

BATTLEZOO BESTIARY

STRANGE AND UNUSUAL



Stephen Glicker and Mark Seifter
with William Fischer & Paul Hughes

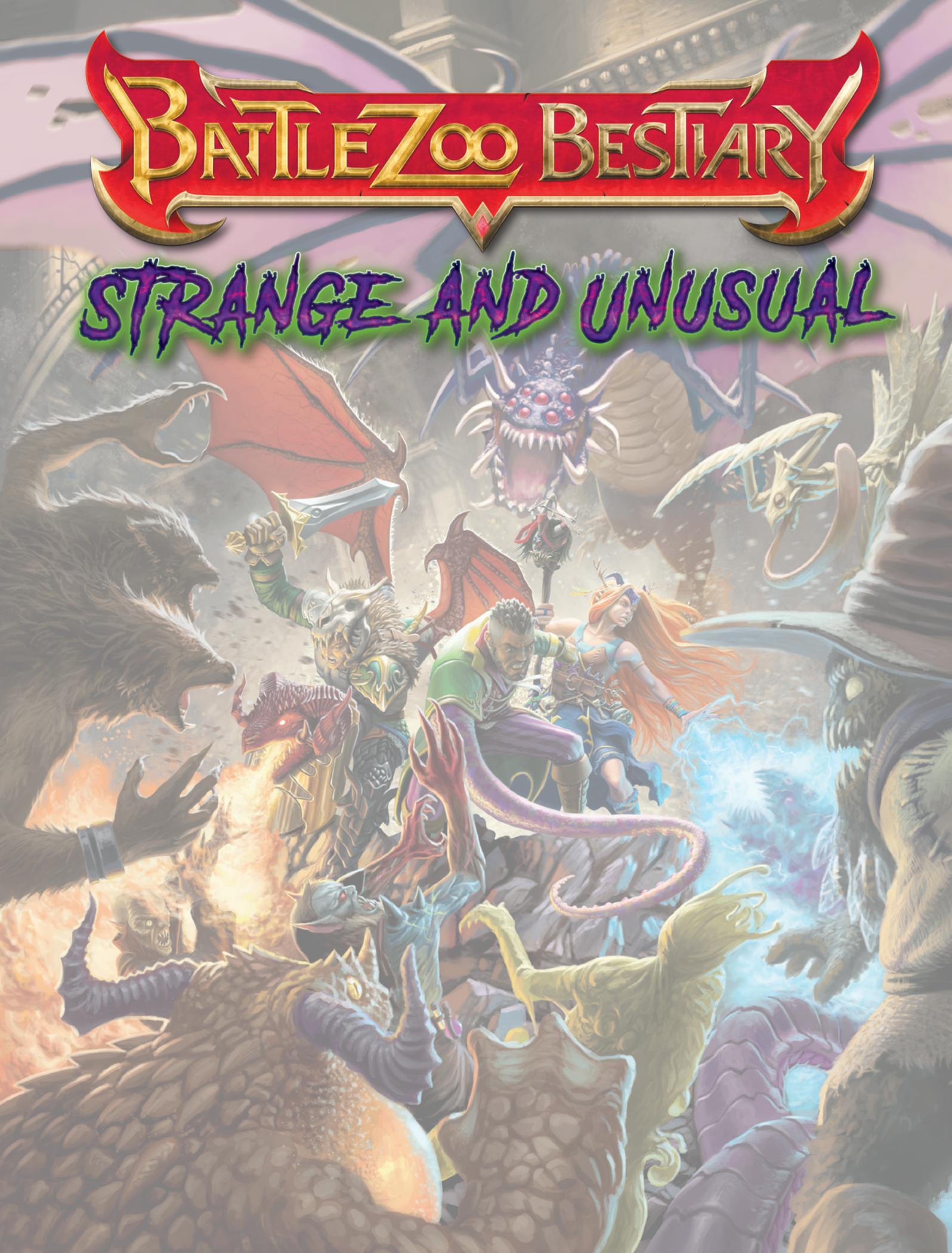
**ROLL FOR
COMBAT** 

5^E 

**RPG
Superstar!
WINNERS**

BATTLE ZOO BESTIARY

STRANGE AND UNUSUAL







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SPECIAL THANKS

Erik Mona, everyone at Paizo, Inc., all who entered the RPG Superstar contest, and the Roll For Combat fans!

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**ROLL FOR
COMBAT** 

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INTRODUCTION



As Zara slept and Krueger's eyes began to close, I remained vigilant while slowly reflecting on the day's escapades. These lands are full of the most bizarre and outlandish beasts, undead, aberrations, and worse that the three of us have ever seen. It's as if the gods of mischief and grotesquerie challenged each other to a cosmic contest to create something that they found... interesting. My hand, the one that transforms into a tentacle, began to tremble. Was there another presence nearby? Hopefully we wouldn't find out before morning... or at least until I finish toasting my marshmallow.

—Xan, Aberrant Soul



Welcome everyone to *Battlezoo Bestiary: Strange and Unusual*, which is both a book I am excited for you to read and use in your games and a fitting description for the journey I have taken over the past few years getting Roll For Combat up and running. Never did I expect the first *Battlezoo Bestiary* to become such a massive success in such a short period of time, and for so many others to have the same love and excitement for the RPG Superstar contest.

As many of you probably know, the original *Battlezoo Bestiary* grew from my love of roleplaying games, Paizo's amazing RPG Superstar contest, and the desire to continue the tradition of the contest—to give new voices an opportunity to be heard and a method for them to break into the roleplaying industry. Simply getting the opportunity to bring back the RPG Superstar contest was exciting enough, but seeing how many others enjoyed the contest as much as I did and the thrill and excitement of seeing the winners get their name in print next to their monster was immensely rewarding.

Of course, right away, people were asking when the next RPG Superstar contest was going to be run and what the theme of the contest was going to be this time around. In the first contest, there was no theme, and people could submit any type of monster to the contest. The result was a genuine hedgehog full of monsters of all shapes and sizes. There was nothing wrong with that, but I wanted a bit more direction for the next contest, something that would help tie all the monsters together into a common theme. But what could possibly do that? It had to be something simple to understand but broad enough to allow for a wide range of creatures.

And then one night, as many people have pointed out on our Discord, I was watching Tim Burton's *Beetlejuice* when Lydia Deetz utters the classic words, "I, myself... am strange and unusual," and I knew right from that moment that was to be the theme of the contest. My favorite monsters of all time have always been the oddballs, the bizarre, and the truly unique creatures that you remember long after the fight has concluded. My dream would be to have an entire bestiary filled with monsters of this kind, so the theme *Strange and Unusual* became the official theme for RPG Superstar 2021.

So, with the theme solidified, RPG Superstar 2021 was opened to the public, and the response was overwhelming!

Not only was there a significant increase in participation from the prior contest, but the quality of the entries was significantly stronger (not that the first *Battlezoo Bestiary* isn't a fantastic book, but practice makes perfect!). In the end, the winning entries more than met the mark, and we now have this amazing volume in your hands.

Hopefully, the creatures you find in this book will help you run memorable games for your players and inspire you to build unique adventures from the lore and hooks of these bizarre creatures. And, of course, the winners get to see their monsters in print, with their name and award next to each entry.

Of course, we also expanded the Monster Parts system from the original *Battlezoo Bestiary*. We have included both the base rules for the system in this book as well as new rules for creating staves, multiple new imbuelements, unusual character options, and the brand new aberrant soul player option because who wouldn't want to play a character slowly turning into a monster?

I hope you get as much enjoyment from these monsters and the new Monster Parts options as we did creating them!

—Stephen Glicker



ABANDONED

COPPER AWARD
RPG SUPERSTAR 2021
BY MARK T. ADKINS

A WILL TO KILL

Abandoned prioritize revenge against those who left them behind. They're often found patrolling homes and other locations associated with happier times, reliving memories while sobbing. Should they succeed in their revenge, the guilt of their victims causes them to often rise as zombie shamblers to accompany in death those they failed in life.

Some people die long before they draw their final breath. Abandoned are undead that felt the bitter sting of isolation in their final days or final moments, watching helplessly as those they loved and trusted left them behind. Their last moments were often filled with a deep shame and a desperate desire for revenge against those who abandoned them.

At first glance, abandoned appear to be simple zombies, but even casual observation reveals that they move deliberately and intelligently. Abandoned are much stronger than a zombie shambler and have the ability to use tools and plan simple ambushes. In combat, abandoned struggle to land blows against their foes, but they can unleash tears of loneliness and isolation to blind their enemies. After shedding enough tears, their vision clears, and they can unleash their frustration more effectively. When an abandoned is destroyed, they often scream the names of the people who abandoned them with a final rasping breath.

ABANDONED

Medium undead, neutral evil

Armor Class 11

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR 14 (+2) **DEX** 12 (+1) **CON** 16 (+3) **INT** 5 (-3) **WIS** 12 (+1) **CHA** 12 (+1)

Damage Vulnerabilities slashing

Damage Immunities poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP) **Proficiency** +2

Blinded by Grief. The abandoned's eyes are filled with bitter necrotic tears that leave smoking wounds on its cheeks, hampering its vision. The abandoned has disadvantage on attack rolls and Wisdom (Perception) checks that rely on vision. Once the abandoned has used Malicious Tears three times in the same 10-minute period, its vision is no longer hampered and it can't use Malicious Tears for 10 minutes.

Sorrow of Isolation. The weight of isolation hangs around an abandoned, and creatures who draw too close can be overwhelmed by the emotion. A creature that starts its turn within 20 feet of the abandoned must make a DC 11 Wisdom saving throw. Creatures immune to the charmed condition automatically succeed on the save. On a failed save, the creature becomes so desperate for companionship that it must move up to its speed, ending its movement within 5 feet of one of its companions if it is possible for it to do so. If a creature's saving throw is successful, the creature is immune to Sorrow of Isolation for the next 24 hours.

Undead Fortitude. If damage reduces the abandoned to 0 hit points, it must make a Constitution saving throw against a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the abandoned drops to 1 hit point instead.

Undead Nature. The abandoned doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12) if the abandoned isn't already grappling a creature.

Caustic Bile. *Ranged Weapon Attack:* +4 to hit, range 20 ft., one target. *Hit:* 5 (1d6 + 2) acid damage.

Malicious Tears. The abandoned sprays a 15-foot cone of bitter, necrotic tears of isolation. Each creature in that area must succeed on a DC 13 Constitution saving throw or be blinded until the end of its next turn.

REACTIONS

Retributive Torrent. When the abandoned takes slashing damage from a creature within 15 feet of it, it uses Malicious Tears, including the triggering creature in the area.



ADADA

**COPPER AWARD
RPG SUPERSTAR 2021
BY JUHO KATTELUS**



When convention and mandated structure crush the dreams of artists who would otherwise become once-in-a-lifetime talents, the collective frustration from this loss spawns or attracts a terrifying creature of meaninglessness, an adada. Adadas spread unconventionality and irregular artistic visions in their wake, often causing calamitous damage as a side effect. Only the truly foolish would think to summon an unpredictable adada by design.

ADADA

Small aberration, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 336 (32d6 + 224)

Speed 50 ft., burrow 35 ft., fly 40 ft., swim 35 ft.

STR 26 (+8) **DEX** 20 (+5) **CON** 25 (+7) **INT** 20 (+5) **WIS** 20 (+5) **CHA** 25 (+7)

Senses darkvision 90 ft., tremorsense 90 ft., passive Perception 15

Damage Immunities psychic (with mind blank)

Condition Immunities charmed (with mind blank)

Languages all

Challenge 20 (25,000 XP) **Proficiency** +6

Aura of Illogicality. A non-aberration that starts its turn within 60 feet of the adada must make a DC 21 Wisdom saving throw. On a failed save, the creature rolls a d4 at the start of each of its turns. On a 1, the creature can't take an action or reaction until the start of its next turn. On a 2 or higher, the creature acts normally. The creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the creature is immune to Aura of Illogicality for 24 hours.

Innate Spellcasting. The adada's innate spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

1/day each: *freedom of movement*, *mind blank*, *teleport*

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

ACTIONS

Multiattack. The adada attacks once with its plume and once with its tongue, or attacks up to 3 different targets with its tongue.

Plume. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. **Hit:** 24 (3d10 + 8) slashing damage, and the adada's plume recites a sound poem on impact, which directs scathing and cutting satire at the target. If the target can hear the plume, it must succeed on a DC 21 Wisdom saving throw or take 22 (4d10) slashing damage and become stunned until the end of its next turn.

Tongue. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. **Hit:** 27 (3d12 + 8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained and the adada can't use its tongue against another target.

Subvert Metamorphosis. Each polymorphed creature within 20 feet must succeed on a DC 21 Wisdom saving throw or become hideously distorted, growing one size larger or shrinking one size smaller, as chosen by the adada. If the adada makes the creature larger, attacks against it are made with advantage. If the adada makes the creature smaller, the creature makes attacks with disadvantage. Either way, the effects last 1 minute.

De-Artifice Convention (Recharge 6). The adada unmakes order in a 300-foot radius. Unattended nonmagical objects in the area are broken. The ground in the area cracks, shifts, and transforms into formless absurdity, becoming difficult terrain. Each creature in the area must make a DC 21 Dexterity saving throw, taking 66 (12d10) bludgeoning damage from the sudden shift of aesthetics on a failed save, or half as much damage on a successful one.

REACTIONS

Melt Time. When the adada fails a saving throw against an effect that would stun it or reduce its speed, it can choose to succeed instead. If it does, it gains an additional action on its next turn. The adada can use this action only to Attack, Dash, Disengage, or Hide.

UNFATHOMABLE BEINGS

Adadas are not malign creatures, but they have little to no regard for lives and property that they may ruin for the sake of their mission. But though their careless disregard can make them terrifying destroyers, they can also become unconventional saviors by battling tyrannical forces trying to dictate aesthetic sensibilities. At the same time, an adada might attract rival powers. When an adada clashes with one of its nemeses, the results are often more devastating than the emergence of either creature alone.



AKAKY

**COPPER AWARD
RPG SUPERSTAR 2021
BY IVAN KULIKOV**

COLD COMFORT

City dwellers share rumors about how to survive akaky encounters whenever the chill of winter approaches. Some say dropping a doll wearing winter clothing will distract an akaky, while others say the smell of roasted marshmallows repels akakys or that fire will slow down an approaching akaky. Nobody's exactly sure as to why, to date, none of this advice has actually worked.



Akakys are the souls of mortals who died from hypothermia or illness, typically after they were ambushed and robbed of their valuables and, more importantly, their warm clothes during the winter.

These spirits, filled with unspeakable hatred for the living and jealousy for their warmth, stalk city streets in the dead of cold winter nights, only to unleash a spectral phantasm of their own suffering upon anyone unlucky enough to cross their path.

AKAKY

Medium undead, chaotic evil

Armor Class 12

Hit Points 13 (3d8)

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

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

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1 (200 XP) **Proficiency** +2

Incorporeal Movement. The akaky 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.

Jealous Hatred. The akaky has disadvantage on attacks against targets wearing winter clothing, but its hatred is also its undoing. Attacks made by creatures wearing winter clothing ignore the akaky's damage resistances.

Rejuvenation. When the akaky is destroyed, it reforms, fully healed, at the location where its clothing was stolen after 2d4 days. If someone willingly gives the akaky at least a piece of its original garment, the akaky is permanently destroyed.

Undead Nature. The akaky doesn't require air, food, drink, or sleep.

Winter Aura. A creature that doesn't have cold resistance and isn't wearing winter clothing that starts its turn within 10 feet of the akaky must succeed on a DC 11 Constitution saving throw or take 3 (1d6) cold damage.

ACTIONS

Ghostly Hand. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) necrotic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12) if the akaky isn't already grappling another creature. Until this grapple ends, the akaky clutches at an illusory image of a ghostly overcoat superimposed on the creature.

Steal Coat. If the akaky is grappling a creature, it rips the ghostly overcoat off and fills the target with the freezing cold of a fierce winter night. The target must succeed on a DC 11 Constitution saving throw or take 13 (3d8) cold damage. Also on a failure, any other winter outerwear worn by the target is ripped off and dropped in the target's space. The grapple then ends.

AMALGAMESS

**COPPER AWARD
RPG SUPERSTAR 2021
BY JUNIPER SCOTT**



Formed when a practitioner of magic has enough knowledge to summon a fiend but not enough experience to know how to do so correctly, an amalgamess is the result of a summoning ritual gone wrong. Due to the failed ritual, the creature being summoned was accidentally called within the summoner's body, causing both to become unnaturally fused together in a way similar to how an amalgamite can be formed due to a teleportation mishap.

While the physical fusion of an amalgamess is fully permanent and very difficult to reverse, the minds of the two entities remain partially separated. The amalgamess functions as one creature, but the fragments of the two minds each have their own agenda. The mind of the summoner desperately seeks to survive long enough to someday discover a way to undo the horror that befell it, while the mind of the summoned fiend seeks to end its agonizing existence on the Material Plane so that it can return to its home plane at the cost of the summoner's life.

Reasoning with an amalgamess is nigh impossible due to its fractured minds, but an offer to cast the *banishment* spell on it is enough to draw its attention, as it's one of the few ways to end its tragic condition.

AMALGAMESS

Medium aberration, chaotic neutral

Armor Class 12 (natural armor)

Hit Points 161 (17d8 + 85)

Speed 15 ft.

STR 22 (+6) **DEX** 5 (-3) **CON** 20 (+5) **INT** 18 (+4) **WIS** 5 (-3) **CHA** 20 (+5)

Skills Arcana +8

Senses darkvision 60 ft., passive Perception 7

Languages Abyssal, Celestial, Common, Draconic, Infernal

Challenge 10 (5,900 XP) **Proficiency** +4

Banishment Restoration. The *banishment* spell can end an amalgamess's tragic state. Despite its willingness to have the spell cast on it, due to its dual wills the amalgamess instinctually tries to resist being banished. If the banishment succeeds, the original summoner is restored to their normal form, albeit with the possibility of some lingering eccentricities. If the spell fails, however, the attempt is likely to enrage the amalgamess and throw it into a violent frenzy.

Innate Spellcasting. The amalgamess's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *mage hand*, *produce flame*

1/day each: *expeditious retreat*, *fly*, *telekinesis*, *vampiric touch*

ACTIONS

Multiattack. The amalgamess attacks once with its claw and once with its fist. It can cast a spell in place of its fist attack.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Writhing Crawl (Recharge 4-6). The amalgamess moves up to three times its speed without provoking opportunity attacks.

REACTIONS

Defensive Scramble. When a creature the amalgamess can see attacks it or targets it with a spell, the amalgamess adds 4 to its AC or Dexterity saving throw against the attack or spell. The amalgamess then moves up to its speed without provoking opportunity attacks. The amalgamess can't use Defensive Scramble again until it uses Endangering Lunge.

Endangering Lunge. When a creature within 5 feet of the amalgamess that the amalgamess can see attacks it, the amalgamess grants advantage on the attack, provided the attack is not already made with advantage. The amalgamess then makes a claw attack against the triggering creature. The amalgamess can't use Endangering Lunge again until it uses Defensive Scramble.

BAD LUCK BANISHMENT

Summoning rituals aren't the only spells that can go wrong—*banishment* can wreak havoc too. The longer the amalgamess's fusion lasts, the more the essences of the two creatures intermingle. However, if an amalgamess has existed for more than a year and succeeds its Charisma save against *banishment*, the two creatures might be restored to their original states. However, if they fail their save, the result might rarely instead be a horrific mix of body parts, known as a greater amalgamess. Fortunately, this even bigger catastrophe can usually be reversed by becoming an amalgamess again and hoping the next *banishment* goes better... or, in extremely rare cases, *much* worse.



ARRONGTATA

COPPER AWARD
RPG SUPERSTAR 2021
BY RYAN BENTZINGER

READING FACES

The material an arrongtata uses to craft a shield face carries personal significance.

Most choose a material matching what they defended as kami, though others select something they wish to protect in their new roles. Front-line fighters often have faces made of hardy wood or metal for better protection. Strategists have rock faces that channel the wisdom of the earth, while grass or fur faces help scouts blend into their environments. But the most fearsome arrongtata are those with bone faces—they are spirits of vengeance with nothing left to lose, for all they sought to defend has died.

Arrongtata were once kami who forsook their wards to seek out trespassers on sacred grounds. Abandoning their duty as kami allowed them to roam freely, but while they weren't punished nearly as harshly as oni, their choice still cost them their vision and most of their magical powers. To overcome this, arrongtata bound their bodies to a shield face that they crafted from natural materials. Arrongtata are hostile to any creature they believe will harm nature, though they get along surprisingly well with non-evil oni, as the two can empathize with each other's pasts, their choices, and the overly harsh punishments they've received. If their shield face is destroyed, they can craft a new one in a week. Their faces provide monster parts that can be used to refine shields.

ARRONGTATA HAWK RIDER

An arrongtata hawk rider is an arrongtata who forms a bond with a hawk mount, cohesively working as one fighting unit. Arrongtata's constant study of warfare eventually led to the pursuit of aerial units in order to diversify their military capabilities. Certain arrongtata spend a significant amount of time to form a bond with a wild hawk, befriend it, and train the bird to be their mount. These arrongtata have fully melded themselves and their hawk allies into a single entity to ensure their success. They hang their detachable faces around their mount's neck, and their ability to telepathically connect to their mount allows them to flawlessly become a single creature and look in all directions at once.

Arrongtata hawk riders trade out the traditional arrongtata spear for a tiny longspear and javelins. Arrongtata riders become so connected to their hawks that dismounting them is as difficult as severing a limb from another creature. In the rare circumstance that an arrongtata hawk rider somehow does become dismounted, the rider usually dies from the fall or the sudden disconnect. Arrongtata hawk riders often fight alongside a number of arrongtata swarms commanded by an arrongtata commander.

ARRONGTATA HAWK RIDER

Small fey, neutral

Armor Class 13

Hit Points 27 (6d6 +6)

Speed 10 ft., fly 50 ft.

STR 14 (+2) **DEX** 16 (+3) **CON** 12 (+1)

INT 14 (+2) **WIS** 16 (+3) **CHA** 13 (+1)

Skills Survival +5

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, telepathy 60 ft.

Challenge 1 (200 XP) **Proficiency** +2

Speak with Animals. The arrongtata can communicate with beasts as if they shared a language.

ACTIONS

Multiattack. The arrongtata attacks with its spear and its talon.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Air Joust (Recharge 5-6). The arrongtata swoops down, targeting its enemy's eyes. The arrongtata flies up to half its speed, makes a spear attack and a talon attack, then flies up to half its speed again to return to its original location. If either attack is a critical hit, the target is also blinded until the end of its next turn. This movement doesn't provoke opportunity attacks.

ARRONGTATA

SILVER AWARD
RPG SUPERSTAR 2021
BY RYAN BENTZINGER



ARRONGTATA COMMANDER

Arrongtata commanders are roving spirits with artificial faces they use as shields. They command phalanxes of their smaller kind to vanquish those that might harm nature. Arrongtata commanders are militaristic, constantly honing their skills in warfare.

ARRONGTATA COMMANDER

Small fey, neutral

Armor Class 13

Hit Points 44 (8d6 + 16)

Speed 25 ft.

STR 17 (+3) **DEX** 16 (+3) **CON** 14 (+2) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 12 (+1)

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan, telepathy 60 ft.

Challenge 2 (450 XP) **Proficiency** +2

Detached Face. The arrongtata's face is detached from its body, and there is a telepathic connection between the two. The face has two unblinking eyes that provide vision, hearing, scent, and the ability to use Stunning Glare. All other functions and abilities are performed by the arrongtata's body. If the arrongtata is in a different space than its face, it sees, hears, and smells as if it were in that space and attacks against the arrongtata's body are made with advantage. If the face is destroyed, the arrongtata is blinded and deafened, it can't make shield bash attacks, and it can't use Shield Block or Stunning Glare. The arrongtata can craft a new face in 7 days.

Speak with Plants. The arrongtata can communicate with plants as if they shared a language.

ACTIONS

Multiattack. The arrongtata makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

BONUS ACTIONS

Stunning Glare (While Wielding Face). The arrongtata's eyes flash to stun the spirit of a creature within 30 feet of it that can see the arrongtata's face. The target must succeed on a DC 11 Wisdom saving throw or be stunned until the end of its next turn. Whether the saving throw succeeds or fails, the target is then immune to Stunning Glare for 1 minute.

Command Troops. The arrongtata telepathically commands its troops to adjust their positioning. Each fey creature of the arrongtata's choice with a CR of 1 or lower and within 60 feet of it can use a reaction to move up to half its speed without provoking opportunity attacks.

Summon Face. If the arrongtata has a free hand, it magically teleports its face from anywhere into its hand.

