

CIRCLE OF THE OMNIX





CREDITS

WRITING AND EDITING:
CAMERON DAY

CREATURE AND COVER ART:
TOBY BLANCHARD

CREATURE STAT BLOCKS:
GRIFFIN FREDETTE

LAYOUT:
LYDIA VAN HOY

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CIRCLE OF THE OMNIX

IT'S SHIFTING TIME!

“Transformation does not happen by learning new information. It happens when you change how you view and react to other people, events and things around you.” - Med Jones

SCHOLARS OF INTERPLANAR SCIENCE

Within a pocket dimension known only as the Om, magiscientists watch the multiverse, observing natural and magical life. These beings, called the Mechanics by planar scholars, are incredibly powerful and highly skilled magiscientists. In fact, their power is so great, they are able to recreate entire creatures in their pocket dimension for study. However, one Mechanic, named Graymalkin, became irritated at the lack of sympathy that its colleagues had for the various worlds of the multiverse and the horrendous plights many of them suffered. And so, in secret it created a powerful artifact, and named it for the organization it served.

Graymalkin imbued the artifact with the life's energy of numerous creatures from the Om catalog, and gave them new, simple names so that

they who wore the Omnix would be able to understand them and become a hero to the people they served. Graymalkin duplicated the Omnix, one for each plane and world, and slung them into the cosmos to go where they might. And to this day, its companions know nothing of their peer's actions, until the day that the first of the Omnix reveal themselves.

DESIGNER'S NOTE: BALANCING AND RETOOLING

This is a subclass based upon a child's cartoon, and because of that, it is hard to balance AND keep the fun nature of the cartoon alive in the world of D&D. D&D is a fantasy world, which means anything is possible. An interplanar bracer holding the souls of numerous cross-planar beasts plummeting to the Forgotten Realms or Ravnica or Eberron is the stuff of sheer insanity. So that is why I am here to add that insanity. With this subclass, I was faced with a challenge – how do I keep the core of the druid alive, but also keep the adaptation as close to the cartoon as possible.

So, I settled on the core feature: Wild Shape. I have been a critic of how Wild Shape works in 5e for quite a while, as it just seems far too underpowered and limiting. With a cartoon adaptation such as this, to make it work to the fullest, Wild Shape needs to be edited quite a bit. With the Circle of the Omnix druid, a couple big things occurred. One: I had altered the way CR works on forms, I had to change what happened to a druid in while shape, and how many shifts a druid can do in a day. Each level up, a new wave of beasts is unlocked as the Omnix becomes more attuned to the druid.

Therefore, creatures become more and more powerful as time goes on. And here is where the second part comes in: while in a different creature form, the druid takes all of the creature's stats except for its Intelligence and Wisdom – those remain as the player's own. However, if a creature's scores in those areas are higher, the player simply gains advantage on rolls of those two stats. The player still retains a pool of temp HP and can speak while in creature form.

Now, the final piece. A Circle of the Omnix druid can shift up to eight times per long rest for ten minutes each shift, with a half hour cooldown needed between each shifting. As the druid levels up, this period grows shorter between cooldowns but shifts can last longer. A Circle of the Omnix druid can choose to take a combination of several different shift lengths, with the appropriate leveled cooldown applied.

To DMs: THIS SUBCLASS IS NOT MEANT TO BE BALANCED. This is a subclass meant to make your druid feel like a massive badass and your other players have to keep up. It is meant to spark fun, creativity, and epic in-game moments that your table will never forget.

To Players: THIS CLASS IS NOT MEANT TO RUIN YOUR DM'S LIFE. Please do not pick this just to make your DM's life a living hell. I have outlined how to make it work as best as I can, but I want EVERYONE at the table to have fun.

NOTE: You CANNOT shift into any other forms, as your traditional Wild Shape ability is completely replaced by the forms the Omnix provides for you. Wild Shape is entirely subdued and taken over by the Omnix's abilities and forms.

Additionally, most forms within each level are usually around the same CR rating - monsters you gain at level 2 are CR 1, monsters you gain at level 6 are CR 2, et cetera - however some are stronger or weaker than their companions within the same circle ability, and this is to represent the variety of the cartoon monsters.

BRUISER, MAGUS, SNEAK

These beings are divided into three classifications: Bruiser, Magus, and Sneak. This is to help the players and DMs know what kind of attacks and strategies are available to a specific. Bruisers are primarily strength-based and like to smash things real good, Magus are traditionally energy benders or magic users, and Sneaks prefer stealthier and more silent attack methods. Next to each name there will be a symbol coordinated to their type.

FIRST CONTACT

Something important to think about when building your Circle of the Omnix druid is how did you discover the Omnix itself? Was it an item in a dungeon or hoard you were sent to retrieve? Did you watch it descend from the sky as a comet and follow its trail? Was it given to you by a relative or parent? Remember, the Omnix is sentient, and does possess a personality of its own, and could be either compatible or incompatible with its wearer. Incorporate this into your game, and remember, the creatures within it might have a unified look on their world, but they can certainly have small features that are reminiscent of the player transformed.



THE FIRST TEN

Upon taking this circle at second level, you have gained the Omnix, a powerful tool – or weapon – that allows you to shapeshift into ten different creatures from across the multiverse. Shifting costs an action, and you cannot be restrained. You may shift up to eight times per long rest for up to ten minutes before the Omnix reverts you to your regular form. There is a cooldown period of half an hour between shifts, and you cannot shift into the same creature more than once per day.

While in a different creature form, you take all of the creature's stats except for its Intelligence and Wisdom – those remain as your own. However, if a creature's scores in those areas are higher, the player simply gain's advantage on rolls of those two stats. The player still retains a pool of temporary HP equal to that of the creature's and can speak while in creature form. If you are reduced to zero HP in your creature form before the ten-minute mark, the Omnix reverts you to your base form.

QUADGRIP

BA Quadgrip is a red girroron, a rare breed found on very few worlds across the multiverse. They are larger, smarter, and more civilized than white girroron. They have developed language and primitive technologies but have a strong warrior culture. However, most red girroron prefer to use their fists and physical strength in place of weapons. Often, red girroron will attempt to help civilize their primal cousins, with little to no results to show from it.

LANDTRENCH

SN Landtrench is a strain of merrow who are able to walk on land as well as swim within the deepest undersea canyons of the world. Because of this, they have developed incredibly powerful darkvision and bite strength, with males growing small light stalks from the top of their heads. These deepmerrow often become mutated with aberrant magic later in life due to their proximity to the cracks of reality deep within the oceans in which they dwell.

SPEEDSTER

SN Speedster is a breed of quickling known as accelerators, high-speed assassins of the Queen of Air and Darkness. Speedsters are everywhere and nowhere at the same time, shadows that vanish in a blink. While accelerators are not outright devious, they do not mind a trick or two, and many mortal homes often can be found in slight disarray with one small thing missing.

PINBALL

BA Occasionally, galeb duhr become filled with a wanderlust, a desire to explore their subterranean homes. These galeb duhr, rather than walking everywhere, evolve to be able to tuck into a ball and roll wherever they need to go at high speeds. These galeb duhr, affectionately nicknamed rollers, are usually more friendly and welcoming to adventurers, often looking for conversation.

REACHER

SN Reacher comes from a variety of treant called vinelings who often dwell in jungles and develop symbiotic relationships with the trees they dwell on. Vinelings often have vines that can stretch for miles underground or across canopies. Because of this, vinelings will often act as lookouts or protectors of smaller groups of plant elementals and fey.

INTEL

MA Intel is from a species of fey called the korred (VGM), however, Intel is a special kind of korred. While the korred are natural tricksters, they are incredibly intelligent in the ways of stonecraft and elemental magic. Korred stonespeakers are slightly smaller and meeker korred whose minds are far superior to their brawn, and are able to see through the earth, as well as hold ancient repositories of fey knowledge within their minds.

