

VINTAGE MONSTER COMPENDIUM

A 5E SUPPLEMENT CONTAINING MANY OF YOUR (MY) FAVORITE MONSTERS CONVERTED FROM DND 3.0
AND DND 3.5

FOREWORD

This homebrew is inspired various monsters manuals from d&d 3.0 and 3.5 and contains content from the *fiend folio* and *encyclopaedia arcana - crossbreeds: flesh and blood*. In fact, I have transcribed content directly from these sources with only minor changes from their original iteration. I have done so to keep the lore consistent and because I am more concerned with providing balanced options for DM's and players rather than expanding on existing lore.

Plagiarism is a big deal for me, so I can't stress enough that most of the text in this document is not my own, I am in no way affiliated with Wizards of the Coast™ or Frog God Games™ and I make no claim to or any challenge to any trademarks held by Wizards of the Coast™ or Frog God Games™. The stat blocks for each monster, however, were designed by me to be compatible with fifth edition.

-u/kygd95

CREDIT

Dracolisk

This entry was inspired by the dracolisk, which originally appeared in the First Edition module S4 *Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition Monster Manual II (© TSR/Wizards of the Coast, 1983) and is used by permission.

And by the dracolisk depicted in *Fifth Edition Foes* by author Scott Greene, based on the original material by Gary Gygax.

Gorgimera

This entry was inspired by the gorgimera, which originally appeared in the First Edition module S4 *Lost Caverns of Tsojcanth* (© TSR/Wizards of the Coast, 1982) and later in the First Edition Monster Manual II (© TSR/Wizards of the Coast, 1983).

And by the gorgimera depicted in *Fifth Edition Foes* by author Scott Greene, based on original material by Gary Gygax

It's in-game statistics and description are based on the aforementioned material as well as the chimera and gorgon entries in the fifth edition monster manual.

CROSSBREEDS

Magical crossbreeding is the use of arcane rituals to create a new form of life from the living bodies of two or more existing creatures. Its practitioners are responsible for the creations of dozens of new races; the owlbear is perhaps the most obvious example. Magical crossbreeding allows a wizard to 'pick and choose' the desired traits of pre-existing species and rework them into a new form of life of his own design. Such a task is not easy; the arcane rituals are difficult to master and many burgeoning crossbreeders are responsible for more than a few hideous, pain-crazed monstrosities before mastering a new creation's form. Magical crossbreeding is time-consuming, often requiring months or even years before any hope of success is possible.

DRACOLISK

The vicious dracolisk is a rare crossbreed of dragon and basilisk. No one is sure how the dracolisk species came to be, but all who have encountered it are well aware of its lethality. The only confirmed species of dracolisk is clearly the offspring of black dragons, but based on that evidence, sages hypothesize that a species of dracolisk could exist corresponding to every species of dragon.

At first glance, a dracolisk appears to be a juvenile dragon of its color, except the dracolisk has six legs instead of four. Thanks to the petrifying gaze it inherited from its basilisk parent, most characters who encounter a dracolisk can never get a second glance. A dracolisk has a scaled body the same color as its dragon parent that fades to a lighter shade on its underside. A short, curved horn, similar to a rhino's, juts from its nose. Its leathery wings match its body color but darken near the tips. All dracolisks' eyes are pale green with sparkles that match its dragon-parent color.



Credit: *Fifth Edition* *Foes* by Frog Co. Games

DRACOLISK

Large Dragon, Chaotic Evil

Armor Class 16

Hit Points 114 (12d10 +48)

Speed 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities acid

Condition Immunities petrified

Senses Blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dracolisk can breathe air and water.

Actions

Multiattack. The dracolisk makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Acid Breath (Recharge 5-6). The dracolisk exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

Petrifying Gaze. If a creature starts its turn within 30 feet of the dracolisk and the two of them can see each other, the dracolisk can force the creature to make a DC 14 Constitution saving throw if the dracolisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dracolisk until the start of its next turn, when it can avert its eyes again. If it looks at the dracolisk in the meantime, it must immediately make the save.

ELECTROHYDRA

Occasionally referred to as a behydra, the electrohydra is a magical crossbreed combining traits of hydras and behirs. An electrohydra has as many heads as its hydra progenitor, while from its behir progenitor it gains a total of eight legs and the ability to generate the electrical breath weapon that gives the creature its name. Electrohydra scale coloration tends toward the ultramarines and deep blues commonly found in behirs, while the creature's eyes retain the amber color associated with hydras. Like other hydras, electrohydras are about 20 feet long and weigh about 4,000 pounds.

It would be an understatement to say that the electrohydra is a fierce foe, it combines the magical regenerative powers and raw strength of a hydra with the lightning abilities and cunning of a behir.

