

MONSTROUS MENAGERIE

SENTIENT ILLUSIONS



THE CREATURE'S BODY SHIFTS AND flows in blue spirals with a gleaming red gem squarely in its chest. It takes on the appearance of a bird of prey but is made up of something not entirely solid in nature.

"We've done it! Yes, finally all our hard work here at the Order of Sentience has finally paid off! We have finally recreated consciousness in magical constructs! Now the real research begins!"

—Lorilla 'Sparklegem' Nackle,
head of the Order of Sentience

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Monstrous Menagerie presents new and fantastic creatures with which Game Masters of all levels of experience can populate their campaign worlds. The creatures found within these pages may be beneficent or malign, horrific or wondrous, but all are sure to astound your players.



Sentient illusions—form given to the formless and thought itself made magic—are creatures that come in many different shapes to begin with yet are fluid in composition, able to change with ease, though these arcane phenomena have affinities for certain elements and forms based on the gemstone used in their creation, tending to mimic the appearance of either animals or specific types of humanoids. A sentient illusion is also drawn towards certain types of magic, more or less susceptible to spells and energies that are dissonant or resonate with its jewel core.

As they are made purely of magic and figments, sentient illusions are incorporeal and regardless of what appearances they assume their capacities do not change—how they look is still only illusory. These creatures can take on any form that suits them so long as it is of Small or Medium size. While they tend to appear like creatures related to the element or aspect associated with their gem core it is not impossible for them to take other forms. When the jeweled ‘heart’ of one of these creatures is broken or damaged it ceases to function, only able to be repaired by the organization rumored to have created them in the first place: The Order of Sentience. Their intent was to recreate consciousness and sentience through the study, use and application of magic, specifically focusing on creating thinking illusions (though their reasons why are still a mystery).

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ILLUSIONS

Illusions are creatures that are sentient constructs created by The Order of Sentience. They are a subtype of construct made up of illusory magical energy gifted with independent thought. All illusion creatures have the following trait:

Gemstone Core. The illusion has advantage on saving throws against a specific school of spells but disadvantage on saving throws against all other spells. When the illusion has taken half or more of its hit points in damage from critical hits, it is reduced to 0 hp and destroyed.

DIAMOND CELESTIAL

MEDIUM CONSTRUCT (ILLUSION), ANY GOOD

Armor Class 13 (natural armor)

Hit Points 40 (9d8)

Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	10 (+0)	12 (+1)	15 (+2)	13 (+1)

Skills Perception +6

Vulnerabilities acid, cold, fire, lightning, necrotic, thunder

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

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16

Languages Primordial, telepathy 60 ft.

Challenge 1 (200 XP)

Gemstone Core. The illusion has advantage on saving throws against divination spells but disadvantage on saving throws against all other spells. When the illusion has taken 20 or more damage from critical hits, it is reduced to 0 hp and destroyed.

Incorporeal Movement. The illusion 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. The illusion's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells requiring no material components.

At will: *sacred flame, true strike*

3/day: *shield*

Magic Weapons. The illusion's weapon attacks are magical.

Shapechanger. The illusion can use its action to polymorph into a creature or object of Medium or Small size, or back into its true amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies, dissipating to leave only its gemstone core.

ACTIONS

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

EMERALD FEY

MEDIUM CONSTRUCT (ILLUSION), ANY CHAOTIC

Armor Class 13 (natural armor)

Hit Points 49 (9d8+9)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	10 (+0)	9 (-1)	17 (+3)

Skills Perception +3

Vulnerabilities cold, fire, lightning, necrotic, thunder

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

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages Primordial, telepathy 60 ft.

Challenge 1 (200 XP)

Gemstone Core. The illusion has advantage on saving throws against conjuration spells but disadvantage on saving throws against all other spells. When the illusion has taken 20 or more damage from critical hits, it is reduced to 0 hp and destroyed.

Incorporeal Movement. The illusion 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. The illusion's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells requiring no material components.

2/day each: *charm person, entangle*

Shapechanger. The illusion can use its action to polymorph into a creature or object of Medium or Small size, or back into its true amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies, dissipating to leave only its gemstone core.

ACTIONS

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+3) bludgeoning damage.

