

## PELT AMALGAM 1,800 XP TOTAL

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Point** 135 (18d10+36)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
19 (+4)	8 (-1)	15 (+2)	1 (-5)	4 (-3)	1 (-5)

**Damage Resistances** bludgeoning, psychic

**Damage Immunities** poison

**Damage Vulnerabilities** fire

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

**Senses** darkvision 120 ft., passive Perception 7

**Languages** —

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

**Berserk.** Whenever the pelt amalgam starts its turn with 50 hit points or fewer, roll a d6. On a 6, the pelt amalgam goes berserk. On each of its turns while berserk, the pelt amalgam attacks the nearest creature it can see. If no creature is near enough to move to and attack, the pelt amalgam attacks an object, with preference for an object smaller than itself. Once the pelt amalgam goes berserk, it continues to do so until it is destroyed or regains all its hit points.

A creature with the Animal Handling skill, if within 60 feet of the berserk pelt amalgam, can try to calm it by speaking firmly and persuasively. The pelt amalgam must be able to hear this creature, who must take an action to make a DC 15 Wisdom (Animal Handling) check. If the check succeeds, the pelt amalgam ceases being berserk. If it takes damage while still at 40 hit points or fewer, the pelt amalgam might go berserk again.

**Boneless.** The pelt amalgam can move through a space as narrow as 6 inches wide without squeezing.

**Chemical Blood.** The pelt amalgam still contains many of the chemicals that preserve the pelts of which it is composed. Whenever the pelt amalgam is subjected to poison damage, it takes no damage and instead gains a number of temporary hit points equal to the poison damage dealt (maximum of 18).

### ACTIONS

**Multiattack.** The pelt amalgam makes two slam attacks.

**Slam. Melee Weapon Attack:** +7 to hit, reach 10 ft., one target.

**Hit:** 8 (1d8+4) bludgeoning damage and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained. The pelt amalgam can grapple up to two creatures. The pelt amalgam continues making two slam attacks regardless of the number of creatures that it is grappling.



**Poison Breath (Recharge 5-6).** The pelt amalgam exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

### TACTICS

**Before Combat** A pelt amalgam lies in wait on a floor or wall until a creature is close enough to attack.

**During Combat** A pelt amalgam will start a combat by trying to grapple a nearby creature or two. It uses its poison breath on its second turn, and any subsequent turn that it can. Otherwise, it continues to attempt to grapple and kill any creature it does not recognize as an ally.

**Morale** A pelt amalgam fights until destroyed.

Pelt amalgams are the creation of spiteful druids and capricious fey that find innocent animals sown up for display in the name of thoughtless vanity. In either case, a druid or fey can perform a ritual that causes such pelts to join in a bizarre configuration and animate.

The amalgam is purely a construct, but the magics that animate it sometimes cause it to act as a force of nature, lashing out at anyone, even its creator. Pelt amalgams sometimes escape their masters to kill indiscriminately, sparing only fey folk and animals, seeing all others as terrible enemies.

The ritual to create a pelt amalgam is rare, and can only be taught by select few druids, or capricious and powerful fey. In either case, the price for learning the ritual is often very high.

Should your players ever want to create such a creature, it is considered a rare magic item that requires a special formula for crafting.

**Constructed Nature.** The pelt amalgam does not require air, drink, food, or sleep.

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