Credit: *Encyclopaedia Arcane - Crossbreeding: Flesh and Blood* by Wizards of the Coast



ELECTROHYDRA

Huge Monstrosity, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 183 (16d12 + 75)

Speed 50 ft.; climb 40 ft.; swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+4)	19 (+4)	7 (-3)	12 (+1)	10 (+0)

Skills Perception +6

Damage Immunities lightning

Senses Darkvision 90 ft., passive Perception 16

Languages Draconic

Challenge 12 (8,400 XP)

Hold Breath. The electrohydra can hold its breath for 1 hour.

Multiple Heads. The electrohydra has 5 five heads. While it has more than one head, the electrohydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the electrohydra takes 35 or more damage in a single turn, one of its heads dies. If all its heads die, the electrohydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The electrohydra regains 15 hit points for each head regrown in this way.

Reactive Heads. For each head the electrohydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the electrohydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The electrohydra makes as many bite attacks as it has heads.

Bite. Melee Weapon Attack: +8 to hit, reach 10ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Constrict. Melee Weapon Attack: +10 to hit, reach 5 ft., one Large or smaller creature. Hit: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the electrohydra isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5-6). Each head makes a separate lightning breath attack. The electrohydra exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 17 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The electrohydra makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the electrohydra's turns. An electrohydra can have only one creature swallowed at a time. If the electrohydra takes 30 damage or more on a single turn from the swallowed creature, the electrohydra must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the electrohydra dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

FISHER TREE

An unnatural fusion of treant and roper, the fisher tree has the general build of the former and the hunter and hunting ability of the latter. But like a tree, upon closer examination a fisher tree has a single eye centered over a mouth that opens to reveal rows of overlapping thorny spines in place of teeth. A series of what, at first glance, appear to be knotholes are the orifices from which the creature shoots its sticky tendrils used to reel in prey.

Fisher trees often serve as guardians of remote, forested areas whose inhabitants prefer that the location of their dwelling-area remains secret from the outside world.

A fisher tree can move slowly about on its roots and use its various branches as limbs, but it generally prefers staying in place and waiting for prey to come to it. When an appropriate victim comes within range, the fisher tree shoots out sticky strands from the various knotholes situated around its trunk, then reels its prey in close enough to finish it off with its powerful maw.



Credit: *Encyclopaedia Arcane - Crossbreeding: Flesh and Blood* by Wizards of the Coast

FISHER TREE

Huge Plant, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 20 ft.; climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (+0)	19 (+4)	10 (+0)	16 (+3)	9 (-1)

Skills Perception +6, Stealth +5

Damage Resistances piercing, bludgeoning

Damage Vulnerabilities fire

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Druidic, Elvish, Sylvan

Challenge 11 (7,200 XP)

False Appearance. While the fisher tree remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The fisher tree deals double damage to objects and structures.

Grasping Tendrils. The fisher tree can have up to eight tendrils at a time. Each tendril can be attacked (AC 20; 15 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the fisher tree, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

Actions

Multiattack. The fisher tree makes two slam attacks, two tendril attacks, uses reel, and makes one bite attack.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) piercing damage.

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: 9 (2d6 + 2) slashing damage and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The fisher tree pulls each creature grappled by it up to 25 feet straight toward it.

GORGIMERA

Large monstrosity, chaotic evil

Armor Class 17

Hit Points 114(12d10 +48)

Speed 30ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	19 (+4)	4 (-3)	13 (+1)	10 (0)

Condition Immunities Petrified

Skills Perception +8

Senses Darkvision 60 ft., passive Perception 18

Languages Understands Draconic but can't speak it
Challenge 8 (3900 XP)

Actions

Multiattack. The chimera makes four attacks: one with its bite, one with its horns, and two with its claws. When its fire breath is available, it can use the breath in place of its bite. When its petrifying breath is available, it can use the breath in place of its horns.

Bite. Melee weapon attack. +7 to hit, reach 5ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Horns Melee weapon attack. +7 to hit, reach 5ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Claws Melee weapon attack. +7 to hit, reach 5ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Trampling Charge. If the gorgimera moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgimera can make two attack with its claws against it as a bonus action.

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) piercing damage.

Fire Breath (Recharge 5-6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Petrifying Breath (Recharge 5-6). The gorgon head exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or other magic.

GORGIMERA

A gorgimera is a chimerical creature with the heads of a lion, a dragon, and a gorgon. It has the hindquarters of a gorgon and the forequarters of a lion. These creatures are highly territorial predators, and their hunting range covers many square miles around their lairs. The creature makes its home inside deep caverns with openings atop high mountains. A typical lair contains a mated pair and one or two young. A gorgimera prefers to attack from ambush or to plunge suddenly onto unsuspecting targets from high in the sky. It usually attacks by biting with its dragon head, butting with its gorgon head, and slashing with its leonine paws. The dragon and gorgon heads can also use their characteristic breath weapons.

