5e Fiendopedia:
Eclectic Beasts

Girallon

Also Appearing:

Blink Dog

Catoblepas

Shocker Lizard

Winter Wolf

Inkwell Ideas

5e Fiendopedia: Eclectic Beasts

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

Credits

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About the 5e Fiendopedia

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

Feedback/Notice a Mistake?

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

Blink Dog Pack Leader

Medium beast, Lawful Good
Challenge 1 (200 XP)

This sleek canine has a coarse, tawny coat, pointed ears, and pale eyes. A faint blue nimbus seems to dance upon its fur.

Armor Class 15 (natural armor)
Hit Points 71 (11d8+22)

Str	Dex	Con	Int	Wis	Cha
12 (+1)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

Speed 40 ft.
Skills Arcana +2, Perception +5, Stealth +6, Survival +5
Senses darkvision 60ft., passive Perception 15
Languages Blink Dog, Understands Sylvan, but doesn't speak it.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6+1 piercing damage.
Teleport (Recharge 4-6). The blink dog and any equipment it is carrying or wearing magically teleports to an unoccupied space it can see. Before or after it teleports it may make one bite attack.

Traits

Ethereal. As a bonus action, a blink dog may switch from material to ethereal or vice versa. While ethereal, only magic weapons may hit it. However, during the round immediately after it switches from material to ethereal it may be hit by normal weapons but such attacks are at disadvantage.
Keen Senses. The blink dog has advantage on Wisdom (Perception) checks that rely on smell or hearing.

Ecology

Environment temperate plains or forests
Organization solitary, pair, or pack (3–14)
Treasure incidental

Though they resemble sleek, long-eared canines, blink dogs are as smart as humans. As social creatures, blink dogs travel in large packs, roaming forests and plains, running off evil creatures, and hunting for phase spiders—one of their natural enemies. Despite their intelligence and friendly natures, blink dogs tend to avoid humanoids, keeping their packs either hidden or frequently on the move. This shyness doesn't keep the blink dogs from helping out when needed, however, and they have been known to come to the rescue of a prairie village in their territory. Packs are typically led by an older, experienced male or female, called an alpha.

Blink dogs are fiercely loyal, defending their own pack or creatures they befriend to the death, and maintaining oaths handed down from litter to litter. Honor is paramount to blink dogs, and different packs often have unique traditions (such as whether a pack's alpha is male or female, or an oath to always protect and aid a particular humanoid race like elves or halflings) in addition to those shared by most blink dogs. Blink dogs have a great interest in the stars and movements of celestial bodies. Through their myths and folklore, blink dogs have names for constellations, and through this zodiac they note the seasons, births under auspicious stars, and omens from unusual stellar conjunctions. Blink dog names often contain a reference to a specific constellation under which the dog was born.

Blink dogs stand nearly 3 feet at the shoulder and weigh upward of 180 pounds. They can live up to 75 years. They use their abilities to quickly surround prey, and make use of flanking to deal with especially dangerous opponents—particularly creatures like phase spiders.

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Catoblepas

Large beast, Neutral
Challenge 12 (8,400 XP)

This ugly creature has a boar-like head with short antlers, a thick bullish body covered in spines, and cloven hooves on its stumpy legs.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	8 (-1)	19 (+4)	5 (-2)	15 (+2)	10 (+0)

Speed 40 ft., swim 20 ft.
Skills Perception +10
Senses darkvision 60 ft., passive Perception 20
Languages Aklo

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 3d8+5 piercing damage.
Poison Breath (Recharge 5-6). A catoblepas's horrid, stinking breath is 60-foot cone of poison gas. Each creature in the cone must make a DC 17 Constitution saving throw, taking 12d8 poison damage on a failed save, or half as much damage on a successful one.

Traits

Foul Stench. Any creature except another catoblepas that starts a turn within 30 feet of the catoblepas must make a DC 17 Constitution saving throw or be poisoned until the start of its next turn. On a successful save, the creature is immune to catoblepas stench for 1 hour.

Mythic Actions

The catoblepas can take 3 mythic actions, choosing from the options below. Only one mythic action may be used at a time and only after another creature's turn. It regains spent mythic actions at the start of its turn.
Hoof *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 2d8+5 bludgeoning damage.
Tail *Melee Weapon Attack:* +8 to hit, reach 15 ft., up to three targets within a 10ft cube. *Hit:* 1d8+5 bludgeoning damage.

