Rhyme

# KRUTHIKS

Among the mad experiments attempted by various nefarious beings over the millennia, few have resulted in as many direct deaths as the creation of the devious creatures known as kruthiks. Organized and cooperative, if not overly clever, these horrors now surge from hives in the underdark in great plagues that can wipe entire civilizations from the face of the world in a matter of weeks. Numerous, violent, and devious, the kruthiks delight in the grand slaughter – their apparent purpose is simply eradication.



**Origins in Hell.** Tales of the creation of the kruthiks tells of cabals of devils and devil-worshippers, present in an area rich in reptilian life. These forces banded together to create a breed of creature out of the reptiles that would contain all of their savagery and speed, but none of their wild impulses. In blending the reptilian life with insects (to obey and follow orders) and the devils themselves (for a spark of intelligence and resilience), the kruthiks were created. Before they could be used, the lands that bred them fell, releasing them into the wild.

**Home in the Underdark.** Whatever their true origins, kruthiks today are something of the locusts of the Underdark. They breed in deep hives dug from loose earth, reproducing in great numbers and biding their time, consuming very little for many years. When the hive has reached some critical threshold, though, the kruthiks pour out en masse, swarming through a region of the Underdark almost like a thinking, breathing, bloodthirsty fluid. The reason the dam breaks remains a mystery, though many adventurer's lives have been lost in an attempt to discover it.

**Ordered Minds.** Though resembling beasts and with the habits of insects, kruthiks have a mind that is disciplined, ordered, and methodical. Though their goals are inscrutable (they seem to be intelligent, but not enough to have a true language), individual captured kruthiks have, time and again, proven that they are methodical and persistent, with an inherent sense of hierarchy and dominance. Most seem to have determined that the kruthiks merely think themselves at the top of that hierarchy.

**Larva and Cocoon.** The life stages of a kruthiks are punctuated by periods of dormancy where they wrap themselves in lurid green and dull blue-gray cocoons, undergoing a thorough metamorphosis. The substances that make up these cocoons are valuable to merchants in the underdark – the substance is apparently edible, and makes for a rare and delectable kind of soup that is popular with the duergar (though is something of an acquired taste for others).



## KRUTHIK HATCHLING

*Small monstrosity, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 36 (8d6+8)

**Speed** 40 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	16 (+3)	13 (+1)	4 (-3)	13 (+1)	10 (+0)

**Skills** Athletics +3, Perception +3, Stealth +5

**Senses** passive Perception 13

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

### Actions

**Multiattack.** The kruthik makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.



## KRUTHIK ADULT

*Medium monstrosity, lawful evil*

**Armor Class** 16 (natural armor)

**Hit Points** 78 (12d8+24)

**Speed** 40 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	16 (+3)	15 (+2)	4 (-3)	13 (+1)	10 (+0)

**Skills** Athletics +5, Perception +3, Stealth +5

**Senses** passive Perception 13

**Challenge** 3 (700 XP)

### Actions

**Multiattack.** The kruthik makes two claw attacks and a bite attack, or it makes two spine attacks.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

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

**Spine.** *Ranged Weapon Attack:* +5 to hit, range 50/100 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

## KRUTHIK ELDER

*Large monstrosity, lawful evil*

**Armor Class** 17 (natural armor)

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

**Speed** 40 ft.

Str	Dex	Con	Int	Wis	Cha
21 (+5)	16 (+3)	17 (+3)	4 (-3)	13 (+1)	10 (+0)

**Skills** Athletics +8, Perception +4, Stealth +6

**Senses** passive Perception 13

**Challenge** 6 (2,300 XP)

### Actions

**Multiattack.** The kruthik makes two claw attacks and a bite attack. If the kruthik starts its turn grappling an enemy, it can instead make four claw attacks.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) slashing damage and 5 (2d4) acid damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage and 5 (2d4) acid damage.