Conflicted Creature. A gorgimera combines the worst aspects of its three parts. Its dragon head drives it to raid, plunder, and accumulate a great hoard. Its leonine nature compels it to hunt and kill powerful creatures that threaten its territory. Its gorgon head grants it a vicious, stubborn streak that compels it to fight to the death. gorgimeras view more powerful creatures as rivals to be humiliated and defeated. Its greatest rivals are dragons, griffons, manticores, perytons, and wyverns. When it hunts, the gorgimera looks for easy ways to amuse itself. It enjoys the fear and suffering of weaker creatures.



Credit: *Fifth Edition Foes* by Frog God Games

GORGOTAUR

Gorgotaur are favored hybrids for those crossbreeders seeking powerful guardians, for these creatures combine physical strength, combat prowess, magical attacks and a human-like intelligence. Built like a minotaur, a gorgotaur's powerful body is covered in metallic scales. Twin silver horns jut out from the creature's head, powerful weapons in and of themselves, although most gorgotaur also wield huge greataxes with deadly accuracy. A gorgotaur is often found in the company of minotaurs, always serving in a leadership role in such instances. They tower over their minotaur minions – most gorgotaur stand between eight and nine feet tall.

Gorgotaur prefer melee combat, deriving a savage pleasure from hacking apart enemies with their greataxes. They are not afraid of using their petrifying breath weapon against powerful foes, however, nor do they shrink from using the threat of petrification to keep their minotaur underlings in line.



Credit: *Encyclopaedia Arcane - Crossbreeding: Flesh and Blood* by Wizards of the Coast

GORGOTAUR

Large Monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 114(12d10 + 48)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11(0)	17 (+3)	9 (-1)	14 (+2)	8 (-1)

Skills Perception +7

Condition Immunities Petrified

Senses Darkvision 60 ft, passive Perception 17

Languages Abyssal, Giant

Challenge 5 (1,800 XP)

Charge. If the gorgotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The gorgotaur can perfectly recall every path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The gorgotaur makes 2 attacks with its greataxe.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

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

Petrifying Breath (Recharge 5-6). The gorgotaur exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or other magic.

GULOR

Medium humanoid, chaotic evil

Armor Class 16 (scale mail)

Hit Points 93 (11d8 + 44)

Speed 30 ft.; burrow 10 ft.; climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5, Perception +6

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the gulor can move up to its speed toward a hostile creature that it can see.

Rage. A gulor that is below half its hit point maximum flies into a berserk rage, clawing and biting madly until either it or its opponent is dead. An enraged gulor gains +4 Strength, +4 Constitution, and -2 AC. Gulors cannot end their rage voluntarily.

Reckless. At the start of its turn, the gulor can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Keen Hearing and Smell. The gulor has advantage on Wisdom (perception) checks that rely on hearing or smell.

Actions

Multiattack. The gulor makes two attacks with its greataxe. While enraged, it makes two attacks with its claws, and one bite attack instead.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 17 (2d12 + 4) slashing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) slashing damage.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage.

GULOR

A gulor combines the worst features of its two progenitors, savage orc and bestial wolverine. Standing upright like an orc, the gulor possesses the claws and nasty disposition of the wolverine. Orcish skin coloration and facial features struggle for supremacy with an animalistic muzzle filled with sharp teeth and the dark brown or black flur that covers its head, lower arms, and shins. Observing these creatures in battle, it is often difficult to determine which of the two creatures it favors most.

Gulor tribes are most often found living by themselves, but occasionally work with orcs. They speak a guttural form of the orc tongue. Despite their bestial appearance, gulors are adept at weapon use and often wear scale mail armor. They enter battle wielding greataxes but often drop their weapons in favor of rending their enemies with teeth and claws, especially once their famed battle rage overcomes their sensibilities.



Credit: *Encyclopaedia Arcane - Crossbreeding: Flesh and Blood* by Wizards of the Coast

HAEMOVORID

Haemovorids are a horrid fusion of a stirge and a pixie. The stirge progenitor provides the head structure, wings and appetite for blood, as well as a modification to the pixie's hands and feet, allowing the haemovorid to latch on to its victims yet still have the manual dexterity to accurately wield bows. As might be expected, this horrible transformation makes it difficult for the haemovorid to maintain the pixie's neutral good outlook. Forced to feed on the blood of living victims while maintaining its own normal intelligence, many haemovorids turn toward evil.

Since the haemovorids lose their vocal abilities during the transmutation ritual, they have developed a crude sign language that allows them to express simple ideas to one another. Haemovorids still understand all languages they knew as pixies.

It is most often evil crossbreeders who create haemovorids, usually because they desire easy-to-control creatures capable of spying on their enemies - a function the haemovorid, with its natural invisibility, performs with exceptional ease.