Armor Class 17 (natural armor)
Hit Points 230 (20d10+120)

Ecology

Environment any swamps, and nearby plains or forests
Organization solitary, pair, or herd (3–6)
Treasure incidental

The catoblepas is an aggressive beast at the best of times, willing to knock down trees, fences, even small houses to eat whatever it finds interesting, be that meal plant or animal or human being. Though it prefers swamps, the catoblepas has been known to forage in plains and forests for short periods before returning to the buoyant support of water and mud. Few creatures linger near a catoblepas's feeding ground because of the monster's bad temper and poisonous breath, and only rot-loving predators such as oozes or exceptionally large otyughs have any interest in hunting them.

A catoblepas' primary motivation is hunting and exerting its dominance over lesser creatures in its territory. Easily detected by its foul odor, the creature tolerates the presence of wild animals, humanoid tribes, and even predators that it can bully as long as these things flee or act submissive when the poisonous brute lumbers into view. The catoblepas is known to engage in physical battles with other Large swamp creatures such as crocodiles or even froghemoths. Some humanoid tribes claim to know techniques to domesticate a catoblepas for use as a guard animal, but the monster's intractable nature and not insignificant intelligence almost certainly means magic is involved, as the creature has little need for alliances and can wipe out entire villages with its breath. Some have been known to use their breath underwater, creating a churning cloud of bubbles that kills fish in the area and starves out other creatures.

A catoblepas's sense of smell is blunted by its own ungodly stench, and it can't easily recognize rival odors such as skunk musk (though this provides the beast no immunity to odor-based effects from other creatures).

A catoblepas is 15 feet long and weighs 2,200 pounds.

Girallon

Large beast, Neutral
Challenge 6 (2,300 XP)

This four-armed, gorilla-like creature, covered with matted white fur, roars in rage as it rears up to its full, towering height.

Str	Dex	Con	Int	Wis	Cha
19 (+4)	17 (+3)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Speed 40 ft., climb 40 ft.
Skills Athletics +10, Perception +4, Stealth +6
Senses darkvision 60 ft., passive Perception 20
Languages None.

Actions

Multi-attack. The girallon makes a bite and 4 Claw attacks.
Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 1d6+4 piercing damage
Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 1d6+4 slashing damage. If two or more attacks hit the same target, the girallon can spend a bonus action to rend the target for an extra 1d6+6 slashing damage.

Ecology

Environment warm forests
Organization solitary or company (5-8)
Treasure none

Armor Class 17 (natural armor)
Hit Points 172 (15d10+90)

Girallons are among the jungle's most dangerous predators. They are aggressive, carnivorous, highly territorial, and incredibly strong. Worse, their four muscular arms are capable of inflicting incredible damage on anything that falls into their clutches. Their exotic appearance makes them popular creatures in certain cities as attractions in gladiatorial combats, either starved and pitted against each other, or set against gladiators eager to increase their fame and notoriety. One who kills a girallon is all but assured of fame, yet most battles against these ferocious beasts end poorly for those foolish enough to attempt to single-handedly defeat one. An adult girallon is 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs roughly 800 pounds.

Girallons live in troops led by a dominant male. Solitary girallons are usually young males looking to start their own troop. Girallons are very territorial and tend to attack intruders without warning, including strangers of their own kind. Groups may attack in a line to drive prey toward a cliff or other hazard, or quietly form a ring around their target and suddenly close in.

While most girallons are little more than beasts, ancient carvings and the oral traditions of some tribes hint that the girallon wasn't always the stupid creature it is today. According to these legends, the first girallons were men who called upon savage demon gods to gain great strength, yet in so doing abandoned their humanity. With each generation, these first girallons grew more and more savage and feral, and the same legends maintain that these intelligent girallons still dwell in the darkest part of the jungle. In addition to their intellects, these girallons retain a vast appetite for cruelty. Called “high girallons,” these creatures are almost always chaotic evil, and have Intelligence scores of 6 or higher. An intelligent girallon generally speaks whatever language the local humans speak. Often, they become leaders of unusually large troops of their less-intelligent kin, inhabit strange ruined cities in the jungle or mountains, and conduct raids on villages for food and treasure. Some primitive tribes worship these girallons as the agents of evil gods or demons, and a few high girallons have been known to work for or even breed with tribal orcs, inspiring legends of four-armed “white orcs.”