REACTIONS

Shield Block (While Wielding Face). The arrongtata adds 4 to its AC against one attack that would hit it. To do so, the arrongtata must see the attacker and be holding its face. The arrongtata then makes a DC 12 Constitution saving throw. On a failed save, its face is destroyed and it can no longer make shield bash attacks or use Shield Block or Stunning Glare, and it is blinded and deafened.

OFF WITH THEIR HEADS?

Common sense suggests that killing a military unit's commander would throw the troops into disarray, making the arrongtata commander a tempting target. However, the telepathic connection between arrongtata adds a complication to that strategy. As demonstrated by the arrongtata swarm, arrongtata are more than capable of coordinating amongst themselves—strike down the commander and another takes its place. The correct play is to leave the commander alive and strike at its *mind*. It might be possible to mind control an arrongtata commander in order to have it send faulty orders to its troops. However, sometimes such an attempt can go wrong and lead to the arrongtata commander turning the tables by pretending to be controlled.



ARRONGTATA

**GOLD AWARD
RPG SUPERSTAR 2021
BY RYAN BENTZINGER**

FORM UP!

Arrongtata are constantly developing and practicing new battle tactics, including new formations that can replace Tortoise Formation.

Bridge Formation The arrongtata use their own bodies to build a bridge, allowing the swarm to move across gaps as though they are difficult terrain, provided it can reach the other side in one turn.

Expanded Formation The arrongtata use an action to spread out, taking a -2 penalty to AC and Dexterity saves but increasing the swarm's size to Huge. The Expanded Formation remains in effect until the swarm uses another formation or exits Expanded Formation as an action.

Wave Formation The arrongtata stand on each other to buffet enemies in the swarm's space—it functions like Tortoise Formation with the modifications that attack rolls against the swarm and all enemies in the swarm's space gain advantage, and the swarm does not gain the bonus to AC.

ARRONGTATA SWARM

An arrongtata swarm is a cohesive and loyal battalion of approximately 400 arrongtata. The battalion works like a hive mind due to arrongtata's telepathic connection and rigorous military training. Arrongtata swarms are often commanded by an arrongtata commander.

Arrongtata are tiny, bipedal spirits with stubby, pointed tails that hold their detached faces as shields. These faces contain two round, unblinking eyes that glow on command and can be used in unison to flash brightly to weaken their enemies. The faces cover the entirety of their blocky bodies, and there is a telepathic connection between the spirit and its shield face.

Arrongtata are hostile to any creature they believe are likely to harm nature. These spirits are militaristic, constantly honing their skills in warfare. They form battalions, and the bonds between each arrongtata in the battalion allow them to effortlessly align and rearrange their shield faces and spears to skillfully attack their enemies. Sometimes, an arrongtata in a swarm will go an entire battle without ever holding their own shield face.

ARRONGTATA SWARM

Large swarm of Tiny fey, neutral

Armor Class 13, 15 in Tortoise Formation

Hit Points 68 (8d10 + 24)

Speed 25 ft.

STR 18 (+4) **DEX** 17 (+3) **CON** 16 (+3) **INT** 14 (+2) **WIS** 16 (+3) **CHA** 13 (+1)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan, telepathy 60 ft.

Challenge 4 (1,100 XP) **Proficiency** +2

Speak with Plants. The swarm can communicate with plants as if they shared a language.

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 creature. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The swarm can use Tortoise Formation or Dazing Glare. It then makes a phalanx attack or uses Spear Storm.

Phalanx Attack. *Melee Weapon Attack:* +6 to hit, reach 0 ft., each target in the swarm's space.
Hit: 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half of its hit points or fewer.

Dazing Glare. All of the eyes of the swarm flash simultaneously. Each creature of the swarm's choice within 30 feet of it that can see the swarm and that the swarm can see must make a DC 11 Wisdom saving throw. On a failed save, the target can move or take an action on its next turn, but not both, and it can't take reactions or bonus actions until the end of its next turn. On a success, the target is immune to Dazing Glare for 24 hours.

Spear Storm (1/Day). The swarm hurls a barrage of spears. Each creature of the swarm's choice within 10 feet of it must make a DC 14 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save, or half as much on a successful one. Also on a failed save, the creature loses 5 (1d10) hit points at the start of each of its turns due to wounds. Any creature can take an action to stanch the wounds with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Tortoise Formation. Until the start of the swarm's next turn, its speed is reduced to 0 and its AC increases by 2.



ASKYRON

GOLD AWARD
RPG SUPERSTAR 2021
BY NATHAN WRIGHT



Askyron are frightening harbingers of the end times, powerful entities meant to break down the gods themselves in the final unmaking of reality. Or at least they were in the previous incarnation of reality. Now that their job is done and has been since long before the beginning of this reality, they're the cosmic equivalent of guests who've stayed after the party is over.

Askyron didn't intend to stay around, but while most of their number returned to whatever realm they call home or dissipated back into nothingness, a small number lingered. They found themselves perplexed by this strange new reality that's come together, distorting themselves into new forms that suit its laws of physics so they can safely exist. Now that they aren't responsible for ending everything one day, their professional menace has given way to a far more relaxed attitude. Most are akin to tourists or doting grandparents examining the drawings of a beloved child as they wander and take in the sights. Some may take up roles as sages or tyrants, though they are ill-fitted for both given their lack of understanding of this reality's morality.

ASKYRON

Huge monstrosity (titan), neutral

Armor Class 19

Hit Points 375 (30d12 + 180)

Speed 40 ft., burrow 40 ft., fly 90 ft.

STR 27 (+8) **DEX** 28 (+9) **CON** 23 (+6) **INT** 27 (+8) **WIS** 22 (+6) **CHA** 23 (+6)

Saving Throws Con +13, Wis +13, Cha +13

Skills Deception +13, Perception +13, Stealth +16

Damage Immunities acid, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 23

Languages Celestial

Challenge 22 (41,000 XP) **Proficiency** +7

Innate Spellcasting. The askyron's innate spellcasting ability is Intelligence (spell save DC 23). It can innately cast the following spells, requiring no material or verbal components:

At will: *shield, tongues*

3/day: *plane shift*

Legendary Resistance (3/Day). If the askyron fails a saving throw, it can choose to succeed instead. Each time it does so, cracks grow on its crystalline body. When it has expended all its uses of Legendary Resistance, its AC is reduced to 17.

Outdated. The askyron makes ability checks to recall information and Wisdom (Insight) checks with disadvantage. The exception is any ability check made to recall information about its past reality.

ACTIONS

Unmaker Scepter. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 24 (3d10 + 8) force damage.

Unmaker Bolt. *Ranged Spell Attack:* +15 to hit, range 120 ft., one target. *Hit:* 24 (3d10 + 8) force damage.

Ancient Oration. The askyron speaks in detail about how the previous world worked with such knowledge and authority that it briefly returns to its original form. Each creature that can see and hear the askyron within 60 feet of it must succeed on a DC 23 Wisdom saving throw or take 31 (9d6) psychic damage. If the saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

Disintegrate. Each creature in a 5-foot-radius sphere centered on a point the askyron can see within 60 feet of it must make a DC 23 Fortitude save, taking 42 (12d6) force damage on a failed save, or half as much damage on a successful one. Celestials and fiends make this saving throw with disadvantage, as does a creature that can cast spells from the cleric or paladin spell list. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

LEGENDARY ACTIONS

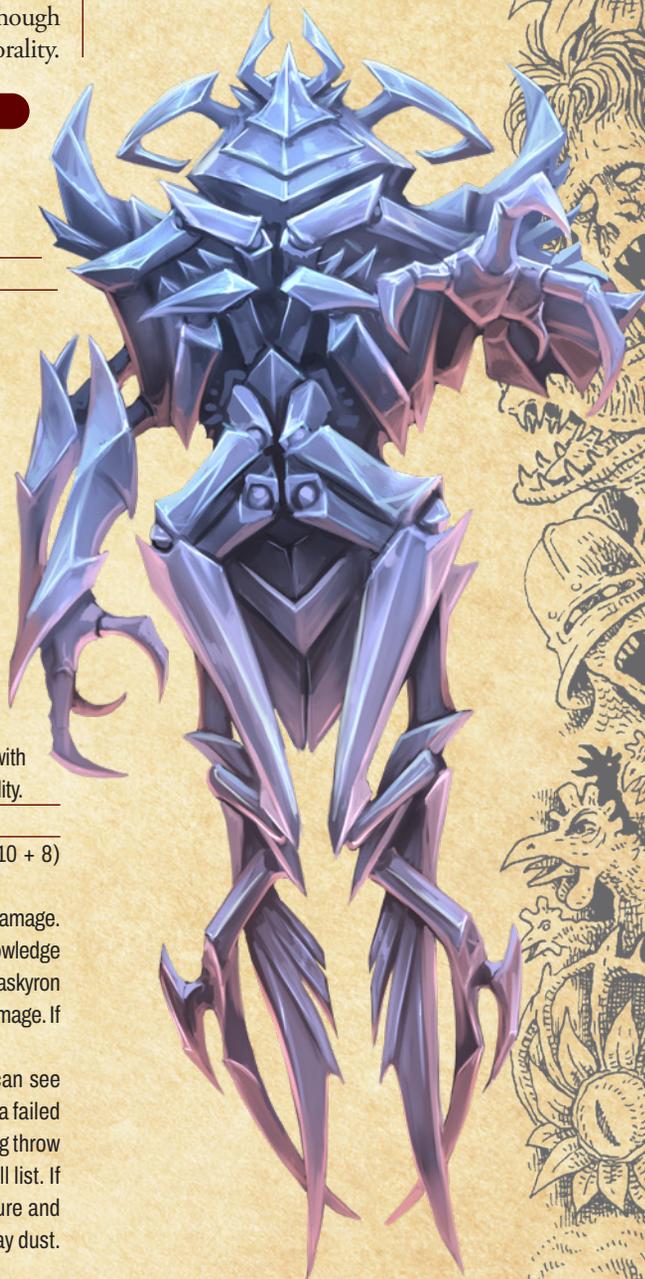
The askyron can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The askyron regains spent legendary actions at the start of its turn.

Attack. The askyron makes an unmaker scepter or unmaker bolt attack.

Disintegrate (Costs 2 actions). The askyron uses Disintegrate.

ASK YRON

An askyron once visited a carnival where people took its name too literally. Now the carnival makes most of its money "translating" the askyron's ramblings for those who flock to hear its wisdom.



ATONING SPIRIT

**COPPER AWARD
RPG SUPERSTAR 2021
BY MICHAEL VIETHS**

FALSE WITNESS

Sometimes, when friends and family have had enough of a loved one's misbehavior, they'll hire a caster or just dress themselves up to impersonate an atoning spirit in hopes of changing the reprobate's ways. This type of intervention rarely has the lasting effects of proper atonement and sometimes suffers the awkwardness of an actual atoning spirit showing up to disapprove of the falsehood.

Whether the agent of a deity, the embodiment of a holiday, or a fey spirit seeking to teach mortals a lesson, an atoning spirit appears to those in need, whether they want its aid or not. An atoning spirit's goal isn't to harm their target but instead to convince them to atone for their sins. They use powerful illusions and insights into the target's life to show their target visions of their lives that led to the transgressions and caught the atoning spirit's attention.

An atoning spirit may appear in any form it likes, but they often choose that of someone close to the target: a deceased friend or relative, or an older or younger version of the target itself.

A person can attract the attention of an atoning spirit either through the performance of an *atone* ritual or by encountering an atoning spirit and behaving in a way that makes the spirit believe they're seeking atonement. The atoning spirit leaves once the creature has either properly atoned for its sins or sincerely no longer wishes to atone.

ATONING SPIRIT

Medium fey, neutral

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 0 ft., fly 35 ft. (hover)

STR 14 (+2) **DEX** 18 (+4) **CON** 14 (+2) **INT** 14 (+2) **WIS** 21 (+5) **CHA** 15 (+2)

Skills Deception +4, Intimidation +4, Persuasion +4, Religion +4

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 15

Languages all

Challenge 4 (1,100 XP) **Proficiency** +2

Incorporeal Movement. The spirit 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 spirit's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *invisibility* (self and one other target only), *teleport* (self and one other target only)

Rejuvenation. When the spirit is destroyed, it reforms, fully healed, within 2d4 days, appearing in the vicinity of its chosen subject. If the spirit is destroyed while it has no subject, it instead appears near a potential subject.

ACTIONS

Multiattack. The spirit makes two slam attacks.

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

Choose Subject. The spirit chooses a creature it can see within 60 feet of it. The target makes a DC 15 Wisdom saving throw. On a failed save, the target becomes the spirit's chosen subject for 1 hour. The spirit knows the chosen subject's life story and personality, and has advantage on Charisma (Persuasion) and Wisdom (Insight) checks against the chosen subject. On a success, the target is immune to Choose Subject for 24 hours.

Show Vision. The spirit creates an illusory scene in a 30-foot cube within 60 feet of the spirit. The vision displays events from the chosen subject's past, present, or future. The illusions created by this ability are interactive and react in a manner consistent with their appearance (food has flavor and scent, loved ones behave as the target expects, etc.). The vision must be consistent with the actions for which the subject is meant to atone. The vision lasts up to 1 hour or until the spirit uses an action to dismiss it.

AUROPLASM

SILVER AWARD
RPG SUPERSTAR 2021
BY LAU BANNENBERG



AUROPLASM ORIGINS

According to legend, auroplasms originate from a single incident, when a powerful sorcerer was caught standing on a dragon's hoard and boiled alive in molten gold until his fire resistance spells gave out. His fury, frustration and greed fused with the hoard and created the first auroplasm.



Auroplasms are mystical marauders of sentient gold that lust for one thing above all others: more gold to add to their bodies. Each one has a main denomination, which they use as their face. If they absorb a significant quantity of a different coinage, they split off a new auroplasm to resolve the internal conflict. You can simulate a newly split auroplasm by making it Small and giving it the reduce effects of *enlarge/reduce* or an engorged one just before splitting by applying the enlarge effects of *enlarge/reduce*.

As beings composed of gold, auroplasms face both dragons and adventurers as natural predators. But they themselves also hunt dragons for their hoards. Since they don't care for most other treasures, they sometimes team up with adventurers, but adventurers with significant gold reserves should watch their backs.

AUROPLASM

Medium ooze, chaotic evil

Armor Class 14 (natural armor)

Hit Points 425 (37d8 + 259)

Speed 30 ft., climb 30 ft.

STR 22 (+6) **DEX** 18 (+4) **CON** 10 (+0) **INT** 24 (+7)

WIS 22 (+6) **CHA** 24 (+7)

Saving Throws Dex +7, Con +14, Int +13, Wis +11

Skills Deception +14, Intimidation +14, Stealth +7

Damage Immunities fire, lightning

Condition Immunities deafened, exhaustion, prone

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 22 (41,000 XP) **Proficiency** +7

Base Metal Vulnerability. When the auroplasm takes bludgeoning, piercing, or slashing damage from a nonmagical weapon made of ordinary, non-precious metal such as iron or steel, the auroplasm takes an additional 10 (3d6) damage of the same type.

Innate Spellcasting. The auroplasm's innate spellcasting ability is Intelligence (spell save DC 21). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *mage hand*

1/day each: *dispel magic*, *fly*, *haste*, *maze*, *prismatic spray*

Molten Mass. A creature that touches the auroplasm or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Radiant Heat. At the start of each of the auroplasm's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. The auroplasm can deactivate or reactivate this trait as an action.

ACTIONS

Multiattack. The auroplasm uses Lure of Lucre. It then makes two attacks with its superheated tendrils.

Superheated Tendrils. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage plus 19 (3d12) fire damage, and the visage of the auroplasm's dominant coinage is branded into the target. The coin brand remains until the target receives magical healing.

Engulf in Gold (Recharge 5–6). The auroplasm channels its magic into the connections with its coin brands, engulfing nearby branded creatures in gold. Each creature with the auroplasm's coin brand within 60 feet of the auroplasm must make a DC 22 Constitution saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. Also on a failure, the target's speed is reduced by 10 feet for 1 minute. This effect can't reduce the target's speed by more than 10 feet.

Lure of Lucre. One creature within 30 feet of the auroplasm that the auroplasm can see and that can see the auroplasm must make a DC 22 Wisdom saving throw. On a failed save, attacks against the creature are made with advantage until the end of its next turn. Creatures immune to the charmed condition automatically succeed on this save.

REACTIONS

Conduct Electricity. When the auroplasm is targeted by an effect that deals lightning damage, the auroplasm chooses a creature it can see within 10 feet of it. The chosen creature becomes the target of the effect instead.



AYD-RAHIBA

**COPPER AWARD
RPG SUPERSTAR 2021
BY KENNETH SCHLEICH**

RAHIBA ROULETTE

Ayd-rahibas carry the mystery of their appearance to the grave, dissolving into black ichor when they die. Capturing the ichor requires a container made of organic material like leather—it seeps through everything else. Those who accomplish the task may drink it to gain the ability to wall glide, but doing so is a gamble; the effect lasts a variable amount of time per dose, and should it end while the drinker is inside a wall... the result is quite gruesome.

An ayd-rahiba is a frightening and implacable troop of aberrations that swarm their victims from inside nearby walls, surrounding and devouring them.

What little is known about the ecology of ayd-rahiba concerns their bizarre habitat: they prefer to live within the walls of abandoned, desecrated structures. Their exact physical features are unknown; they are hidden within the walls, but when they attack, ichor-coated gangly black arms burst from behind plaster and crack the seams between stacked stone, plucking their victims off their feet and dragging them back to be crushed against the walls. The entire group of creatures moves and attacks with an eerily singular intent and coordination.

Any structure home to an ayd-rahiba bears marks of the ayd-rahiba's presence, and these marks are an adventurer's only clue of the impending danger. The ayd-rahiba's arms don't emerge from the walls smoothly like an incorporeal spirit: they burst out violently and physically. When an ayd-rahiba pursues prey, their arms rip their way across surfaces, tearing plaster or even stone like paper. Survivors noted seams of oddly repaired walls prior to being ambushed, meaning that the creatures likely repaired the damage they caused to their own lair in their violent hunts.

AYD-RAHIBA

Gargantuan aberration, chaotic evil

Armor Class 15

Hit Points 145 (10d20 + 40)

Speed 0 ft., burrow 35 ft., climb 30 ft.

STR 23 (+6) **DEX** 21 (+5) **CON** 18 (+4) **INT** 16 (+3)

WIS 14 (+2) **CHA** 16 (+3)

Skills Stealth +9

Damage Resistances piercing

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

Senses tremorsense 60 ft., passive Perception 12

Languages —

Challenge 10 (5,900 XP) **Proficiency** +4

Swarming Tide. The ayd-rahiba moves with an organization illogical to mortal minds. It can move into other creatures' spaces, and other creatures can move into its space. Its space is difficult terrain for other creatures.

Wall Glide. When the ayd-rahiba burrows, it can constrict itself into the width of any wall, ceiling, or floor. The ayd-rahiba leaves no tunnel behind it, but the surfaces it burrows through bulge obviously in ways that defy their material nature, unless the ayd-rahiba moves at half its speed and succeeds on a Dexterity (Stealth) check opposed by the Wisdom (Perception) of any creature viewing it.

ACTIONS

Multiattack. The ayd-rahiba makes a grabbing onslaught attack against each creature within 5 feet of it.

Grabbing Onslaught. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 16).

Constricting Drag. Each creature grappled by the ayd-rahiba must succeed on a DC 18 Strength saving throw or take 22 (5d8) bludgeoning damage. The ayd-rahiba can pull each creature that failed the save up to 5 feet into its space.

BANNOG

**COPPER AWARD
RPG SUPERSTAR 2021
BY PHILIP HOLM-LARS**



BANNOG CHARACTERS

Some bannog misfits spend their lives on the Material Plane, which causes them to become able to sustain themselves on normal sustenance without the need for souls and changes the way they interact with dreams. These bannogs sometimes become adventurers or mischievous pranksters instead of malevolent tormentors. For rules of playing a bannog PC, check out *World of Battlezoo: Indigo Isles!*

Bannogs are a type of aberration from the realm of dreams that take the form of evil humanoid rabbits with human-like ears that stretch to well over a foot above their heads. Capricious and malevolent, bannogs travel from dream to dream in small family units in order to gang up on their prey. If they find a dream that seems especially fun or energetic, they might leave a clutch of eggs behind in that dream to gestate.

Although bannogs look mostly harmless, believing them to be so is a mistake. They produce a magical membrane over their paws that works as a touch poison that allows them to absorb dream energy from mortal creatures. While it serves as an effective defense mechanism, bannogs are usually careful about overusing it for fear of ending their food supply. The souls that bannogs trap with their poison usually don't hold much value to them, since the dreams of the soulless tend to be bland and depressing and to contain inferior energy.

Since bannogs rely on souls to survive but are relatively weak among all creatures that feed upon souls, they are deathly afraid of most beings involved in the soul trade. Rather than compete, if they meet any such creatures, they often try to offer their services as a desperate act of self-preservation.

Bannog thieves are cruel thrillseekers who enjoy the risks involved in hunting for souls. They often enter the Material Plane from an unsuspecting creature's dream, steal the souls of everyone nearby except a single person, escape the scene through that person's dream, and then expect the survivor to be blamed for the massacre.

BANNOG THIEF

Small aberration, chaotic evil

Armor Class 14

Hit Points 66 (12d6 + 24)

Speed 60 ft.

STR 14 (+2) **DEX** 19 (+4) **CON** 14 (+2) **INT** 10 (+0) **WIS** 17 (+3)

CHA 12 (+1)

Skills Stealth +6, Survival +5, Sleight of Hand +6

Senses passive Perception 13

Languages Deep Speech, telepathy
120 ft.

Challenge 4 (1,100 XP) **Proficiency** +2

Dream Susceptibility. The bannog makes saving throws against effects that would knock it unconscious with disadvantage.

Keen Smell. The bannog has advantage on Wisdom (Perception) checks that rely on smell.

Speak with Rabbits. The bannog can communicate simple concepts to rabbits as if they shared a language.

ACTIONS

Multiattack. The bannog makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target must make a DC 10 Constitution saving throw or fall unconscious. The target must repeat the saving throw at the end of its next turn. On a success, the target wakes up. On a failure, the target dies and their soul becomes trapped within a pebble in the bannog's possession.

Lucid Step. The bannog shifts into the dream of an unconscious creature within 5 feet of it, or out of a dream into an unoccupied space within 5 feet of the unconscious creature. While in a dream, the bannog is on a different plane of existence.

REACTIONS

Just a Dream. When a creature hits the bannog with an attack, the bannog halves the damage from the attack. The bannog then magically teleports to an unoccupied space it can see within 10 feet of it.



BATHTUB OOZE

**SILVER AWARD
RPG SUPERSTAR 2021
BY ANDREW BRAITHWAITE**

THE FLOAT TEST

Bathing with a duck figurine is a treasured tradition in many cultures, its graceful form bobbing upon the surface of the water with nary a care in the world. Coincidentally, the float test is the quickest method to determine if the water in a tub is merely dirty or an ooze sleeping off its last meal. Drop a duck on an ooze, and it quickly sinks, pulled in by the ooze's voracious body. Drop a duck in dirty water, and it gently floats, silently judging your poor hygiene.

Bathtub oozes are gray, aqueous blobs that consume magic. A bathtub ooze is typically created through absentmindedness: a mage, deep in contemplation of their arcane thesis, forgets to drain the tub after bathing. Over time, floating skin cells infused with lingering magic cause the ooze to form, a viscous blob of gray water held together by surface tension and shimmering with a subtle purple sparkle. Abandoned and forgotten, the ooze develops a hunger for more magic that manifests in an uncanny sense for approaching auras and drives the ooze to seek out and feed on such sources, stripping the skin off enchanted creatures' flesh in the hopes of ingesting their magic. Bathtub oozes are known to ambush the very mages that created them with their own single-minded neglect, and they're also a terrifying discovery for the unlucky adventurer, thief, or member of household staff who stumbles across them. Bathtub oozes are also surprisingly mobile compared to other oozes, able to compress themselves to squeeze through a keyhole or slide through the gap beneath a door in pursuit of a meal. Exhibiting the same relentless focus as the mage that created them, bathtub oozes doggedly stalk any creature if it senses magic within or upon that creature, grabbing the unfortunate prey with its pseudopod and feeding on its skin until no unconsumed auras of magic remain. Contented, the ooze retreats to its tub and waits patiently for the next meal to present itself.

BATHTUB OOZE

Medium ooze, unaligned

Armor Class 7

Hit Points 75 (10d8 + 30)

Speed 20 ft., swim 30 ft.

