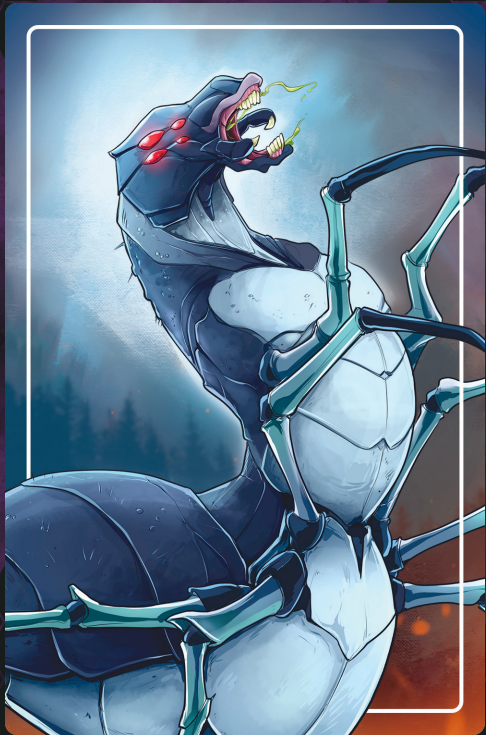


ARACHNO-HORSE

Large beast, unaligned

CR
1/2



Dark Matter

Mage Hand Press

ARACHNO-HORSE

CR
1/2

Large beast, unaligned

Damage Resistances poison

Senses passive Perception 11

Languages —

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

Trampling Charge. If the arachno-horse moves at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target must succeed on a **DC 14** Strength saving throw or be knocked prone. If the target is prone, the arachno-horse can make another attack with its bite against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack: +6 to hit*, reach 5 ft., one target. *Hit: 7 (1d6 + 4) piercing damage plus 3 (1d6) poison damage.*

AC
11

HP 19
(3d10 + 3)

SPEED 40 ft.,
climb 40 ft.

STR
18 (+4)

DEX
12 (+1)

CON
13 (+1)

INT
2 (-4)

WIS
12 (+1)

CHA
7 (-2)

CEPHALO-BOAR

Medium beast, unaligned

CR
1/4



Dark Matter

Mage Hand Press

CEPHALO-BOAR

CR
1/4

Medium beast, unaligned

Damage Resistances fire

Senses passive Perception 9

Languages —

Charge. If the cephalo-boar moves at least 20 feet straight toward a target and then hits it with a tentacle attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

Relentless (Recharges after a Short or Long Rest). If the cephalo-boar takes 7 damage or less and drops to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tentacle. *Melee Weapon Attack:* **+3 to hit**, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. If the target is Medium or smaller, it is grappled (**escape DC 11**) and restrained until the grapple ends.

AC 11

(natural armor)

HP 11

(2d8 + 2)

SPEED

40 ft.

STR

11 (+1)

DEX

11 (+0)

CON

12 (+1)

INT

2 (−4)

WIS

9 (−1)

CHA

5 (−3)

CROCADOG

Small beast, unaligned

CR
1/2



Dark Matter

Mage Hand Press

CROCADOG

Small beast, unaligned

CR
1/2

Skills Perception +3

Senses passive Perception 13

Languages —

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

ACTIONS

Bite. *Melee Weapon Attack: +3 to hit*, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a Small or smaller creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

AC
12

HP 5
(1d6 + 2)

SPEED
40 ft.

STR
13 (+1)

DEX
14 (+2)

CON
14 (+2)

INT
3 (-4)

WIS
12 (+1)

CHA
7 (-2)

ANDROID

Medium construct, neutral

CR

4



Dark Matter

Mage Hand Press

ANDROID

Medium construct, neutral

CR

4

Skills Deception +3, Investigation +3, Perception +3, Technology +5

Damage Immunities poison, psychic

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

Senses thermalsight 60 ft., passive Perception 11

Languages any three languages (usually Common, Dwarven, and Elvish)

Black Box, False Identity, Machine Empathy. See *Dark Matter*

Self-Repair. The android regains 4 hit points at the start of its turn if it has at least one hit point. If the android takes lightning damage, this trait doesn't function at the start of the android's next turn.

ACTIONS

Multiattack. The android makes two attacks.

Construct Surge (1/Day). The android makes four attacks, instead of two, on its turn. It can't attack on the following turn.

Repeater. *Ranged Weapon Attack: +8 to hit*, range 60/240 ft., one target. *Hit: 7 (2d6)* radiant damage.

Strike. *Melee Weapon Attack: +8 to hit*, reach 5 ft., one target. *Hit: 11 (2d4 + 6)* bludgeoning damage.

AC

16

HP 63

(6d8 + 36)

SPEED

30 ft.

STR

22 (+6)

DEX

22 (+6)

CON

22 (+6)

INT

12 (+1)

WIS

12 (+1)

CHA

12 (+1)

ROGUE AI

CR

5

Medium construct, any chaotic alignment



Dark Matter

Mage Hand Press

ROGUE AI

CR

5

Medium construct, any chaotic alignment

Saving Throws Int +7, Wis +4

Skills Arcana +7, Data +7, History +7, Investigation +7, Nature +7, Religion +7, Technology +7

Damage Resistances acid, cold, fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages all

Incorporeal Movement. The AI can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting (Spell save DC 15). At will: *mage hand* (the hand is invisible), *minor illusion*, *technomancy*, **3/day each:** *autopilot*, *technical difficulties*, **1/day each:** *circuit breaker*, *lightning bolt*, *perception hack*

ACTIONS

Multiattack. The AI makes two melee attacks or one ranged attack.

Static Discharge. *Melee Spell Attack: +7 to hit*, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) lightning damage.

Hardlight Bolt. *Ranged Spell Attack: +7 to hit*, range 120 ft., one target. *Hit:* 17 (5d6) force damage.

Inhabit Technology (Recharge 6). See *Dark Matter*

AC
12

HP 90
(20d8)

SPEED 0 ft.,
fly 40 ft. (hover)

STR
7 (-2)

DEX
14 (+2)

CON
10 (+0)

INT
19 (+4)

WIS
12 (+1)

CHA
10 (+0)

MECHANICAL SPIDER

CR

0

Small construct, unaligned



Dark Matter

Mage Hand Press

MECHANICAL SPIDER

CR
0

Small construct, unaligned

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Death Burst. When a mechanical spider dies, it explodes in a burst of fire. Each creature within 5 feet of it must make a **DC 13** Dexterity saving throw, taking 7 (**2d6**) fire damage on a failed save, or half as much damage on a successful one.

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

ACTIONS

Carry. The spider can pick up and carry or drop a single object weighing no more than 10 pounds.

AC
13

HP 3
(1d4 + 1)

SPEED 20 ft.,
climb 20 ft.

STR
6 (−2)

DEX
16 (+3)

CON
12 (+1)

INT
2 (−4)

WIS
5 (−3)

CHA
1 (−5)

SINGLE TASK AUTOMATON

CR

1

Medium construct, lawful neutral



Dark Matter

Mage Hand Press

SINGLE TASK AUTOMATON

CR

1

Medium construct, lawful neutral

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages —

Difficult Terrain Susceptibility. Each foot this automaton travels in difficult terrain costs 3 feet.

Mechanical Mind. The automaton can't be compelled to act in a manner contrary to its instructions.

ACTIONS

Multiattack. The automaton makes three melee attacks.

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

AC 13

(natural armor)

HP 39

(6d8 + 12)

SPEED

30 ft.

STR

13 (+1)

DEX

9 (-1)

CON

15 (+2)

INT

5 (-3)

WIS

1 (-5)

CHA

1 (-5)

MULTI-TASK AUTOMATON

Medium construct, lawful neutral

CR

3



Dark Matter

Mage Hand Press

MULTI-TASK AUTOMATON

CR

3

Medium construct, lawful neutral

Damage Immunities poison, psychic**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7**Languages** —**Mechanical Mind.** The automaton can't be compelled to act in a manner contrary to its instructions.