# MAD SLASHER

Thick jungles are the abode of many strange and many-legged creatures, but in the darkest reaches of some torrid green environs the truly alien creatures known as mad slashers dwell. Hailing from unknown reaches, the creatures seem to be more nightmare made flesh than biological being. Six scythe-like, chitonous legs sprawl out from a head that is mostly a single eye. The creature's multiple mouths are located on their legs, and those orifices titter in glee when tearing into the flesh of living beings.

**Delight in Slaughter.** Mad slashers prefer attacking groups of beings weaker than themselves. The ability to swing all their legs in deadly arcs and feast upon the carnage that results gives them a deeply pleasurable feeling. The creatures seem to have no greater goal than reveling in massacre.

**Collective Gaze.** If the legends of certain jungle tribes of humanoids are to be believed, there are not many mad slashers, there is merely one – one being with hundreds of eyes, each eye a mad slasher. Nests of the creatures do seem to operate in eerie co-ordination, even sharing in the blood and viscera they liberate from the fleshy envelopes of other creatures. If their legends have truth to them, the creature's bulk must be located in some otherworld.

**No Escape.** Mad slashers revel in melee combat, and they're clever enough to use terrain to their advantage. They'll chase fleeing creatures into cul-de-sacs, through difficult terrain, and even to the edges of cliffs in an effort to corner them. They'll also work together as a pack to hunt – driving victims into other members of their pack so that they can all participate in the orgy of violence. Their goal is maximum bloodshed, and if working together accomplishes that, they're more than willing to join forces.

## MAD SLASHER

*Medium aberration, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 52 (8d8+16)

**Speed** 40 ft.

Str	Dex	Con	Int	Wis	Cha
13 (+1)	17 (+3)	15 (+2)	6 (-2)	10 (+0)	6 (-2)

**Skills** Survival +2

**Senses** passive Perception 10

**Languages** --

**Challenge** 1 (200 XP)

**Reactive Limbs.** The mad slasher possesses six reactions that it can use only for opportunity attacks.

### Actions

**Whirlwind Attack.** The mad slasher makes one claw attack against every creature within 5 feet of it.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.



# SHOCKER LIZARD

If you are travelling in a torrid swamp and, in the dim light of night, you see a cerulean flicker illuminate a nearby pond of water or the branches of a tree, perhaps accompanied by a soft hum or a low rasping noise, take heed. These are the signs of shocker lizards, a beautiful but dangerous resident of the tropical marshes, which use the great humidity and some magical nature to hum with electric energy.

**Electric Senses.** Shocker lizards share the sensory abilities of some sharks or eels to detect electrical discharges nearby – including the twitching of muscle. This grants them the ability to see unseen creature, simply by their involuntary movements.

**Collective Defense.** Colonies of shocker lizards use the electric energy that leaps between them as a way to communicate, and, especially, a way to coordinate defense of their lair. They are able to climb and swim, meaning that trees and ponds are favored habitats. Simply passing near a tree or through a pond might be reason enough for a shocker lizard to become aggressive, and once it is, its entire colony responds in kind, clustering close together to ramp up the power of their lethal shocks.

**Wizard's Familiars.** Shocker lizards have been known to respond to the *find familiar* spell. Though a lone shocker lizard loses its lethal shock, it's stunning shock remains a useful tool, and wizards who use shocker lizards may find that the electrical ability of the creature is ramped up when other electricity spells are used.



## SHOCKER LIZARD

*Small monstrosity, unaligned*

**Armor Class** 12

**Hit Points** 18 (4d6+4)

**Speed** 40 ft., climb 20 ft., swim 20 ft.

Str	Dex	Con	Int	Wis	Cha
10 (+0)	15 (+2)	13 (+1)	2 (-4)	12 (+1)	6 (-2)

**Skills** Athletics +2, Perception +3, Stealth +5

**Damage Immunities** lightning

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

**Challenge** 1/4 (50 XP)

### Actions

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

**Lethal Shock.** The shocker lizard can only use this action if at least one other shocker lizard is within 20 feet. The shocker lizard can target any creature within 20 feet of any shocker lizard. The target must make a DC 12 Dexterity saving throw, taking 9 (2d8) lightning damage on a failure and half as much on a success.