Pixies and other sprites view haemovorids as unnatural abominations to be killed on sight. This hatred is matched in full by the haemovorids, although in their case it is because the pixie represents everything that they have lost. Stirges, on the other hand, accept haemovorids amongst their ranks, failing to differentiate between themselves and the hybrid race. Haemovorids are often found lairing with stirges, seeking additional safety in numbers.

A haemovorid attacks by landing on a victim, finding a vulnerable spot and plunging its sharp proboscis into the flesh.



Credit: *Encyclopaedia Arcane - Crossbreeding: Flesh and Blood* by Wizards of the Coast

HAEMOVORID

Tiny fey, neutral evil

Armor Class 15

Hit Points 2(1d4)

Speed 10 ft.; fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	10 (+0)	10 (+0)	11 (+0)	15 (+2)

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft., passive Perception 14

Languages Common, elvish, sylvan

Challenge 1/4 (50 XP)

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

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

At will: *druidcraft*

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep*

Actions

Blood Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the haemovorid attaches to the target. While attached, the haemovorid doesn't attack. Instead, at the start of each of the haemovorid's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. The haemovorid can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the haemovorid.

Superior Invisibility. The haemovorid magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the haemovorid wears or carries is invisible with it.

VARIANT: HAEMVORID FAMILIAR

Familiar The haemovorid can enter into a contract to serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the haemovorid senses as long as they are within 1 mile of each other. While the haemovorid is within 10 feet of its master, the master shares the haemovorid's Magic Resistance trait.

MAGMA WORM

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 50 ft.; burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	6 (-2)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4

Damage Resistances Bludgeoning, piercing, and slashing from nonmagical weapons

Damage Vulnerabilities cold

Damage Immunities Fire

Senses Blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages Understands ignan but can't speak

Challenge 16 (15,000 xp)

Heated Body. A creature that touches the magma worm or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Tunneler. The magma worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The magma worm makes two attacks, one with its bite, and one with its tail.

Bite. Melee Weapon Attack: +9 to hit, reach 10ft., one target. Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the magma worm, and it takes 21 (6d6) acid damage at the start of each of the magma worm's turns. If the magma worm takes 30 damage or more on a single turn from a creature inside it, the magma worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the magma worm. If the magma worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Slam. Melee Weapon Attack: +9 to hit, reach 10ft., one creature. Hit: 19 (3d6 + 9) bludgeoning damage, and the target must make a DC 19 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 7 (2d6) fire damage at the start of each of its turns.

MAGMA WORM

Magma worms are impressive creatures, amalgamating the size and general build of a purple worm with the coloration and elemental abilities of a fire snake (although they lack the purple worm's poisonous tail spike). Magma worms make their homes deep underground, burrowing through earth and stone with equal ease and can often be seen swimming in magma flows.

Magma worms are often created as opportunistic guardians. Because a magma worm is more intelligent than purple worms, they actually make excellent guard beasts for their creators. The problem is controlling these massive creatures. Most often, wizards employ the use of a *dominate monster* spell to control the beasts during a battle.

The size of the progenitor creatures involved in the hybridisation of a magma worm - specifically of the purple worm - causes additional difficulties to the crossbreeder. This particular fusion is most often performed deep underground, in a specially modified cavern equipped as a laboratory. After all, it is often much easier building a laboratory deep underground where the purple worm is most often found than finding a way to safely (and probably secretly as well) capture and transport such a creature to a laboratory on the surface world. Some crossbreeders even take this one step farther and build their laboratories in air-filled pockets upon the Elemental Plane of Earth. From there, a fire snake can be beckoned from its home in the Elemental Plane of Fire, and the transmutation ritual can commence.



Credit: *Encyclopaedia Arcane - Crossbreeding: Flesh and Blood* by Wizards of the Coast

MUD ELEMENTAL

Mud elementals are a fusion of earth and water elementals. Their roughly humanoid bodies are composed of thick, slimy mud that leaves tarces behind when the creature walks. Mud elementals speak both Aquan and Terran but rarely choose to do so. When they speak, their voices are accompanied by the sounds of bubbles of mud popping.

Through a mud elemental moves slowly and ponderously, it is a ruthless opponent. It can travel through solid ground or stone as easily as humans walk on earth's surface, but cannot swim. Mud elementals must either walk around a body of water or go through the ground underneath it, as immersion in water dissolves their muddy bodies.



Credit: *Encyclopaedia Arcane - Crossbreeding: Flesh and Blood* by Wizards of the Coast

MUD ELEMENTAL

Large Elemental, neutral

Armor Class 15

Hit Points 120 (12d10 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	5 (-3)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities Poison

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

Senses Darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 5 (1,800 XP)

Mud Form The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Hit: The creature is grappled (escape DC 15). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.