ACTIONS

Multiattack. The automaton makes three attacks: two with its morningstar and one with its slam.**Morningstar.** *Melee Weapon Attack:* **+5 to hit**, reach 5 ft., one target. *Hit:* 7 (**1d8 + 3**) piercing damage.**Slam.** *Melee Weapon Attack:* **+5 to hit**, reach 5 ft., one target. *Hit:* 8 (**1d10 + 3**) bludgeoning damage.**AC** 15

(natural armor)

HP 85

(10d8 + 40)

SPEED

30 ft.

STR

17 (+3)

DEX

11 (+0)

CON

19 (+4)

INT

7 (-2)

WIS

5 (-3)

CHA

1 (-5)

BODY SNATCHER

Medium aberration, neutral evil

CR

5



BODY SNATCHER

Medium aberration, neutral evil

CR

5

Skills Deception +9, Insight +5, Perception +5, Performance +6, Sleight of Hand +7, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep Speech

Sneak Attack (1/Turn). The body snatcher deals an extra 21 (6d6) damage when it meets the conditions of Sneak Attack.

Innate Spellcasting (Spell save DC 14). At will:

gentle repose, minor illusion, 3/day each: disguise self, entangle, 1/day each: blur, expeditious retreat, haste, invisibility, silent image

ACTIONS

Multiattack. The body snatcher makes two weapon attacks or three claw attacks.

Claw (Natural Form Only). *Melee Weapon Attack: +7 to hit*, reach 5 ft., one target. *Hit: 8 (1d8 + 4) piercing damage.*

Flay. A body snatcher touches a humanoid corpse, magically hollowing it out to leave a wearable skin suit. The skin suit is protected against decay for the next 10 days.

Skinchange. The body snatcher dons or doffs a skin suit. See *Dark Matter*

AC

14

HP 91

(14d8 + 28)

SPEED

30 ft.

STR

16 (+3)

DEX

18 (+4)

CON

14 (+2)

INT

12 (+1)

WIS

14 (+2)

CHA

17 (+3)

BRAIN IN A JAR

Tiny construct, chaotic evil

CR

2



Dark Matter

Mage Hand Press

BRAIN IN A JAR

CR

2

Tiny construct, chaotic evil

Damage Resistances psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, prone

Senses blindsight 60 ft., thermalsight 120 ft., passive Perception 12

Languages any one language (usually Common), telepathy 120 ft.

Insanity. If a creature would use a spell or magical effect to sense the brain's emotions or read its thoughts, the creature takes 10 (3d6) psychic damage.

ACTIONS

Psionic Ray. *Ranged Spell Attack: +4 to hit*, range 60 ft., one target. *Hit: 21 (6d6) psychic damage.*

Psionic Burst. Each creature within 20 feet of the brain must succeed on an **DC 13** Wisdom saving throw, taking 12 (4d6) psychic damage on a failed save, or half as much on a successful one.

AC
12

HP 30
(12d4)

SPEED 0 ft.,
fly 30 ft. (hover)

STR
3 (-4)

DEX
15 (+2)

CON
11 (+0)

INT
15 (+2)

WIS
14 (+2)

CHA
12 (+1)

COLLECTOR VAT

Large construct, neutral

CR

5



Dark Matter

Mage Hand Press

COLLECTOR VAT

Large construct, neutral

CR
5

Damage Immunities psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified

Senses blindsight 30 ft., thermalsight 120 ft., passive Perception 10

Languages —

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

Organic Scan. See *Dark Matter*

ACTIONS

Multiattack. The vat makes two melee weapon attacks.

Tentacle. *Melee Weapon Attack:* **+6 to hit**, reach 5 ft., one target. *Hit:* 14 (**2d10 + 3**) bludgeoning damage, and the target is grappled (escape **DC 15**). Until the grapple ends, the target is restrained. The vat can grapple up to 5 creatures at once.

Syringe. *Melee Weapon Attack:* **+6 to hit**, reach 5 ft., one target. *Hit:* 8 (**2d4 + 3**) piercing damage, and the target must make a **DC 14** Constitution saving throw or be paralyzed 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.

Store Creature, Release Brains (1/Day). See *Dark Matter*

AC 15

(natural armor)

HP 133

(14d10 + 56)

SPEED 0 ft.,

fly 30 ft. (hover)

STR

16 (+3)

DEX

16 (+3)

CON

18 (+4)

INT

12 (+1)

WIS

10 (+0)

CHA

6 (-2)

DEFENSE DRONE

Tiny construct, unaligned

CR
1/8



Dark Matter

Mage Hand Press

DEFENSE DRONE

CR
1/8

Tiny construct, unaligned

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Follow Protocol. Unless commanded to do otherwise, the drone follows its master, staying in the master's space, or as nearby as possible. The drone can move on its master's turn in order to follow in this way.

ACTIONS

Integrated Blaster. *Ranged Weapon Attack: +4 to hit*, range 30/120 ft., one target. *Hit:* 5 (2d4) radiant damage.

AC
12

HP 5
(2d4)

SPEED 0 ft.,
fly 40 ft. (hover)

STR
7 (-2)

DEX
14 (+2)

CON
10 (+0)

INT
4 (-3)

WIS
9 (-1)

CHA
3 (-4)

MEDICAL DRONE

Tiny construct, unaligned

CR
0



Dark Matter

Mage Hand Press

MEDICAL DRONE

Tiny construct, unaligned

CR
0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Follow Protocol. Unless commanded to do otherwise, the drone follows its master, staying in the master's space, or as nearby as possible. The drone can move on its master's turn in order to follow in this way.

ACTIONS

Revival Protocol (3/Day). The drone casts the cantrip *spare the dying* on a target it can reach, then restores **1d4** of the target's hit points.

AC
12

HP 5
(2d4)

SPEED 0 ft.,
fly 40 ft. (hover)

STR
7 (−2)

DEX
14 (+2)

CON
10 (+0)

INT
4 (−3)

WIS
9 (−1)

CHA
3 (−4)

RECON DRONE

Tiny construct, unaligned

CR
0



Dark Matter

Mage Hand Press

RECON DRONE

CR
0

Tiny construct, unaligned

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Follow Protocol. Unless commanded to do otherwise, the drone follows its master, staying in the master's space, or as nearby as possible. The drone can move on its master's turn in order to follow in this way.

ACTIONS

Surveillance Protocol. The drone creates a holographic marker above one target it can see within 60 feet until the beginning of the drone's next turn. For that duration, attacks against the target can't have disadvantage (unless the disadvantage is due to the Automatic property), and the target has disadvantage on checks made to hide.

AC
12

HP 5
(2d4)

SPEED 0 ft.,
fly 40 ft. (hover)

STR
7 (-2)

DEX
14 (+2)

CON
10 (+0)

INT
4 (-3)

WIS
9 (-1)

CHA
3 (-4)

HARDLIGHT ETHEROLUS

CR

8

Large construct, unaligned



Dark Matter

Mage Hand Press

HARDLIGHT ETHEROLUS

CR

8

Large construct, unaligned

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 10

Languages understands commands given in any language but can't speak

Ethereal Hardlight. Each time this construct takes damage, it reduces the damage taken to 1.

Hardlight Evaporation. This construct sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Every hour, the construct takes 1 damage.

Incorporeal Movement. The construct can move through other creatures and objects as if they were difficult terrain. It takes 1 force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The construct makes two hardlight scythe attacks.