Every shocker lizard after the first within 20 feet of the attacking shocker lizard adds 4 (1d8) lightning damage to this attack, and increases the DC of the Dexterity saving throw by 1.

**Stunning Shock.** One creature within 5 feet of the shocker lizard must make a DC 11 Constitution saving throw or take 4 (1d8) lightning damage and be stunned until the end of their next turn.

### Resonant Shock

A shocker lizard that is a familiar can treat any creature within 20 feet that has taken lightning damage since the end of its last turn as another shocker lizard for the purposes of its Lethal Shock attack.



## SPARK LASHER

The bizarre spark lasher is a swamp-dwelling creature that uses surprise and intimidation to scare off the simple beasts around it and stake out a territory for itself. It resembles floating vegetation much of the time, but when disturbed, it will rear up and roar, waving its tentacles wildly, hoping to scare off intruders. If this fails, it may stand and fight for a moment, hoping to dispatch its aggressors easily with its tentacles. Spark lashers are fundamentally cowards, however, and if given any significant risk, they will flee, hoping to find an area where the locals are a little easier to bully.

**Clever and Lazy.** Thoroughly evil and delighting in making others serve them, the spark lasher is not an ambitious creature. Its main desire is to live a life of ease and comfort, where it can devour prey without having to work hard. Though it will take the opportunity to harass and torment creatures much weaker than itself, and shows a sort of cruel brilliance in it, the spark lasher is fundamentally concerned with its own comfort, and won't take many risks in that regard.

### SPARK LASHER

*Medium monstrosity, chaotic evil*

**Armor Class** 12 (natural armor)

**Hit Points** 38 (7d8+7)

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

Str	Dex	Con	Int	Wis	Cha
8 (-1)	13 (+1)	13 (+1)	12 (+1)	8 (-1)	13 (+1)

**Skills** Athletics +1, Intimidation +3, Survival +1, Stealth +3

**Damage Immunities** lightning

**Senses** passive Perception 9

**Languages** Aquan, Infernal

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

**False Appearance.** When it is still, a spark lasher resembles a carpet of floating plant life. A creature that can see the spark lasher can discern its true nature with a DC 15 Intelligence (Nature) check.

#### Actions

**Tentacle.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 13 (3d8) lightning damage.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

#### Intimidation

One of a spark lasher's favorite tactics is Intimidation on creatures that it might not be able to handle in a direct fight. Rather than simply making an ability check, consider using the following rules.

When a creature makes an Intimidation check, it does so as an action. As part of that action, it utters an ultimatum (such as "leave here or die!"), and readies an action that is triggered by the target ignoring the ultimatum. The creature can roll an Intimidation check, and compare its result to the Insight checks of those it is trying to intimidate.

On a successful intimidation, the creature gains advantage on any attack rolls or ability checks that are involved with their readied action (for instance, an action readied to attack a creature that tries to move past the intimidator would have advantage on the attack roll made as part of that intimidation). On a failed intimidation, the creature can still take the readied action, but does not gain advantage.

# THOQQUA

Thoqquas are wormlike creatures of living magma who feast upon rocks, melting them down and asborbing the resulting red-hot liquid stone. Though their home is in the elemental planes (reports vary between the Plane of Fire, the Plane of Earth, the border region between those planes, or the Elemental Chaos beyond), they come to the material world to feast upon the rocks. As they feed, they carve out large tunnels that can be used to travel through the Underdark.

## THOQQUA

*Medium elemental, neutral*

**Armor Class** 12 (natural armor)

**Hit Points** 55 (10d8+10)

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

Str	Dex	Con	Int	Wis	Cha
15 (+2)	13 (+1)	13 (+1)	6 (-2)	12 (+1)	10 (+0)

**Skills** Perception +3, Stealth +3

**Damage Vulnerabilities** cold

**Damage Immunities** fire

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

**Languages** Ignan, Terran

**Challenge** 1 (200 XP)

**Absorb Fire.** The thoqqua can use fire to heal itself. When it would take fire damage, it recovers 4 (1d8) hit points. Once used, the thoqqua must finish a long rest to use this trait again.