STR 17 (+3) **DEX** 5 (-3) **CON** 16 (+3) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 2 (-4)

Skills Stealth +1

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

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

Languages —

Challenge 2 (450 XP) **Proficiency** +2

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

Magic Sense. The ooze senses magic within 60 feet of it.

Slippery Trail. The ooze coats any space it moves through with a slick liquid, causing it to become difficult terrain. A creature that enters the area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone. The slick surface typically dries after 10 minutes, or immediately when subjected to fire. The ooze's movement isn't hindered by Slippery Trail.

Sponge for Magic. The ooze takes half the bludgeoning, piercing, and slashing damage dealt by spells and magic weapons.

ACTIONS

Multiattack. The ooze attacks twice with its pseudopod.

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13).

Strip Moisture (Recharge 5-6). The ooze draws forth moisture from nearby creatures, causing the creatures' skin to dry and crack and replenishing the ooze. Each creature within 15 feet of the ooze must make a DC 11 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one. Liquid creatures (such as water elementals) take double the damage. Undead, constructs, and creatures without water in their bodies (such as fire elementals) are immune to the effect. The ooze regains hit points equal to half the damage dealt to the single creature that took the most damage.

BELL WALKER

COPPER AWARD
RPG SUPERSTAR 2021
BY ADAN BERMUDEZ



WHAT A FUNGI

Consuming a host's brain may transfer aspects of the original creature to the bell walker, such as mannerisms or posture. Rarely, it may even pick up the host's interests and phobias.

The parasitic, aberrant fungal spores that make up a bell walker have a bizarre and predatory life cycle intent on propagation at any cost. First, the spores kill their hosts and infest their bodies, seizing control of their nervous system, musculature, and all major organs. Then, after the spores have taken full control of their victim's corpse, the various individual spores differentiate, undergoing various transformations as they specialize and become parts of a new being. And this being is the bell walker, clad in the tattered remnants of their host body. The parasitic spores consume the host's body fluids and organs and use them as fuel for their evolution. The parasites that devour the brain steal away all of the host's intelligence in order to command the parasites infesting the rest of the body. Meanwhile, the influence of the parasitic mold dries out the host's flesh and skin, hardening them almost to the point of petrification in order to protect the fungal aberration beneath from any harm, like a suit of grotesque armor.

The other spores continue to work on the remains to create the perfect vessel. The bones hollow out in order to house rubbery tendrils, threads, and parasitic organs, extending into two major tentacles that replace the body's arms. A bell-like cap bursts out from the neck cavity, expanding and contracting as if it were a giant mouth. Several additional small tendrils grow all over the bell walker's body.

While satisfied with almost any creature they can capture for food, bell walkers are particularly attracted to sources of occult magic. Unaware occultists and lesser aberrations might end up victims of the monster's curiosity.

BELL WALKER

Medium plant, unaligned

Armor Class 14 (natural armor)

Hit Points 180 (19d8 + 95)

Speed 25 ft.

STR 20 (+5) **DEX** 6 (-2) **CON** 20 (+5) **INT** 10 (+0)

WIS 16 (+3) **CHA** 6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Languages understands Deep Speech but can't speak

Challenge 10 (5,900 XP) **Proficiency** +4

ACTIONS

Multiaction. The walker makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:*

21 (3d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15).

Until this grapple ends, the target is restrained. The walker has two tentacles, each of which can grapple one creature.

Noxious Kiss. One creature grappled by the walker must make a DC 17 Strength saving throw. On a failed save, the walker's cap extends and covers the upper half of the creature. The creature is unable to breathe, and it takes 16 (3d10) poison damage at the start of each of its turns while it is grappled.

Toxic Fumes (Recharge 5–6). The walker inflates its cap and expels a cloud of toxic fumes in a 15-foot cone. Each creature in the area must make a DC 17 Constitution saving throw, taking 38 (11d6) poison damage on a failed save, or half as much damage on a successful one. The walker can't use Toxic Fumes while it is imprisoning a creature with Noxious Kiss.



BETWEEN

**SILVER AWARD
RPG SUPERSTAR 2021
BY SEBASTIAN GARDE**

A FATE WORSE THAN...

Another outcome of an arcane cataclysm is becoming a fixed, where a creature loses the fourth dimension of time. It becomes stuck, immovable, and unchangeable through all of the past, present, and future. Mages speculate that introducing a between to a fixed could help both, but fixed are difficult to locate because the universe is always moving and changing, while fixed never, ever, change.

Formerly ordinary, three-dimensional people, the between are two-dimensional beings that have had one of their dimensions annihilated in an arcane cataclysm. Twisted into malevolence by existing on a level of reality their minds are unable to comprehend, the between yearn for what they can no longer perceive. Their interaction with the rest of the world is limited, but they are convinced that if they were able to drag a three-dimensional creature to their level and steal one of that creature's dimensions, they could return to their former selves.

The between's true form is difficult for a three-dimensional being to see or understand, appearing as a strangely undulating wave of energy to the naked eye. Occasionally, grasping arms and anguished faces form in the wave as it gets closer to three-dimensional corporeality, if just for a moment.

The between are typically found roaming the ruins of their former homes, but from time to time they wander further in search of victims, leaving destruction in their wake. Made of energy that manifests as heat in the physical world, a between burns everything with a single touch.

BETWEEN

Medium aberration, chaotic evil

Armor Class 15

Hit Points 126 (28d8)

Speed 40 ft.

STR 5 (-3) **DEX** 20 (+5) **CON** 11 (+0) **INT** 17 (+3) **WIS** 18 (+4) **CHA** 20 (+5)

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14

Languages Common

Challenge 12 (8,400 XP) **Proficiency** +4

Energy Suffusion. If the between ends its turn inside a creature, that creature takes 16 (3d10) fire damage.

Incorporeal Movement. The between can move through other creatures and objects as if they were difficult terrain. It takes 16 (3d10) force damage if it ends its turn inside an object.

Two-Dimensional Anatomy. The between's nature breaks the laws of physics, befuddling those who glimpse it and twisting reality. The area within 30 feet of the between is difficult terrain. Each creature that starts its turn in that area must make a DC 17 Wisdom saving throw.

On a failed save, the target makes Intelligence and Wisdom ability checks and saving throws with disadvantage until the start of its next turn.

ACTIONS

Dimensional Shear. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) force damage plus 16 (3d10) fire damage. If the target is a creature, it must make a DC 17 Wisdom saving throw. On a failed save, the target's dimensions are temporarily ripped away. For 1 minute, the target is blinded, its speed is halved, and it gains the between's Incorporeal Movement trait.

The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Dimensional Shear for 1 minute.

BLINK DRAKE

COPPER AWARD
RPG SUPERSTAR 2021
BY JOSHUA WHITE



Blink drakes are dragons infused with teleportation magic. Their personalities and behaviors vary wildly. While some blink drakes are capricious and playful, playing pranks and stealing as suits their whims, others are vicious and aggressive, using their teleportation abilities to methodically assassinate their foes. Blink drakes are small, even compared to their weaker drake cousins—barely the size of a human—but their magical powers make them a dangerous and elusive foe. Those who would face a blink drake are advised to either bring force effects or else some kind of magic to prevent the creature's constant teleportation.

BLINK DRAKE

Medium dragon, neutral

Armor Class 16 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 25 ft., fly 50 ft.

STR 17 (+3) **DEX** 20 (+5) **CON** 18 (+4) **INT** 5 (–3) **WIS** 16 (+3) **CHA** 14 (+2)

Skills Deception +6, Intimidation +6, Stealth +9

Damage Vulnerabilities psychic

Senses darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge 11 (7,200 XP) **Proficiency** +4

Innate Spellcasting. The drake's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

3/day each: *blink*, *dimension door*

Practiced Transposition. The drake gains greater effects from teleportation magic. When the drake casts *dimension door*, the spell's range increases to 1,000 feet. In addition, if an effect would cause the drake to teleport against its will, the drake can choose its destination within the range of the effect, or choose not to teleport at all.

Warpblood. When the drake takes piercing or slashing damage, uncontrolled teleportation magic escapes the drake, transposing things in unpredictable ways. Each creature within 5 feet of the drake must make a DC 16 Dexterity saving throw. On a failed save, the target takes 7 (2d6) force damage. If the save fails by 5 or more, the target is also teleported 10 feet to an unoccupied space in a random direction.

ACTIONS

Multiaction. The drake makes two bite attacks and one tail attack. It can use Teleport before or after any attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 4 (1d8) force damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Warping Breath (Recharge 4–6). The drake spits a ball of barely restrained teleportation magic at a point it can see within 60 feet of it. The ball explodes into a 20-foot-radius sphere centered on that point. Each creature in the area must make a DC 16 Dexterity saving throw, taking 35 (10d6) force damage on a failed save, or half as much damage on a successful one. Until the drake's Warping Breath recharges, the area is filled with rending micro-portals. While the portals remain, the area is difficult terrain, and a creature that ends its turn inside the area must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) force damage.

Teleport. The drake magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see.

REACTIONS

Reactive Blink. When the drake is hit by an attack, it shimmers and blinks away. It halves the damage it took from the triggering attack, then uses Teleport.



BLOODSPORT REMNANT

COPPER AWARD
RPG SUPERSTAR 2021
BY NICHOLAS POTTER

ARE YOU NOT ENTERTAINED?

The flair and drama of bloodsport remnants cause them to gain admirers. The longest lasting remnants earn nicknames and devoted followings based on their style and personality. An enterprising organization called the Worldwide Wagers Exchange employs trackers to follow remnants and report on their activities, allowing people to bet on what the remnants will do next and how they will fare.



Born from the broken bodies and indomitable spirits of pit fighters, gladiators, and brawlers, bloodsport remnants are creatures that thrive on violence. Fueled by the cheers of a crowd only they can hear, they wander the world searching for challengers capable of lasting long enough in a fight to put on a good show.

A remnant has no preference regarding how many participants it pulls into a battle, sometimes even wandering into the middle of an active battlefield and challenging all creatures it can see. Its presence riles nearby creatures into a frenzy of violence and adrenaline, pushing both it and its chosen enemies to greater heights than they can normally achieve. No battle with a Bloodsport Remnant lasts very long, as the fights become more and more brutal with every passing second.

Though the remnant retains no memories from the beings whose lives gave it unlife, the bloody, flashy combat that birthed it imprinted a natural flair for the dramatic and an innate respect for any who match its style. Against such foes, a bloodsport remnant joyfully plays along with any posturing boasts.

BLOODSPORT REMNANT

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 40 ft.

STR 21 (+5) **DEX** 18 (+4) **CON** 18 (+4) **INT** 12 (+1) **WIS** 16 (+3) **CHA** 21 (+5)

Skills Intimidation +9, Performance +9

Damage Vulnerabilities psychic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 13

Languages Common

Challenge 10 (5,900 XP) **Proficiency** +4

Easily Provoked. The remnant is unable to resist a good challenge, especially one delivered dramatically. A creature within 30 feet of the remnant that the remnant can hear can use an action to demand the remnant focus on them, a challenge the remnant happily accepts. Until the end of the remnant's next turn, or until another creature uses an action to provoke the remnant, the remnant can't make attacks or use Clothesline against a different creature.

Hype Aura. The remnant relishes escalating battles to a climactic finish, and it infuses those nearby with the hype to deal more damage but the brazenness to expose themselves to attacks. At the start of the remnant's first turn in combat, each creature within 30 feet of the remnant (enemy, ally, and the remnant alike) gains a +1 bonus to damage rolls. The bonus to damage rolls increases by 1 for every round the remnant fights, to a maximum of +4 after 4 rounds. If the remnant is destroyed or the fight ends, the benefits reset and fade away.

Undead Nature. The remnant doesn't require air, drink, or sleep.

ACTIONS

Multiattack. The remnant makes three melee attacks. It can use Clothesline or Mighty Leap in place of one melee attack.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Tackle. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the remnant can't tackle another creature.

Clothesline. The remnant moves up to its speed without provoking opportunity attacks. During this movement, the remnant can enter the spaces of other creatures. The first time the remnant enters a creature's space, that creature must make a DC 17 Dexterity saving throw. On a failed save, the target takes 16 (3d10) bludgeoning damage and is knocked prone.

Mighty Leap. The remnant leaps up to its speed in any direction, including straight up. At any point during this leap, it can make a slam or tackle attack. If the tackle is successful, the remnant's movement ends.

REACTIONS

No-Sell. When the remnant is subjected to a critical hit, the attacker must make a DC 17 Wisdom saving throw. On a failed save, the remnant plays off the blow as if it were nothing. The attacker is frightened until the end of its next turn.

BOE ERCHITU

COPPER AWARD
RPG SUPERSTAR 2021
BY VITTORIO BOEMIO



BIDDING FRENZY

Priests and cultists of all alignments pay well for the candles of a boe erchitu. Some speculate that dripping their wax on a creature stirs a rage greater than a barbarian's. Others think they summon minotaurs or maybe banish them. All that is known for sure is that the candles have a pleasing raspberry scent.

It is said that when an incredibly sinful person indulges in crimes not punishable (or simply unpunished) by mortal law, the power of the divine takes justice into its own hands and curses them to become a boe erchitu under each full moon. Only extinguishing the candles on the steel horns of this white ox can quell its fury, and only cutting the horns themselves with a single hit can free the mortal sinner from this curse.

This distant cousin of the werewolf wanders the streets of its city in a bestial rage, stopping only before the houses of other sinners to curse them as well. Legend says that when the boe erchitu bellows three times before your home, you are destined to die within the coming year. The boe erchitu transformation lasts until dawn, and the curse can't be spread with bites like the curse of the werecreature, although the boe erchitu is able to inflict a milder version with its charge, and silver still works excellently to wound it.

A boe erchitu is sometimes seen in the company of imps or other devils, which direct their fury towards the sinners' houses and make sure that their candles are always lit. Could this be a clue that the curse comes from Hell?

BOE ERCHITU

Large monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 35 ft.

STR 24 (+7) **DEX** 14 (+2) **CON** 18 (+4) **INT** 5 (-3) **WIS** 14 (+2) **CHA** 18 (+4)

Saving Throws Con +7, Wis +5

Senses darkvision 60 ft., passive Perception 12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Languages —

Challenge 6 (2,300 XP) **Proficiency** +3

Cursing Candles. The lit candles on the boe erchitu's horns grant the boe erchitu supernatural strength and allow it to curse its targets. A creature can use an action to snuff one of the candles by making an unarmed attack roll against the boe erchitu's AC or an opposed Strength (Athletics) or Dexterity (Acrobatics) check against the boe erchitu's Strength. Additionally, if the boe erchitu fails a saving throw against a spell that engulfs the boe erchitu in high winds or water, one of the candles is extinguished. If no lit candles remain on the boe erchitu's horns, it can't use Bellowing Curse and makes attacks with disadvantage until the candles are lit again.

Keen Smell. The boe erchitu has advantage on Wisdom (Perception) checks that rely on smell.

Steel Horns. A creature can target the boe erchitu's horns with an attack in order to cut them both in one strike. The horns have AC 14 and can be broken only by a single attack that deals 30 slashing damage. If the horns are not broken, both the boe erchitu and its horns take no damage from the attack. Performing such a legendary task immediately restores the boe erchitu to its humanoid form and frees it from the curse.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage. If the boe erchitu moved at least 10 feet straight towards the target before the attack, the boe erchitu can use Bellowing Curse on the target.

Bellowing Curse. The boe erchitu bellows, targeting one creature within 10 feet of it. If the target can hear the boe erchitu, it must make a DC 15 Constitution saving throw. On a failed save, the target is partially transformed into a boe erchitu for 1 minute, becoming ungainly and growing tiny horns. While transformed in this way, the target makes attack rolls and ability checks with disadvantage. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



BOG BOMBER

**COPPER AWARD
RPG SUPERSTAR 2021
BY MARTY MARTINEZ**

FATAL ATTRACTION

Bog bombers are instinctively attracted to other fiery creatures. Boggards must be careful to keep them away from fire elementals lest they abandon their masters for shinier, fierier ones, and villages near boggard territories maintain straw effigies they can ignite to distract them. Red dragons are the ultimate attraction for these pyromaniacs, but sadly, the dragons do not return their affection. A red dragon may tolerate the presence of bog bombers for a little while if it is planning to attack a city, at which time it picks them up to drop from the sky.

Bog bombers are huge creatures that resemble red bullfrogs with draconic features. They are a hybrid species, a cross between a flame drake and a giant frog. Boggards found a way to breed these monsters together, which either results in a nest of bog bombers or dozens of dead boggards.

Boggards use bog bombers to defend and expand their territory. They lure these monsters with juicy giant dragon flies. However, there are times when these delicious meals go unnoticed and a bog bomber escapes, looking for bigger prey. That is why it's possible to see feral bog bombers in the wild.

Bog bombers tend to consume their prey by lashing out with their sticky, fiery tongues, pulling their prey toward their gaping giant maws. Once within the gullet, the bog bomber spits their prey out in a fireball and then consumes the exploded remains.

BOG BOMBER

Huge dragon, neutral

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR 22 (+6) **DEX** 17 (+3) **CON** 21 (+5) **INT** 5 (-3) **WIS** 18 (+4) **CHA** 8 (-1)

Saving Throws Str +10, Con +9

Skills Stealth +7

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 10 (5,900 XP) **Proficiency** +4

Amphibious. The bomber can breathe air and water.

Frogsplosion. When the bomber dies, it explodes in a burst of fire. Each creature within 20 feet of it must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. Creatures inside the bog bomber when it explodes automatically fail this saving throw.

Keen Smell. The bomber has advantage on Wisdom (Perception) checks that rely on smell.

Smoke Vision. Smoke doesn't impair the bomber's vision.

Standing Leap. The bomber's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Swamp Surge. The bomber ignores difficult terrain caused by swampy terrain.

ACTIONS

Multiattack. The bomber attacks with its bite and its tongue. It can use Swallow in place of its bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage.

Tongue. *Melee Weapon Attack:* +10 to hit, reach 30 ft., one creature. *Hit:* 22 (3d10 + 6) fire damage, and the target is pulled within 5 feet of the bomber and is grappled (escape DC 16). Until this grapple ends, the target takes 16 (3d10) fire damage at the start of each of its turns and the bomber can't attack with its tongue.

Swallow. The bomber makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the bomber, and it takes 21 (6d6) fire damage at the start of each of the bomber's turns. If the bomber takes 20 damage or more on a single turn from the swallowed creature, or if the bomber dies, it regurgitates the creature, which falls prone in a space within 10 feet of the bomber.

Fireball Breath (Recharge 5–6). The bomber expels a ball of flame that explodes at a point it can see within 180 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, plus 3 (1d6) damage for each creature the bomber has swallowed, or half as much damage on a successful save.

BOWLFISH

**COPPER AWARD
RPG SUPERSTAR 2021
BY MAVI BIGLIETTO**



HE'S JUST RESTING

A dead bowlfish does not maintain its form and resembles a jellyfish out of water, much to the dismay of macabre collectors who wish to use its corpse as a novelty fish bowl. Some have found success, however, in decapitating the bowlfish, reanimating its head, and keeping the resulting "fish" as a pet.

What would appear as an unassuming yet lively goldfish in a transparent glass bowl is in fact a devious and cunning creature that feeds on those who fall for its ruse. The glass bowl itself is in fact a part of its body, and it's soft and warm to the touch, but usually it's too late for anyone to notice this fact. The "goldfish" inside is actually the head of the creature, and it can spring forward to bite its prey with a very large mouth filled with razor-sharp teeth, much like a piranha.

When a bowlfish is digesting prey, the "water" inside the bowlfish's namesake bowl turns a murky red with blood as bits and pieces of its last meal swirl around. After a few minutes, the digestion process completes, and its body becomes crystal clear once again. However, during that time, the bowlfish is especially vulnerable to exposure if a potential witness comes across what seems to be an inexplicably gory fish bowl. Thus, bowlfish try to ensure they can digest their food unmolested by picking off victims who are alone, who have become vulnerable in an obscure location, or who have entered the bowlfish's room at a time when few others would be likely to interfere with their meal.

Rumors say that unscrupulous wizards created the first bowlfish to be sold as exotic "pets," with different shapes of bowl and varieties of fish to obscure the truth even from those who are aware of the existence of bowlfish.

Bowlfish like to use their harmless appearance to their advantage. They often choose a single pawn around whom they always act like nothing more than a fish in a bowl. This leads their pawn to keep them around as a pet, not realizing that they're hosting a vicious killer in their home. Less scrupulous partners who understand a bowlfish's true nature might use it to intentionally murder others, inviting them into close quarters with the creature so they can collect valuables from the dead. Bowlfish can seldom be found in the wild, where this disguise is not very effective, and thus they have the tendency to avoid rural settings.

BOWLFISH

Tiny aberration, chaotic neutral

Armor Class 12

Hit Points 24 (7d4 + 7)

Speed 5 ft.

STR 12 (+1) **DEX** 14 (+2) **CON** 12 (+1) **INT** 13 (+1) **WIS** 13 (+1) **CHA** 14 (+2)

Senses passive Perception 11

Languages Common

Challenge 1/2 (100 XP) **Proficiency** +2

False Appearance. While the bowlfish remains motionless, it is indistinguishable from a normal goldfish in a bowl.

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

At will: *minor illusion, prestidigitation*

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the bowlfish's bite automatically hits the grappled creature and the bowlfish can't grapple another creature.

Fish Dance (Recharge 5–6). The bowlfish erupts in a wonderful and complex dance. Each creature within 30 feet of the bowlfish that can see it must succeed on a DC 12 Wisdom saving throw or be charmed until the dance ends. The bowlfish must take an action on its subsequent turns to continue dancing. It can stop dancing at any time. The dance ends if the bowlfish is incapacitated.

While charmed by the bowlfish, a target is incapacitated. If the charmed target is more than 5 feet away from the bowlfish, the target must move on its turn toward the bowlfish by the most direct route. It doesn't avoid opportunity attacks but does avoid damaging terrain, such as lava or a pit. The charmed condition ends if the target takes damage. If a creature's saving throw is successful or the effect ends for it, it is immune to Fish Dance for the next 24 hours.



BULBEKKEN

**GOLD AWARD
RPG SUPERSTAR 2021
BY JAKE CASSAR**

PLAGUE CARRIERS

Bulbeken skin is a reservoir for diseases it encounters, passing the contagions to those who touch it. In the rare instances where a bulbekken colony hasn't been exposed to other diseases, they spontaneously develop their own: bulbenesis, which, if left untreated, results in a fully grown bulbekken bursting out of the victim.

Among the larger members of the gremlin family when fully grown, a bulbekken resembles a miniature blue ogre, one riddled with bright orange boils and pimples, and a similarly colored pot belly that can spawn more of its kind. A bulbekken's diseased skin is no surprise, since the creatures' favorite pastime involves frolicking in urban refuse and eating the resident insects whole. They don't shy away from mud baths either. The boils on their skin reek of acid, and their bellies only grow larger with time as they gestate their spawn in mucus. Towards the later stages of life, one can even see the tiny bulbekkens kicking.

At the end of their short lifespan, the boils and stomach of the bulbekken explode, killing it, but birthing three new ones which remain and travel together as siblings until they grow up and burst themselves.

The cycle of birth, growth, and bursting repeats in as little as two weeks when the area is nasty enough, resulting in bulbekkens quickly infesting any area they deem disgusting enough to call home. While they do quickly take care of any insect population, no city wants an exponentially growing band of plague-bearing bullies overrunning its garbage disposal sites and expanding their territory on a whim.

In spite of this, bulbekkens are not impossible to negotiate with. Many an adventurer has managed to convince a colony to immigrate to an even more disgusting place to live. It's especially easier to do so if the new home has weaker creatures to bully, since these gremlins fancy themselves the biggest threat around. Some stories even tell of bulbekkens being easily charmed by song, but others contradict this with assertions that bulbekkens hate any and all music. What's certain is that their large, elephant-like ears are as sensitive to sound as bulbekkens are about their ears' appearance.

BULBEKKEN

Small fey, chaotic neutral

Armor Class 10

Hit Points 66 (12d6 + 24)

Speed 30 ft.

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

Damage Vulnerabilities piercing

Senses passive Perception 11

Languages Undercommon

Challenge 2 (450 XP) **Proficiency** +2

Belly Burst. When the bulbekken takes at least 10 piercing or slashing damage from an attack or spell and has 10 hit points or more, it splits open and dies, spawning three Tiny bulbekkens, each with one-third of the original's hit points (rounded down, minimum 1 hit point). All three bulbekkens appear in the same space as the original. Tiny bulbekkens don't have the Belly Burst trait and can't Swallow. After about 7 days, they grow to full size and gain Belly Burst and Swallow.

Innate Spellcasting. The bulbekken's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *acid splash, prestidigitation*

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

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12) if the bulbekken isn't already grappling another creature.