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Shocker Lizard

Small beast, unaligned
Challenge 2 (450 XP)

This dog-sized lizard has two horns, one on either side of its head, and green scales that crackle with sparks of lightning.

Armor Class 13 (natural armor)
Hit Points 13 (3d6+3)
Immunities (Damage) lightning

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

Speed 40 ft., climb 20 ft., swim 20 ft.
Skills Athletics +4, Perception +5, Stealth +6
Senses darkvision 60 ft., passive Perception 15
Languages --

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d4 piercing damage.
Shock. (Recharge 5-6)*:* Each creature within 5 feet of it takes 1d8 lightning damage, and each must pass a DC 13 Constitution saving throw or be stunned until the start of the creature's next turn. Additionally, if two or more shocker lizards have recharged and are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. All creatures within that radius take 2d8 points of lightning damage for each lizard contributing to the shock, to a maximum of 12d8. A Dexterity save with a DC of 10 + the number of lizards contributing halves the damage.

Traits

Electricity Sense. Shocker lizards automatically detect any electrical discharges within 100 feet.

Ecology

Environment warm marshes
Organization solitary, pair, clutch (3–6), or colony (7–12)
Treasure incidental

A shocker lizard has a pale yellow underside, with bright green scales elsewhere on its 3-foot-long body, and weighs about 25 pounds. Shocker lizards tend toward group living, as their electrical abilities grow in power when they are close to another lizard.

A shocker lizard colony is usually located near a source of water. Once the colony has settled on a location, the lizards become very territorial and attack anything that intrudes on them. A solitary shocker lizard is a timid and hesitant creature—but when several of them gather they become formidable and fearsome opponents capable of killing creatures several times their own size.

A shocker lizard relies on its electricity abilities in combat, and a lizard tends to bite only after its shock has rendered an opponent unconscious, or when the shock seems to have no effect at all. A solitary lizard flees once it delivers its shocks, but if other shocker lizards are nearby, they all hone in on their comrade's discharges and attempt to administer lethal shocks to their foe.

Many have attempted to capture and tame shocker lizards, but this often proves a difficult and painful task. Alone and in captivity, shocker lizards tend to wither and die swiftly unless their keepers spend a lot of time grooming and playing with the lizards to keep them company. Kept in pairs or larger numbers, captive shocker lizards thrive, but their increasing electrical ability makes them more difficult to manage for keepers who aren't themselves immune to electricity.

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Winter Wolf Pack Leader

Large beast, Neutral Evil
Challenge 5 (1,800 XP)

This bear-sized wolf has white fur and a rime of frost around its muzzle. Its eyes are pale blue, almost white in color.

Armor Class 15 (natural armor)
Hit Points 133 (14d10+56)
Immunities (Damage) cold
Vulnerability (Damage) fire

Str	Dex	Con	Int	Wis	Cha
20 (+5)	13 (+1)	18 (+4)	9 (-1)	13 (+1)	10 (+0)

Speed 50 ft.
Skills Perception +7, Stealth +7, Survival +9
Senses darkvision 60 ft., passive Perception 19
Languages Common, Giant

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8+5 piercing damage and 1d6 cold damage. The target must also make a DC 15 Strength save or be knocked prone.
Frigid Breath (Recharge 5-6). The Winter Wolf shoots a torrent of frigid air from its mouth in a 15 ft. cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 4d10 cold damage, half as much on a successful save.

Traits

Keen Senses. The winter wolf had Advantage on Wisdom (Perception) tests involving the senses of hearing or smelling.
Pack Hunting. The winter wolf has Advantage on attack rolls made if the target is adjacent to one of the wolf's allies, if that ally is not incapacitated.
Winter Camouflage. Due to its white coat, the winter wolf has Advantage on Dexterity (Stealth) checks made when hiding in appropriate terrain and conditions.

Ecology

Environment cold forests and plains
Organization solitary, pair, or pack (6–11)
Treasure standard

Winter wolves are larger, smarter, more ferocious variants of worgs with white fur and a deadly breath weapon.
A typical winter wolf is 8 feet long, stands 4-1/2 feet tall at the shoulder, and weighs about 450 pounds. Winter wolves will often ally themselves with frost giants, hill giants, and other large humanoids, serving entire tribes of giants as both scouts and guards.

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