A SYMBIOTIC FORCE



GEODEAD

Geodead is a crystal golem, a variant of a stone golem. Where stone golems are carved and made by magic uses, crystal golems occur naturally, growing in places within the Underdark where natural repositories of magic fountain into the physical plane. Crystal golems are sentient and proud fighters, durable and surprisingly sharp thinkers.



DEEPHEAT

Deepheat comes from a common occurrence within firenewt society, where the most powerful firenewt warriors sell their souls to Imix. These firenewts are reborn as hulking creatures covered in raw magma and hardened stone plates. Everywhere they step they melt the ground, and some can even master flight by altering the heat of the air around them.



THE MUTT

The Mutt is one of a kind, found by the Mechanics on a desolate world surrounded by the bones of many others. It resembled a draegloth but lacked eyes and was covered in a thick russet fur. The Mutt can see via heat or echolocation, and can unleash terrifying roars able to shatter stone.



PHANTOMSCARE

Occasionally, wraiths will develop split personalities – that of their original life, and that of their existence as a wraith. These wraiths, often referred to as splitters, are from whence Phantomscore originated. Nothing is known of its origin, but previous wearers of the Omnix have often struggled with Phantomscore's wraith half attempting to take control.



MEGASAUR

Megasaur is an example of what happens when a lizardfolk becomes too savage and delves too deep into the natural magic that infuse their swamps. These beings, called saurfolk, take on more dinosaur-like aspects and become massive monstrosities with incredible strength.



MANTAL

The mantal people are a race that often is native to worlds and dimensions with large oceans. They resemble humanoid manta rays, and can in fact both fly and swim at high speeds. They also can deliver high voltage stings with their tails. Mantal are violent and often prone to fits of danger and excess.



MARSHFLAME

Marshflame comes from a race of methane-filled plant elementals that dwell in massive peat bogs. They resemble shambling mounds, only they walk a little more upright, grow large colored flowers on them, and have small plumes of flame covering their bodies. Territorial, these beings – called pyrmets – often try to remain on their own, but when provoked they can launch massive cones of flame from their bodies.



HEAVY FROST

Heavy Frost is a Frigian, a race of bat-like humanoids from the Elemental Plane of Ice. The Frigians have become very well adapted to dwelling in the cold, their own wings offering massive insulation as they fold around the body of the Frigians as cloaks. Heavy Frost is a particular rare Frigian, as he also has minor pyromantic abilities.



WAVELENGTH

Wavelength belongs to a group of creatures from the plane of Limbo called Echians, beings of pure sound bound inside of large suits of everflowing metal. Because of their chaotic nature, Echians tend to remain very silent and speak quietly, as anything above a whisper can cause massive concussive damage.



UBERHULK

What is scarier than an umber hulk? How about a hyper intelligent one? The uberhulk are hard to find, but often manage or run the few umber hulk colonies that exist. They are terrifyingly intelligent and possess almost all living memory of the umber hulk hive, making them almost unstoppable in combat.



DAZZLEROCK

While Dazzlerock is very similar to Geodead, Dazzlerock belongs to a fey species called shiners – specially cultured and grown crystal golems who are able to manipulate light and color. This makes them master illusionists and guardians of fey holds or keys, as a shiner can simply alter the lighting on their naturally plated bodies and avoid detection until the thief is too far gone.



RAGE

Rage is a rakshasa-tabaxi crossbreed, but no ordinary one – Rage is the literal embodiment of sheer unbridled anger. Hidden amongst rakshasa culture – seen as bastard hybrids – are beings like Rage who come to possess powers of such intensity they are often exiled. Rage was found having destroyed a five

hundred-mile-wide mountain valley by the Mechanics, often referring to itself in the third person.



AAKCHIMP

Some rumor the arakchimps to be strange experiments by drow scientists on Eberron to merge simian and arachnid, which is not that far from the truth. Resembling chimpanzees with eight eyes, four spider legs growing from their sides and a special web-producing organ in their rear, the Arakchimp is odd and terrifying to look upon.



FAEGEAR

Faegear often appear in small swarms during the spring and autumn months when the border between the Feywild and mortal world are thinnest. They look like small clockwork faeries, and are incredibly intelligent. The friendship of a faegear is one that when won is something to not be forgotten.



ULTIMATE SYMBIOSIS

At 10th level, you and the Omnix have come to have a special symbiotic relationship, and a new line of creatures is now available for you to transform into. Also, you now no longer have to physically manipulate the Omnix, but rather can communicate with it telepathically to shift you. You may shift up to eight times per long rest for up to ten minutes, up to four times per long rest for twenty minutes, OR up to two times per long rest for two hours before the Omnix reverts you to your regular form. There is a cooldown period of twenty minutes between shifts, and you cannot shift into the same creature more than once per day. You may still shift into creatures from your Level 2 and Level 6 rosters. If you are reduced to zero HP in your creature form before the time limit is up, the Omnix reverts you to your base form.

MA TIDALPOOL

Tidalpool is a being from the Elemental Plane of Water, resembling a large humanoid wearing heavy red coral armor with crablike accents and features. Tidalpool is part of a species known as the krusk, often used as servants or guards by powerful water archons. Able to fire jets of water at high speeds from their hands, krusk are also very durable.

BA FOREARM

Foreram comes from the Elemental Plane of Earth, and resembles a titanic armadillo in heavy ochre armor with over-large and over-muscled forearms. His species, called the armordyls, are friendly and jovial beings who love to dig and make massive tunnel systems all across the plane.

MA EANARG

Eanarg is a unique being as it actually came to the Graymalkin and asked to be added to the Omnix's intelligence. Eanarg, or rather THE Eanarg, is a celestial being of pure angelic energy entombed in a suit of silver armor.

So far, there is only a record of one Eanarg existing in the multiverse.

BA COLOSSAL

Colossal is the name granted to the cosmic giant of which this form was taken from. Colossal is one of a rare breed of giants said to have been the true primogenitors of giantkind. Resembling a titanic humanoid with a body made of many galaxies and cosmoses, Colossal is truly a sight to behold.

MA EARTHTURN

Earthturn resembles a turtle, only slightly larger, and with a more streamlined body, similar to a sea turtle than a tortoise. They have large vents in their chest, as Earthturn is a species of turtle who hail from the Elemental Plane of Air and can fly using special organs meant for compressing and expelling air.

MA OZONI

Resembling a very electrically-charged ogre mage, the ozoni are beings from the Elemental Plane of Storms, and are essentially lightning incarnate. These creatures, once oni but taken in by a darker force, are barely held together by flesh and heavy armor, with lightning and electricity snapping over their bodies at all times, and even splitting their skin.

BA MUNCHBUG

Across the multiverse, there are many giant insects, but none with the appetite as insatiable as that of Munchbug's species, the consumites. Consumites resemble large humanoid stag beetles, varying in coloration, with the larger their horn being the older they are. But the older they are, the greater their appetite is.

SN GEARHEAD

Gearhead is a modron goliath outcast from Mechanus who came to Graymalkin in search of help. Wanting to keep his legacy and knowledge of the plane alive, Graymalkin added Gearhead's essence to the Omnix. Gearhead resembles a large sphere with long thick arms and legs, covered in heavy armor plating and gears.

MA GLOP

Glop is just that, glop. He was a sentient ooze that Graymalkin kept as a lab assistant and offered his services to be added to the Omnix, which Graymalkin accepted. Glop can take any form, only, mind you, it is made of neon blue ooze. A small set of ioan stones float around his head, keeping his usually loose form semi-stiff and rigid.

MA NORDSTROM

Nordstrom is a unique being, as they are part of a species who are masters of magnetism. Resembling strange metal elves with over-large hands, Nordstrom's kind are often found drifting through the cosmos, entombed in mineral-rich meteors where they build massive metallic cities and hold magnetic shows.