Swallow. The bulbekken makes one bite attack against a Tiny or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the bulbekken, and it takes 10 (3d6) acid damage at the start of each of the bulbekken's turns. The bulbekken can have only one target swallowed at a time. If the bulbekken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

CADAVALIER

**GOLD AWARD
RPG SUPERSTAR 2021
BY BRANT VALLIER**



DOPPELNAYERS

While one would not normally greet the sight of a nuckelavee with joy, the fey may mean the difference between life and death when one is being pursued by a cadavalier. Nuckelavees take offense at their appearance, considering cadavaliers to be mockeries of their own form, and become obsessed with destroying any cadavalier they encounter. Just don't stick around to be their next target.

Cadavaliers are the twisted result of the unfettered or undisciplined use of necromantic reanimation spells where the divide between fallen cavalry and their trusty mounts are all but ignored.

Raised from bloody battlefields, cadavaliers are cultivated from the remnants of cavalry charges ordered in vain by foolhardy commanders, haunted places where the anguish of fallen soldiers resonates, bitter and resentful that they were cut down in their prime. What emerges from these places are hollow vestiges of their former selves, twisted into one horrible composite, and cruelly bound to ride down their animator's foes in relentless pursuit.

While a cadavalier improves upon the speed of their horse's previously living form, their decomposition and cobbled-together nature often cause them to stumble from time to time on their gnarled hooves and twisted bones. Over long stretches, swift-footed adventurers might be able to outpace them.

Though they retain some martial ability from their previous lives, when a cadavalier runs down their quarry at lance point, ultimately the hunger for living flesh overrides what echoes of discipline remain within their shell, and their animalistic side takes control in a bloody frenzy of gnashing teeth and stomping hooves.

CADAVALIER

Large undead, neutral evil

Armor Class 16 (shield)

Hit Points 152 (16d10 + 64)

Speed 70 ft.

STR 18 (+4) **DEX** 19 (+4) **CON** 19 (+4) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 7 (-2)

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 7 (2,900 XP) **Proficiency** +3

Slow Reaction Time. The cadavalier can't take reactions.

Undead Nature. The cadavalier doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The cadavalier can use Frightful Presence. It then makes two melee attacks, only one of which can be with its lance arm.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the cadavalier's bite automatically hits the grappled creature and the cadavalier can't grapple another creature.

Hoof. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Lance Arm. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage, or 23 (3d12 + 4) piercing damage if the cadavalier moved at least 10 feet straight towards the target before the attack. If the target is a creature, it must make a DC 15 Constitution saving throw. On a failed save, the cadavalier's lance arm breaks off in the target's body. Once the cadavalier's lance arm breaks off, the cavalier can no longer make lance arm attacks. Until the lance is removed, the target loses 5 (1d10) hit points at the start of each of its turns. Any creature can use an action to remove the lance by making a DC 14 Wisdom (Medicine) check, ending the effect on a success. On a failed check, the target takes 4 (1d8) piercing damage. The effect also ends if the target receives magical healing.

Frightful Presence. Each creature of the cadavalier's choice that is within 120 feet of the cadaver and aware of it must succeed on a DC 11 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the cadavalier's Frightful Presence for the next 24 hours.



CARNIVOROUS CHAPEAU

**COPPER AWARD
RPG SUPERSTAR 2021
BY JACOB SLOAN**

HANG ON TO YOUR HAT

Recent attempts to rebrand carnivorous chapeaus as “hats no gust of wind can take” have experienced surprising success when combined with iron skull caps.

The result of decades of long research headed by a group of disreputable wizards and experimental alchemists, carnivorous chapeaus serve many purposes for their unsavory creators. While they are often employed as an unexpected vector or tool for assassination, they also function as torture devices or even traps for greedy and unwary intruders who can't resist the allure of an extremely fashionable piece of headwear.

The construction and form of carnivorous chapeaus are not limited to a stereotypical hat made entirely of cloth material. In truth, a carnivorous chapeau is capable of appearing like any kind of headgear, assuming its creator chooses to construct it in that manner. The possibilities for carnivorous chapeaus are endless, including forms as varied and disparate as a leather cap, an iron helmet, or even a golden crown. Carnivorous chapeaus are able to follow simple commands such as “attack when there is only a single creature you can sense” or “attack when you hear this word,” though more complex instructions can wind up being too complicated for a carnivorous chapeau to understand, leading to imperfect performance or even drastically unwanted behavior. Few assassins appreciate it when their creation kills the wrong target.

Although potentially lethal in the right situation, the use of carnivorous chapeaus faded somewhat among shadowy organizations and disgruntled nobility due to its limited ability to pursue once a victim escapes. Although rumors insist that carnivorous chapeaus are merely prototypes for a more dangerous construct, their most common and traditional use is to affix them to an interrogated creature as a simple means of causing pain and injury.

CARNIVOROUS CHAPEAU

Tiny construct, unaligned

Armor Class 11

Hit Points 7 (2d4 + 2)

Speed 10 ft.

STR 12 (+1) **DEX** 13 (+1) **CON** 12 (+1) **INT** 3 (-4) **WIS** 10 (+0)

CHA 7 (-2)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1/8 (25 XP) **Proficiency** +2

Constructed Nature. The chapeau doesn't require air, food, drink, or sleep.

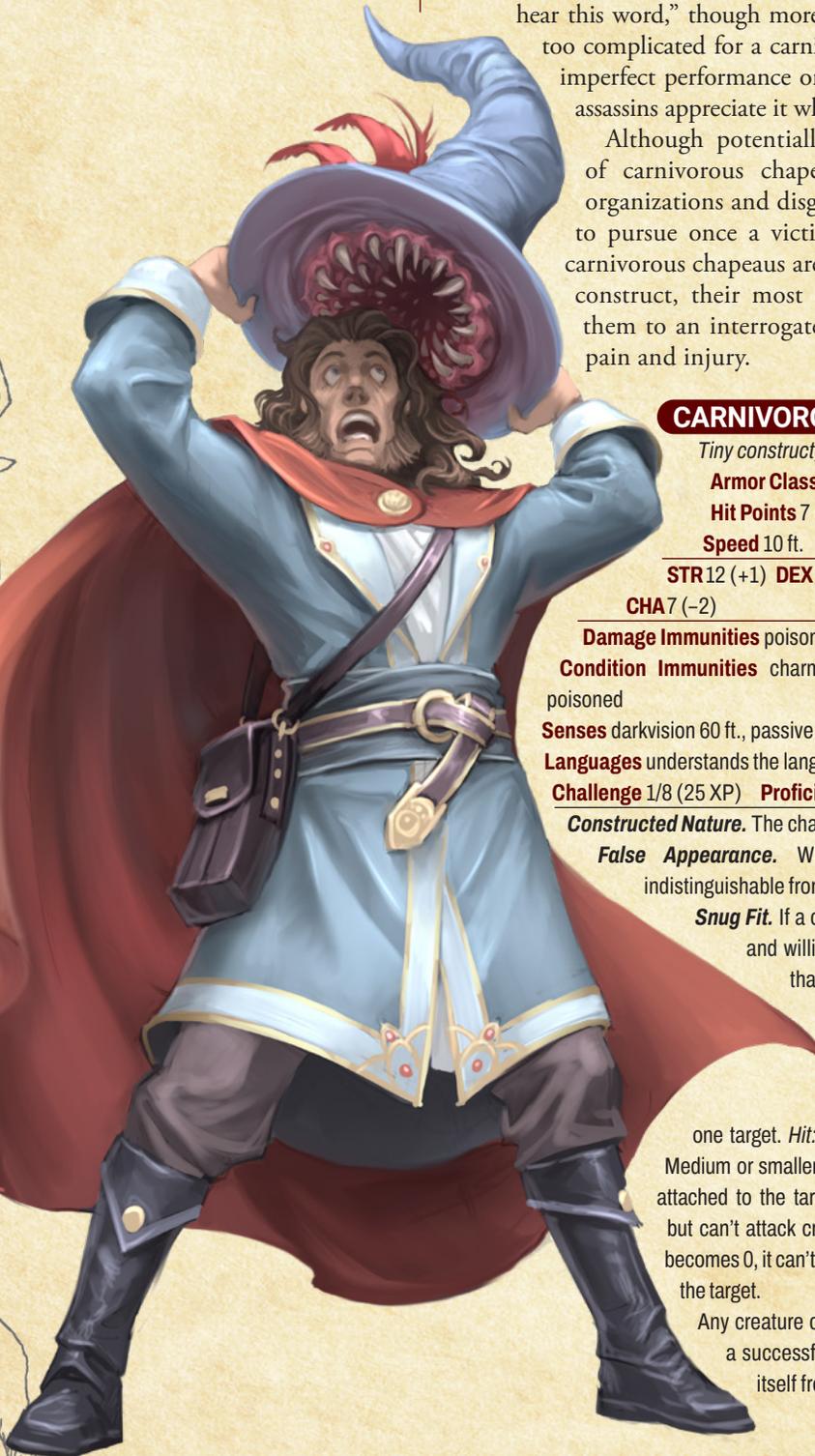
False Appearance. While the chapeau remains motionless, it is indistinguishable from a normal hat.

Snug Fit. If a creature fails to recognize the chapeau's true nature and willingly puts it on their head, the chapeau attaches to that creature automatically. The same applies if the chapeau is placed on the head of a creature that is restrained or unconscious.

ACTIONS

Brim. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage. If the target is a Medium or smaller creature, the chapeau attaches to the target. While attached to the target, the chapeau has advantage on its attack rolls but can't attack creatures other than the target. The chapeau's speed becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

Any creature can detach the chapeau by using an action to make a successful DC 11 Strength check. The chapeau can detach itself from the target by using 5 feet of its movement.



CASTER DETRITUS

Practitioners of the arcane arts are often warned not to neglect the more mundane tasks of hygiene and cleanliness. As they grow in power and magical energies begin to permeate through their bodies, so too does residual magic linger in the hair, skin cells, fingernails, and toenails that most humanoids shed on a regular basis. When a mage becomes too engrossed in their studies to bother with such basic maintenance, these sheddings can sometimes congeal together to form an entity known as caster detritus.

Consisting of a tangled mess of shedding in a vaguely humanoid shape, a caster detritus has a complicated relationship with the witch or wizard from which it originated. On the one hand, a caster detritus owes its entire existence and power to the mage that shed it, and will often go to great lengths to protect them, sometimes without the mage ever knowing the caster detritus exists. On the other hand, caster detritus often harbors a deep-seated resentment for the mage that carelessly discarded them from their body. The protection a caster detritus begrudgingly gives is more to preserve their source of organic debris that makes up their form than it is out of any sort of gratitude. Secretly, many caster detritus plot to grow in power enough to eventually overtake their source mage. On occasion, a caster detritus might align itself with a group of adventurers seeking to slay the witch or wizard, providing assistance in exchange for sparing the source mage's life. Ultimately, the caster detritus seeks to incorporate the mage's entire body into its own, functioning as a parasite with an internal host.

GOLD AWARD
RPG SUPERSTAR 2021
BY JUNIPER SCOTT



SIBLING RIVALRIES

A particularly unhygienic mage may spawn multiple caster detritus, which is perhaps the origin of stories about them duplicating when cleaved apart. These siblings see each other as competition and battle until one remains—a life-and-death struggle that goes completely unnoticed by their absent parent. Occasionally, two detritus become entangled with each other and must learn to work together to survive. Such an argumentative pairing is called a dettin.

CASTER DETRITUS

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft., climb 20 ft.

STR 18 (+4) **DEX** 16 (+3) **CON** 16 (+3) **INT** 18 (+4) **WIS** 12 (+1)

CHA 18 (+4)

Saving Throws Wis +4

Skills Arcana +7, Deception +7

Damage Resistances bludgeoning, piercing

Senses darkvision 30 ft., passive Perception 11

Languages any languages known by its creator

Challenge 8 (3,900 XP) **Proficiency** +3

Burnt Hair. When the detritus takes fire damage, it begins to smolder. Each creature within 10 feet of it must succeed on a DC 14 Constitution saving throw or be poisoned until the end of the detritus's next turn.

Innate Spellcasting. The detritus's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no material components:

1/day each: *gaseous form, grease, stinking cloud*

ACTIONS

Multiattack. The detritus makes three hair whip attacks or two nail shot attacks.

Hair Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage, and the target must make a DC 15 saving throw. On a failed save, the target's speed is reduced to 0 until the end of its next turn.

Nail Shot. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Blast Sheddings (Recharge 5–6). The caster detritus fires a blast of hair, nail clippings, and dander in a 20-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 28 (8d6) slashing damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target is blinded until the end of its next turn.



CATHARTIC WORM

**COPPER AWARD
RPG SUPERSTAR 2021
BY JASON KOELLNER**

PARTY CRASHERS

Celebrations are especially tempting targets for cathartic worms due to the concentration of elevated emotions. Large gatherings in the fey realm may attract multiple such dragons to their periphery, where precautions must be taken to prevent them from disrupting the event. The most effective technique is to meet the cathartic worms away from the party and cast spells that elicit strong emotions in volunteers to distract the worms. The cathartic worms don't try too hard to circumvent these defenses, for they know that such distractions are simply appetizers. Sooner or later, the organizers will voluntarily let them in for the main course because nothing says the party's over like all the joy being literally sucked out of the room.

Cathartic worms are dragons of the fey realm that act as emotional vampires, feeding on the emotions of those around them.

Cathartic worms don't attack most creatures on sight. Instead, they follow their prey from the air at a distance, ensuring that their target experiences strong emotions so the cathartic worm can feed. They don't care what emotion or collection of emotions their victim feels, as long as the emotions are strong. When a cathartic worm feeds on a victim's emotions, they do so from a distance, using their aura to pacify their victim and make the process of feeding simpler and safer for the cathartic worm. Victims rarely even understand what happened, often feeling calm and even-keeled after a feeding has occurred. Cathartic worms rarely kill their victims, since they have no need to do so, though folk tales describe the most violent of feedings as leaving victims with their minds shattered.

CATHARTIC WORM

Large dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 161 (19d10 + 57)

Speed 45 ft., climb 35 ft., fly 50 ft.

STR 16 (+3) **DEX** 20 (+5) **CON** 16 (+3) **INT** 14 (+2) **WIS** 9 (-1) **CHA** 5 (-3)

Saving Throws Con +7, Wis +3, Cha +1

Skills Arcana +6, Perception +3, Stealth +9

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Sylvan, telepathy 120 ft.

Challenge 9 (5,000 XP) **Proficiency** +4

Cathartic Void. A creature that starts its turn within 40 feet of the worm must make a DC 15 saving throw. Creatures immune to the charmed condition automatically succeed on the save. On a failed save, the target can't use reactions until the start of its next turn, and on its turn it can use either an action or a bonus action, but not both. If a target's saving throw is successful, it is immune to Cathartic Void for 24 hours.

ACTIONS

Multiattack. The worm makes a bite attack and a tentacle attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 24 (3d12 + 5) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the worm automatically hits the target with its tentacle attack. The worm has four tentacles, each of which can grapple one target.

REACTIONS

Cathartic Gaze. When a creature the worm can see within 30 feet of it targets it with an attack, the worm locks eyes with the creature. The creature must make a DC 15 Wisdom saving throw. On a failed save, the gaze has one of the following magical effects, determined randomly. The effect lasts until the start of the creature's next turn. If a target's saving throw is successful, it is immune to Cathartic Gaze for 24 hours.

1. **Anger.** The target's rage causes it to become blinded.
2. **Awe.** The target's awe toward the cathartic worm causes the target to fall prone and remain prone for the duration.
3. **Fear.** The target is frightened.
4. **Hatred.** The target's single-minded hatred toward the cathartic worm distracts it from other foes. Attacks against the target are made with advantage.
5. **Love.** The target falls in love with the cathartic worm and is charmed by it.
6. **Remorse.** The target sobs and becomes immobilized with remorse. Its speed is reduced to 0.

CELESTIAL GEOMETRY

Celestial geometries are ancient machines whose construction transcends both physical dimensions and human understanding. Though very little is known of their origin, their purpose is clear: they exist to allow someone or something to study the heavens and reveal hidden connections to various planes.

CELESTIAL GEOMETRY

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 247 (26d10 + 104)

Speed 0 ft., fly 45 ft. (hover)

STR 23 (+6) **DEX** 18 (+4) **CON** 18 (+4) **INT** 3 (-4) **WIS** 18 (+4) **CHA** 1 (-5)

Saving Throws Con +9, Int +1, Wis +9, Cha +0

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 14 (11,500 XP) **Proficiency** +5

Constructed Nature. The geometry doesn't require air, food, drink, or sleep.

Elemental Attunement. The geometry begins each encounter attuned to one of five platonic solids, typically blazing tetrahedron, and it can change its attunement at the end of each of its turns. Depending on its attunement, it gains the defensive abilities stated below, and it can use the corresponding Geometric Evocation.

Blazing Tetrahedron The geometry gains resistance to fire and piercing damage.

Earthen Hexahedron The geometry gains resistance to bludgeoning, piercing, and slashing damage.

Thunderous Octahedron The geometry gains resistance to lightning and slashing damage.

Icy Icosahedron The geometry gains resistance to cold and bludgeoning damage.

Etheric Dodecahedron The geometry gains 36 temporary hit points, but melee attacks against the geometry are made with advantage until the geometry changes its attunement.

Innate Spellcasting. The geometry's innate spellcasting ability is Wisdom (spell save DC 17). It can innately cast the following spells, requiring no material components:

1/day each: *dimension door, teleport*

ACTIONS

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage.

Spell Blast. *Ranged Spell Attack:* +9 to hit, range 100 ft., one target. *Hit:* 23 (3d12 + 4) force damage (or a different damage type if used as part of Geometric Evocation).

Geometric Evocation. The geometry targets creatures or creates an area based on its current elemental attunement. The geometry must try to target or include the maximum number of creatures it can, targeting allies or itself if necessary, and it always affects itself when making an area attack. After the geometry targets itself or includes itself in an area, it changes its Elemental Attunement.

Blazing Tetrahedron The geometry makes a spell blast attack, which deals fire damage, against up to three creatures within 20 feet of it. The targets can't be in a straight line (their positions must form a triangle instead).

Earthen Hexahedron Each creature within 15 feet of the geometry, including itself, must make a DC 17 Dexterity saving throw. Airborne creatures make this save with advantage. On a failed save, the target takes 66 (12d10) bludgeoning damage and is knocked prone. On a success, the target takes half as much damage and isn't knocked prone.

Thunderous Octahedron The geometry makes a spell blast attack, which deals thunder damage, against up to four creatures that aren't prone within 40 feet of it. On a hit, a creature must succeed on a DC 17 Constitution saving throw or be deafened for 1 minute.

Etheric Dodecahedron Each creature within 60 feet of the geometry, including itself, must make a DC 17 Constitution saving throw, taking 12 fire damage, 12 cold damage, and 12 bludgeoning damage on a failed save, or half as much damage on a successful one.

Icy Icosahedron The geometry makes a spell blast attack, which deals cold damage, against up to four creatures within 100 feet of it. A creature takes an additional 7 (2d6) piercing damage if it did not have cover against the attack.

COPPER AWARD
RPG SUPERSTAR 2021
BY AVIV SCHWARZ



CELESTIAL SECRETS

It is rumored that celestial geometries could, ultimately, even divine the nature of existence and fate. Although equipped with unbelievably advanced sensors and computational mechanisms, they were doomed to fail their task, due to misconceptions about the geometry of the heavens (which their creators must have believed to be true) that were built into both their structure and machine logic.



CHOSAINTOR

**COPPER AWARD
RPG SUPERSTAR 2021
BY IVIS K. FLANAGAN**

FELICITOUS LEGACIES

The magical bond between chosaintor and child may break upon adulthood, but the emotional bond remains. Chosaintors prefer creating new bonds close to their former wards and may call upon those who figured out their true nature if they need aid. Some embattled communities even worship the fey as their protectors, but most simply pay forward the kindness by caring for other children or animals.

Cats are popular pets for those who grow up with chosaintors, though they are in for a fright the first time they learn that real ones vomit hairballs.

Chosaintors appear to children who are vulnerable or living in unsafe situations. The creatures use their wide-eyed, innocent appearance to aid them in befriending the child, resorting to their *charm* spells only if needed. Once they bond with a child, they are able to use their abilities to telepathically speak with the child, deepening the bond between them into one of friendship. To those other than the chosaintor's bonded child, the chosaintor appears as nothing more than a wide-eyed kitten who never grows, speaking only in mews and meows.

Chosaintors use the children's stories of monsters under the bed and similar fanciful creatures as cover to protect their identities from being exposed, even if the child starts telling stories of a creature hiding there, or of an imaginary friend. All stories are rooted in fact, after all. That the chosaintors are exactly opposite of the tales told of them amuses them greatly, and this amusement only makes them all the more eager to lean into the dichotomy between fantasy and reality.

At night, a chosaintor typically curls itself up under the foot of their bonded child's bed as the child sleeps, keeping a watchful eye on the sleeping child throughout the entire night. If they see someone threatening their companion, their appearance changes to something far fiercer. Doubling in height, they typically attempt to scare off the would-be attacker. If the attacker persists, the chosaintor then launches an attack, brutally baring their teeth and claws as they tear into the threat. When a chosaintor has finished the job, they leave no evidence of the threat or their own protective actions for the child to find in the morning.

CHOSAINTOR

Tiny fey, chaotic neutral

Armor Class 13

Hit Points 17 (5d4 + 5)

Speed 40 ft.

STR 12 (+1) **DEX** 16 (+3) **CON** 12 (+1) **INT** 13 (+1)

WIS 17 (+3) **CHA** 14 (+2)

Skills Deception +4, Intimidation +4, Persuasion +4, Stealth +5

Senses passive Perception 13

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Proficiency +2

ACTIONS

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

Bond Companion (1/Day). The chosaintor forms a protective bond with a vulnerable child it can see within 60 feet of it; if the chosaintor attempts to use this ability and the target isn't a valid vulnerable child (GM's discretion), the chosaintor can use the ability again on the same day, ignoring the usual frequency limitations. While the bond exists, the chosaintor can communicate telepathically with their bonded companion with a range of 300 feet. The chosaintor can have only one bonded companion at a time, so using Bond Companion again ends the previous bond. The bond is also broken when the chosaintor's companion becomes an adult (this age varies based on culture and individual maturity, and is determined by the GM). Finally, the bond also ends if the chosaintor or the bonded companion dies.

REACTIONS

Nightmarish Protector (1/Day). When the chosaintor's bonded companion is threatened, the chosaintor grows into a more fearsome form in order to better protect its companion. The chosaintor's size increases from Tiny to Small and it gains 10 temporary hit points and a +2 bonus to attack and damage rolls. These effects last for 1 minute.

CHRONOCEROS



**COPPER AWARD
RPG SUPERSTAR 2021
BY MAVI BIGLIETTO**

At first glance, a chronoceros resembles a regular rhinoceros, except that it has five eyes—one pair on the side of its head, one pair under its mane of hair, and one in the middle of its forehead. While the creature is at rest, it only has the ones on the sides of its head open, which makes the others difficult to notice. If disturbed, however, the creature reveals its true nature by opening its additional eyes and unleashing their powers, despite the mental strain this causes.

The extra eye in its forehead is able to see the near future, allowing the creature to avoid incoming attacks before they're made. The other extra pair sees the different possibilities unraveling moment by moment, so that the chronoceros can choose the best way to attack its target and maximize damage.

Chronoceroses share the same habitat as ordinary rhinoceroses, and in fact, they can even be observed mingling together. It's unclear if their nonsapient cousins are aware of the difference between them or whether they simply treat chronoceroses as their own. Sometimes a chronoceros sensing danger intentionally incites a rhinoceros stampede to ensure its own escape.

The mental exertion that comes from using their extra eyes forces chronoceroses to be extremely careful as to when they choose to use their abilities, often opting instead to use their impressive size to scare off potential predators before a conflict begins. Only when conflict is inevitable will they resort to unleashing their full potential, despite the costs.

CHRONOCEROS

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft.

STR 22 (+6) **DEX** 14 (+2) **CON** 18 (+4) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 6 (2,300 XP) **Proficiency** +3

All-Seeing Eyes. At the start of its turn, the chronoceros can open its additional eyes, or close them if they are open. While the chronoceros's eyes are open, it has advantage on Wisdom (Perception) checks related to sight. At the end of each of its turns, the chronoceros takes 1 psychic damage if its all-seeing eyes are open. If the chronoceros is unable to take actions, its all-seeing eyes close on their own.

ACTIONS

Multiattack. The chronoceros can use Glimpse of the Future. It then either makes a gore attack or uses Chronoceros Charge.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage.