Hardlight Scythe. *Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) force damage.*

AC
15

HP 15
(2d10 + 4)

SPEED 30 ft.,
fly 40 ft. (hover)

STR
13 (+1)

DEX
20 (+5)

CON
14 (+2)

INT
6 (-2)

WIS
10 (+0)

CHA
3 (-4)

HARDLIGHT JUGGERNAUTUS

CR

8

Large construct, unaligned



Dark Matter

Mage Hand Press

HARDLIGHT JUGGERNAUTUS

CR
8

Large construct, unaligned

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 10

Languages understands commands given in any language but can't speak

Hardlight Evaporation. This construct sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Every hour, the construct takes 10 damage.

Impervious Hardlight. This construct doesn't take damage from any source that deals it less than 10 damage at once.

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

ACTIONS

Multiattack. The construct makes two hardlight mace attacks.

Hardlight Mace. *Melee Weapon Attack: +8 to hit*, reach 10 ft., one target. *Hit: 12 (2d6 + 5) force damage.*

AC 18

(natural armor)

HP 150

(12d10 + 84)

SPEED

30 ft.

STR

20 (+5)

DEX

12 (+1)

CON

26 (+7)

INT

6 (-2)

WIS

10 (+0)

CHA

3 (-4)

HUSK

Medium undead, chaotic evil

CR
1/2



Dark Matter

Mage Hand Press

HUSK

CR
1/2

Medium undead, chaotic evil

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common but can't speak

Blood Frenzy. The husk has advantage on melee attack rolls against any creature that doesn't have all its hit points.

ACTIONS

Multiattack. The husk makes two slam attacks.

Slam. *Melee Weapon Attack: +4 to hit*, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage and the target must make a **DC 12** Constitution saving throw. On a failed save, the air is drawn out from the target's lungs. Until the end of the target's next turn, it has disadvantage on attack rolls, ability checks, and saving throws. This effect is not impeded by magic such as *zone of atmosphere* or technology such as life suits.

AC 13

(natural armor)

HP 26

(4d8 + 8)

SPEED

30 ft.

STR

15 (+2)

DEX

8 (-1)

CON

14 (+2)

INT

8 (-1)

WIS

8 (-1)

CHA

14 (+2)

FORLORN HUSK

Medium undead, chaotic evil

CR

4



Dark Matter

Mage Hand Press

FORLORN HUSK

Medium undead, chaotic evil

CR
4

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Common

Blood Frenzy. The husk has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Innate Spellcasting (Spell save DC 14). 3/day each: *hellish rebuke, inflict wounds, ray of enfeeblement*, **1/day each:** *arcane anomaly, create vacuum, darkness*

ACTIONS

Multiattack. The husk makes two slam attacks.

Slam. *Melee Weapon Attack: +6 to hit*, reach 5 ft., one target. *Hit:* 11 (**2d8 + 2**) bludgeoning damage and the target must make a **DC 14** Constitution saving throw. On a failed save, the air is drawn out from the target's lungs. Until the end of the target's next turn, it has disadvantage on attack rolls, ability checks, and saving throws. This effect is not impeded by magic such as *zone of atmosphere* or technology such as life suits.

AC 15

(natural armor)

HP 91

(14d8 + 28)

SPEED 30 ft.,

fly 20 ft. (hover)

STR

18 (+4)

DEX

12 (+1)

CON

14 (+2)

INT

9 (-1)

WIS

9 (-1)

CHA

18 (+4)

INDOCTRINATED

CR
1/2

Medium humanoid (any race), chaotic evil



Dark Matter

Mage Hand Press

INDOCTRINATED

CR
1/2

Medium humanoid (any race), chaotic evil

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 8

Languages Abyssal, one language it knew before indoctrination

Cybernetic Enhancements. The indoctrinated is immune to nonmagical diseases, and it doesn't need to eat, drink, or breathe. Additionally, it can't be disarmed of its weapons.

ACTIONS

Arm Cannon. *Melee or Ranged Weapon Attack: +4 to hit*, reach 5 ft. or range 60/240 ft., one creature. *Hit: 9 (2d8) radiant damage.*

AC 14

(natural armor)

HP 22

(4d8 + 4)

SPEED

30 ft.

STR

15 (+2)

DEX

14 (+2)

CON

13 (+1)

INT

9 (-1)

WIS

7 (-2)

CHA

8 (-1)

MECHADEMON

CR

2

Medium fiend (demon), chaotic evil



Dark Matter

Mage Hand Press

MECHADEMON

Medium fiend (demon), chaotic evil

CR
2

Skills Technology +3

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned, exhaustion

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Cybernetic Enhancements. The mechademon is immune to nonmagical diseases, and it doesn't need to eat, drink, or breathe. Additionally, it can't be disarmed of its weapons.

Hellish Translocator (Recharge 4–6). The mechademon has an embedded translocation device within its chest. As a bonus action, it can activate this device to teleport up to 30 feet to an unoccupied space it can see. Each creature within 5 feet of the mechademon's destination must succeed on a **DC 13** Dexterity saving throw, taking 10 (**3d6**) fire damage on a failed save, or half as much on a successful one.

ACTIONS

Multiattack. The mechademon makes two attacks.

Abyssal Repeater. *Ranged Weapon Attack: +5 to hit*, range 60/240 ft., one target. *Hit:* 9 (**2d8**) fire damage.

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

AC 15

(natural armor)

HP 58

(9d8 + 18)

SPEED 35 ft.,

climb 20 ft.

STR

14 (+2)

DEX

16 (+3)

CON

14 (+2)

INT

12 (+1)

WIS

14 (+2)

CHA

12 (+1)

MECHABYSSAL

CR

6

Large fiend (demon), chaotic evil



Dark Matter

Mage Hand Press

MECHABYSSAL

CR
6

Large fiend (demon), chaotic evil

Skills Athletics +7, Technology +4

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned, exhaustion

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Cybernetic Enhancements, Siege Monster. See *Dark Matter*

Rocket Pack (Recharge 4–6). The mechabyssal has rocket boosters embedded in its back. As a bonus action, it can activate the boosters to fly up to 30 feet in any direction. If the mechabyssal ends this movement in the air, it falls. If the mechabyssal makes this movement straight toward a target and then hits it with a cyber claw attack on the same turn, the target takes an extra 11 (2d10) slashing damage.

ACTIONS

Multiattack. The mechabyssal makes two attacks.

Cyber Claw. *Melee Weapon Attack: +7 to hit*, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Hellfire Rockets. *Ranged Weapon Attack: +6 to hit*, range 60/240 ft., one target. *Hit:* 16 (3d10) fire damage. Each creature within 5 feet of the target must succeed on a **DC 15** Dexterity saving throw or take 11 (2d10) fire damage.

AC 16

(natural armor)

HP 170

(20d10 + 60)

SPEED

25 ft.

STR

18 (+4)

DEX

16 (+3)

CON

17 (+3)

INT

12 (+1)

WIS

14 (+2)

CHA

12 (+1)

N-VECT

Medium humanoid (vect), chaotic evil

CR

3



Dark Matter

Mage Hand Press

N-VECT

CR

3

Medium humanoid (vect), chaotic evil

Skills Data +5, Deception +2, Technology +5

Senses thermalsight 30 ft., passive Perception 10

Languages Common

Construct Anatomy. The N-vect is immune to nonmagical diseases, and it doesn't need to eat, drink, or breathe.

Inflexible Mind. The N-vect has advantage on saving throws against being charmed.

Innate Spellcasting (Spell save DC 12). **At will:** *technomancy*, **1/day each:** *circuit breaker*, *perception hack*, *technical difficulties*

ACTIONS

Multiattack. The vect makes two attacks with its arm blade or two attacks with its repeater.