OMEGNIX UNLEASHED

At fourteenth level, you have unlocked eight more forms, as well as allowing your bond with the Omnix to grow so strong it has in fact evolved into a new creation: the Omegnix. The Omegnix allows you to unlock evolved forms of every one of these creatures for up to one hour, which boosts their damage die by one size each, they gain a temp HP pool of eight hit dice, and grants them advantage on all attack rolls. If you choose to activate your creature via the Omegnix, you must declare it as an action.

Shifting is now unlimited, as you are able to fully harness the power of the Ultratrix. You may still shift into creatures from your Levels 2, 6, and 10 rosters. However, it takes a full action to shift from one form to another.

SN BOOMBARK

Originating from the jungles of Eberron, Boombark is a strange hybrid of warg and werewolf, more beast than humanoid but still possessing powerful intelligence. It also has the incredible ability to fire massive sonic bursts from its mouth as a defense mechanism.

MA IRIS

Iris is a strange union between beholder and human, unknown of but appearing once every few thousand years from within Limbo. Iris for the most part is humanoid, save for the numerous eyes that cover its body and the miniature beholder that makes up the head.

SN DOUBLEGANGER

Doubleganger is one of a unique subrace of halflings who have interbred with changelings. They are able to create up to ten copies of themselves to distract enemies. They are always cheery and friendly, as they are stealing your goods. Sometimes, crimelords will hire these rare halflings to work for them as guards or contracted thieves.

BA ZAPAILLA

The zaprilla is a birth of the Simic Conclave on Ravnica, a hybrid between electric eel and ape. While it mostly resembles a gorilla, it has insulated skin, a large dorsal and spinal fin, and can produce massive amounts of electricity from its body. Additionally, it has an incredible bite strength which is next to impossible to release.

MA ADVANCE

Advance is what you get when you merge a warforged and an ooze. Resembling a large jelly held together by warforged plating, Advance can magically enchant and upgrade any nonmagical item it touches, infusing it with raw arcane energy, and to top it all off - they are incredibly friendly.

BA VOMIT

Vomit looks like a xorn, only a very special xorn. Rather than facing upward, its mouth has changed to be able to face forward, revealing the creature's rather ugly face and the large mouth from which four long tongues will appear to eat anything. Vomit can eat literally any substance and turn it into an acid sludge.

SN TRIPWIRE

Few creatures are able to enter the sheer state of symbiosis that Tripwire's kind – the deep mummies – have been able to achieve. A horrifying merger of cloaker and mummy, deep mummies are one entity with terrible speed, stealth, and reach. You often find these deep mummies in ancient tombs that have come into contact with aboleths or daelkyr.

SN FOULFLY

Foulfly looks like a corpulent stirge that is constantly exuding a horrendous smell. Able to spew streams of corrosive reeking acid, Foulfly can also create a powerful adhesive from mixing its acid with a second solvent it produces from its rear.

OMNIX OVERDRIVE

Additionally, at fourteenth level, you may push the Omnix to its final stages: Overdrive. In Overdrive mode, you may select a feature from each creature you can transform into and combine them into one beast. You can only do this with ten creatures at a time, and this lasts for one hour.

However, this can prove dangerous to the druid who enters the Overdrive stage. They arrive at a mental crossroads within this stage, called the Ultimatum. Here, the druid must fight to keep superiority over the personalities of the creatures which they have combined.

When the druid has been within the Overdrive stage for half an hour, roll a Wisdom saving throw. On a failed save, the druid flies into a blind rage and attacks anything within 30 feet. This blind rage continues until a successful Wisdom save is made. If the druid passes, they suffer 3d10 psychic damage. When their hour is up, they must roll a Wisdom save. On a fail, they suffer 6d10 psychic damage as they transform back to their base form. A success is half damage.

Afterwards however, the Omnix goes into a comatose state for one tenday and cannot be activated until it has fully rested.



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APPENDIX: STAT BLOCKS BY DAVID LEVEL



DEEPHEAT

Large elemental, neutral

Armor Class 13

Hit Points 42 (5d10 + 15)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Condition Immunities grappled

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1 (200 XP)

Illumination. The deepheat sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

ACTIONS

Multiattack. The deepheat makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. 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 5 (1d10) fire damage at the start of each of its turns.

Magma Blast. The deepheat unleashes a blast of magma, ranged attack +4 to hit, 1d8+2 fire damage



GEODEAD

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

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

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

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

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

Magic Weapons. The geodead weapon attacks are magical.

ACTIONS

Multiattack. The geodead makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Crystal Shards. The geodead fires bits of crystal from it's hands. *Ranged attack* +5 1d6+4 piercing damage

INTEL

Small humanoid, any alignment

Armor Class 12

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	20 (+5)	12 (+1)	10 (+0)

Saving Throws Int +7, Wis +3

Skills Arcana +7, History +7, Investigation +7

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

Spellcasting. The intel's innate spellcasting ability is Intelligence (save DC 13). It can innately cast the following spells, requiring no components:

At will: commune with nature, meld into stone, stone shape

1/day each: conjure elemental, Otto's irresistible dance



Level 2



LANDTRENCH

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	9 (-1)

Saving Throws Con +5

Senses darkvision 70 ft., passive Perception 10

Languages Abyssal, Aquan

Challenge 1 (200 XP)

Amphibious. The landtrench can breathe air and water. In addition, when it enters water the landtrench can transform its legs into an aquatic tail.

ACTIONS

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Strong Jaw. The landtrench has a powerful jaw that can break through many solid objects. As an action, it can bite any nonliving nonmagical object, and make a strength check DC 16. On a success, the object is broken by the bite, if not outright destroyed.



THE MUTT

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Resistances acid

Senses blindsight 40 ft., passive Perception 15

Languages —

Challenge 3 (700 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

PHANTOMSCARE

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

Incorporeal Movement. The wraith 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.

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

Object Possession. The phantomscore can occupy and animate objects no larger than it's body

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



Level 2



PINBALL

Medium elemental, any alignment

Armor Class 18 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

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

Saving Throws Con +6

Skills Acrobatics +4, Athletics +6

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities grappled

Senses passive Perception 11

Languages Terran

Challenge 1 (200 XP)

False Appearance. While a pinball is motionless it appears identical to a rock laden with gems

Rolling Run. When the pinball forms into a ball it can choose to roll instead of run, giving it +10 to its movement speed

Defensive Curl. A pinball can scrunch itself into a ball, taking away use of its arms as it forms into a ball, but gaining +2 to AC

ACTIONS

Rolling Strike. If the pinball rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.



REACHER

Medium plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 57 (6d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances acid, bludgeoning, piercing

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

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

Siege Monster. The reacher deals double damage to objects and structures.

Vine Reach. The reacher can extend its arms up to 25ft

ACTIONS

Multiattack. The reacher makes two slash attacks.

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

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

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



SPEEDSTER

Medium humanoid, unaligned

Armor Class 14

Hit Points 21 (6d8 - 6)

Speed 50 ft.

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

Saving Throws Dex +6

Skills Acrobatics +6

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

Faster Than Sound. When the speedster takes the dash action, they break the sound barrier. Any creature within 10ft of their starting point must make a CON save DC 13 or take 1d6 thunder damage

ACTIONS

Dust Devil. The Speedster runs in a circle, creating a vortex of dirt and dust. The 10 sq ft area in which it does this becomes difficult terrain. Any creature starting their turn here or entering the area must make a DEX saving throw DC 15 or take 1d6 bludgeoning damage and be trapped here until they can make the saving throw, which they can repeat on each of their turns.

QUADGRIP

Medium humanoid, unaligned

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Str +6, Con +4

Skills Acrobatics +4, Athletics +6, Perception +2

Damage Resistances fire

Condition Immunities grappled

Senses passive Perception 12

Languages —

Challenge 1 (200 XP)

ACTIONS

Multiattack. The quadgrip makes four fist attacks.