Glimpse of the Future. If its all-seeing eyes are open, the chronoceros focuses its gaze on a creature it can see within 30 feet of it. The chronoceros makes attacks against that target with advantage until the chronoceros uses this ability again, closes its all-seeing eyes, or loses line of sight to the chosen creature. After using Glimpse of the Future and at the start of each of its turns while this trait is active, the chronoceros takes 1 psychic damage.

Chronoceros Charge (Recharge 5-6). If its all-seeing eyes are open, the chronoceros moves up to its speed straight toward a target it can see. This movement does not provoke opportunity attacks. The chronoceros then makes a gore attack against the target. On a hit, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone. Whether the attack hits or misses, the chronoceros takes 2 (1d4) psychic damage.

REACTIONS

Avoid Fate. When the chronoceros is subjected to a critical hit while its all-seeing eyes are open, the chronoceros foretells the incoming danger and forces the attacker to reroll the triggering attack. Regardless of the result, the chronoceros takes 2 (1d4) psychic damage.



TIMELY INTERVENTION

The origin of chronoceroses is a subject of much debate. While some claim they are aberrations who lost their connection to their plane of origin, most think they were ordinary rhinoceroses changed by a god of time or prophecy. One legend states that hunters once drove rhinoceroses to the brink of extinction, and the god blessed some of them to defend the others.

Another takes a dimmer view, claiming the original chronoceros accidentally stepped on a sacred animal of the god, bringing upon it the curse of painful foresight so that it could predict and avoid repeating the mistake.

CITRIC EVAPORITE

**SILVER AWARD
RPG SUPERSTAR 2021
BY ELIZABETH HEYECK**

DON'T BE SALTY

The nature of the citric evaporite's attacks leaves a layer of salt covering its victims.

This residue is insufficient to constitute its own creature, though it can cause the corpse to continue moving in eerie ways until it cools down. Finding these bodies is the safest way of harvesting citric salt, which is why those in that lucrative trade are always unfailingly polite and offer to let others go ahead of them.

Citric evaporites, also known as crystal oozes or lava oozes, can be found in two locations: deep underground, near certain volcanic flows, or near salt-rich seasonal lakes. Those found near the lakes are typically more sluggish and can easily be dispersed by aqueous deluges. Those found underground can easily slip into lava, becoming nearly invisible before erupting out at terrifying speeds towards unsuspecting prey.

Citric evaporites exist in two forms: their salt citrate crystalline form, which is slow-moving, reasonably docile, and slowly consumes nearby citrate formations; and their molten form, which is fast, unpredictable, and prone to aggressive destruction. The molten form seeks out nearby heat sources, including warm-blooded creatures, to maintain its heat capacity.

When a citric evaporite attacks, on first inspection, victims see a well-formed but slightly cloudy crystal formation. Small bits of the crystal can be ground, creating a powdery salt that might work well for baking. But those who venture that close are quickly disillusioned as the crystal reaches out to wrap around them.

CITRIC EVAPORITE

Medium ooze, unaligned

Armor Class 12 (natural armor), 8 in molten form

Hit Points 230 (20d8 + 140)

Speed 10 ft. (40 ft. in molten form)

STR 24 (+7) **DEX** 6 (-2) **CON** 24 (+7) **INT** 1 (-5) **WIS** 14 (+2) **CHA** 2 (-4)

Saving Throws Int -1, Cha +0

Damage Immunities fire, lightning, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 11 (7,200 XP) **Proficiency** +4

Absorb Energy. When the evaporite is subjected to fire or lightning damage while in its true crystal form, it transforms into a molten form. While in molten form, its speed increases to 40 feet, it regains 5 hit points at the start of its turn, its AC becomes 8, and it loses its immunity to lightning damage. The evaporite returns to its crystal form at the end of its turn unless it is subjected to fire or lightning damage or it hasn't hit a creature with a melee attack this turn.

Lava Glide. The evaporite can move through lava up to its molten form speed, but it can't retain its form after leaving the lava. When leaving an area of lava, it must use Reform before performing any other actions.

Steam Evaporation. When the evaporite is doused with at least 5 gallons of water while in molten form, it takes 10 (3d6) cold damage and condenses into its true crystal form. The water then evaporates into a cloud of steam, obscuring the area around the evaporite in a 20-foot radius until the end of the evaporite's next turn. The steam spreads around corners, and its area is heavily obscured. The steam lasts until the end of the evaporite's next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Each creature within the steam when it appears must make a DC 19 Constitution saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The evaporite makes two melee attacks.

Slam (Crystal Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) bludgeoning damage.

Pseudopod (Molten Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) fire damage.

Body Splash. While in molten form, the evaporite gathers up its material and spews it in a 15 foot radius. Each creature in the area must make a DC 19 Constitution saving throw, taking 28 (8d6) bludgeoning damage and 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. After using Body Splash, the evaporite splashes all over the ground and must use Reform before performing any other actions. It can't use Body Splash again until the next time it enters molten form.

Reform. After having used Body Splash or leaving an area of lava, the citric evaporite reforms its body into a cohesive structure and is able to act again.



CLOAKED CADAVER

The product of experimentation now lost to the ages, cloaked cadavers are as dangerous as they are rare. Named after their cloaked appearance, they are best known for their terrifying ability to paralyze their victims and consume their souls.

Few survive encounters with these malevolent beings, though not many encounter them to begin with. Survivor stories and reports indicate a preference for damp, dark places and a vulnerability to sunlight, a leading factor in the survival of many unfortunate enough to stumble upon one. Some stories mention more powerful variants that might form after a cloaked cadaver consumes countless souls. When attacking, cloaked cadavers first attempt to neutralize any threats by paralyzing their victims before going in to drain them with an embrace.

Many scholars speculate that the few remaining cloaked cadavers are among the last of their kind, sourced from a single original batch long ago. This theory has piqued the interest of scholars, necromancers, and explorers alike, who seek to understand cloaked cadavers' hidden origins and trace them back to their ancient creators.

CLOAKED CADAVER

Medium undead, neutral evil

Armor Class 15

Hit Points 187 (22d8 + 88)

Speed 0 ft., fly 45 ft. (hover)

STR 14 (+2) **DEX** 21 (+5) **CON** 18 (+4) **INT** 13 (+1) **WIS** 18 (+4) **CHA** 14 (+2)

Saving Throws Dex +9, Int +5, Wis +8

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 10 (5,900 XP) **Proficiency** +4

Sense Life. The cadaver can magically sense the presence of living creatures within 60 feet. It knows the general direction they're in but not their exact locations.

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

Undead Nature. The cadaver doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The cadaver can use Frightful Presence. It then makes two attacks with its touch of paralysis.

Frightful Presence. Each creature of the cadaver's choice that is within 120 feet of the cadaver and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the cadaver's Frightful Presence for the next 24 hours.

Touch of Paralysis. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) necrotic damage, and the target must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cloaked Embrace. One paralyzed creature within 5 feet of the cadaver must make a DC 16 Constitution saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target's 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.

REACTIONS

Soul's Anguish. If a creature dies within 20 feet of the cadaver, the cadaver absorbs its soul and regains 11 (2d10) hit points. A creature whose soul has been absorbed in this way can't be resurrected unless the cadaver is killed within 7 days. If the cadaver isn't killed within 7 days the creature's soul is completely consumed and can be restored to life only by a powerful magical effect such as *miracle* or *wish*.

**COPPER AWARD
RPG SUPERSTAR 2021
BY ERIN A. KESTON**



CLOAK OF MANY COLORS

Scholars have noted significant discrepancies in how survivors of cloaked cadaver encounters describe their cloaks. Some accounts call them tattered and grimy, while others speak of ornate embroidery and vivid colors that resemble royal funeral shrouds. The condition of the cloak may reflect the power and number of souls a cloaked cadaver has consumed.



CONTORTION

PLATINUM AWARD
RPG SUPERSTAR 2021
BY GARRICK J. WILLIAMS

CONTORTION COLONIES

When a mature contortion creeper or contortion crown comes across a large enough quantity of junk, the glee from this new treasure trove causes polyps to swell up around the base of their arms. Eventually, these polyps explode, releasing a small colony of infant contortions. The members of the colony inhabit the smaller pieces of junk until they grow enough to form a contortion swarm.

Contortions are a family of aberrations that share a distinctive behavior: like hermit crabs, they find and inhabit discarded objects, which they use as dwellings to protect their vulnerable bodies from harm. However, unlike hermit crabs, contortions tend to inhabit junk found in humanoid settlements rather than shells on the beach.

Like hermit crabs, contortions continue to grow and trade up to larger and larger dwellings. While the smallest might live in a shoe, the largest are big enough to inhabit small buildings.

CONTORTION SWARM

A contortion swarm consists of a small colony of young contortion creepers. These creepers inhabit piles and clusters of litter and discarded junk. Once a young contortion creeper becomes too large for their carapace, they leave the colony to strike out on their own.

CONTORTION SWARM

Large swarm of Tiny aberrations, neutral

Armor Class 13, 15 while Inhabiting object, 17 while Retracted

Hit Points 37 (5d10 + 10)

Speed 30 ft., climb 20 ft.

STR 13 (+1) **DEX** 16 (+3) **CON** 15 (+2) **INT** 11 (+0) **WIS** 10 (+0) **CHA** 11 (+0)

Skills Sleight of Hand +5

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 10

Languages Common, Deep Speech, Undercommon

Challenge 1 (200 XP) **Proficiency** +2

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 creature. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Carapace Pummels (While Inhabiting Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) bludgeoning, piercing, or slashing damage (its choice), or 4 (1d8) if the swarm has half of its hit points or fewer.

Pilfering Hands. The swarm reaches out with countless grasping hands, attempting Dexterity (Sleight of Hand) checks against the passive Wisdom (Perception) score of up to two creatures within 5 feet of it. On a success, the creeper can steal a Tiny object the target is carrying but not holding in its hand.

Inhabit. The swarm crawls inside a collection of unattended Tiny objects, or leaves the objects and enters an unoccupied space within 5 feet of the objects. While inhabiting objects, the swarm and the objects it inhabits gain a +2 bonus to AC and any damage dealt to the swarm or the objects is reduced by 5. The swarm inhabits the objects until the objects break or the swarm leaves.

Retract (While Inhabiting Only). The swarm fully withdraws into its improvised carapaces. The swarm and the objects' bonus to AC increases to +4. While retracted, the swarm can't take actions. The swarm can end the retraction at any time without spending an action.



CONTORTION CREEPER

A contortion creeper is a skittish aberration that protects its fragile, deformed body by hiding inside ordinary objects smaller than itself. The creature seldom reveals itself, often displaying only a pair of beady yellow eyes and a deformed arm protruding from a disproportionately small container such as a stein or water skin.

Each contortion creeper possesses a personal extradimensional space accessed by creating a portal from the openings of existing objects. A creeper inhabits such an object by deforming its anatomy to fit inside the narrow opening. Using the item as an improvised carapace, the creeper scurries through urban environments, hiding in plain sight among garbage in the streets or junk littering dwellings. Though capable of defending themselves, most creepers avoid violence and prefer to flee or hide from threats.

Naturally curious, contortion creepers enjoy collecting intriguing items such as dining utensils, tools, and broken clockwork to ponder their use and function. Such items fill a creeper's personal extradimensional space, where the aberration prizes its unseen collection. A creeper can be persuaded to trade or provide information in exchange for items that fascinate the creature.

CONTORTION CREEPER

Medium aberration, neutral

Armor Class 13, 15 while Inhabiting object, 17 while Retracted

Hit Points 39 (6d8 + 12)

Speed 30 ft., climb 20 ft.

STR 15 (+2) **DEX** 16 (+3) **CON** 15 (+2) **INT** 12 (+1) **WIS** 9 (-1) **CHA** 14 (+2)

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

Damage Vulnerabilities slashing

Senses passive Perception 9

Languages Common, Deep Speech, Undercommon

Challenge 2 (450 XP) **Proficiency** +2

Contortion. The contortion creeper can deform its body to fit through tiny spaces. It can move through a space wide enough for a Small creature without squeezing.

ACTIONS

Multiattack. The creeper makes two melee attacks.

Junk Carapace (While Inhabiting Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning, piercing, or slashing damage (its choice).

Pilfering Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the creeper can attempt a Dexterity (Sleight of Hand) check against the target's passive Wisdom (Perception) score. On a success, the creeper can steal a Tiny object the target is carrying but not holding in its hand.

Junk. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning, piercing, or slashing damage (its choice).

Inhabit. The creeper crawls inside an unattended Tiny object, such as a metal can, a small bag, or similar container, or leaves the object and enters an unoccupied space within 5 feet of the object. The container becomes an extradimensional space with an interior large enough for the creeper to fit inside, regardless of the object's exterior volume. While inhabiting an object, the creeper and the object it inhabits gain a +2 bonus to AC, all damage dealt to the creeper or the object is reduced by 5, and the creeper loses its vulnerability to slashing damage. The creeper inhabits the object until the object breaks or the creeper leaves it.

Retract (While Inhabiting Only). The creeper fully withdraws into its improvised carapace. The creeper and the object's bonus to AC increases to +4. While retracted, the creeper can't take actions. The creeper can end the retraction at any time without spending an action from the creature, even if the creature is actively engaged in combat.



CREEPER COLLECTIONS

A contortion creeper's collection and extradimensional nest become inaccessible if its improvised carapace breaks or is destroyed. When a contortion creeper is slain, its collection spills out into the Material Plane and appears beside its corpse.



CONTORTION

PLATINUM AWARD
RPG SUPERSTAR 2021
BY GARRICK J. WILLIAMS

CROWN COLLABORATIONS

Up to three contortion crowns can collectively dominate an abandoned village or small town, which becomes overrun with their spawn, consisting of contortion swarms and smaller creepers.

Each new contortion creeper is born inside an object belonging to its parents' collection. The greed of a contortion crown eventually drives its young out of the home to seek treasures elsewhere. Towns inhabited by multiple contortion crowns often devolve into political battlegrounds between the enormous tyrants.

CONTORTION CROWN

A contortion creeper grows slowly as it ages and amasses a collection of pilfered items within its extradimensional space. Magical items within the collection accelerate the process as their power permeates into the creature's body. The rare few that accumulate such a hoard become a massive and dangerous creature that can rapidly conquer a village or small town. Once a creeper becomes large enough to inhabit a small building, insatiable greed drives it to seize any and all objects within its ever-growing reach. Wagons, livestock, monuments, marketplaces, and even small ships become new additions to its hoard. Such a powerful creeper transitions from dwelling to dwelling, driving out inhabitants powerless to stop it. Folk unable to combat the monstrosity must evacuate their homes and eventually abandon their village, which the creeper claims as its dominion. Such tragedies earn this type of creeper the title contortion crown.

CONTORTION CROWN

Gargantuan aberration, neutral

Armor Class 16 (natural armor), 18 while Inhabiting object

Hit Points 217 (14d20 + 70)

Speed 30 ft.

STR 22 (+6) **DEX** 16 (+3) **CON** 21 (+5) **INT** 17 (+3) **WIS** 18 (+4) **CHA** 17 (+3)

Skills Sleight of Hand +7, Stealth +7

Damage Vulnerabilities slashing

Senses darkvision 60 ft., passive Perception 14

Languages Common, Deep Speech, Undercommon

Challenge 12 (8,400 XP) **Proficiency** +4

ACTIONS

Multiattack. The crown makes two melee attacks.

Junk Carapace (While Inhabiting Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning, piercing, or slashing damage (its choice) and the target is pushed up to 10 feet directly away from the crown

Slam. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Junk. *Ranged Weapon Attack:* +10 to hit, range 60/120 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning, piercing, or slashing damage (its choice).

Inhabit. The crown crawls inside an unattended Gargantuan object, such as a small building, vehicle, or similar dwelling, or leaves the object and enters an unoccupied space within 5 feet of the object. The container becomes an extradimensional space with an interior large enough for the crown to fit inside, regardless of the object's exterior volume. While inhabiting an object, the crown and the object it inhabits gain a +2 bonus to AC, all damage dealt to the crown or the object is reduced by 15, and the crown loses its vulnerability to slashing damage. The crown inhabits the object until the object breaks or the crown leaves it.

Enforce Dominion. While the crown is within 5 feet of a Huge or Gargantuan object or building suitable for a dwelling, it attempts to force out all other creatures inside. Each creature inside the dwelling must succeed on a DC 18 Strength saving throw or be pushed out of the dwelling into an unoccupied space within 5 feet of it.

CRYPTFOWL SWARM

Cryptfowl are pale, vicious chickens that feed on maggots and other insects that feed on corpses. Despite being deadly monsters when encountered in their usual swarms, townsfolk who live near their hunting grounds don't treat them with as much vitriol as a stranger might expect. This is because they tend to roost where graves and corpses are common, feeding mostly on the unwanted pests that infest such places. Since they can be distracted and placated easily with an offering of a meal of maggots, it's not difficult for crypt keepers to find the time they need to dig fresh graves and inter the newly deceased without stirring the swarm's ire.

Cryptfowl make for surprisingly good opponents against ghouls, zombies, and other weak undead who try to eat them, due to their bodies having adapted to shake off diseases common to these creatures. Cryptfowl rely on their spittle to keep them safe from ingested diseases, but that doesn't mean their beaks are sanitary. Any reckless living visitors who disturb their roost risk being afflicted with acidic saliva.

Unfortunately for the living, crypt fowl can sometimes become carriers of dangerous diseases, and in those cases, settlements need to find adventurers to exterminate the creatures before the infection spreads.

CRYPTFOWL SWARM

Large swarm of Tiny monstrosities, unaligned

Armor Class 14

Hit Points 76 (9d10 + 27)

Speed 35 ft., fly 20 ft.

STR 12 (+1) **DEX** 19 (+4) **CON** 16 (+3) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 3 (-4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP) **Proficiency** +2

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Limited Flight. The swarm must end its turn on a solid surface or it falls.

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 creature. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Swarming Pecks. Each creature of the swarm's choice within the swarm's space must make a DC 14 Dexterity saving throw, taking 14 (4d6) piercing damage plus 3 (1d6) acid damage on a failed save, or half as much damage on a successful one. Also on a failed save, the creature falls prone. A creature's saving throw automatically succeeds if the swarm has half of its hit points or fewer.

Fowl Play. One prone creature within the swarm's space falls prey to a storm of beaks, claws, and feathers. The creature must make a DC 14 Dexterity saving throw, taking 7 (2d6) piercing damage, 7 (2d6) slashing damage, and 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

REACTIONS

No Escape. When a creature in the swarm's space moves away from it, the swarm moves or flies up to its speed, keeping the creature in its space until the creature stops moving or until the swarm has moved its full speed.

COPPER AWARD
RPG SUPERSTAR 2021
BY JACOB SLOAN



TASTES LIKE CHICKEN

The truly daring, or foolhardy (or both), go out of their way to find cryptfowl as it is said that because of their unusual diet, their meat has a truly unique taste and texture. However, if not properly prepared, there have been reports of strange and unusual side effects after consuming their meat. Some side effects are mild, such as temporary blindness or loss of smell, but some unlucky diners have become horribly diseased, or even perished. Still, consuming a cryptfowl is considered a rare delicacy, and there are always those who are willing to literally risk their lives for a new and unique experience.



CRYSTALLINE OWL

COPPER AWARD
RPG SUPERSTAR 2021
BY KATRINA HENNESSY

NO NIGHT OWL

Crystalline owls make excellent companions. Due to their use of bright light as a defense, they are not nocturnal like other owls. Hugging them, however, may not be a bright idea.



Difficult to see and even more difficult to catch, these translucent bird-like creatures are not crystal but fey. Crystalline owls are tiny beings, shy yet curious by nature. While usually not aggressive, crystalline owls often choose creatures, objects, or places to protect, and they fight to defend whatever they're guarding. They also attack if threatened, though they prefer to hide or flee. Their deceptively long legs allow them to reach out when they make an attack with their talons, but they do little to aid their mobility when grounded.

Crystalline owls are acrobats of the air, sometimes referred to as aerial monks. Along with their fluid grace, they embody some physical characteristics of crystals and possess the ability to manipulate light around them. This not only aids their stealth but also allows them to dazzle their enemies in order to more effectively attack or escape.

Most crystalline owls arrive in the Material Plane through naturally occurring interplanar bridges. Once on the Material Plane, these natives of the fey realm explore and adapt to their new surroundings. They usually hunt for a return path home or seek kindly beings with a connection to the fey. If they find such a friend, they might choose to form an attachment and eventually establish an empathic bond. Once bonded, a crystalline owl is fiercely loyal.

When they mate, crystalline owls mate for life. Those who bond with another creature rarely form a mating bond as well. Guarding their nest is cause for more aggressive behavior than a crystalline owl otherwise exhibits, and they become quite territorial when their nest is on the line.

Although crystalline owls have a naturally long lifespan, too often they succumb to predators or other disasters for which they are ill-prepared, especially those living on the Material Plane. While rare, those who survive long enough manifest stronger abilities to manipulate light and fire. They also develop the ability to use their translucence to hide even more effectively.

CRYSTALLINE OWL

Tiny fey, chaotic neutral

Armor Class 12

Hit Points 31 (7d4 + 14)

Speed 10 ft., fly 50 ft.

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

Skills Perception +4, Stealth +4

Damage Resistances fire

Senses darkvision 30 ft., passive Perception 14

Languages understands Sylvan but can't speak

Challenge 1 (200 XP) **Proficiency** +2

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Prismatic Dazzle (Recharge 5–6). While in an area of bright light, the owl uses the reflective surfaces of its body or wing to direct the light into the eyes of nearby creatures. Each creature within 30 feet of the owl that can see it must make a DC 12 Dexterity saving throw. On a failed save, the target is blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Reflection. If the owl would take fire damage, it uses a wing or body part to reflect part of the attack.

The crystalline owl reduces the fire damage it would take by 1d12, after applying its resistance to fire damage. If a creature dealt the fire damage to the owl, that creature must succeed on a DC 12 Dexterity saving throw or take fire damage equal to the amount of damage the crystalline owl reduced (either the result of the d12 or the remaining damage after resistance, whichever is less).

CUNOMAGLOS

**COPPER AWARD
RPG SUPERSTAR 2021
BY ANTHONY WHEELER**



Some scholars claim that the curse of the werewolf originated in the fey realm, pointing to the cunomaglos as the first and greatest of werewolves. Indeed, these fierce faerie lords consociate with wolves of all sorts, spreading their affliction and leading mighty packs through shadowy fey forests. Some brave or desperate sages seek out a cunomaglos in the hopes of recovering otherwise forgotten lore, but the wolf lords never yield their secrets easily.

Unlike most werewolves, cunomagloi don't revel in bloody-minded destruction for its own sake. Rather, these wild fey live for the joy of the hunt and the legendary chase of worthy prey. They consume their prey's body and even taste their minds, learning their history and deeds and sharing their tales as trophies. The more thrilling the sagas collected, the greater the cunomaglos's status, leading cunomagloi to pursue renowned heroes and monsters to claim the honor of telling the stories of the vanquished.

CUNOMAGLOS

Large fey (shapechanger), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 262 (25d10 + 125)

Speed 40 ft. (50 ft. in wolf form)

STR 22 (+6) **DEX** 24 (+7) **CON** 20 (+5) **INT** 16 (+3) **WIS** 20 (+5) **CHA** 22 (+6)

Saving Throws Con +10, Wis +10, Cha +11

Skills Arcana +8, Perception +10, Persuasion +11, Stealth +12, Survival +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 30 ft., passive Perception 20

Languages Common, Sylvan

Challenge 16 (15,000 XP) **Proficiency** +5

Shapechanger. The cunomaglos can use a bonus action to polymorph into a wolf, or back into its true form, which resembles a wolf-humanoid hybrid. 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.

Innate Spellcasting. The cunomaglos's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spell, requiring no material components:

3/day each: *dominate monster*, *freedom of movement*, *remove curse*, *true seeing*

Regeneration. The cunomaglos regains 20 hit points at the start of its turn. If the cunomaglos takes damage from a silvered weapon, this trait doesn't function at the start of the cunomaglos's next turn.

Ruler of Wolves. The cunomaglos can communicate simple concepts to canine and lupine creatures (including werewolves) when it speaks in Sylvan. The cunomaglos has advantage on Charisma checks made to influence canine and lupine creatures, and such creatures have disadvantage on Wisdom saving throws against the cunomaglos's spells and Hunter's Howl.

ACTIONS

Multiattack. The cunomaglos makes three attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with werewolf lycanthropy.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) slashing damage.

Longbow (Hybrid Form Only). *Ranged Weapon Attack:* +12 to hit, range 150/600 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Hunter's Howl. Each creature of the cunomaglos's choice within 60 feet of it that can hear its howl must succeed on a DC 19 Wisdom saving throw or become frightened 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Hunter's Howl for the next 24 hours.