**Fiery Body.** A creature that touches the thoqqua or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. Any nonmagical weapon that hits the thoqqua burns or melts. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition that hits the thoqqua is destroyed after dealing damage.

A thoqqua can also burrow through solid stone by making it molten for a short time as it passes through.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+2) piercing damage and 7 (2d6) fire damage. The thoqqua can also choose a nonmagical object being worn or carried by the target. If the target is a shield or armor, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the target is any other piece of nonmagical equipment, it is destroyed.

**Never Happy.** A thoqqua's existence is one of constant discontent. It seeks out heat, but the hottest regions have no stone for it to feast on. It seeks out stone, but there it is considered a nuisance or a tool, and is hunted and enslaved. Even when in a pool of liquid stone, it can't help but consider that it's not dissolving the stone itself (an activity that it derives great fulfillment from). This makes the creature rather ill-tempered, eager to lash out in violence at those that disturb it.

**Tunnels of Fire.** Thoqquas usually dwell deep within stone itself, burrowing through where no humanoid can follow, but its tunnels serve as a network of passages that other creatures can follow. Though the stone is red-hot for a few moments after the thoqqua leaves the tunnel, it cools quickly, and the tunnels left behind are just the right size for a Small humanoid to fit in comfortably (or for a Medium humanoid to squeeze through).

**Surprise Attacks.** When a thoqqua determines that an intruder is unwelcome, it'll often lay in wait just behind a thin curtain of stone. When the victim passes, they'll burst from the stone and strike. A thoqqua might take to attacking for one of many reasons, the most common of which is often simple annoyance. These aren't typically fights to the death (well, not the thoqqua's death), but they can be quite destructive.



# YETH HOUND

The yeth hounds are the hunting dogs of the lower planes, otherworldly dogs of jet black that fly through the air and howl in a cacophonous baying that terrifies all who hear it. They ally with infernal creatures such as night hags and yugolths, seeking the greatest master of the hunt they can find to lead them to more prey to terrorize.

**Taste of Fear.** Yeth hounds are said by some to be the very embodiment of fear itself, hunting mortal beings with the kind of primordial fear that prey animals experience. Yeth hounds seem to savor this fear, the taste of it in the blood of their victims bringing them delight. For a yeth hound, the fun of a hunt is in the hunt itself, the chase, the plaintive cries of the prey, the terror in its eyes as its inevitable death descends upon it.

**Lasting Terror.** It is said that even those who stand against the yeth hound's baying feel the fear in their guts, feel their feet resisting every step they take, and that the fear lingers, infesting the mind even years later. The errant howl of a dog or wolf might send one who has escaped the yeth hounds into a fit of terror, and more than one potential victim has been certain that the creatures never truly release their prey. Even those who escape do so temporarily – the hunt continues for them each night, until it finds them in their homes.

**Hunt of the New Moon.** Left to their own devices, yeth hounds hunt on the night of the new moon, when the darkness cloaks them and allows their bays to introduce their presence. They can be persuaded to hunt on other nights by a persuasive hunt-master, but these alliances are always agreements of convenience for the yeth hound – they pursue their need to inspire fear above all other concerns.



## YETH HOUND

*Medium fiend, neutral evil*

**Armor Class** 16 (natural armor)

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

**Speed** 40 ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	13 (+1)	17 (+3)	6 (-2)	12 (+1)	14 (+2)

**Skills** Perception +3, Stealth +3, Survival +3

**Damage Resistance** bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.

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

**Languages** Common

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

**Keen Scent.** The yeth hound has advantage on Wisdom (Perception) and Wisdom (Survival) checks that rely on scent.

### Actions

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

**Bay.** Any non-fiend within 60 feet of the yeth hound that can hear it must make a DC 12 Wisdom saving throw or be frightened of all yeth hounds. A creature that cannot hear any yeth hound 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 any yeth hound's Bay for the next 24 hours.