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

Quad Grapple. The quadgrip can attempt to grapple up to two medium creatures at once. Have a strength contest against target creature(s). If the quadgrip wins, it may have one creature grappled on either side of it's body

Sonic Clap. The quadgrip claps it's hands together and creates a burst of sound. Target creature within 60ft must make a CON saving throw DC 15 or take 1d6 thunder damage



Level 2

17

ARAKCHIMP

Medium beast, unaligned

Armor Class 16 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Web Slinging. The Arakchimp can shoot webs from it's body, up to a range of 100ft away. A web will stick to a surface it hits and act as a rope while it's attached

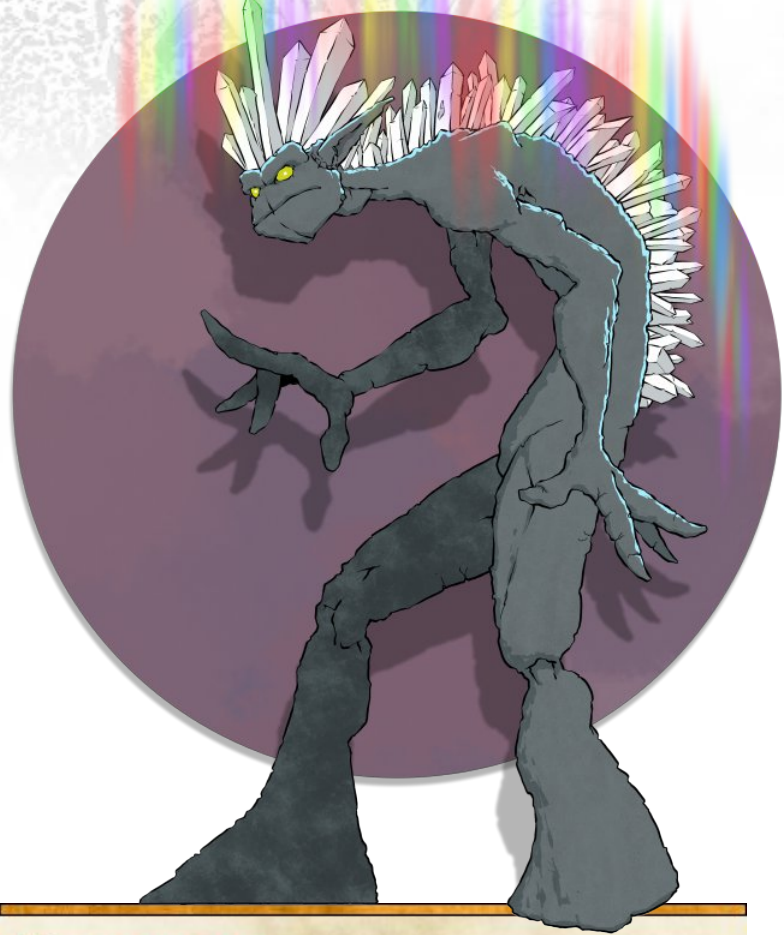
ACTIONS

Multiattack. The arakchimp makes two fist attacks.

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



Level 6



DAZZLEROCK

Medium construct, any alignment

Armor Class 18 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	10 (+0)	14 (+2)	9 (-1)

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 12

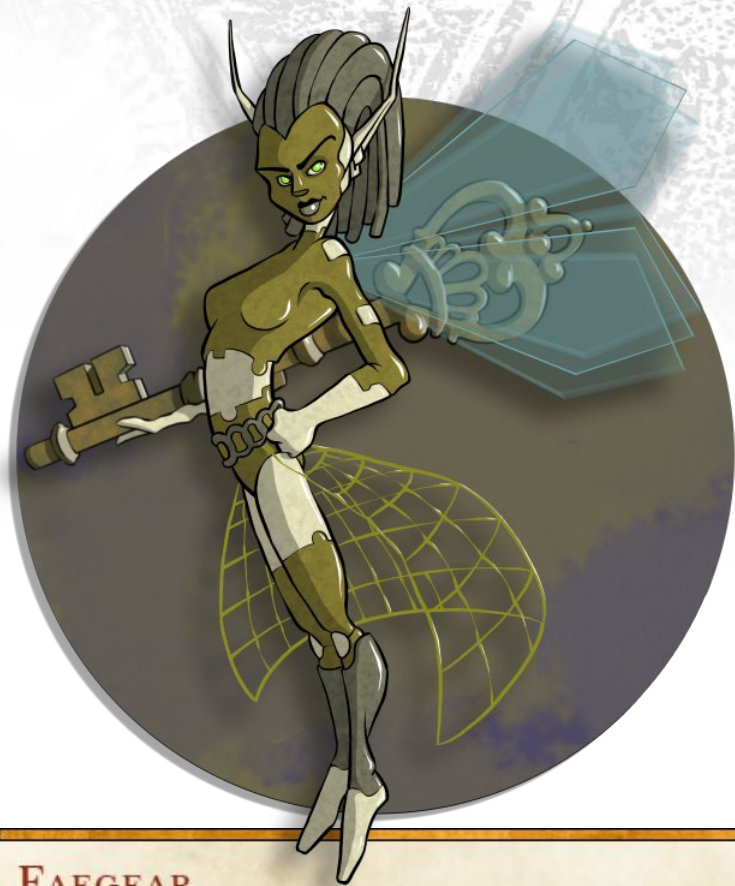
Languages —

Challenge 2 (450 XP)

ACTIONS

Dazzling Light. As an action the dazzlerock can emit a blast of light from it's body, giving it +2 to AC against any creature who can see it until the start of their next round

Photon Blast. *Ranged Spell Attack:* +2 to hit, range 30/60 ft., one target. *Hit:* +2 1d8 radiant damage.



FAEGEAR

Tiny construct, Any Alignment

Armor Class 14
Hit Points 12 (5d4)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	14 (+2)	11 (+0)	9 (-1)

Saving Throws Dex +6
Skills Acrobatics +6, Sleight of Hand +6
Senses darkvision 35 ft., passive Perception 10
Languages Common
Challenge 2 (450 XP)

Infiltrator. Faegear can disrupt mechanical objects it can fit inside. If Faegear can find an opening into a construct or object with mechanical components, it can fly inside and make a sleight of hand check. On a success, the mechanism ceases to function for one minute, and on natural roll of 20, the mechanism ceases to function permanently unless it's a living construct.

ACTIONS

Fluttering Dodge. Faegear can dodge attacks with grace while flying. As a reaction before an attack lands, make a DEX save DC 15, on a success you fly out of the way of the attack

Tiny Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1D6+4 slashing damage.

HEAVY FROST

Medium beast, neutral evil

Armor Class 15 (natural armor)
Hit Points 31 (7d8)
Speed 15 ft., fly 45 ft.

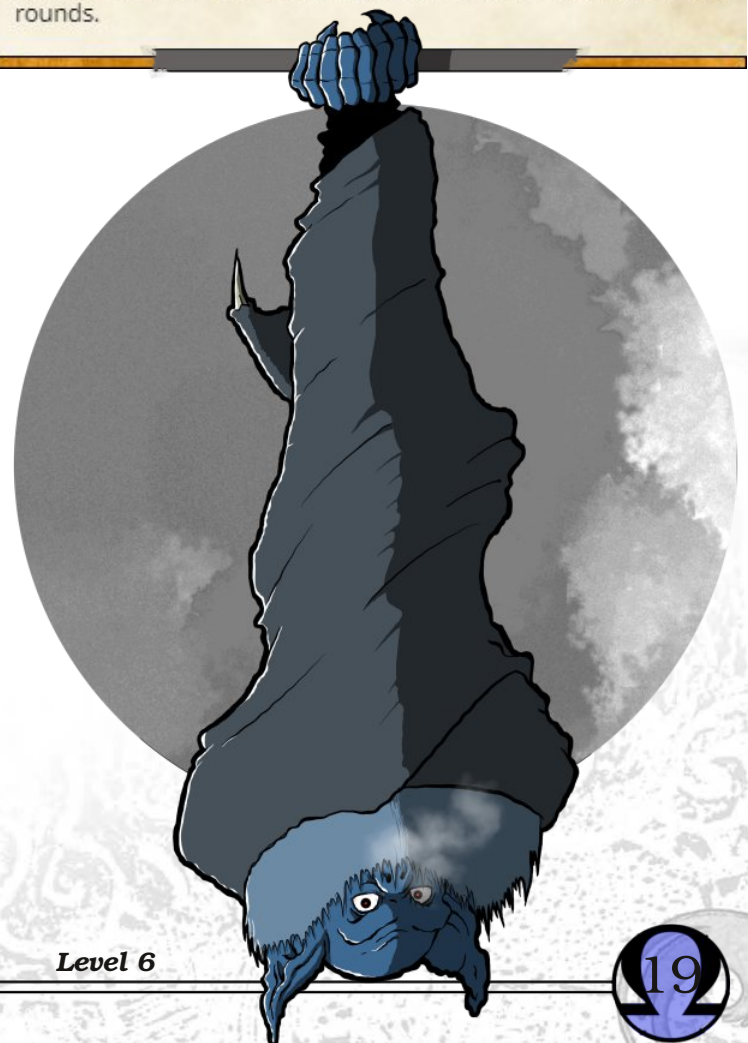
STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	2 (-4)	13 (+1)	6 (-2)