Blood Always Tells (Recharge 5-6). The cunomaglos consumes the flesh or blood of a creature, establishing a mystical connection that bares the target's secrets. The cunomaglos learns the same information provided by a *legend lore* spell.

PASSING THE SNIFF TEST

Those wishing to pry secrets from cunomagloi often obtain tips on the whereabouts and weaknesses of tempting prey to trade. This tactic is a mistake, as a cunomaglos considers those who can obtain such coveted information as worthy prey themselves. A better strategy is to disguise oneself as a cunomaglos and participate in their storytelling as one of them. Few are willing to dedicate themselves so wholly to such a ruse, though, as the cunomaglos' keen sense of smell means one must become a werewolf to have a chance of tricking them.



CURSE EATER

**SILVER AWARD
RPG SUPERSTAR 2021
BY MARCELINE MILLER**

GLUTTON FOR PUNISHMENT

Curse eaters often face feast or famine, so they enter a feeding frenzy when they find a bounty of curses, and their physiology stores the excess for later digestion. Adventurers who encounter a bloated curse eater would do well to steer clear, for the undigested curses need somewhere to go if the curse eater dies...

Curse eaters are natural predators of wercreatures, oracles, and the accursed, who feed almost entirely off of curses. These two-headed creatures appear like long, twisted werehyenas, each head snapping and snarling. Though some cursed creatures might seek out a curse eater as a possible cure, it's also possible that a curse eater might maul and devour an accursed creature even after it consumes the curse.

Despite their violent nature, curse eaters tend to leave uncursed creatures who stay out of their way alone, and communities besieged by evil wercreatures or other cursed monsters often see the appearance of a curse eater as a blessing. On the other hand, wercreatures deeply fear and hate curse eaters, and so do members of communities that willingly host or rely upon wercreatures or curses. Superstitious communities, particularly those of pragmatic gnolls, sometimes team up with a curse eater, planting curses on the gnolls' next victims and thus offering the curse eater their favorite meals in exchange for assistance in the battle.

It is unknown when or how curse eaters reproduce; there exist many folktales and stories of abjurers obsessed with curing an incurable curse and then being turned into these monsters due to their hubris, either as some sort of divine punishment or as the result of magical experimentation gone wrong, but if this is their true origin, no verifiable example of such an incident actually occurring is currently known.

CURSE EATER

Medium monstrosity, neutral evil

Armor Class 15

Hit Points 228 (24d8 + 120)

Speed 40 ft., climb 30 ft.

STR 21 (+5) **DEX** 20 (+5) **CON** 21 (+5) **INT** 10 (+0) **WIS** 20 (+5)

CHA 7 (-2)

Saving Throws Con +9, Wis +9, Cha +2

Skills Stealth +9, Survival +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 12 (8,400 XP) **Proficiency** +4

Curse Immunity. The curse eater is never subjected to a curse's ill effects.

Curse Scent. The curse eater can pinpoint, by scent, the location of cursed items and creatures within 120 feet of it.

Two Heads. The curse eater has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Multiattack. The curse eater makes up to two bite attacks and two claw attacks, each against a different target.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 24 (3d12 + 5) piercing damage. If the target is cursed or possesses a cursed object, the target takes an additional 21 (6d6) force damage and the curse eater can make a DC 15 Wisdom check.

On a success, the curse eater regains hit points equal to the force damage dealt, and the curse ends. If the curse eater ends a curse on an item that is not an artifact, the item crumbles into dust.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage. The target is grappled (escape DC 15) if it is a Medium or smaller creature and the curse eater doesn't have another creature grappled.



DEMON SHEPHERD

When an insurrection against a demon lord fails, its leader could face several destinies. The three most common of these are a life of servitude to one they tried to overthrow, the complete and utter destruction of oblivion, or a lifetime of torture at the hands of the most sadistic followers of the demon lord. But sometimes, a more creative and humiliating punishment is in order. And so, the demon insurgent's powerful and violent soul is trapped inside one of the weakest and most peaceful creatures in the Material Plane, a sheep. However, when the hatred and desire for destruction of the trapped demon's soul are strong enough, over time the demon completely takes over the sheep. Even in this case, the close bond developed between the demon and its host creature simply becomes the last part of their punishment. The freed demon becomes a demon shepherd, a fusion of the almighty power they once held, the fear the sheep feels, and the instinct to live in a flock.

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RPG SUPERSTAR 2021
BY LORENZO BARQUÍN



BAAAAD HAIR DAY

Demon or not, a sheep's wool is going to grow and continue to grow. Talented shearers with steady hands may find themselves adopted by a demon shepherd against their will. In exchange for their indentured servitude, they are gifted protection and the heads of those who have wronged them in life.

DEMON SHEPHERD

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 171 (18d8 + 90)

Speed 30 ft.

STR 22 (+6) **DEX** 18 (+4) **CON** 20 (+5) **INT** 20 (+5) **WIS** 20 (+5) **CHA** 18 (+4)

Saving Throws Con +9, Wis +9, Cha +8

Skills Deception +8, Intimidation +8, Religion +9

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Celestial, Draconic, telepathy 120 ft.

Challenge 10 (5,900 XP) **Proficiency** +4

Flock Vulnerability. The demon shepherd's flock is an intrinsic part of it. Every time a demonic ally of the shepherd with a lower CR than the shepherd dies, the shepherd takes 10 (3d6) psychic damage.

Innate Spellcasting. The shepherd's innate spellcasting ability is Wisdom (spell save DC 17). It can innately cast the following spells, requiring no material components:

3/day each: *blight*, *command*, *hellish rebuke*

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

Speak with Sheep. The shepherd can communicate with sheep as if they shared a language.

ACTIONS

Multiattack. The shepherd uses Call of the Shepherd and attacks with its scythe and its horn.

Scythe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Horn. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) bludgeoning damage.

Call of the Shepherd. The shepherd calls its flock to fight more fiercely. Until the start of the shepherd's next turn, each demonic ally of the shepherd with a lower CR than the shepherd that can hear it makes attacks with advantage.

Call to the Feast. With a blood-curdling scream, the shepherd calls to feast upon the fear of terrified creatures. Each frightened creature within 120 feet of the shepherd must make a DC 17 Wisdom saving throw, taking 35 (10d6) psychic damage on a failed save, or half as much damage on a successful one.

Reap the Crop (Recharge 5–6). With a sweep of its scythe, the shepherd creates a 30-foot cone of necrotic energy. Each creature of the shepherd's choice in the area must make a DC 17 Wisdom saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one. Also on a failed save, a creature is frightened 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.



EBIRATH

**COPPER AWARD
RPG SUPERSTAR 2021
BY ALEXANDER ELDRITCH**

A RIVALRY FOR THE AGES

Ebirath is not the only unaging creature amassing worshippers. An ancient clam in a trench deep beneath the ocean waves has gathered an army of locathahs.

Above water on another continent, a centuries-old tortoise senses Ebirath's apotheosis and commands its cabal to prepare for a possible confrontation.

Conflict is not inevitable when young gods emerge—perhaps they band together to form a new pantheon of giant sea creatures instead. The world waits with bated breath as they inch toward confrontation. At their current rate of travel, the world will be waiting a long time, but that matters not to these immortals.

Ebirath is an enormous lobster, believed by some to be the incarnation of a lobster deity. Interestingly, lobsters do not die of old age. Usually, they die from being eaten or from growing too large to molt on their own. A particularly obsessed druid discovered this fact a few hundred years ago and was inspired to create an avatar of the ancient lobster deity, Ebirath, by continually helping a single lobster molt. Legends say that Ebirath was a betrayer god banished for attempting to flood the world so that aquatic ancestries, especially those with lobster qualities, could rule the world.

Presently, the druid's efforts have gained a whispered notoriety. A new sect of the ancient religion has sprouted around the new incarnation of Ebirath, and this sect has come to include other druids, sorcerers, and witches whose powers seemingly arise from this great crustacean.

Ebirath has developed the ability to telepathically communicate, possibly due to some divine influence from the original lobster deity. Ebirath prefers to spend its time in saltwater, and as such, the sect's hideaway is a repurposed aqueduct funneling ocean water to their patron.

EBIRATH

Gargantuan monstrosity, neutral

Armor Class 21 (natural armor)

Hit Points 370 (20d20 + 160)

Speed 50 ft., climb 30 ft., swim 80 ft.

STR 28 (+9) **DEX** 17 (+3) **CON** 26 (+8) **INT** 18 (+4) **WIS** 18 (+4) **CHA** 17 (+3)

Saving Throws Int +11, Wis +11, Cha +10

Skills Religion +11, Stealth +10

Damage Resistances piercing and slashing from nonmagical attacks

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

Languages Aquan, Common, telepathy 60 ft.

Challenge 22 (41,000 XP) **Proficiency** +7

Amphibious. Ebirath can breathe air and water.

ACTIONS

Multiattack. Ebirath attacks with its big claw, little claw, and tail.

Big Claw. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 35 (4d12 + 9) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, Ebirath can't use its big claw on another target, and Ebirath's big claw attack automatically hits the grappled target.

Little Claw. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage, and the target is pushed up to 10 feet directly away from Ebirath.

Sonic Claw Snap (Recharge 5–6). If Ebirath isn't grappling a creature with its big claw, it snaps its big claw, producing a blast of powerful sound waves centered on a point Ebirath can see within 40 feet of it. Each creature within 20 feet of this point must make a DC 23 Constitution saving throw. On a failed save, the target takes 55 (10d10) thunder damage and is deafened and stunned until the end of its next turn.

On a success, the target takes half as much damage and isn't deafened or stunned.

REACTIONS

Ebirath's Wrath (1/Day). When Ebirath takes damage that reduces it below 185 hit points, it uses Multiattack.



EMPEROR SHARK PENGUIN

Despite the name bestowed upon them by hunters who quake at the sight of the rows of razor-sharp triangular teeth, emperor shark penguins are not descended from any actual shark but are instead aberrant penguins cross-mutated with sea devils. First created by ice witches to defend their frozen domain against intruders, these warped aberrations are the evolved result of a single experiment to cross a penguin, a flightless bird that forms deep social bonds to survive its harsh icy environment, with a sea devil, a bloodthirsty, shark-toothed amphibious humanoid.

With their crueler and more barbarous mutations becoming more and more pronounced in subsequent generations, emperor shark penguins today are ruthless marauders with short tempers and beaks lined with rows of teeth. Growing to a similar height and heft as an adult dwarf, the penguins form regimented rookeries that blockade narrow ice floes along caravan corridors. When merchants and other caravanners send hunters to eradicate these blockades, the penguins take pleasure in working together to extract their toll in blood. They have also been observed hauling themselves out of the water to swarm such apex predators of frozen coastlines as polar bears and even frost worms.

Using their powerful swim flippers to launch themselves out of the water, emperor shark penguins slide across the ice on their bellies, pop to their feet, and unleash a flurry of grievous bites before their prey can even recognize the blitz. Despite their ability to attack in concert to bring down powerful foes, humanoid or otherwise, emperor shark penguins attack larger creatures only for brutal sport and abandon their kills to other scavengers; they instead subsist on a diet of bait fish.

While the current dominant form of emperor shark penguin is thought to be incapable of speech, adventurers returning bloodied to ice fishing lodges have reported tales of sadistic, intelligent-sounding laughter shared among bands of marauding penguins, and it's not inconceivable that a rookery in some remote corner of the world is on the verge of adding language to its toolkit.

EMPEROR SHARK PENGUIN

Medium aberration, neutral evil

Armor Class 12

Hit Points 30 (4d8 + 12)

Speed 10 ft., swim 35 ft.

STR 16 (+3) **DEX** 14 (+2) **CON** 17 (+3) **INT** 10 (+0) **WIS** 13 (+1) **CHA** 8 (-1)

Damage Resistances cold

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages understands Aquan but can't speak

Challenge 1 (200 XP) **Proficiency** +2

Amphibious. The penguin can breathe air and water.

Haul Out. The penguin can transition from sea to land with terrifying grace and speed. If it starts its turn in water, the penguin's walking speed is 60 feet instead of 10 feet. During its movement on this turn, it is prone. It can stand up at any time during this movement, expending any remaining movement to do so.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If the target is a creature other than a construct or undead, it must succeed on a DC 13 Constitution saving throw or lose 2 (1d4) hit points at the start of each of its turns due to a wound. Each time the penguin hits a wounded target with this attack, the damage dealt by the wound increases by 2 (1d4). Any creature can take an action to stanch the wound. The wound also closes if the target receives magical healing.

REACTIONS

Deadly Duo. When another emperor shark penguin bites a creature within 5 feet of the penguin, the penguin bites the same creature. Only one emperor shark penguin can use Deadly Duo from a single triggering bite, and the bite made with Deadly Duo can't trigger any additional emperor shark penguins' Deadly Duo reactions.

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BY ANDREW BRAITHWAITE



AN ARMLESS ARMS RACE

Sea devils, who did not take kindly to ice witches experimenting on them, retaliated by creating their own breed of toothy hunters to eradicate emperor shark penguins. Thus the leopard shark seal came into existence. The ice witches then crossed sharks with sea devils, giving them the ability to breathe air, thus birthing the devil shark. And then the sea devils retaliated again and created the giant shark squid. Thankfully, the introduction of so many predators caused an ecosystem collapse before killer shark whales came about, and all the new aberrations starved to death, leaving the world with just the emperor shark penguins once more.



ERYGLOID

**COPPER AWARD
RPG SUPERSTAR 2021
BY AARON B. BRADFORD**

OOZING WITH PURPOSE

When erygloids gather in sufficient numbers, such as near ley lines or in the walls of arcane institutions, they become an erygloid colony. A colony allows them to combine their senses, expanding the range of their magic sense to hundreds of feet or even miles, depending on the area the colony covers. Once an individual separates from the colony, it loses its heightened senses, but this ability enables erygloids to find new places to explore. Erygloids also benefit from each other's experiences, improving their intelligence. Some colonies even learn to speak basic words. Such tricks can convince creatures to gift magic items to the voices in the walls in order to placate them.

Erygloids are a mind-boggling and dire consequence of the combination of primal, arcane, and occult magic, forming blobs of rolling gunk and teeth-like shards that often incorporate real teeth. Erygloids consume magic, and they have tastes for specific magic and materials and aversions to others. Because of these affinities, erygloids can occasionally be found plugging up mechanisms and causing chaos in magical workshops and dungeons, sucking on local ley lines or sources of magic.

While no one knows for certain, there are several theories about the origins of erygloids. Some scholars claim that when fey die due to a deficiency of magic, they leave behind a liquid pool with their teeth, and those pools of residual energy seek out magic to absorb. Other scholars argue adamantly for an arcane or alchemical origin for erygloids, despite the fact that most mages would find an erygloid a nuisance. Still other scholars believe erygloids were created by powerful fey lords to eliminate magical accidents. In some communities, even more outlandish theories prevail, such as an extraterrestrial origin based on a combination of interplanetary conjunction and faerie magic. Whatever the case, erygloids don't know or care about the truth of their own origin, as it has no effect on their lives.

Erygloids aren't naturally predators who hunt down living creatures, since they derive nourishment from magic, not flesh. However, erygloids tend to hoard sources of magic to devour, such as magic items, and when adventurers disturb the items, the ooze inevitably emerges from hiding to violently protect its meal.

While spellcasters generally loathe erygloids due to the fey oozes' tendency to consume the magical energy spellcasters cherish, some eccentric mages appreciate a captured erygloid as a means to filter out undesired magical effects or to power traps meant to annoy rivals. Those who hate magic or have reason to worry about an assault by spellcasters sometimes employ erygloids as bodyguards, luring them with the promise of tasty magic treats.

ERYGLOID

Small ooze, neutral

Armor Class 6

Hit Points 65 (10d6 + 30)

Speed 10 ft., climb 10 ft., swim 10 ft.

STR 16 (+3) **DEX** 3 (-4) **CON** 17 (+3) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 12 (+1)

Skills Stealth +0

Damage Resistances acid

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages understands Sylvan but can't speak

Challenge 2 (450 XP) **Proficiency** +2

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

Innate Spellcasting. The erygloid's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spell, requiring no components:

At will: *dispel magic*

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

Sense Magic. The erygloid magically senses the direction and distance of magic within 40 feet of it.

ACTIONS

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

7 (1d8 + 3) bludgeoning damage plus 3 (1d6) acid damage, and the erygloid casts *dispel magic* on the target. If the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the erygloid's toothy tendril attacks automatically hit the target. If the target is a common or uncommon magic item, it becomes a mundane item of its type for 10 minutes.

EUPHORIA OOZE

SILVER AWARD
RPG SUPERSTAR 2021
BY JAKE CASSAR



The result of an enchanter's successful experiment, euphoria ooze emits an addictive gas that brings unparalleled happiness to those who inhale it. The experiment proved lucrative, and soon more of its kind were produced and farmed for the drug. Some inevitably escaped, using their uncharacteristic elasticity and overpowering aura to slip through their confines.

Though mindless, euphoria oozes possess a particular affinity for magic. This causes them to settle around magical environments and seek out spellcasters when they can. In turn, enterprising adventurers often embark on ill-advised journeys to catch and harvest these creatures, underestimating the potency of their fumes. These ventures frequently end with the adventurers falling in battle to the vapors or succumbing to their addiction.

Euphoria oozes appear and feel more solid and rubbery than most others of their kind. In fact, the minimal oil their body excretes sizzles and evaporates into dark smoke at the slightest spark, protecting it while dampening its elastic abilities for a brief time.

LIQUID EUPHORIA (INHALED)

A creature subjected to this poison must make a DC 14 Constitution saving throw, which they can voluntarily fail. On a failed save, the creature has advantage on saving throws against being charmed or frightened for 1 hour. After 10 minutes, a creature that failed its saving throw becomes poisoned for the remainder of the poison's duration.

EUPHORIA OOZE

Small ooze, unaligned

Armor Class 8

Hit Points 67 (9d6 + 36)

Speed 10 ft., climb 10 ft.

STR 18 (+4) **DEX** 6 (-2) **CON** 18 (+4) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 2 (-4)

Damage Vulnerabilities acid

Damage Immunities bludgeoning

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

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

Languages —

Challenge 2 (450 XP) **Proficiency** +2

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

Euphoric Vapors. A cloud of euphoric vapors surrounds the ooze in a 15-foot radius. A creature that starts its turn within the vapors must succeed on a DC 14 Constitution saving throw or be poisoned until the end of its next turn.

If a creature's saving throw is successful, the creature is immune to Euphoric Vapors for 24 hours.

Sizzling Slime. When the ooze takes fire damage, the area of its Euphoric Vapors increases to a 30-foot radius for 1 minute. During this time, the area is lightly obscured and the ooze loses its immunity to bludgeoning damage.



IT'S A KEEPER

An unanticipated function that enchanters later discovered is the euphoria ooze's ability to preserve food. Since it was created to be low-maintenance, the ooze does not need to eat to survive. Instead, it synthesizes its biological requirements using air, water, and light. That means it lacks the acid other oozes use to digest matter. Instead, its body provides airtight storage and oils that act as preservatives. Stick travel rations or leftovers inside its body, and they will remain safe to eat for years!

ACTIONS

Multiattack. The ooze attacks with its pseudopod. On a hit, the ooze bounces away, moving straight away from the target up to its speed. If it moves at least 5 feet in this way and ends this movement within 5 feet of a target, it can make a second pseudopod attack.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

EXTRA TOE

**COPPER AWARD
RPG SUPERSTAR 2021
BY JASON LUKE**

DOCTORS HATE THIS ONE TRICK

Some humanoid voluntarily host one or more extra toes, accepting the parasite's disgusting lifecycle as an acceptable tradeoff for its benefits. One detail its detractors fail to mention is that the extra toe senses when toenails on its host's real toes grow too long.

It detaches while the host is sleeping and trims the nails back with its teeth, forestalling any maintenance that could draw attention to its presence. Another advantage is for those who may be missing a toe at birth or due to an accident. A complete set of toes is important for balance and agility, and an extra toe is a cheap and easy replacement!

A small, fleshy, caterpillar-like creature, the extra toe is a small insect that has adapted to look like a humanoid toe. When a humanoid walks too close to the nest of an extra toe, the creature attempts to grab their foot with small pincers, injecting a toxin that numbs the flesh. Upon success, the creature then buries its head deep into the humanoid's foot and begins to feed on the blood of its new host.

At a quick glance, the host can easily mistake the extra toe for one of the host's own toes, and the extra toe remains in this position until the host finally notices and removes the parasite, or until it is able to lay its eggs.

If an extra toe is able to lay eggs, they hatch after two weeks, and the larvae squirm their way out of the host's foot and begin their quest to find their own hosts to repeat the process.

The process of bursting forth from the host's foot leaves a small wound on the foot, but just like the fully grown extra toe, the larvae inject the foot with venom to numb the area, and the host might not notice the wound until several hours later. The wound is small and without complications, healing up naturally after a day or two.

In case the host discovers the extra toe and attempts to pluck it off, the extra toe is capable of spraying a scent that burns the eyes, mouth, and nose of the victim. The spray causes the victim to jerk violently from the pain, hopefully losing their grip on the extra toe and giving the parasite the opportunity to escape. If attacked, an extra toe makes haste for the nearest undergrowth and tries to hide out of sight.

EXTRA TOE

Tiny monstrosity, unaligned

Armor Class 11

Hit Points 7 (2d4 + 2)

Speed 10 ft.

STR 10 (+0) **DEX** 12 (+1) **CON** 12 (+1) **INT** 1 (-5) **WIS** 14 (+2) **CHA** 10 (+0)

Skills Stealth +3

Senses passive Perception 12

Languages —

Challenge 1/8 (25 XP) **Proficiency** +2

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. If the target is a Small or larger humanoid with a foot, the toe attaches itself to the target like an extra toe, releasing an anesthetic such that the creature doesn't notice the bite or attachment.

While attached, the toe moves with the target, attacks against the toe are made with advantage, and the toe can't use its bite. If the toe is killed while attached, the attached creature takes 2 (1d4) piercing damage. The target or another creature can use its action to detach the toe.

Spawn. If the toe is attached to a creature, it lays eggs within the creature's foot, and the creature becomes diseased. Fourteen days later, 1d4 extra toes break free from the creature's foot, ending the disease. This process deals 2 (1d4) piercing damage to the afflicted creature, though the extra toes' anesthesia prevents the creature from feeling the pain.

REACTIONS

Defense Spray. When a creature tries to detach or grapple the toe, the toe emits a spray of foul-smelling gas at that creature. The creature must make a DC 11 Dexterity saving throw. On a failed save, the creature fails to detach or grapple the toe.

EYE STALKER

COPPER AWARD
RPG SUPERSTAR 2021
BY ELIZABETH HARRIS



EYE STALKER NESTS

Eye stalkers are known to 'nest' among seaside caves or rock clusters, folding their elongated bodies into tightly packed balls and huddling alongside one another in some kind of apparent hibernation. Though they roam seashores, eye stalkers don't venture out without the presence of fog or mist within the area.

EYE STALKER

Large aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft.

STR 19 (+4) **DEX** 16 (+3) **CON** 16 (+3) **INT** 16 (+3) **WIS** 18 (+4) **CHA** 14 (+2)

Skills Stealth +6

Damage Vulnerabilities thunder

Condition Immunities blinded

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 14

Languages Deep Speech

Challenge 6 (2,300 XP) **Proficiency** +3

Echolocation. The stalker can't use its blindsight while deafened.

Keen Hearing. The stalker has advantage on Wisdom (Perception) checks that rely on hearing.

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

ACTIONS

Multiaction. The stalker makes a bite attack and uses Extract Eyes.

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

Extract Eyes. The stalker attempts to extract an eye from a creature within 5 feet of it. The target must make a DC 15 Constitution saving throw. On a failed save, the target takes 14 (4d6) piercing damage as the stalker pulls one of the target's eyes, with the optic nerves still magically functional, from its socket.

A creature with all its eyes stolen is blinded until it recovers one or more of its eyes. A creature that recovers their stolen eyes can return them to their empty sockets as an action. As long as the creature does so while the eyes last (typically within 7 days of the eyes being stolen), this instantly reattaches the eyes and restores the creature's vision. Stories tell of creatures who were forced to replace their missing eyes with those from another creature robbed by a stalker, granting them unusual senses temporarily or permanently. However, replacing missing eyes with another creature's eyes is only possible at the GM's discretion.

Steal Sight. If the stalker has stolen at least two eyes using Extract Eyes, whether or not they are from the same creature, it places the stolen eyes within its empty eye sockets. It gains vision, as well as the darkvision or other visual senses of the creatures whose eyes it stole. It also gains 15 temporary hit points. The stolen eyes typically last for 7 days, but if an effect would give the stalker the blinded condition, that effect pops out their stolen eyes instead. If this occurs, the stalker loses any temporary hit points it has remaining.