Arm Blade. *Melee Weapon Attack:* **+5 to hit**, reach 5 ft., one target. *Hit:* 6 (**1d6 + 3**) slashing damage. If the target is a construct or living construct, such as a vect, it must make a **DC 16** Constitution saving throw. On a failed save, the target is infected with the N-Virus (see *Dark Matter*, Appendix E).

Repeater. *Ranged Weapon Attack:* **+5 to hit**, range 60/240 ft., one target. *Hit:* 7 (**2d6**) radiant damage.

AC 16

(composite plating)

HP 78

(12d8 + 24)

SPEED

30 ft.

STR

14 (+2)

DEX

16 (+3)

CON

14 (+2)

INT

16 (+3)

WIS

10 (+0)

CHA

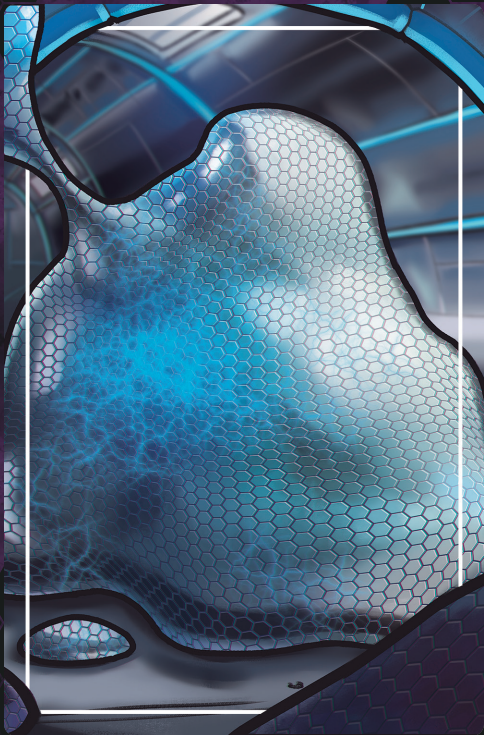
10 (+0)

NANITE SWARM

Large ooze, lawful neutral

CR

2



Dark Matter

Mage Hand Press

NANITE SWARM

CR

2

Large ooze, lawful neutral

Skills Medicine +1

Damage Immunities necrotic; bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 9

Languages understands one language spoken by its creator but can't speak

Resources. When the nanite swarm attacks a creature or object, it gains a Resource Point (to a maximum of 6).

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a microscopic nanobot. The swarm can't gain temporary hit points.

ACTIONS

Recycle. *Melee Weapon Attack:* **+4 to hit**, reach 0 ft., one target in the swarm's space. *Hit:* 15 (**6d4**) necrotic damage and the swarm gains 1 Resource Point. If the swarm has half of its hit points or fewer, the attack deals only 7 (**3d4**) damage.

Reconstitute (Costs 1 Resource Point). A creature or object in the swarm's space (other than the swarm) regains 11 (**2d10**) hit points.

Self-Repair (Costs 1 Resource Point). The swarm regains 7 (**2d6**) hit points.

AC
12

HP 44
(8d8 + 8)

SPEED 30 ft.,
climb 30 ft.

STR
3 (-4)

DEX
15 (+2)

CON
12 (+1)

INT
18 (+4)

WIS
9 (-1)

CHA
1 (-5)

RADIOACTIVE GOO

Large ooze, unaligned

CR

3



Dark Matter

Mage Hand Press

RADIOACTIVE GOO

CR

3

Large ooze, unaligned

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Adaptive Mutation. After the goo takes damage, it gains immunity to that type of damage until the end of its next turn, or until it takes another type of damage.

Amorphous. The goo can move through a space as narrow as 1-inch wide without squeezing.

Radiation Hazard. At the start of each of the goo's turns, each creature within 15 feet of it takes 10 (3d6) poison damage.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) radiant damage. In addition, the target must make a **DC 14** Constitution saving throw or be poisoned for 1 hour.

Irradiate. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 7 (2d6) radiant damage and the target must make a **DC 14** Constitution saving throw. On a failure, the target has disadvantage on ability checks using a randomly determined ability score for 1 minute. It can repeat the saving throw at the end of each of its turns, ending this effect on a success.

AC

8

HP 85

(10d10 + 30)

SPEED

10 ft.

STR

16 (+3)

DEX

6 (-2)

CON

16 (+3)

INT

1 (-5)

WIS

6 (-2)

CHA

1 (-5)

WORM WALKER

Medium undead, neutral

CR
1/4



Dark Matter

Mage Hand Press

WORM WALKER

CR
1/4

Medium undead, neutral

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

ACTIONS

Grab. *Melee Weapon Attack:* **+4 to hit**, reach 5 ft., one target. *Hit:* 5 (**1d6 + 2**) bludgeoning damage. The target is grappled (escape **DC 12**). Until this grapple ends, the worm walker can't use its grab on another target.

Transfer Worm. The worm walker violently transfers the worm within its body into a humanoid creature it is grappling. The target takes 14 (**4d6**) piercing damage as the worm burrows into its body. The target is infested with a psi-worm (see psi-worm stats) and the worm walker dies.

AC
7

HP 23
(3d8 + 9)

SPEED
20 ft.

STR
14 (+2)

DEX
5 (-3)

CON
16 (+3)

INT
4 (-3)

WIS
7 (-2)

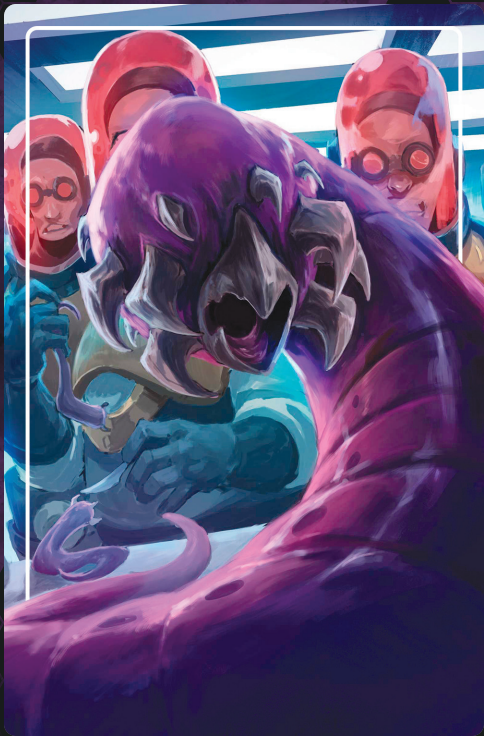
CHA
4 (-3)

PSI-WORM

Tiny monstrosity, unaligned

CR

0



Dark Matter

Mage Hand Press

PSI-WORM

Tiny monstrosity, unaligned

CR
0

Damage Resistances psychic

Condition Immunities frightened, prone

Senses truesight 120 ft., passive Perception 11

Languages —

Alien Movement. The psi-worm can writhe more quickly over rough ground, moving 2 feet in difficult terrain for every 1 foot of movement it expends.

ACTIONS

Infest. *Melee Weapon Attack: +4 to hit*, reach 5 ft., one creature. *Hit: 1* piercing damage. A creature that has been hit by this attack must make a **DC 13** Constitution saving throw or be infested by the psi-worm, which crawls within the creature's body. While infesting a creature, the psi-worm can't be directly damaged or targeted by effects. If the infested creature is willing, it or another creature can use its action to deal **5** piercing or slashing damage to the infested creature, surgically killing the worm inside it. The worm can also be killed by *lesser restoration*, or any other effect which cures disease.

An infested creature takes 2 (**1d4**) necrotic damage at the start of each of its turns until it dies or the psi-worm is killed. An infested humanoid that dies rises 1 round later as a worm walker.

AC
12

HP 2
(1d4)

SPEED
10 ft.