Skills Perception +3
Damage Immunities cold
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target must make a successful DC 10 Constitution saving throw or be paralyzed for 1d4 rounds.

Ice Breath. Ranged Attack +4 1d8+5 cold damage. On a hit, target must make a CON saving throw or be frozen solid for 1d4 rounds.



Level 6



MARSHFLAME

Large plant, unaligned

Armor Class 19 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	10 (+0)	10 (+0)	5 (-3)

Damage Resistances fire

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The marshflame makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

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

Engulf. The marshflame engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Flaming Whip. The marshflame unleashes a flaming vine whip. *reach weapon attack* +4 1d4 slashing +1d4 fire damage

MANTAL

Medium monstrosity, chaotic evil

Armor Class 14

Hit Points 38 (7d8 + 7)

Speed 10 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	12 (+1)	9 (-1)	10 (+0)	13 (+1)

Damage Resistances lightning

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Lightning Jab. *Natural Weapon Attack* +4 1d4 piercing and 1d8 lightning damage





MEGASAUR

Large humanoid (lizardfolk), neutral

Armor Class 16 (natural armor, shield)

Hit Points 45 (7d10 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	9 (-1)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 2 (450 XP)

ACTIONS

Multiattack. The megasaur makes two melee attacks, each one with a different weapon.

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

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

RAGE

Medium humanoid,

Armor Class 19 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Beserker. At the start of combat, rage can gain advantage on attack rolls for this combat session, but attacks against it have advantage for the combat session

ACTIONS

Claw Slash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 3) slashing damage.



Level 6



UBERHULK

Large monstrosity, any alignment

Armor Class 19 (natural armor)

Hit Points 88 (16d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	10 (+0)	20 (+5)	8 (-1)	7 (-2)

Saving Throws Int +7

Damage Resistances psychic

Senses passive Perception 9

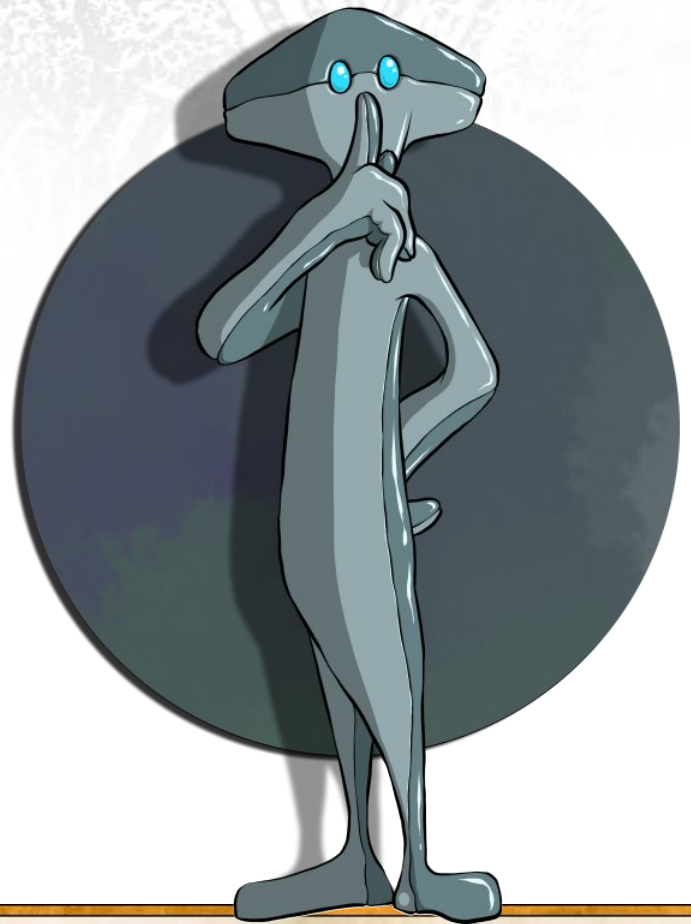
Languages —

Challenge 2 (450 XP)

ACTIONS

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.
Hit: 9 (1d8 + 5) slashing damage

Mind Shell. Whenever the uberhulk takes psychic damage, it can make an INT saving throw, and if it succeeds, half the damage dealt to them is dealt back to the attacker



WAVELENGTH

Medium humanoid,

Armor Class 13

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Damage Resistances thunder

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

Languages Common

Challenge 1 (200 XP)

ACTIONS

Sound Blast. Ranged Magic Attack 60ft range +3 1d10+3 thunder damage



Level 6



COLOSSAL

Huge giant, Unaligned

Armor Class 16 (natural armor)

Hit Points 84 (8d12 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +1

Senses passive Perception 11

Languages Giant

Challenge 3 (700 XP)

ACTIONS

Multiattack. The colossal makes two fist attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

EANARG

Medium celestial,

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +7, Cha +7

Skills Insight +7, Perception +7

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 3 (700 XP)

Angelic Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

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

Reverse Time. The Eanarg can turn back an action and reroll any failed roll 3/day

ACTIONS

Multiattack. The eanarg makes two melee attacks.

Healing Touch (3/Day). The eanarg touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

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





FOREARM

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 73 (7d10 + 35)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 3 (700 XP)

Siege Monster. The forearm deals double damage to objects and structures.

ACTIONS

Multiattack. The Forearm makes two drill attacks.

Drill. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

EARTHTURN

Medium humanoid, any alignment

Armor Class 20 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	16 (+3)	11 (+0)	12 (+1)	8 (-1)

Senses passive Perception 11

Languages —

Challenge 3 (700 XP)

Shell Retreat. The earthturn can retreat into its shell as a reaction, giving it +2 to AC and leaving it incapacitated until it comes out

ACTIONS

Rapid Spin. As an action the earthturn can spin its body rapidly, forcing every creature within 5ft to make a DEX saving throw or take 1d6 bludgeoning damage and be knocked prone

Wind Blast. The earthturn can spin rapidly as a fan, creating a gust of wind. Any creature in a 30ft line in front of the earthturn must make a DEX save or be pushed 30ft away



Level 10

GEARHEAD

Large construct, any alignment

Armor Class 20 (natural armor)

Hit Points 52 (5d10 + 25)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	20 (+5)	16 (+3)	14 (+2)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 12

Languages —

Challenge 3 (700 XP)

ACTIONS

Slow Down. Gearhead can manipulate time in minor ways. At the beginning of combat, select one other creature in combat who is moving before Gearhead, and switch with them. Gearhead can use this ability once per day.

Time Stop. As an action, Gearhead can cause time to freeze. Gearhead and all other creatures of its choosing take a combat turn after this one, and then turn order returns to normal. Gearhead can use this once per day.