FALSE TARRASQUE

**SILVER AWARD
RPG SUPERSTAR 2021
BY NATHAN WRIGHT**

HEY, THAT'S NOT A TARRASQUE!

A false tarrasque has numerous tells in its disguise, the most obvious being that despite its size of the false image is often too small. Keen eyes may also note that the fire elemental's flames set nothing alight or the tarrasque's hurled spines vanish after impact.

A false tarrasque's inability to speak also betrays any disguise of more sophisticated creatures like dragons. But even so, most people don't have time to notice these small details while they're running away in terror.

Despite their name, false tarrasques do not necessarily take the form of tarrasques. The tarrasque is merely their most infamous disguise, since a false tarrasque can take any titanic form they wish. False tarrasques' intelligence may be more primal than scholarly, but they know a surprising amount of information about the most fearsome monsters of the world and use this to shape their disguises, taking the time to learn the best form to take in a given area. Younger and less experienced false tarrasques typically become monstrously large versions of ordinary animals they've seen, such as spiders, snakes, or wolves, while older ones favor either universally feared creatures like ancient dragons or titanic golems or creatures feared in the specific folklore of the region.

The first false tarrasques originally took the shape of jabberwocks. They were granted their powers by a fey lord, who used them to prank her rival by sneaking them into his balls and ceremonies to have them assume their titanic form and terrify all present. She successfully pulled off this prank on six occasions, and on the seventh, she arranged for an actual jabberwock to be teleported in. The utter destruction of her rival's estate and the widescale butchery of all present at the claws of a true beast when her rival expected yet another harmless figment was viewed as both a brilliant political move and a hilarious prank by the survivors.

FALSE TARRASQUE

Tiny fey, unaligned

Armor Class 12

Hit Points 17 (5d4 + 5)

Speed 30 ft.

STR 12 (+1) **DEX** 14 (+2) **CON** 12 (+1) **INT** 5 (-3)

WIS 14 (+2) **CHA** 16 (+3)

Skills Deception +5, Intimidation +5, Performance +5

Senses darkvision 30 ft., passive Perception 12

Languages understands Sylvan but can't speak

Challenge 1/4 (50 XP) **Proficiency** +2

ACTIONS

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

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

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

Illusory Attack (Recharge 5–6). The tarrasque creates a truly colossal illusory attack, which can appear to deal any damage type. In the tarrasque's normal form, Illusory Attack is a 10-foot cone, but while Titanic Transformation is active, Illusory Attack is the tarrasque's choice of a 30-foot cone, a 60-foot line that is 5 feet wide, or a 10-foot-radius sphere with a range of 90 feet. Regardless of the area affected or the type of damage the attack mimics, a creature in the area must make a DC 13 Wisdom saving throw, taking 4 (1d8) psychic damage on a failed save, or half as much damage on a successful one. A creature that succeeds on this save realizes that the attack is an illusion and makes future Saving Throws against Illusory Attack with advantage.

Titanic Transformation (1/Day). The tarrasque assumes a monstrous appearance of its choice, magically increasing its size to Gargantuan. While transformed in this way, the reach of the tarrasque's melee attacks increases to 10 feet, but its statistics are otherwise unchanged.

REACTIONS

Flee. While the tarrasque's Titanic Transformation is active, when a creature targets the tarrasque with an attack but before the attack is resolved, the tarrasque magically becomes invisible until the end of its next turn, and the Titanic Transformation ends.

**COPPER AWARD
RPG SUPERSTAR 2021
BY AARON B. BRADFORD**



Feddry are amphibious humanoids who protect themselves by wearing rocks. Feddrys typically appear as several feathery tendrils emerging from a porous rock, contorting into an exaggerated human-like face with feathery gills, bulging eyes, and a nearly accurate humanoid body. A feddrys in this form is positively abuzz with excitement.

Feddrys are best known for their simplistic views of the universe. To them, everything is either a feddrys or a rock. Anything capable of movement or action, including air and water currents, is a feddrys, while anything else is a rock. Rocks are meant to protect feddrys. Many feddrys engage in long, drawn-out debates over the nature of feddrys and the use of rocks, making them quaint and befuddling conversationalists. Many feddrys colonies can be found near coral reefs; though feddrys can move farther inland, they prefer plankton-filled water for food.

Feddrys outside of their rock homes have malleable bodies, which are made of long, flexible tendrils wrapped in layers. Even so, most feddrys can't be convinced to take on any form other than a small humanoid with two arms, two legs, and a head, with their home rock serving as the torso. When at rest or scared, a feddrys often retreats into its personal rock.

A feddrys's rock serves as protective armor for most of its vitals; inside is a tangle of further tendrils, tubes, and bulges. Feddrys have no concept of gender, and study has only determined that they have a plankton-like life stage before attaching to a proper rock.

A ROCK BY ANY OTHER NAME

Although feddrys are considered simplistic by many, their society is more complex than it seems to outsiders. One well-known incident occurred when a feddrys's pet rock insisted that it was a feddrys. The claim nearly led to a schism in feddrys society until one of them pointed out that since all feddrys would one day become rocks, there was no reason a rock could not become a feddrys.

FEDDRY

Small humanoid (feddrys), neutral

Armor Class 13 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft. (5 ft. while Withdrawn)

STR 13 (+1) **DEX** 14 (+2) **CON** 13 (+1) **INT** 10 (+0) **WIS** 12 (+1)

CHA 14 (+2)

Skills Persuasion +4, Stealth +4

Senses darkvision 30 ft., passive Perception 11

Languages Common (spoken and signed)

Challenge 1/4 (50 XP) **Proficiency** +2

False Appearance. While the feddrys remains motionless and withdrawn into its rock, it is indistinguishable from a normal rock.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Withdraw into Rock. The feddrys retreats into its rock, dropping equipment that can't fit into its rock torso, or emerges from its rock. While hiding inside its rock, the feddrys gains the benefits of total cover, though other creatures can attack and destroy the rock to remove the cover. The rock is a Tiny object the size of a backpack with AC 17, 10 hp, and immunity to poison and psychic damage. A feddrys can speak and hear while hiding in its rock, but it can't see anything outside its rock and can't attack or take other actions that require the use of its body, particularly its hands or legs.

REACTIONS

Static Touch. When a creature within 5 feet of the feddrys touches it or hits it with a melee attack, the creature takes 1 lightning damage.



FETCHFISHER

PLATINUM AWARD
RPG SUPERSTAR 2021
BY ALEX G. FRIEDMAN

FETCHFISHER EDUCATION

Fetchfishers are able to defend themselves and hunt in a brood even at a young age.

However, at this point, their mind hasn't yet fully developed, and they act more like animals than their adult counterparts. Thus, responsible adult fetchfishers watch over a brood swarm. Adult fetchfishers use harsh but fair practical hands-on lessons to teach important topics like hunting, language, nearby threats, and geography.

Fetchfishers are a family of mammalian beasts from the Shadow Plane that hunt on the borders between the Material Plane and the Shadow Plane. Exposure to shadowy energies can cause them to grow larger and more powerful.

FETCHFISHER BROOD SWARM

Though they are wily and ferocious, few fetchfishers survive into maturity. Pressures, such as competition from other liminal predators and pelt harvesting by shadow giants, have driven fetchfishers to raise their young communally in large, vicious broods. Although fetchfishers' claws only begin to lengthen and hook as the kittens approach adolescence, their flesh-ripping fangs develop quite early.

A fetchfisher kitten is around the size of a common dog. They are long-necked, with an oily black coat and a slithering gait like a salamander. When a brood is hiding prone in the shadows, kittens are nearly undetectable except for the reflections in their eyes, which flash green in torchlight. A kitten's shadowy secretions are just as potent as those of an adult, but individuals don't seem to develop the finesse to slip between the cracks in the planes as easily until adulthood. Nevertheless, grease from a kitten's coat interferes with light sources and impedes movement as the substance permeates the boundaries between planes.

Fetchfishers prefer to nest in the shadow of a large, warm, consistent light source. A brood might be found within the shadow of a great forge, beneath the base of a beacon fire, or even adjacent in a planar dimension to a d'ziriak light weaving.

If left undisturbed in the dark, a fetchfisher brood is unlikely to swarm. However, hapless adventurers who carelessly shine light into a fetchfisher den soon find themselves dogpiled by dozens of oily shadows, bitten, shredded, and dragged halfway between the planes. Should the unlucky interloper manage to free themselves, they had best make themselves scarce. Fetchfishers rarely leave a brood without a babysitter nearby.

FETCHFISHER BROOD SWARM

Large swarm of Small monstrosities, unaligned

Armor Class 14

Hit Points 76 (8d10 + 32)

Speed 25 ft., climb 15 ft.

STR 18 (+4) **DEX** 18 (+4) **CON** 18 (+4) **INT** 2 (-4) **WIS** 14 (+2)

CHA 2 (-4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP) **Proficiency** +2

Shifting Mass. The swarm can move through a space narrow enough for a Tiny creature without squeezing.

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

Swarm. The swarm can occupy another creature's space and vice versa. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Swarming Bites. Each creature in the swarm's space must make a DC 14 Dexterity saving throw. On a failed save, the target takes 17 (5d6) piercing damage and any light source worn or held by the target is extinguished or dispelled, provided it was created by a nonmagical flame or by a spell of 2nd level or lower. On a successful save, the target takes half as much damage and light is not dispelled.

FETCHFISHER

FETCHFISHER

Fetchfishers are ambush predators that hunt at the edges of the Material and Shadow Planes. Although they are massive, ursine beasts, they stalk their prey by stepping through shadows and contorting behind natural and constructed edifices alike. When their quarry is distracted, a fetchfisher extends an impossibly long, taloned paw and snatches the startled victim away. These devilish hunters have been known to use roadside shelters, wells, and other essential structures as bait.

A fetchfisher resembles a three-story-tall sloth with the long neck and fanged maw of a humongous weasel. They are almost comically ungainly on open ground, but on the hunt, they move with extraordinary fluidity through the shadows. Fetchfishers contort, hug, and shrink their extremely elastic, supine bodies to fit behind nearly any cover precisely. They conceal their bulk on the connecting plane, the Shadow Plane when hunting on the Material Plane, or on the Material Plane when they hunt the Shadow Plane. With their sharp claws, they carefully comb and manicure a slimy, oily secretion into their fur, giving their coat an inky black color. This secretion is key to their ability to step into the Shadow Plane. How fetchfishers extend their forelimbs to such extreme lengths is less understood, but this must be a function of the creatures' extraordinary ability to shift their mass between planes.

On the Material Plane, fetchfishers are known only to specialized scholars, as they prefer to lurk just outside of the humanoid field of vision. To fetchlings and other people of the Shadow Plane, however, fetchfishers are feared, and so they take precautions against them. Fetchfishers understand the languages of their prey and can speak in a voice similar in tone to a fetchling child's. Occasionally they use deception as a lure, calling out for help or wailing like a child, but they seem to have little interest in conversation or diplomacy.

FETCHFISHER

Huge monstrosity, neutral

Armor Class 14

Hit Points 142 (15d12 + 45)

Speed 20 ft., climb 20 ft.

STR 19 (+4) **DEX** 19 (+4) **CON** 17 (+3)

INT 14 (+2) **WIS** 17 (+3) **CHA** 10 (+0)

Skills Stealth +7

Senses darkvision 120 ft., passive Perception 13

Languages Common, Fetchling, Undercommon

Challenge 7 (2,900 XP) **Proficiency** +3

Shifting Mass. The fetchfisher can move through a space narrow enough for a Large creature without squeezing.

Snatching Ambush. If the fetchfisher uses Snatch and Drag to attack a creature it has surprised, its claw attack deals an extra 11 (2d10) damage.

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

ACTIONS

Multiattack. The fetchfisher can use Shadow Step. It then attacks twice with its claw.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the fetchfisher can't use its claw on another target, and the fetchfisher's claw attack automatically hits the grappled target.

Snatch and Drag. The fetchfisher makes a claw attack with a reach of 15 feet. If it hits a Large or smaller creature, the fetchfisher can pull the target up to 10 feet directly towards itself.

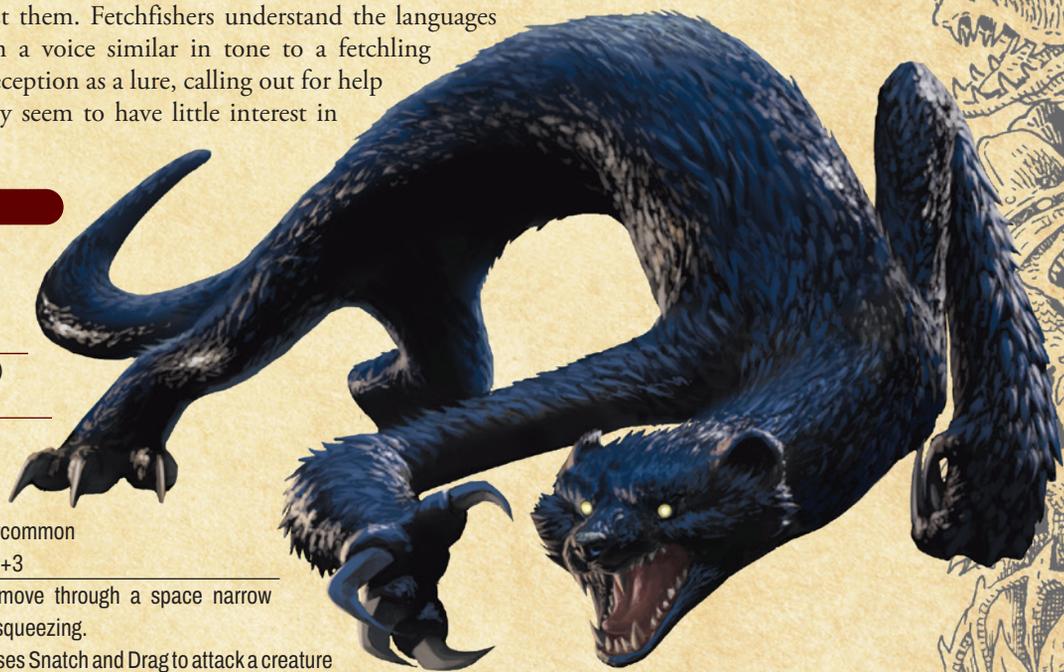
Shadow Step (Recharge 5–6). While in dim light or darkness, the fetchfisher magically teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness.

PLATINUM AWARD
RPG SUPERSTAR 2021
BY ALEX G. FRIEDMAN



FETCHFISHER COLLABORATORS

On the rarer occasions that fetchfishers hunt on the Material Plane, they have been known to cooperate with mimics to launch elaborate ambush schemes. In these schemes, the mimic acts as bait, adhering the victim in place to allow the fetchfisher to either gang up on a solitary victim or to snatch and drag away a back-line ally to make the mimic's job easier.



FETCHFISHER

PLATINUM AWARD
RPG SUPERSTAR 2021
BY ALEX G. FRIEDMAN

GREATER FETCHFISHER RIVALS

Many of the more sadistic schemers who occupy a similar niche to fetchfishers, such as bogeymen and bugbears, tend to think of themselves as the apex predators of the dark. A greater fetchfisher might observe these half-clever haunters for months from the darker places between shadows. While a bogeyman savors the process of terrorizing and baiting victims until they are encircled within their trap, a greater fetchfisher waits and bides their time. Only once their allies are in place and their mark has conveniently gathered victims for the kill do they strike. Then, like a leviathan appearing before a shoal in the gloom, the greater fetchfisher gorges itself on predator and prey alike.

GREATER FETCHFISHER

While the majority of fetchfishers seem content to subsist off of small-scale banditry, there are rare individuals with more terrible aspirations. Fetchfishers can develop a taste for evil magic and negative energy, as they naturally produce a small amount of primal shadow magic. A fetchfisher who regularly consumes such power eventually undergoes a transformation into a greater fetchfisher.

Few understand fetchfisher metamorphosis, as it is a blessedly rare occurrence. At some point, after consuming enough magical energy, the fetchfisher enters their den and hibernates, usually guarded by generations of their own offspring. After a few months, the greater fetchfisher emerges, monstrously transformed. Greater fetchfishers are heavily muscled, with a larger, fish-hooked killing claw on the index digit of each forepaw. Their jawbones extend beyond the snout in a grotesque, fleshy, crocodilian maw, lined with multiple rows of teeth. While the beast's eyes aren't as thoroughly transformed, their positioning shifts higher on the skull for a broader field of view. Those unlucky enough to encounter a greater fetchfisher swear they exhibit a higher predatory intellect than their kin.

An area that has been routinely hunted by a greater fetchfisher has several telltale signs. Ambient light seems bleary. Shadows might extend further than they should and diminish light more completely. Shadowy places, like woods and gullies, might develop the stench of rancid cooking fat. These are side effects of frequent travel by greater fetchfishers, as their slime residue settles into the nooks where shadows fall.

GREATER FETCHFISHER

Huge monstrosity, neutral

Armor Class 15

Hit Points 210 (20d12 + 80)

Speed 20 ft., climb 20 ft.

STR 21 (+5) **DEX** 21 (+5) **CON** 19 (+4) **INT** 14 (+2) **WIS** 17 (+3) **CHA** 17 (+3)

Skills Stealth +9

Senses darkvision 120 ft., passive Perception 13

Languages Common, Fetchling, Undercommon

Challenge 11 (7,200 XP) **Proficiency** +4

Shifting Mass. The fetchfisher can move through a space narrow enough for a Large creature without squeezing.

Snatching Ambush. If the fetchfisher uses Snatch and Dive to attack a creature it has surprised, its claw deals an extra 11 (2d10) damage.

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

ACTIONS

Multiattack. The fetchfisher can use Shadow Step. It then attacks once with its bite and twice with its claw.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage and the target is grappled (escape DC 16).

Until this grapple ends, the target is restrained, the fetchfisher can't use its claw on another target, and the fetchfisher's claw attack automatically hits the grappled target.

Shadow Step. While in dim light or darkness, the fetchfisher magically teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness.

Snatch and Dive. The fetchfisher makes a claw attack with a reach of 15 feet. If it hits a Large or smaller creature, the fetchfisher can pull the target up to 10 feet directly towards itself. The fetchfisher can then Shadow Step, forcing the target to make a DC 16 Wisdom saving throw. On a failed save, the target teleports with the fetchfisher, arriving in the same relative position and remaining grappled. On a success, the fetchfisher can choose not to teleport if it wants to keep the creature grappled.

FETHROTTE

**COPPER AWARD
RPG SUPERSTAR 2021
BY SPENCER WHITING**



A fethrotte is a markedly unintelligent, cantankerous, solitary creature that typically leads a short, painful life due to their singular purpose—a disposal system created to devour dangerous chemicals in alchemical laboratories. It moves slowly on its disproportionately small, overworked feet as it drags its distended, corpulent belly behind it. Behaviorally, fethrottes are aggressively territorial. Normal food will no longer sustain them, and so they are utterly reliant on its alchemist creator and the lab where its food is generated. Try to remove a fethrotte from its home, and it will fight obsessively and mercilessly. It may appear to be a common giant rat, but elemental grotesqueries come belching from between its gnarled teeth, and mutagenic mutations enable it to alter its very body to better rend an intruder.

While a fethrotte is not a particularly uncommon sight in an alchemical lab today, the specific origins of the creature are lost to time, though the haunting procedure to create one has spread since then. The process involves feeding a mundane giant rat a caustic mixture of mutagens and other alchemical drippings to create a servant perfectly suited to cleaning up the dangerous fluids and runoff of an active laboratory. Adventurers are advised to pay heed to an addendum penned after an alchemical researcher's final entry by their assistant: "Do not touch the corpse of a fethrotte, or your assistant will be entirely out of a job."

FETHROTTE

Medium monstrosity, unaligned

Armor Class 12

Hit Points 45 (6d8 + 18)

Speed 20 ft.

STR 16 (+3) **DEX** 15 (+2) **CON** 17 (+3) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 10 (+0)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 2 (450 XP) **Proficiency** +2

Volatile Contents. When the fethrotte dies, it bubbles and froths and undulates with growing intensity. If it is touched or moved, it detonates in a foul spew. Each creature within 10 feet of the fethrotte when it detonates must make a DC 13 Dexterity saving throw, taking 3 (1d6) each of acid, cold, fire, lightning, poison, and thunder damage (6d6 total) on a failed save, or half as much damage on a successful one. If no one interacts with the body, the fethrotte detonates on its own after 1d4 minutes, dealing the same damage in a 20-foot radius.

ACTIONS

Multiattack. The fethrotte can use *Heedless Mutation* and then makes two bite attacks.

Heedless Mutation. If the fethrotte has taken damage since the end of its last turn, its mouth and teeth grotesquely expand. The fethrotte takes a -1 penalty to attack rolls and gains a +1 bonus to damage rolls with its bite attack. This effect is cumulative, to a maximum penalty and bonus of -4 and +4. Two minutes after using this action, all changes from *Heedless Mutation* revert and the fethrotte gains levels of exhaustion equal to twice the damage bonus gained (causing the fethrotte to die if this bonus was +3 or +4).

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13) if the fethrotte isn't already grappling a creature.

REACTIONS

Matching Miasma. When the fethrotte takes acid, cold, fire, lightning, poison, or thunder damage, the next time the fethrotte hits a target with its bite attack before the end of its next turn, the target takes an extra 3 (1d6) damage of that type.



CAUTIONARY TAILS

Alchemists tempted to speed up the cleanup process by keeping more than one fethrotte quickly learn that fethrottes eat anything they consider food, including each other. The last thing an alchemist needs in a lab is more explosions, so a chain reaction of detonating cannibalized rats is not an appealing concept. They've also learned to monitor fethrottes that survive longer than usual. Their rate of mutation increases as they grow, and they may develop undesirable traits such as spewing elemental damage in a cone, changing sizes uncontrollably, growing wings, or birthing copies of themselves. Perhaps taking the time to clean up one's own messes isn't so bad after all.



FETH VELAUNT

**GOLD AWARD
RPG SUPERSTAR 2021
BY SPENCER WHITING**

FETH VELAUNT FINALES

Eventually, the citizenry discovers the grisly parade of mindless, transparent bodies, or there aren't enough corpses to sustain growth. That's when it surfaces.

Long and eel-like, transparent as fine glass, the creature drags itself onto land with its fins. Its belly is a miasma of coiling, whipping tendrils. It tethers dozens of creatures and tucks them up under its belly.

Then, it slips back underwater so that its gathered victims dreamlessly drown. While these statistics are perfect for a newly arisen feth velaunt, with enough time and bodies, it could become a gargantuan creature capable of destroying cities.

A feth velaunt is both a creature and a curse, appearing as a transparent eel-like creature with an ophidian head and hard, oversized fins. It grows and absorbs bodies until it can threaten an entire small settlement on its own.

A feth velaunt forms when the curse afflicts the local dead, causing them to lose all their color and opacity before wandering into the ocean. Worse, under the waves, the bodies of the dead merge together, forming a creature of singular desire: to continue growing.

FETH VELAUNT

Huge aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 30 ft., swim 45 ft.

STR 19 (+4) **DEX** 14 (+2) **CON** 19 (+4) **INT** 5 (-3) **WIS** 16 (+3) **CHA** 14 (+2)

Saving Throws Int +1, Cha +6

Skills Stealth +6

Damage Vulnerabilities psychic

Damage Resistances cold

Senses passive Perception 13

Languages Deep Speech

Challenge 9 (5,000 XP) **Proficiency** +4

Accursed Absence. The feth velaunt is as much a curse as a creature, and the way it fades back and forth between the two makes it harder to harm it. Whenever an attack would hit the feth velaunt, roll a d20. On a roll of 9 or higher, the attack hits normally. Otherwise, the attack passes through the feth velaunt and misses. On each subsequent hit before the start of the feth velaunt's next turn, the roll required to hit the feth velaunt decreases by two. These increases are cumulative, and once the required roll reaches 1, no roll is required to hit the feth velaunt. At the start of the feth velaunt's turn, the roll required to hit it resets to 9.

Amphibious. The feth velaunt can breathe air and water.

Tethers. If the feth velaunt hits a creature with its tether lash, that creature becomes grappled by the feth velaunt (escape DC 14) if the creature is not already grappled. While grappled in this way, the creature's speed isn't reduced to 0 but it can't move more than 30 feet from the feth velaunt. The feth velaunt's tethers can be attacked (AC 14, 15 hp, immunity to all damage except slashing). Destroying a tether deals no damage to the feth velaunt. If the feth velaunt attempts to move in a way that would exceed the reach of any tether, creatures attached to those tethers can attempt to escape the grapple as a reaction. If they don't escape, such creatures are dragged along with the feth velaunt at a distance equal to the tether's reach.