STR
3 (−4)

DEX
14 (+2)

CON
10 (+0)

INT
4 (−3)

WIS
12 (+1)

CHA
3 (−4)

LESSER PSI-WORM GESTALT

CR

3

Medium swarm of Tiny monstrosities, neutral



Dark Matter

Mage Hand Press

LESSER PSI-WORM GESTALT

CR

3

Medium swarm of Tiny monstrosities, neutral

Saving Throws Wis +5

Damage Resistances psychic; bludgeoning, piercing, slashing

Condition Immunities frightened, paralyzed, prone

Senses truesight 120 ft., passive Perception 13

Languages understands Deep Speech but can't speak

Alien Movement. The gestalt can writhe more quickly over rough ground, moving 2 feet in difficult terrain for every 1 foot of movement it expends.

Psychic Defense. See *Dark Matter*

Swarm. The gestalt can occupy another creature's space and vice versa, and the gestalt can move through any opening large enough for a Tiny worm. The gestalt can't regain hit points or gain temporary hit points.

Innate Spellcasting (Psionics — Spell save DC 13).

3/day each: *command, fear, hold person*

ACTIONS

Bites. *Melee Weapon Attack: +5 to hit*, reach 0 ft., one creature in the gestalt's space. *Hit:* 15 (6d4) piercing damage or 7 (3d4) if the gestalt has half of its hit points or fewer. A creature that has been hit by this attack must make a **DC 13** Constitution saving throw or be infested with 2 psi-worms (see psi-worm stats). A humanoid slain by this attack rises 1 round later as a worm walker.

AC 16

(Psychic Defense)

HP 60

(8d8 + 24)

SPEED

30 ft.

STR

9 (−1)

DEX

16 (+3)

CON

16 (+3)

INT

8 (−1)

WIS

17 (+3)

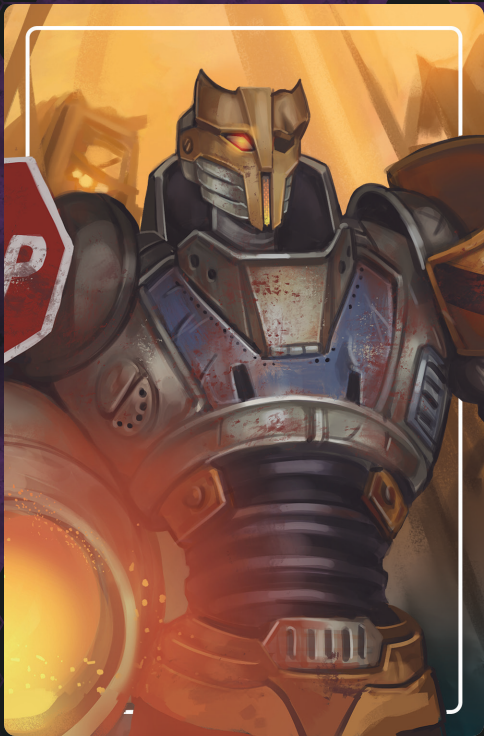
CHA

5 (−3)

SCRAP GOLEM

CR
13

Large construct, unaligned



Dark Matter

Mage Hand Press

SCRAP GOLEM

Large construct, unaligned

CR
13

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantite

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

Senses thermalsight 120 ft., blindsight 15 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Berserk, Customized, Immutable Form, Magic Resistance, Magic Weapon, Radiant Absorption. See *Dark Matter*

ACTIONS

Multiattack. The golem makes three melee or ranged weapon attacks.

Rocket Hammer. *Melee Weapon Attack: +11 to hit*, reach 5 ft., one target. *Hit:* 14 (1d10+1d4+6) bludgeoning damage.

Impactor Cannon. *Ranged Weapon Attack: +4 to hit*, range 30/90 ft., one target. *Hit:* 11 (2d10) force damage or 13 (2d12) force damage if the target is within 15 feet.

Barrage Fire (Recharge 5–6). The golem fires a barrage of shots in a 15-foot cone. Each creature in that area must make a **DC 17** Dexterity saving throw, taking 49 (9d10) force damage on a failed save, or half as much damage on a successful one.

AC 18

(natural armor)

HP 190

(20d10 + 80)

SPEED

30 ft.

STR

23 (+6)

DEX

9 (–1)

CON

19 (+4)

INT

3 (–4)

WIS

11 (+0)

CHA

1 (–5)

BLUESCREEN SWARM

CR
2

Medium swarm of Tiny monstrosities, unaligned



BLUESCREEN SWARM

CR

2

Medium swarm of Tiny monstrosities, unaligned

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities radiant

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 11

Languages —

Incorporeal Movement. The swarm can move through objects as if they were difficult terrain.

Radiate. Any creature that starts its turn within 5 feet of the swarm must succeed on a **DC 11** Constitution saving throw or take 5 (**1d10**) radiant damage.

Siphoning Presence. When a bluescreen swarm occupies the same space as a piece of magical technology, such as an arcane terminal or a blaster, that isn't being worn or carried, that device ceases to function for the next minute.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bug. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack: +6 to hit*, reach 0 ft., one target. *Hit:* 7 (**2d6**) lightning damage, or 3 (**1d6**) lightning damage if the swarm has half of its hit points or fewer. If the target is carrying a blaster, the blaster overheats.

AC
14

HP 42
(12d8 - 12)

SPEED 10 ft.,
fly 30 ft.

STR
8 (-1)

DEX
18 (+4)

CON
8 (-1)

INT
1 (-5)

WIS
12 (+1)

CHA
2 (-4)

SONGFISH

Huge monstrosity, neutral

CR

8



Dark Matter

Mage Hand Press

SONGFISH

Huge monstrosity, neutral

CR

8

Saving Throws Int +6, Wis +8, Cha +5

Damage Resistances psychic

Senses blindsight 120 ft., passive Perception 15

Languages —

Vacuum Breath. The songfish doesn't require air.

ACTIONS

Multiattack. The songfish makes four attacks with its tentacles.

Tentacles. *Melee Weapon Attack:* **+2 to hit**, reach 5 ft., one creature. *Hit:* 11 (**2d10**) bludgeoning damage. If the target is Large or smaller, it is grappled (escape **DC 14**). Until this grapple ends, the target is restrained and the songfish can't use its tentacles on another target.

Amnesia Burst (1/Day). Each creature within 500 feet of the songfish must make a **DC 16** Wisdom saving throw. On a failed save, a creature completely forgets the events of the past 10 minutes. A creature that can't hear the songfish automatically succeeds this saving throw.

Dimension Jump. The songfish teleports itself up to 1,000 feet.

Erasure. See *Dark Matter*

AC

11

HP 180

(24d12 + 24)

SPEED 0 ft.,

fly 25 ft. (hover)

STR

8 (−1)

DEX

13 (+1)

CON

13 (+1)

INT

16 (+3)

WIS

21 (+5)

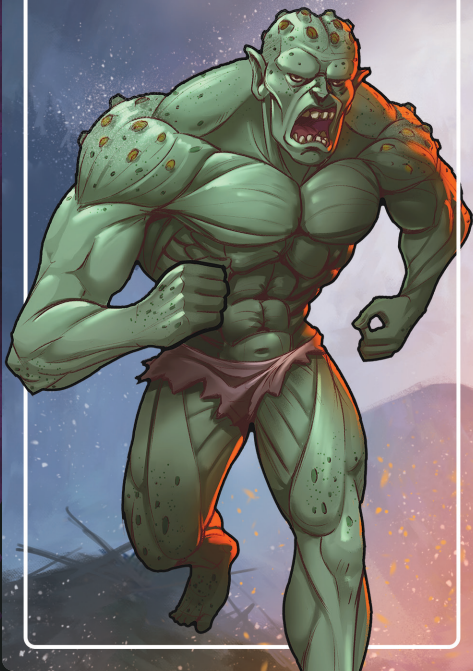
CHA

14 (+2)

SPOREZERKER

Medium plant, chaotic evil

CR
1/2



Dark Matter

Mage Hand Press

SPOREZERKER

Medium plant, chaotic evil

CR
1/2

Damage Vulnerabilities fire

Condition Immunities blinded, deafened, exhaustion

Senses passive Perception 9

Languages Common

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

Spore Burst. When a sporezerker dies, it explodes in a cloud of spores. Each creature within 5 feet of it must make a **DC 13** Constitution saving throw or be poisoned for up to 1 minute. An affected creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Additionally, if the sporezerker dies on natural terrain, 3 (1d6) sporezerkers sprout from the earth from where it died 24 hours after its death.