GLOP

Medium ooze, unaligned

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Skills Stealth +8

Damage Resistances acid, cold, fire

Condition Immunities grappled, prone

Senses darkvision 15 ft., tremorsense 15 ft., passive Perception 11

Languages —

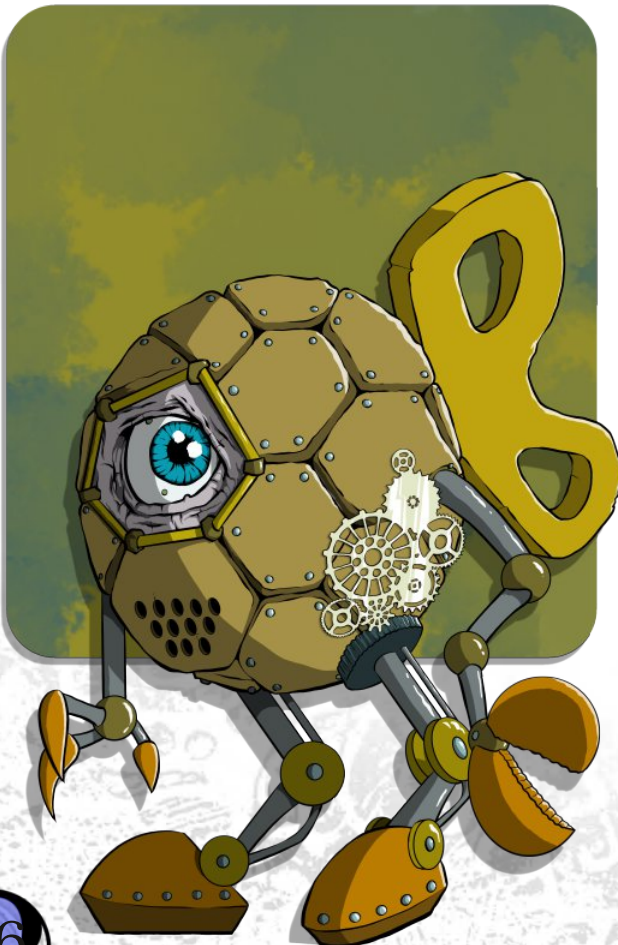
Challenge 3 (700 XP)

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

Protective Ooze. The glop can hold objects, and even people in its body. Any object that will fit within the glop's body can be stuck in there, with an 18 STR check needed to remove them. In addition, the glop can engulf a willing creature for 1 round, granting it +2 to AC for the duration.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage



MUNCHBUG

Large beast, any alignment

Armor Class 18 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	20 (+5)	7 (-2)	12 (+1)	8 (-1)

Saving Throws Con +7

Damage Resistances acid, poison

Condition Immunities poisoned

Senses passive Perception 11

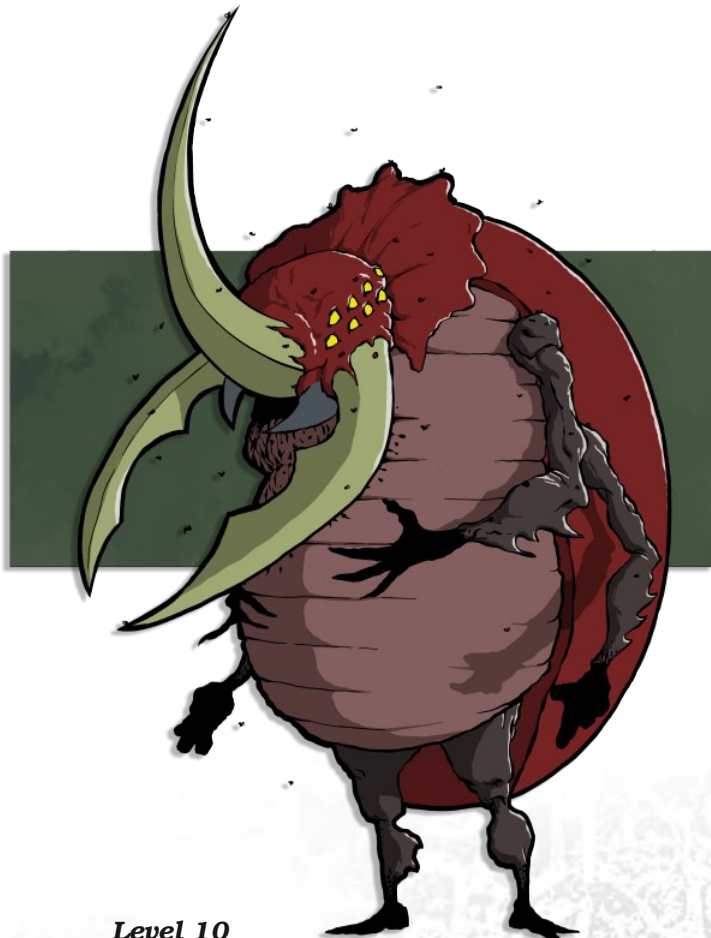
Languages —

Challenge 3 (700 XP)

Consume. The munchbug can digest anything it can fit in its mouth. Any non magical object it can eat or take a bite out of will be digested in its stomach

ACTIONS

Bite. The munchbug can attempt to bite through an object or creature. Melee weapon attack +3 1d10+3 piercing damage on a hit. If the target is an object, make a STR check DC 12, on a success the munchbug bites through it



Level 10



NORDSTROM

Medium humanoid,

Armor Class 21 (natural armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	11 (+0)	11 (+0)	13 (+1)

Skills Arcana +2, Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 3 (700 XP)

Innate Spellcasting. nordstrom's innate spellcasting ability is Charisma. It can cast the following spells innately, requiring no material components.

1/day: *misty step*, *catapult*

ACTIONS

Magnetic Pulse. Nordstrom can use its magnetic powers to attract or push pieces of metal. Lodestar can manipulate any piece of metal as with the spell Mage Hand up to 40lbs.

In addition, Lodestar can cause armor and weapons help by opponents to be manipulated. As an action, force a creature within 40ft to make a DEX save DC 14 or have their armor (with them in it) or their weapon pushed or pulled 40ft in any direction. If a weapon in a creature's hand is moved this way, the holder must make a STR save DC 14 or be disarmed.

Floating Strike. Nordstrom can propel a floating metal object at an opponent. Make a ranged attack +6 1d8+4 bludgeoning damage for an ordinary object, if the object is a weapon it deals the weapon's normal damage

OZONI

Large giant, lawful evil

Armor Class 16 (chain mail)

Hit Points 93 (11d10 + 33)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +2, Con +5

Skills Arcana +4, Deception +6, Perception +3

Damage Resistances thunder

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 3 (700 XP)

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

At will: *lightning lure*, *shatter*

1/day each: *storm sphere*, *call lightning*, *chain lightning*

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

ACTIONS

Multiattack. The ozoni makes two attacks, either with its claws or its glaive.