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

ONYX UNDEAD

MEDIUM CONSTRUCT (ILLUSION), ANY EVIL

Armor Class 13 (natural armor)

Hit Points 58 (9d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+2)	15 (+2)	14 (+2)	12 (+1)	11 (+0)	8 (-1)

Skills Perception +4

Vulnerabilities acid, cold, fire, lightning, radiant, thunder

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

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages Primordial, telepathy 60 ft.

Challenge 1 (200 XP)

Gemstone Core. The illusion has advantage on saving throws against necromancy spells but disadvantage on saving throws against all other spells. When the illusion has taken 20 or more damage from critical hits, it is reduced to 0 hp and destroyed.

Incorporeal Movement. The illusion 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. The illusion's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells requiring no material components.

3/day: *hold person*

Shapechanger. The illusion can use its action to polymorph into a creature or object of Medium or Small size, or back into its true amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies, dissipating to leave only its gemstone core.

ACTIONS

Life Drain. *Melee Spell Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This effect lasts until the creature

finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

RUBY MONSTROSITY

MEDIUM CONSTRUCT (ILLUSION), UNALIGNED

Armor Class 16 (natural armor)

Hit Points 40 (9d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	10 (+0)	9 (-1)	12 (+1)	18 (+4)

Skills Perception +5

Vulnerabilities acid, cold, lightning, necrotic, radiant, thunder

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

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15

Languages Primordial, telepathy 60 ft.

Challenge 1 (200 XP)

Assassinate. During its first turn, the illusion has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the illusion scores against a surprised creature is a critical hit.

False Appearance (Object Form Only). While the illusion remains motionless, it is indistinguishable from a normal object.

Gemstone Core. The illusion has advantage on saving throws against evocation spells but disadvantage on saving throws against all other spells. When the illusion has taken 20 or more damage from critical hits, it is reduced to 0 hp and destroyed.

Incorporeal Movement. The illusion 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.

Shapechanger. The illusion can use its action to polymorph into a creature or object of Medium or Small size, or back into its true amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies, dissipating to leave only its gemstone core.

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

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage.

SAPPHIRE ELEMENTAL

MEDIUM CONSTRUCT (ILLUSION), ANY NEUTRAL

Armor Class 14 (natural armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	10 (+0)	15 (+2)	12 (+1)	8 (-1)

Skills Perception +5

Vulnerabilities acid, fire, lightning, necrotic, radiant, thunder

Damage Resistances cold, piercing, bludgeoning, and slashing from nonmagical weapons

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15

Languages Primordial, telepathy 60 ft.

Challenge 1 (200 XP)

Air Body. The illusion can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Frozen Body. A creature that touches the illusion or hits it with a melee attack while within 5 feet of it takes 3 (1d6) cold damage.

Gemstone Core. The illusion has advantage on saving throws against enchantment spells but disadvantage on saving throws against all other spells. When the illusion has taken 20 or more damage from critical hits, it is reduced to 0 hp and destroyed.

Incorporeal Movement. The illusion 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.

Shapechanger. The illusion can use its action to polymorph into a creature or object of Medium or Small size, or back into its true amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies, dissipating to leave only its gemstone core.

ACTIONS

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

Whirlwind (Recharge 4–6). Each creature in the illusion's space must make a DC 12 Strength saving throw. On a failure, a target takes 9 (2d8+2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 12 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

TOPAZ BEAST

MEDIUM CONSTRUCT (ILLUSION), UNALIGNED

Armor Class 15 (natural armor)

Hit Points 40 (9d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	9 (-1)	13 (+1)	11 (+0)

Skills Perception +5

Vulnerabilities acid, cold, fire, necrotic, radiant

Damage Resistances lightning, thunder; piercing, bludgeoning, and slashing from nonmagical weapons

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15

Languages Primordial, telepathy 60 ft.

Challenge 1 (200 XP)

Blood Frenzy. The illusion has advantage on melee attack rolls against any creature that does not have all its hit points.

Charge. If the illusion moves at least 20 feet straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed a DC 12 Strength saving throw or be knocked prone.

Gemstone Core. The illusion has advantage on saving throws against transmutation spells but disadvantage on saving throws against all other spells. When the illusion has taken 20 or more damage from critical hits, it is reduced to 0 hp and destroyed.

Incorporeal Movement. The illusion 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. The illusion's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells requiring no material components.

3/day: *thunderwave*

Shapechanger. The illusion can use its action to polymorph into a creature or object of Medium or Small size, or back into its true amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies, dissipating to leave only its gemstone core.

ACTIONS

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage. 🗡️