If the sporezerker drops to 0 hit points due to fire damage, this trait has no effect.

ACTIONS

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

AC 13

(natural armor)

HP 30

(4d8 + 12)

SPEED

30 ft.

STR

17 (+3)

DEX

10 (+0)

CON

16 (+3)

INT

5 (-3)

WIS

9 (-1)

CHA

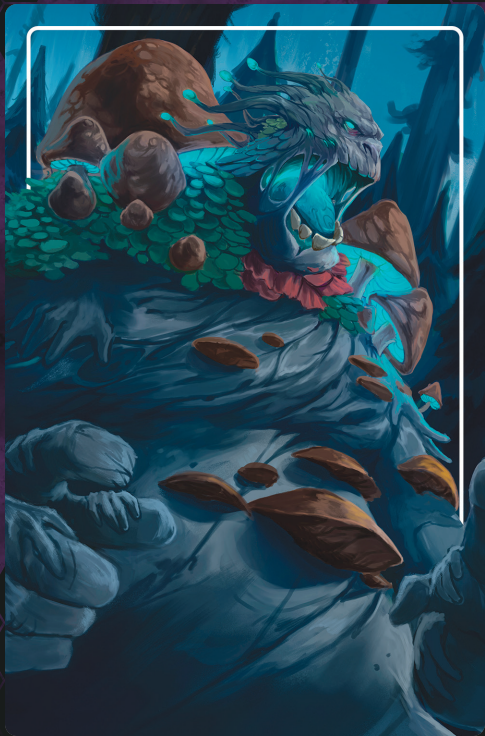
8 (-1)

SPOREGANTUA

Large plant, chaotic evil

CR

3



Dark Matter

Mage Hand Press

SPOREGANTUA

Large plant, chaotic evil

CR
3

Damage Vulnerabilities fire

Condition Immunities blinded, deafened, exhaustion

Senses passive Perception 10

Languages —

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

Siege Monster (Huge Size Only). The sporegantua deals double damage to objects and structures.

Spore Burst. See *Dark Matter*

ACTIONS

Multiattack. The sporegantua makes two melee attacks.

Slam. *Melee Weapon Attack: +5 to hit*, reach 5 ft., one target. *Hit:* 11 (**2d6 + 4**) bludgeoning damage, plus 4 (**1d8**) bludgeoning damage if the sporegantua is Huge.

Fungal Growth (1/Day). The sporegantua grows 1 size category (from Large to Huge) for 10 minutes. For this duration, the sporegantua deals an extra 4 (**1d8**) damage to targets that it hits with a melee attack, it has advantage on Strength checks and Strength saving throws, and its speed is reduced by 5 feet.

AC 15

(natural armor)

HP 76

(9d10 + 27)

SPEED

30 ft.

STR

18 (+4)

DEX

12 (+1)

CON

16 (+3)

INT

4 (−3)

WIS

10 (+0)

CHA

9 (−1)

THWIRREL

Tiny beast, unaligned

CR

0



THWIRREL

Tiny beast, unaligned

CR
0

Skills Perception +4, Sleight of Hand +5, Stealth +5

Senses passive Perception 14

Languages —

Energy Siphon. See *Dark Matter*

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

Psychic Camouflage. The thwirrel can take the Hide action even when it isn't in a heavily obscured area. Additionally, when a creature would normally see, hear, touch, or smell a thwirrel, it must make a **DC 12** Wisdom saving throw. On a successful save, the creature can perceive all thwirrels as normal for the next 10 minutes. On a failed save, the creature can't see, hear, feel, or smell any thwirrels for the same duration. In either case, the saving throw must be repeated every 10 minutes, or until the creature is no longer within visual range of any thwirrels. Creatures with truesight are immune to this trait.

ACTIONS

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

AC
12

HP 2
(1d4)

SPEED
35 ft.

STR
3 (−4)

DEX
16 (+3)

CON
10 (+0)

INT
4 (−3)

WIS
14 (+2)

CHA
12 (+1)

VAR'ZUUL GRUB

Small aberration, neutral evil

CR
1/2



Dark Matter

Mage Hand Press

VAR'ZUUL GRUB

Small aberration, neutral evil

CR
1/2

Damage Resistances radiant

Senses darkvision 120 ft., passive Perception 10

Languages —

Gravity Defiant. The grub is not influenced by gravity, including spells and other effects which influence gravity, such as the *levitate* spell.

Vacuum Breath. The grub doesn't require air.

ACTIONS

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

AC
13

HP 35
(10d6)

SPEED 20 ft.,
fly 40 ft. (hover)

STR
14 (+2)

DEX
16 (+3)

CON
11 (+0)

INT
3 (-4)

WIS
10 (+0)

CHA
5 (-3)

VAR'ZUUL WORM

Large aberration, neutral evil

CR

4



Dark Matter

Mage Hand Press

VAR'ZUUL WORM

CR

4

Large aberration, neutral evil

Damage Resistances radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 120 ft., passive Perception 10

Languages —

Blood Frenzy. The worm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Gravity Defiant. The worm is not influenced by gravity, including spells and other effects which influence gravity, such as the *levitate* spell.

Vacuum Breath. The worm doesn't require air.

ACTIONS

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

Bite. *Melee Weapon Attack:* **+6 to hit**, reach 5 ft., one target. *Hit:* 11 (**2d6 + 4**) slashing damage.

Tail. *Melee Weapon Attack:* **+5 to hit**, reach 10 ft., one target. *Hit:* 8 (**1d10 + 3**) slashing damage.

AC 17

(natural armor)

HP 112

(15d10 + 24)

SPEED 20 ft.,

fly 30 ft. (hover)

STR

18 (+4)

DEX

16 (+3)

CON

15 (+2)

INT

3 (−4)

WIS

11 (+0)

CHA

6 (−2)

VORTIRRACKT LARVA

CR
1/8

Small aberration, unaligned



Dark Matter

Mage Hand Press

VORTIRRACKT LARVA

CR
1/8

Small aberration, unaligned

Skills Stealth +4

Senses passive Perception 9

Languages —

Writhe. The larva moves 10 feet without provoking opportunity attacks whenever it takes damage.

ACTIONS

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

AC
12

HP 7
(2d6)

SPEED 35 ft.,
climb 35 ft.

STR
8 (−1)

DEX
14 (+2)

CON
10 (+0)

INT
1 (−5)

WIS
9 (−1)

CHA
4 (−3)

VORTIRRACKT

Medium aberration, lawful evil

CR

6



Dark Matter

Mage Hand Press

VORTIRRACT

Medium aberration, lawful evil

CR

6

Skills Deception +6, Insight +3, Perception +3, Persuasion +6, Stealth +7

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages Deep Speech, telepathy 500 ft.

Ambusher. The vortirrackt has advantage on attack rolls against any creature it has surprised.

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

ACTIONS

Multiattack. The vortirrackt makes three attacks with its claws.

Claws. *Melee Weapon Attack: +7 to hit*, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, plus an additional 7 (2d6) slashing damage if the target has already been hit with a claw attack this turn.