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

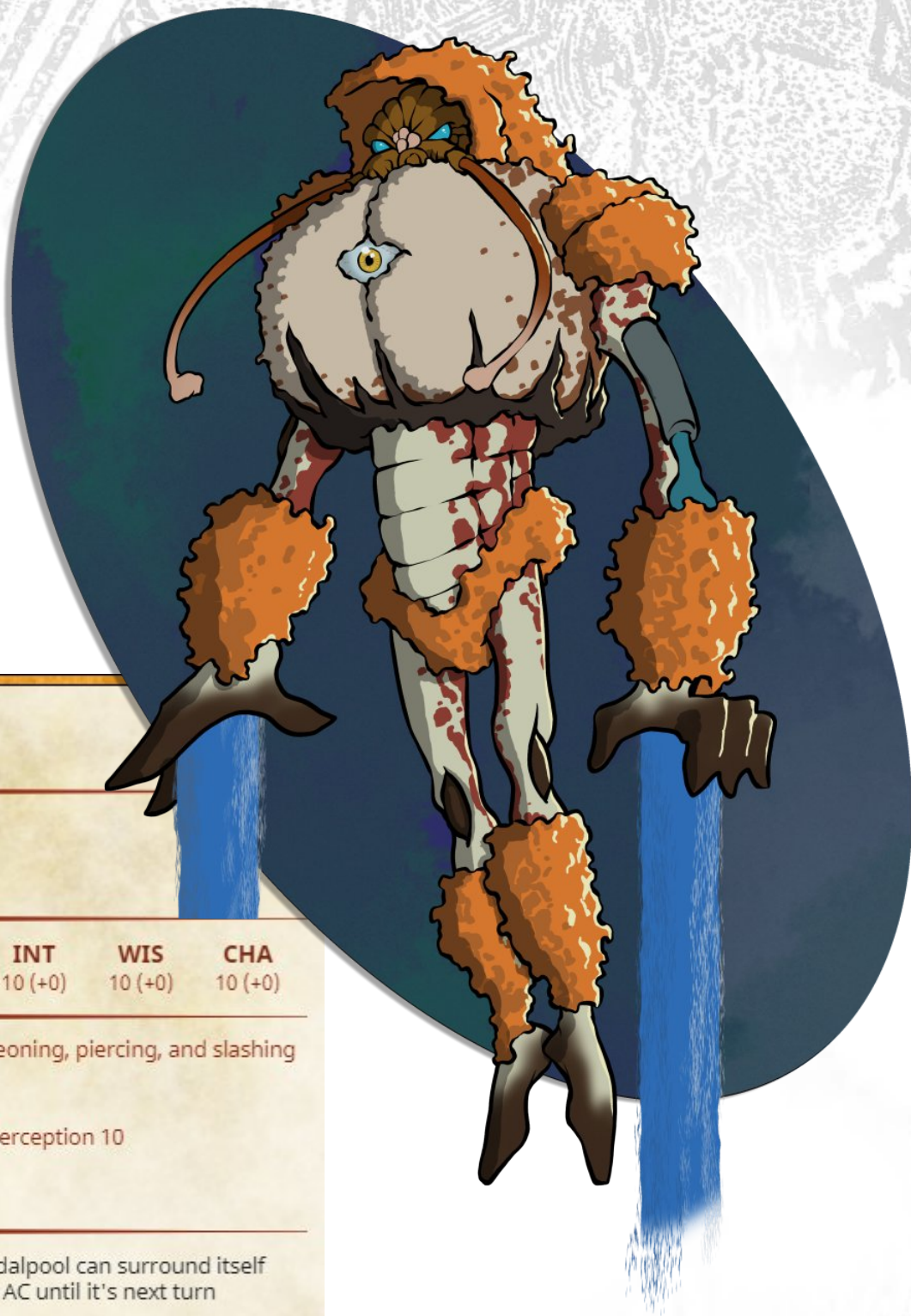
Hit: 15 (1d10+4) slashing and 1d10 lightning damage

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:*

8 (1d8 + 4) slashing damage and 1d6 lightning damage





TIDALPOOL

Medium elemental, neutral

Armor Class 14 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

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

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 3 (700 XP)

Bubble Shield. As a reaction the tidalpool can surround itself with a bubble granting itself +2 to AC until it's next turn

ACTIONS

Multiattack. The tidalpool makes two slam attacks.

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

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

ADVANCE

Medium ooze, unaligned

Armor Class 16 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	17 (+3)	20 (+5)	10 (+0)	9 (-1)

Skills Stealth +4

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Amorphous. Advance can move through a space as narrow as 1 inch wide without squeezing.

Embody. Advance can cover any nonmagical item in its body, causing either it to be incorporated into its body, or its body to be incorporated into it.

If the item is incorporated into Advance, it becomes a seamless part of its body. If it's a weapon, Advance's pseudopods can deal the weapon's damage rather than its normal damage. If it's a tool or other item, Advance can use it as though it were proficient.

If advance incorporates itself into an item, anyone who holds the item can speak to it telepathically. In addition, any weapon or armor Advance incorporates into is +3. Any other item can grant the holder +3 to rolls for an ability score of your choosing while they hold it.

Advance can also embody any non-sentient construct and control it for up to 1 minute

ACTIONS

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





BOOMBARK

Medium humanoid, any alignment

Armor Class 20

Hit Points 76 (9d8 + 36)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +7

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

Keen Senses. Boombark has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. Boombark makes two attacks: one with its claws and one with its bite or sonic bark.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d12 + 2) piercing damage.

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

Sonic Bark. Boombark unleashes a powerful sonic blast with their bark. A thunderous blast is unleashed in a 20ft cone, all creatures within the range must make a DEX save DC 14 or take 1d6 thunder damage and be knocked prone

DOUBLEGANGER

Small humanoid (Halfling Changeling), any alignment

Armor Class 17 (natural armor)

Hit Points 40 (9d6 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	8 (-1)	12 (+1)	8 (-1)

Saving Throws Dex +7

Skills Acrobatics +7

Senses passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Duplicate. Doubleganger can create copies of itself as an action. These copies have the same stats, and act on their own turn in combat. Each copy can also make copies, and up to 10 doublegangers can be created at once. When a copy drops to 0hp, it disappears.

ACTIONS

Distraction. Doubleganger can use it's copies to draw the fire of enemies. For each copy of doubleganger, select one enemy in combat. Target must make a WIS save DC 15 or be distracted by the copy and only able to attack it for 1d10 turns.

Gang Up. Doubleganger attacks with all of it's copies at once. Select a number of targets up to the amount of copies created. Make a melee attack against the target(s), each copy deals 1d4 damage. This must be done on the turn of the original Doubleganger and counts as it's attack action





FOULFLY

Medium beast, unaligned

Armor Class 21 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	11 (+0)	16 (+3)	10 (+0)

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Repugnant Smell. Foulfly emits an aura of stink, and any creature that comes within 5ft of it must make a WIS save DC 16 at the beginning of its turn or spend its movement speed getting away from the smell that turn.

Stinking Glue. Foulfly can create a powerful adhesive as an action. When applied, it will hold any two objects together if held in place for 1 round. This adhesive will hold until broken with a STR check of 16 or higher

ACTIONS

Acidic Shot. Ranged Weapon Attack: +7 to hit, range 30/60 ft., one target. *Hit:* 20 2d10+5 acid damage. If the target is a non-magical object, it begins to dissolve and will deteriorate to nothing after 1d6 rounds.

IRIS

Medium humanoid, any alignment

Armor Class 17 (natural armor)

Hit Points 67 (15d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	16 (+3)	20 (+5)	12 (+1)

Saving Throws Int +5, Wis +7

Skills Investigation +5, Perception +9

Condition Immunities blinded

Senses darkvision 50 ft., passive Perception 19

Languages Common

Challenge 4 (1,100 XP)

360 Vision. Iris can see all around its body with its numerous eyes. Its vision, both normal and darkvision, extends all around its body

ACTIONS

Eye Bolt. The Iris unleashes a beam of energy from one of its eyes at random, choosing a target within 60ft

1-Freezing Ray: Target must make a CON save DC 15 or be frozen solid for 1 minute