# YRTHAK

Bizarre, enigmatic, and highly dangerous, the yrthak is an immense reptilian monster with no eyes, but a keen ability to find prey by sound. Using focused beams of sound, the creature can even take out prey from quite a distance, or disrupt groups of prey animals on the ground. This is a double-edged sword, however, because their lack of eyes and their sensitivity to sound make them especially susceptible to their own sonic attacks.

**Nocturnal Menace.** Yrthaks make use of night-time raids to make the most out of their ability to see in perfect darkness. Any group that camps in the open in the mountains is appealing prey, especially those on narrow ledges where the explosive sonic lance can affect large clusters. Yrthaks will often fly just out of the range of torchlight (they can hear the crackling and feel the heat), swooping in to blast their thunder lance and then swooping away before the enemy can return fire.

**Valuable Parts.** The horn of a yrthak is how it focuses its sonic energy, and it is often employed in sound-based magic to ramp up the spell's power. The yrthak's odd tongue-bulge is how it hears, and it is useful in a variety of medicines designed to remove deafness. The yrthak's fins and wings are well-oiled and reflective, making them good material for roofing. Finally, the yrthak's meat is quite delectable, tasting a bit like chicken.

**Sacred to the Storm Gods.** The deities of ringing thunder and the mountains hold yrthaks in special regard, seeing them as harbingers of storms, who have mastered the power and strength of thunder. Mountain-based temples to the storm gods will often have yrthak aeries where they raise the beasts, and it's not unknown for some to even get the creatures to agree to become mounts.



## YRTHAK

*Huge monstrosity, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 123 (13d12+39)

**Speed** 20 ft., fly 60 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	14 (+2)	17 (+3)	7 (-2)	13 (+1)	11 (+0)

**Skills** Perception +3, Survival +3

**Damage Vulnerabilities** thunder

**Condition Immunities** blinded

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 13

**Challenge** 4 (2,300 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

**Thunder Lance (Recharge 3-6).** The yrthak uses one of the following sonic lance attacks.

**Thunder Ray.** *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 21 (6d6) thunder damage.

**Explosive Debris.** The yrthak targets some solid surface within 60 feet of it, and causes an explosion of shrapnel from being hit with the thunder lance. Creatures within 10 feet of that point can make a DC 13 Constitution saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

## CREATURES OF THE UNTAMED WILDS

Creature	CR	Type	Alignment	Plane	Locations
Arrowhawk	1	Elemental	Neutral	Air	Ruins
Cave Fisher	1/2	Monstrosity	Neutral	Material	Underdark
Dread Ram	4	Undead	Neutral Evil	Material	Demon Shrines
Frost Salamander	2	Elemental	Chaotic Evil	Frostfell	Glaciers
Frost Worm	12	Monstrosity	Unaligned	Material	Tundra
Giant Strider	1/2	Monstrosity	Unaligned	Material	Volcanoes
Girallon	12	Monstrosity	Unaligned	Material	Jungles
Gray Render	6	Monstrosity	Unaligned	Material	Wetlands
Harpoon Spider	2	Monstrosity	Chaotic Evil	Material	Underdark
Howler Wasp	1/2	Monstrosity	Chaotic Evil	Material	Forests
Inferno Spider	5	Elemental	Neutral	Fire	Fire Shrines
Krenshar	1	Monstrosity	Neutral	Material	Forests
Kruthik Hatchling	1/2	Monstrosity	Lawful Evil	Material	Underdark
Kruthik Adult	3	Monstrosity	Lawful Evil	Material	Underdark
Kruthik Elder	6	Monstrosity	Lawful Evil	Material	Underdark
Mad Slasher	1	Aberration	Chaotic Evil	Material	Jungles
Shocker Lizard	1/4	Monstrosity	Unaligned	Material	Swamps
Spark Lasher	1/2	Monstrosity	Chaotic Evil	Material	Swamps
Thoqqua	1	Elemental	Neutral	Fire	Underdark
Yeth Hound	1/2	Fiend	Neutral Evil	Hades	Hills
Yrthak	4	Monstrosity	Neutral	Material	Mountains