AC
15

HP 75
(10d8 + 30)

SPEED 30 ft.,
climb 30 ft.

STR
18 (+4)

DEX
19 (+4)

CON
17 (+3)

INT
21 (+5)

WIS
11 (+0)

CHA
16 (+3)

DEMI-VORTIRRACKT

CR

9

Large aberration, chaotic evil



Dark Matter

Mage Hand Press

DEMI-VORTIRRACT

CR

9

Large aberration, chaotic evil

Saving Throws Str +9, Con +9

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

Acidic Blood. A creature that damages the demi-vortirrackt while within 5 feet of it takes 4 (1d8) acid damage.

Magic Resistance. The demi-vortirrackt has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The demi-vortirrackt makes three attacks with its claws.

Claws. *Melee Weapon Attack: +9 to hit*, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage, plus an additional 11 (2d10) slashing damage if the target has already been hit with a claw attack this turn.

Acid Glob (Recharge 5–6). The demi-vortirrackt lobs a glob of acid at a point it can see within 60 feet. Each creature within a 5-foot radius of that point must make a **DC 18** Dexterity saving throw, taking 55 (10d10) acid damage on a failed save, or half as much damage on a successful one.

AC 17

(natural armor)

HP 126

(12d10 + 60)

SPEED 40 ft.,

climb 40 ft.

STR

21 (+5)

DEX

19 (+4)

CON

21 (+5)

INT

11 (+0)

WIS

13 (+1)

CHA

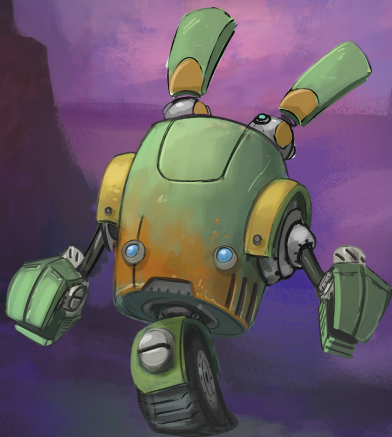
9 (–1)

WIZMO

Tiny construct, chaotic neutral

CR

0



Dark Matter

Mage Hand Press

WIZMO

Tiny construct, chaotic neutral

CR
0

Skills Sleight of Hand +5

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion, paralyzed, petrified, poisoned

Senses blindsight 10 ft., passive Perception 9

Languages understands Common but can't speak

Scram. Opportunity attacks against the wizmo have disadvantage.

ACTIONS

Hijinks. The wizmo pulls a prank on one creature it can see within 5 feet, which must make a **DC 13** Wisdom saving throw. On a failed save, the creature has disadvantage on the next attack roll or ability check it makes before the end of its turn.

AC
13

HP 5
(2d4)

SPEED 20 ft.,
climb 10 ft.

STR
7 (-2)

DEX
16 (+3)

CON
10 (+0)

INT
7 (-2)

WIS
9 (-1)

CHA
17 (+3)

WIZMO MOB

CR

4

Small swarm of Tiny constructs, chaotic neutral



Dark Matter

Mage Hand Press

WIZMO MOB

CR

4

Small swarm of Tiny constructs, chaotic neutral

Skills Sleight of Hand +6

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 9

Languages understands Common but can't speak

Scram. Opportunity attacks against the mob have disadvantage.

Swarm. See *Dark Matter*

ACTIONS

Hijinks. The mob pulls a prank, affecting each creature it can see within 5 feet, which must make a **DC 14** Wisdom saving throw. On a failed save, a creature has disadvantage on the next attack roll or ability check it makes before the end of its turn.

Slams. *Melee Weapon Attack: +4 to hit*, reach 5 ft., one target in the mob's space. *Hit:* 10 (**4d4**) bludgeoning damage, or 5 (**2d4**) bludgeoning damage if the mob has half its hit points or fewer. If the mob is formed into a Super Wizmo, this attack deals an additional 9 (**2d8**) bludgeoning damage.

Super Wizmo (1/Day), Swipe (Reaction). See *Dark Matter*

AC
14

HP 52
(15d6)

SPEED 20 ft.,
climb 10 ft.

STR
14 (+2)

DEX
18 (+4)

CON
10 (+0)

INT
14 (+2)

WIS
9 (-1)

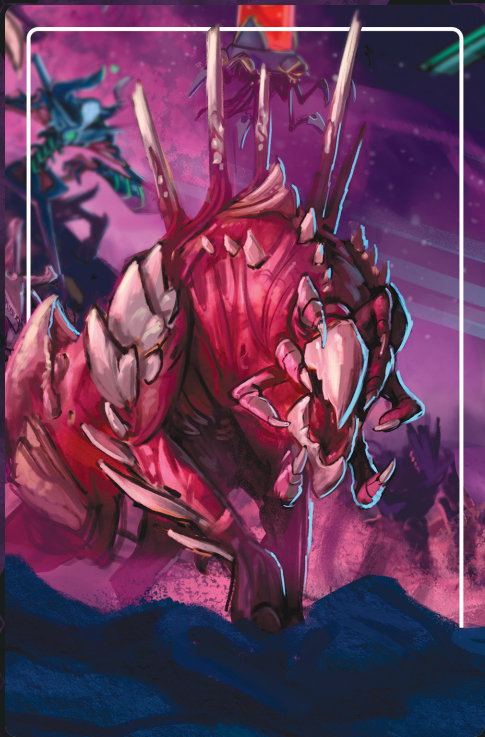
CHA
18 (+4)

WROTHIAN FAILURE

CR

1

Medium aberration, chaotic evil



Dark Matter

Mage Hand Press

WROTHIAN FAILURE

CR

1

Medium aberration, chaotic evil

Skills Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages telepathy 60 ft.

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

Pounce. If the failure moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a **DC 13** Strength saving throw or be knocked prone. If the target is prone, the failure can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* **+5 to hit**, reach 5 ft., one target. *Hit:* 8 (**1d10 + 3**) piercing damage. If the target is Large or smaller, it is grappled (escape **DC 13**). Until this grapple ends, the failure can't bite another target.

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

AC

13

HP 26

(4d8 + 8)

SPEED

40 ft.

STR

16 (+3)

DEX

17 (+3)

CON

14 (+2)

INT

5 (-3)

WIS

14 (+2)

CHA

5 (-3)

WROTHIAN TAKER

CR

5

Medium aberration, lawful evil



Dark Matter

Mage Hand Press

WROTHIAN TAKER

CR

5

Medium aberration, lawful evil

Skills Insight +5, Perception +5, Stealth +6

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 15

Languages Wroth, telepathy 120 ft.

Psionic Lash. When the taker hits a creature with a melee attack, it deals an additional 4 (1d8) psychic damage (included in the attack).

ACTIONS

Multiattack. The taker makes three melee attacks or two ranged attacks.

Claw. *Melee Weapon Attack: +6 to hit*, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 4 (1d8) psychic damage.

Crystalline Rod. *Melee Weapon Attack: +6 to hit*, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) force damage plus 4 (1d8) psychic damage.

Wrothian Blaster. *Ranged Weapon Attack: +6 to hit*, range 60/240 ft., one target. *Hit:* 10 (3d6) necrotic damage.

Neural Lock. One creature of the taker's choice within 60 feet of it must succeed on a **DC 15** Wisdom saving throw or become paralyzed 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.

AC 16

(natural armor)

HP 97

(15d8 + 30)

SPEED

30 ft.

STR

16 (+3)

DEX

17 (+3)

CON

14 (+2)

INT

14 (+2)

WIS

14 (+2)

CHA

10 (+0)

WROTHIAN ALPHA

CR

7

Medium aberration, lawful evil



Dark Matter

Mage Hand Press

WROTHIAN ALPHA

CR
7

Medium aberration, lawful evil

Skills Arcana +7, Insight +5, Perception +5, Stealth +6

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 15

Languages Wroth, telepathy 120 ft.