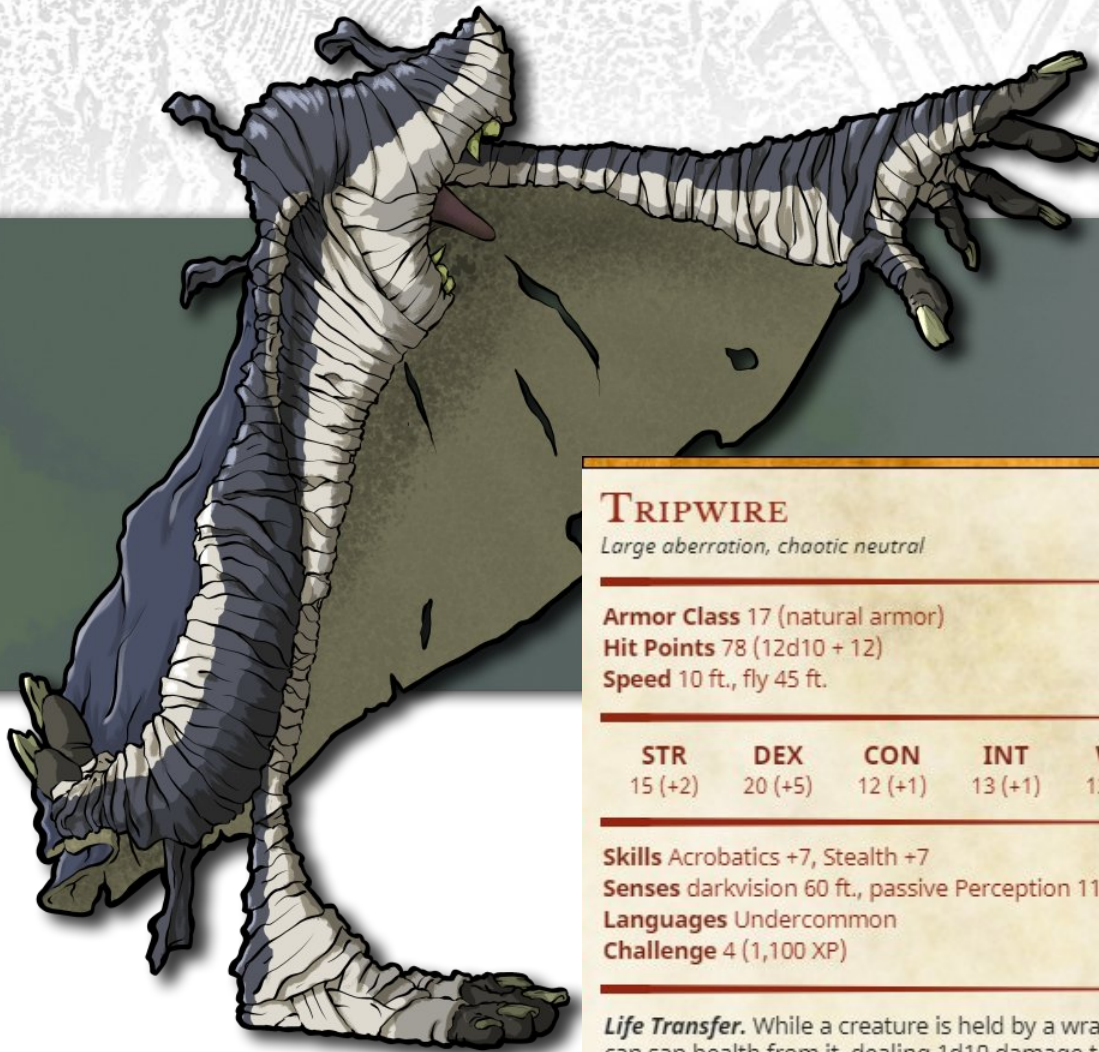
2-Fire Blast: Ranged attack +5, target takes 1d12 fire damage and is set on fire

3-Sleep Ray: Target must make a WIS save DC 15 or be put to sleep for 1 minute

4-Fear Ray: Target must make a WIS save DC 15 or be frightened for 1 minute

5-Telekinetic Blast: Target must make a DEX save DC 15 or be moved 20ft in any direction

6-Death Ray: Ranged attack +5, target takes 2d12 necrotic damage. If the target is reduced to 0hp, they die instantly



TRIPWIRE

Large aberration, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 10 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Acrobatics +7, Stealth +7

Senses darkvision 60 ft., passive Perception 11

Languages Undercommon

Challenge 4 (1,100 XP)

Life Transfer. While a creature is held by a wrap attack, Tripwire can sap health from it, dealing 1d10 damage to the target and heals the same amount

ACTIONS

Multiattack. Tripwire makes two attacks: one bandage whip and one wrap

Moan. Each creature within 60 feet of tripwire that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the tripwire's next turn. If a creature's saving throw is successful, the creature is immune to the tripwire's moan for the next 24 hours.

Bandage Whip. *Melee Weapon Attack:* +5 to hit, reach 20 ft., one target. *Hit:* 15 1d12+6 slashing damage.

Wrap. As an action, select one creature within 20ft, target must pass a DEX save DC 16 or be entangled in bandages for 1d4 rounds. Up to 4 creatures can be held in a wrap at once

VOMIT

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 73 (7d8 + 42)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +4, Stealth +2

Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantite

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages Terran

Challenge 4 (1,100 XP)

Earth Glide. Vomit can burrow through nonmagical, unworked earth and stone. While doing so, vomit doesn't disturb the material it moves through.

Digest. Vomit can eat and digest any non-magical material that can fit in its mouth. Any object left in their mouth for more than 3 rounds is digested and turned into acidic ooze. If this is a creature, it can make a CON save DC 16 every round to avoid being digested. If it fails 4 times, it dies and is turned to ooze

ACTIONS

Multiattack. Vomit makes one claw or bite attack and grappling tongue or Acid Spit action

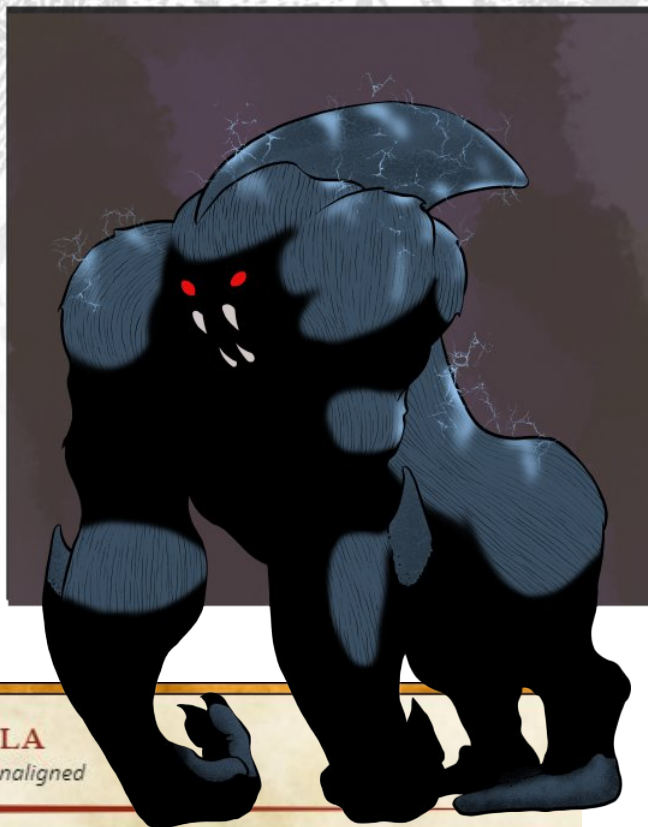
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

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

Grappling Tongue. Vomit can use its long tongue to bring things into its mouth. Any object up to 50lbs can be grabbed and brought into the mouth. As an action, Vomit can target a creature with this, forcing them to make a DEX save DC 16 or be grappled. For every turn a creature is grappled, they are pulled 10ft closer to the mouth and can remake the DEX save to try and escape before they are brought into the mouth

Acid Spit. If Vomit has digested an item in the last hour, it can unleash a spray of acid in a 30ft cone from its mouth. Any creature caught in the range must make a DEX save or take 1d12 acid damage. This feature has a number of charges equal to the amount of items digested in the last hour





ZAPRILLA

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	7 (-2)	13 (+1)	8 (-1)

Skills Athletics +7, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Energy Aura. Zaprilla's body crackles with electric energy, any creature who makes direct contact with it must make a CON save DC 14 or be paralyzed for 1d4 turns

ACTIONS

Charge. Zaprilla can charge up its electric energy as an action. If it does, its next Electric Fist or Lightning Chomp attack will deal an additional die of its lightning damage.

Multiattack. Zaprilla makes two electric fist attacks.

Electric Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 3) bludgeoning damage and 10 (1d10+2) lightning damage

Lightning Chomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (1d12+2) piercing damage and 6 (1d6+2) lightning damage