Innate Spellcasting (Psionics — Spell save DC 15, +7 to hit). **At will:** *detect magic, worldseek*, **3/day each:** *command, detect thoughts, invisibility*, **1/day:** *lightning bolt, telekinesis*

ACTIONS

Multiattack. The alpha makes three melee attacks or two ranged attacks.

Claw. *Melee Weapon Attack: +7 to hit*, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 4 (1d8) psychic damage.

Crystalline Rod. *Melee Weapon Attack: +7 to hit*, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) force damage plus 4 (1d8) psychic damage.

Wrothian Blaster. *Ranged Weapon Attack: +6 to hit*, range 60/240 ft., one target. *Hit:* 10 (3d6) necrotic damage.

Neural Lock. One creature of the alpha's choice within 60 feet of it must succeed on a **DC 15** Wisdom saving throw or become paralyzed 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.

AC 17

(natural armor)

HP 165

(22d8 + 66)

SPEED

30 ft.

STR

18 (+4)

DEX

17 (+3)

CON

16 (+3)

INT

18 (+4)

WIS

14 (+2)

CHA

10 (+0)

WROTHIAN PRIMARCH

Medium aberration, lawful evil

CR
13



Dark Matter

Mage Hand Press

WROTHIAN PRIMARCH

CR
13

Medium aberration, lawful evil

Skills Arcana +10, Insight +9, Investigation +10, Perception +9

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 19

Languages Wroth, telepathy 1,000 miles

Direct Control. See *Dark Matter*

Innate Spellcasting (Psionics — Spell save DC 18, +10 to hit). **At will:** *detect thoughts, detect magic, invisibility, telekinesis, worldseek*, **3/day each:** *confusion, create vacuum, hold person, hold ship, intensify gravity*, **1/day each:** *abduct, astrogation, comet strike, dominate monster, hallucinatory terrain, mass suggestion*

ACTIONS

Discognition. One creature that the primarch can see within 60 feet completely forgets the events of the last minute. Additionally, as the target comes to grips with its senses, it has disadvantage on attack rolls, ability checks, and saving throws until the end of its next turn.

Psionic Vice. One creature that the primarch can see within 60 feet must make a **DC 18** Wisdom saving throw. On a failed save, the target takes 33 (**6d10**) psychic damage and is stunned until the end of its next turn. On a successful save, the target takes half as much damage and isn't stunned. If a humanoid target drops to 0 hit points, see *Dark Matter*.

AC 15

(natural armor)

HP 115

(21d8 + 21)

SPEED 0 ft.,

fly 30 ft. (hover)

STR

11 (+0)

DEX

17 (+3)

CON

12 (+1)

INT

21 (+5)

WIS

18 (+4)

CHA

19 (+4)

NUCLEAR CHICKEN

Tiny monstrosity, unaligned

CR

1



NUCLEAR CHICKEN

CR

1

Tiny monstrosity, unaligned

Senses passive Perception 11

Languages —

Nuclear Death Burst. When the chicken dies, it explodes in a thermonuclear fireball. Each creature within 60 feet of it must make a **DC 12** Dexterity saving throw, taking 28 (**8d6**) force damage on a failed save, or half as much damage on a successful one.

ACTIONS

Peck. *Melee Weapon Attack: +0 to hit*, reach 5 ft., one creature. *Hit:* 2 (**1d4**) piercing damage.

Kaboom! The chicken uses its Nuclear Death Burst ability and dies in the ensuing explosion.

AC

12

HP 3

(2d4 - 2)

SPEED

30 ft.

STR

2 (-4)

DEX

14 (+2)

CON

8 (-1)

INT

2 (-4)

WIS

12 (+1)

CHA

6 (-2)

CAT BOX

Small monstrosity, unaligned

CR

2



Dark Matter

Mage Hand Press

CAT BOX

CR

2

Small monstrosity, unaligned

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages —

Blood Frenzy. The cat box has advantage on melee attack rolls against any creature that doesn't have all its hit points.

False Appearance. While the cat box remains motionless, it is indistinguishable from an inanimate box.

ACTIONS

Multiattack. The cat box makes two melee attacks, and it makes one more attack each time it hits, up to a maximum of four attacks.

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

AC
12

HP 66
(12d6 + 24)

SPEED 30 ft.,
climb 30 ft.

STR
9 (−1)

DEX
15 (+2)

CON
15 (+2)

INT
2 (−4)

WIS
10 (+0)

CHA
13 (+1)

GLADIATOPUS

Small monstrosity, neutral

CR
2



Dark Matter

Mage Hand Press

GLADIATOPUS

Small monstrosity, neutral

CR
2

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

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Common

Hold Breath, Water Breathing. See octopus in *SRD*

Octopod. The gladiatopus has eight limbs with which it can hold weapons, shields, and other items.

Underwater Camouflage. The gladiatopus has advantage on Dexterity (Stealth) checks made while underwater.

ACTIONS

Multiattack. The gladiatopus makes one melee attack with each of its weapons. If it is holding more than two weapons, each attack roll it makes has a **-1** penalty for each additional weapon it is carrying. Before penalties, the gladiatopus has a **+4** melee attack bonus.

Battleaxe. *Melee Weapon Attack:* **+2 to hit**, reach 5 ft., one creature. *Hit:* 7 (**1d10 + 2**) slashing damage.

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

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

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

AC 13
(shield)

HP 72
(16d6 + 6)

SPEED 20 ft.,
swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

KGNACK

Small monstrosity, unaligned

CR
1/4



Dark Matter

Mage Hand Press

KGNACK

CR
1/4

Small monstrosity, unaligned

Senses darkvision 60 ft., passive Perception 11

Languages —

Metal Scent. The kgnack can smell metal. It is instantly aware of any ship, metal structure, or natural ore deposit within 100 miles of it.

ACTIONS

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

Acid Glob (Recharge 5–6). The kgnack lobs a glob of acid at a point it can see within 60 feet. Each creature within a 5-foot radius of that point must make a **DC 13** Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

AC
13

HP 20
(8d6 – 8)

SPEED 20 ft.,
fly 40 ft.

STR
13 (+1)

DEX
16 (+3)

CON
8 (–1)

INT
3 (–4)

WIS
13 (+1)

CHA
8 (–1)

GRAPHID

Medium monstrosity, unaligned

CR
1/4



Dark Matter

Mage Hand Press

GRAPHID

CR
1/4

Medium monstrosity, unaligned

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 10

Damage Resistances cold

Languages —

Swarm Tactics. The graphid has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons if at least one of the graphid's allies is within 5 feet of it and the ally isn't incapacitated.

ACTIONS

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

AC 13

(natural armor)

HP 22

(4d8 + 4)

SPEED 40 ft., burrow
20 ft., climb 40 ft.

STR

14 (+2)

DEX

8 (−1)

CON

13 (+1)

INT

3 (−4)

WIS

11 (+0)

CHA

10 (+0)

SPACE KOBOLD

Small monstrosity, unaligned

CR
1/8



SPACE KOBOLD

Small monstrosity, unaligned

CR
1/8

Skills Technology +3

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Jetpack. The kobold is equipped with a jetpack and a life suit, which gives it a flying speed and allows it to operate in the vacuum of space with no ill effect.

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

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Harpoon Gun. *Ranged Weapon Attack: +4 to hit*, range 30/90 ft., one target. *Hit:* 7 (2d6) piercing damage.

AC
12

HP 5
(2d6 - 2)

SPEED 30 ft.,
fly 30 ft.

STR
6 (-2)

DEX
15 (+2)

CON
9 (-1)

INT
12 (+1)

WIS
7 (-2)

CHA
8 (-1)