At the start of the feth velaunt's turns, the reach of any tether currently grappling a creature decreases by 15 feet, dragging all tethered creatures towards it if the reach becomes less than the distance between the creature and feth velaunt. If this causes a tethered creature to be dragged within 5 feet of the feth velaunt, the tethered creature becomes restrained. Creatures restrained in this way move along with the feth velaunt when it moves. Each time the feth velaunt takes damage, all creatures currently tethered to it take 2 (1d4) psychic damage.

ACTIONS

Multiattack. The feth velaunt attacks with its bite and a tether lash.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 23 (3d12 + 4) piercing damage.

Tether Lash. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage and the target is subjected to the feth velaunt's Tethers.

Mind Crush. Each tethered creature must make a DC 16 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. A creature restrained by the tethers makes this saving throw with disadvantage.

Harvest (Recharge 5–6). The feth velaunt unleashes a barrage of tether lashes in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw. On a failed save, a creature is subjected to the feth velaunt's Tethers and takes 18 (4d8) bludgeoning damage.

FOSTERKIN

**COPPER AWARD
RPG SUPERSTAR 2021
BY DAVID GREENE**



A WORLD APART

Fosterkin are often uncomfortable in crowded cities and instead prefer raising their children in a rural setting. Some lead nomadic lifestyles, training their wards to be adventurers and survivalists. Others build treehouse villages or networks of underground burrows to emulate the societies their children came from. Dozens of fosterkin and children may make up these communities, with grown children that the fosterkin previously raised acting as intermediaries between them and those in an insutral society.

Fosterkin are benevolent aberrations who love and care for young creatures without parents. According to popular folklore, fosterkin were created when an orphan made a powerful wish upon a star to have loving parents, and that wish was granted by strange benevolent entities beyond the stars. The child's fur coat, or perhaps their rug, came to life and transformed into the first fosterkin, a creature filled with parental love for the child who innately knew how to provide adequate care and protection. The child's wish surged in their heart, growing and changing into a wish to share this strange form of parental love with all the world's children. Thus, hundreds of rugs or coats nearby transformed into a flock of fosterkin, who would each seek out children of their own to foster.

The validity of this origin story is debatable, but it's certainly true that fosterkin are unable to procreate. Despite this, fosterkin have a primal urge to protect and raise children. These friendly creatures hide throughout various civilizations, searching for children in need of parents. Skittish by nature around adult humanoids, fosterkin move discreetly through cities and towns by disguising themselves as fur coats and rugs, a ruse that comes naturally to these furry creatures.

Fosterkin can't bear to see children suffer, and they feel the worst thing in the world is when terrible parents don't love or care for their children. Thus, they seek out abusive households and wait for opportune moments to steal children away from their terrible parents. When a favorable moment occurs, the fosterkin makes its presence known to the abused child, innately knowing how to soothe the youth. If the child agrees, the fosterkin then sneaks away with its newly adopted ward.

If confronted, a fosterkin prefers to use nonviolent means to escape its adversary, however it will give its life if necessary to protect its ward. Once a foe is rendered incapacitated, the fosterkin attempts to modify the foe's memory so that it forgets the encounter with the fosterkin.

With the child's consent, the fosterkin can use this same power to erase childhood trauma from its adopted offspring. Fosterkin raise children as if they were their own, and few things can match the love and support a fosterkin parent provides.

FOSTERKIN

Medium aberration, chaotic good

Armor Class 17 (natural armor)

Hit Points 187 (25d8 + 75)

Speed 35 ft.

STR 22 (+6) **DEX** 18 (+4) **CON** 17 (+3) **INT** 15 (+2) **WIS** 20 (+5) **CHA** 21 (+5)

Skills Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 12 (8,400 XP) **Proficiency** +4

Comforting Aura. Creatures within 30 feet of the fosterkin make saving throws against being frightened with advantage.

False Appearance. While the fosterkin remains motionless, it is indistinguishable from a normal fur coat or rug.

Innate Spellcasting. The fosterkin's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

3/day each: *sanctuary*, *sleep*

1/day: *modify memory*

ACTIONS

Multiattack. The fosterkin makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

The fosterkin can instead choose to deal no damage to the target. Whether or not the fosterkin deals damage, if the target is a Medium or smaller creature and the fosterkin isn't already grappling a creature, the target is grappled (escape DC 16). Until this grapple ends, the target is restrained.

Sleepy Embrace (Recharge 5–6). The fosterkin attempts to rock a creature to sleep. One creature grappled by the fosterkin must succeed on a DC 17 Wisdom saving throw or fall unconscious for 1 minute. The condition ends early if the target takes damage or someone uses an action to shake or slap the target awake.



FRENZIED TRASHFIRE

SILVER AWARD
RPG SUPERSTAR 2021
BY MARK T. ADKINS

LET IT GLOW

Some cities have found frenzied trashfires to be quite useful. They reduce the size of trash yards while preventing other unsavory creatures from taking up residence in them.

Establishing a relationship with a trashfire requires magic to calm it and a translator to negotiate with it. Each trashfire has a different personality, so while some only want the city to burn, others have more of a live and let live attitude and are perfectly content consuming trash peacefully for others.

A frenzied trashfire is an elemental creature formed of a large, roiling mass of trash and debris, surrounded by a dangerous fire. These creatures can spring up without warning in trash yards or other areas where pollution is common. While a frenzied trashfire is intelligent, all known descriptions of these creatures describe them as being driven by a relentless rage. While that rage is often directed at the markers (or excesses) of civilization, it's hard to know if the creature's violent actions are deliberate or happenstance.

Scholars speculate that frenzied trashfires might be the result of failed magical experiments by druids aimed at striking a blow against civilization and the all-too-common pollution that it brings in its wake. This leads many to wonder if other types of pollution-tainted elementals might exist.

Due to their fragility to blunt attacks, frenzied trashfires prefer to attack from a distance, often hiding behind walls of flaming trash that they have created.

FRENZIED TRASHFIRE

Medium elemental, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 35 ft.

STR 14 (+2) **DEX** 18 (+4) **CON** 14 (+2) **INT** 8 (-1) **WIS** 16 (+3) **CHA** 10 (+0)

Saving Throws Int +2, Cha +3

Damage Vulnerabilities cold

Damage Immunities fire

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

Senses darkvision 60 ft., passive Perception 13

Languages Ignan

Challenge 8 (3,900 XP) **Proficiency** +3

Consume Debris. The trashfire naturally draws trash, refuse, and other debris into its body to fuel its flames. The trashfire regains 10 hit points at the start of its turn if it is standing on a significant pile of trash.

Elemental Nature. The trashfire doesn't require air, food, drink, or sleep.

Innate Spellcasting. The trashfire's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spell, requiring no material components:

2/day: *stinking cloud*

Trash Walker. The trashfire ignores difficult terrain created by trash, refuse, or debris.

Vulnerable to Momentum. Because the trashfire has a body composed largely of trash, weapons that build up a great deal of momentum and scatter that debris are very effective against it.

Attacks that deal bludgeoning damage deal an extra 7 (2d6) damage to the trashfire.

ACTIONS

Multiattack. The trashfire makes two attacks.

Burning Refuse. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 50/100 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 10 (3d6) fire damage.

Wall of Burning Refuse (1/Day). The trashfire moves up to its speed. During this movement, it can select up to 8 contiguous, 5-foot-square spaces it passes through, leaving a wall built out of 10-foot-tall piles of burning trash in its wake. Other than the size and shape, this wall has the effects of a *wall of fire*. The trashfire can see through the wall.

FURNACE NEWT



**COPPER AWARD
RPG SUPERSTAR 2021
BY NICHOLAS POTTER**

Curious and playful, cat-sized furnace newts are nevertheless quite dangerous. Should a creature intrude upon their territory, furnace newts fight fiercely to defend their homes, but furnace newts' true power lies in their unique physiology.

Furnace newts live in hot, volcanic regions and are well adapted to high temperatures. As a furnace newt is exposed to more and more heat, it siphons some of the thermal energy to empower itself, growing larger and, in turn, radiating heat and fire around itself. This makes furnace newts popular additions to the domains of creatures that make use of fire, as the newt can add significant firepower to their side in a prolonged fight.

Most furnace newts have a strong enough preservation instinct to vent heat until they maintain a small size, but sometimes, in the heat of battle, a furnace newt won't have the time or inclination to shed excess energy. Many cautionary tales exist of cabals of young wizards capturing a furnace newt to defend their tower but then accidentally detonating it by using too many fire spells in its vicinity.

Despite the danger they present, however, furnace newts also enjoy popularity as companions, especially among blacksmiths who can provide regular access to a comfortably hot environment.

FURNACE NEWT

Small elemental, neutral

Armor Class 12

Hit Points 44 (8d6 + 16)

Speed 30 ft., climb 30 ft.

STR 14 (+2) **DEX** 15 (+2) **CON** 14 (+2) **INT** 7 (-2) **WIS** 10 (+0) **CHA** 15 (+2)

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan but can't speak

Challenge 1 (200 XP) **Proficiency** +2

All-Consuming Fire. When a creature other than a furnace newt uses a spell or magical ability that deals fire damage within 30 feet of the newt, the newt feeds on the thermal energy of the fire, growing in size to the next size category (from Small to Medium, from Medium to Large, or from Large to Huge). Once the newt has grown in size, it can't do so again until the start of its next turn.

If the newt is already Huge when this trait activates, the newt must make a DC 12 Constitution saving throw. On a successful save, the newt doesn't absorb the heat and remains Huge. On a failure, the newt explodes. The newt dies, and each creature within 15 feet of the newt takes 10vone size category, to a minimum of Small. If the newt was already Small, its speed is instead reduced by 10 feet until the end of its next turn. Once the newt has shrunk or suffered a reduction to its speed, it can't do so again until the start of its next turn.

Elemental Nature. The newt doesn't require air, food, drink, or sleep.

Raging Flames. When the newt hits with an attack, it deals extra fire damage based on its size: an extra 2 (1d4) fire damage if it's Small; 5 (2d4) if it's Medium; 7 (3d4) if it's Large; and 10 (4d4) if it's Huge.

ACTIONS

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

Boiling Spit. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) fire damage plus Raging Flames.

Vent Heat. If the newt is Medium or larger, it reduces its size from Huge to Large, Large to Medium, or Medium to Small. If it does so, it sheds excess heat. Each creature within 10 feet of the newt when it uses Vent Heat must make a DC 10 Dexterity saving throw, taking 7 (3d4) fire damage on a failed save, or half as much damage on a successful one.



A SPICY ADDITION

Recently, the furnace newt has taken the culinary world by storm as enterprising chefs discovered that having one live in their smoker adds a distinct pungency to its output. Some restaurants take the concept a step further and serve finger food directly atop of furnace newts. The newts are quite content with this arrangement, so long as they get a share of the food while basking in the attention. Connoisseurs describe the resulting flavor as earthy, rustic, and toasty, while less-distinguished diners complain the smoked meats taste "bog standard" and "like a cow drowned in a swamp of peppers."

FURY SPHERE

**COPPER AWARD
RPG SUPERSTAR 2021
BY NICK LUCAS**

TRAPPING A SPHERE

When slain, the spirit of a fury sphere can be contained in a smaller vessel in the next 10 minutes with a DC 20 Intelligence (Arcana or Religion) check. The sphere trapped in the new vessel can be used as one of the item targets for an animate object spell, creating an object that will begrudgingly follow commands.

Fury spheres are immense otherworldly metal spheres that were originally created by powerful immortal beings of good and law, early in the history of the universe. Each of these primordial spheres was infused with the spirit of a blessed being and put into place to help control a piece of celestial machinery. For a time, this was good, and the celestial spheres were happy... at least, until the day something went horribly wrong. The immortals who set the universe in order crafted a new and supposedly superior machine. But what is old and used is no longer perfect and ordered, so the immortal celestials cast the old pieces away to be melted down.

But the celestial spheres weren't merely some common metal to simply accept being smelted and reworked into something new. They felt their creators' betrayal, and so by infusing themselves with wrath and hatred, representing the diametric opposite of their old essence, they managed to escape their destruction and crash through the Heavens themselves. Multitudes of fury spheres poured into the planes, full of vengeful hatred for the gods and mortals whom they once toiled to serve. They now delight in chaos and the destruction of all things peaceful in order to spite their creators and strike back at the world that wronged them and left them behind. They'd rather watch the universe burn than allow themselves to become obsolete and quietly disappear.

Each fury sphere has a unique androgynous and rage-fueled face that appears on the surface of the sphere and always remains upright, no matter how fast the sphere is rolling. Fury spheres are made of shimmering metals of various hues. Some are the color of brass, some are silver, and some are black gunmetal, but on the inside, all are made of solid steel. Fury spheres are enormous spheres, 8 feet in diameter, that weigh over 60 tons.

Occasionally, a fury sphere comes up with a plan to seek out a high mountain, a labyrinth, a dungeon, or another area with narrow ledges and passages. Some evil beings have learned to negotiate and work together with fury spheres, promising untold destruction and chaos in exchange for the collaboration.

FURY SPHERE

Large construct, chaotic evil

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft.

STR 20 (+5) **DEX** 16 (+3) **CON** 18 (+4) **INT** 14 (+2) **WIS** 15 (+2) **CHA** 16 (+3)

Saving Throws Con +8, Wis +6, Cha +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone

Senses passive Perception 12

Languages Abyssal, Celestial, Common

Challenge 9 (5,000 XP) **Proficiency** +4

Constructed Nature. The sphere doesn't require air, food, drink, or sleep.

Roll Over. If the sphere moves at least 10 feet down an incline and then hits with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage.

Trampling Charge. If the sphere moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the sphere can move through its space.

ACTIONS

Multiattack. The sphere makes up to three slam attacks, each of which must be against a different target.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Slamball (Recharge 5–6). The sphere flies up to its walking speed and crashes down in an unoccupied space, creating a shockwave and battering enemies. Each creature within 15 feet of the space where the sphere lands must make a DC 17 Dexterity saving throw. On a failed save, the target takes 40 (9d8) bludgeoning damage and is knocked prone. On a success, the target takes half as much damage and isn't knocked prone.

GOLD AWARD
RPG SUPERSTAR 2021
 BY VINCENT THÉRIAULT



A SUITABLE ENDING

Gasper skins are in high demand among those who know of their existence. If handled very carefully, they can get a second life as skintight suits for athletes, divers, and industrial workers who need the protection and efficiency offered by clothing that is nigh impenetrable except by slashing.

Gaspers are bizarre, aberrant elementals, sealed inside a prison of rubbery skin, that choke to death whenever other living creatures get a good look at them. A gasper typically appears as a lanky creature with humanoid forms covered in yellow rubbery skin that appears to have a life of its own. This sickly skin is stretched over its tall, malformed frame. Living creatures never get a chance to see a gasper's face up close, as it seals shut at first sight with muffled cries and whimpers. A gasper's torso bulges and throbs violently to unnatural proportions as it starts asphyxiating, and it lunges, rushing towards onlookers in reckless abandon. If the onlookers are obviously too powerful, the gasper attempts to flee beyond breathsense range instead.

Gaspers can be found in nearly any climate in reclusive places and underground sanctuaries, as they avoid the lethal effects the gaze of the living has upon them. Yet gaspers inevitably emerge to lumber listlessly on the surface for a moment before returning to safety, their heads craned towards a sky they can't see.

Due to their self-imposed isolation, gaspers are virtually unknown in the outside world, which is unfortunate for many crossing their path since they mainly attack for self-preservation.

Gaspers are usually forced to live solitary lives, but that doesn't mean they don't get lonely. They often find companionship with sightless creatures, intelligent undead, and constructs. Gaspers' companions are sometimes benign, but undead and other evil companions might hang around the gasper mainly to use its breathsense as a rudimentary detector for living victims.

Inscrutable accounts that attempt to explain a gasper's unique physiology claim that a gasper's skin is a separate aberrant entity added to an air elemental due to some kind of curse or punishment. One piece of evidence that supports this possibility is that when a gasper dies, its skin slumps lifelessly, leaving nothing more than an empty husk.

GASPGASPER

Medium aberration, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 178 (21d8 + 84)

Speed 40 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 18 (+4) **INT** 6 (-2) **WIS** 14 (+2) **CHA** 14 (+2)

Skills Athletics +8, Stealth +6

Condition Immunities blinded

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 12

Languages understands Auran and Deep Speech but can't speak

Challenge 9 (5,000 XP) **Proficiency** +4

Breathsense. A creature that doesn't breathe, or a breathing creature that holds its breath and plugs its airways, is invisible to the gasper. To plug its airways in this way, a creature must have one hand free to fully plug its nose and cover its mouth.

Gasper's Plight. When a breathing creature within the range of the gasper's blindsight sees the gasper, the skin on the gasper's head crimps shut. The gasper immediately begins to suffocate, compelling it to kill or escape any living witnesses in order to survive. A suffocating gasper can survive for 2 minutes before it dies.

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

ACTIONS

Multiattack. The gasper makes a slam attack and a spine attack.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage.

Spine. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Desperate Assault (Recharge 5–6). The gasper jumps up to its speed and makes up to two slam attacks, each against a different target.

REACTIONS

Sip of Air. When the gasper takes piercing or slashing damage while it is suffocating, it inhales air from its quickly sealing wound holes. The gasper can survive an additional 2 rounds.



GASTROPHAGE

**SILVER AWARD
RPG SUPERSTAR 2021
BY DAVID GREENE**

THE LAND IS HEALING?

Some believe that gastrophages are nature's response to trolls, whose populations ravage the land if left unchecked. It's an odd perspective to take given that gastrophage rampages can be more destructive than the problem they purportedly solve. The kernel of truth behind the belief comes from the phenomenon of gastrophages emerging out of the earth en masse. This behavior is due to their weakness to cold, however.

During winters, gastrophages retreat underground. Those who find deep cavern networks remain active, while those in shallow burrows instead hibernate, suppressing their acid generation.

Aside from fire and the occasional flask of acid, trolls have little to fear... aside from a gastrophage, that is. Gastrophages are the natural predators of trolls; however, they are by no means a welcome sight, as gastrophages are happy to supplement their diet with livestock and townsfolk. When a gastrophage encounters a troll, it rushes towards its prey and sprays corrosive bile at the unfortunate troll. The beast then sinks its teeth into the troll as the bile begins to predigest the victim. The bile is far too corrosive for even a troll's legendary regeneration to repair, and the troll is soon torn apart limb from limb.

Like trolls, gastrophages have powerful regenerative abilities and are able to heal nearly any wound. However, unlike a troll, they can heal severe wounds caused by flame and corrosive acid. Only freezing temperatures are capable of slowing a gastrophage's metabolism enough to halt its regeneration.

When prey is plentiful and close at hand, gastrophages are known to spray bile from all of their pores at once, covering all within their vicinity in corrosive bile, including themselves. This makes for a horrific sight as the beast dissolves and reforms unhindered as it assails its prey. These acidic beasts have no innate resistance to their own bile and instead rely on their rapid regeneration to counteract their own stomach acid. A gastrophage coated in bile is even more dangerous, as those attacking the beast risk exposing themselves to the bile.

Gastrophages have voracious appetites due to the high metabolism required by their regenerative flesh. However, they prefer easy prey and are quick to give up when chasing elusive targets.

GASTROPHAGE

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft.

STR 21 (+5) **DEX** 14 (+2) **CON** 18 (+4) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 14 (+2)

Saving Throws Int +0, Wis +5

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 9 (5,000 XP) **Proficiency** +4

Acid Defense. When the gastrophage takes acid damage, until the end of its next turn its attacks deal an extra 7 (2d6) acid damage and a creature that touches the gastrophage or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage.

Regeneration. While the gastrophage has at least 1 hit point, it regains 10 hit points at the start of its turn. If the gastrophage takes cold damage, this trait doesn't function at the start of the gastrophage's next turn.

ACTIONS

Multiattack. The gastrophage attacks with its bite and its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 27 (5d8 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Bile. *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. *Hit:* 27 (6d8) acid damage.

Gastric Explosion (Recharge 5–6). Corrosive bile sprays forth from the pores in the gastrophage's skin. Each creature within 20 feet of the gastrophage must make a DC 16 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one. The gastrophage then takes 7 (2d6) acid damage.



GLADELICH

**COPPER AWARD
RPG SUPERSTAR 2021
BY CHARLIE HO**



When spellcasters seek to outsmart death, there are a number of paths to follow. One vile method is lichdom, of which there are many paths since every lich ritual is unique. While many liches are metamorphosed from arcane magic, there are other secrets available only to those with a primal inclination—the gladelich.

A gladelich is a variant of the infamous lich; however, rather than a phylactery, their source of immortality is their soul grove—a collection of trees where the ritual to transform them into a gladelich was performed. Once a soul grove arises along with the gladelich, the land becomes tainted with negative energy, and new trees can't grow there via normal means. Instead, new saplings in the soul grove sprout only from the souls of mortals who die in the grove, typically after being brought there by the gladelich. Each time a gladelich rejuvenates from a temporary demise, their new body is transmuted from a tree in their soul grove.

GLADELICH

Medium undead, neutral evil

Armor Class 13 (16 with barkskin)

Hit Points 162 (25d8 + 50)

Speed 35 ft.

STR 14 (+2) **DEX** 16 (+3) **CON** 14 (+2) **INT** 18 (+4) **WIS** 20 (+5) **CHA** 17 (+3)

Saving Throws Con +7, Wis +10

Skills Arcana +9, Perception +10

Damage Resistances cold; piercing and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 20

Languages Common, Elvish, Sylvan

Challenge 13 (10,000 XP) **Proficiency** +5

Dread Grove. A creature that has dealt fire damage to a plant or plant creature within the last 24 hours makes death saving throws with disadvantage while in the gladelich's soul grove.

Speak with Animals and Plants. The gladelich can communicate with animals and plants as if they shared a language.

Spellcasting. The gladelich is a 14th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks).

The gladelich has the following spells prepared:

Cantrips (at will): *druidcraft, guidance, resistance*

1st level (4 slots): *detect magic, entangle, longstrider*

2nd level (3 slots): *barkskin, gust of wind, pass without trace*

3rd level (3 slots): *dispel magic, haste, slow*

4th level (3 slots): *blight, freedom of movement*

5th level (2 slots): *cloudkill, wall of stone*

6th level (1 slot): *harm, true seeing, wind walk*

7th level (1 slot): *finger of death*

Soul Grove. Each gladelich has a soul grove, a forested area perpetually shrouded in shadow.

When a gladelich is destroyed, its soul immediately transfers to its soul grove. It gains a new body in 1d10 days, regaining all its hit points and becoming active again. A gladelich can be permanently destroyed only if its soul grove is found and destroyed.

Steady Spellcasting. The gladelich has advantage on Constitution saving throws it makes to maintain concentration on a spell.

Turn Resistance. The gladelich has advantage on saving throws against any effect that turns undead.

Undead Nature. The gladelich doesn't require air, food, drink, or sleep.

Woodland Stride. The gladelich ignores difficult terrain created by nonmagical foliage.

ACTIONS

Multiattack. The gladelich casts a spell and makes one attack.

Withering Branch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) necrotic damage, and the gladelich regains hit points equal to the necrotic damage dealt.

Needle. *Ranged Weapon Attack:* +8 to hit, range 40/80 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.



GOBLIN CIRCUS TROUPE

**SILVER AWARD
RPG SUPERSTAR 2021
BY RODNEY SLOAN**

CULTURE SHOCK

The number one piece of guidance for those about to experience a goblin circus troupe is: do NOT pelt the troupe with rotten vegetables. Goblin culture considers this expression of displeasure to be a sign of approval instead. Excited troupe members may be so thrilled by the audience participation that they bring offenders into the act. These kidnappings have put a new spin on the concept of running away to join the circus.

Goblin acrobats, bomb jugglers, fire eaters, dog tamers, clowns, and musicians form a goblin circus troupe led by a ringmaster. When left to their own devices, the troupe leaps and cartwheels around, banging their instruments and making an awful noise. Anyone who doesn't applaud loudly enough—and the troupe can't hear much over their din—gets pelted with whatever the goblins have on hand, which usually includes bombs and random circus props.

With their courage bolstered by their numbers, goblin circus troupes love to perform in densely populated human cities where the city watch has difficulty keeping them under control.

GOBLIN CIRCUS TROUPE

Gargantuan swarm of Small humanoids, chaotic evil

Armor Class 14

Hit Points 103 (9d20 + 9)

Speed 30 ft.

STR 18 (+4) **DEX** 18 (+4) **CON** 12 (+1) **INT** 10 (+0) **WIS** 8 (-1) **CHA** 12 (+1)

Skills Acrobatics +7, Athletics +7, Performance +7

Damage Resistances bludgeoning, piercing, and slashing

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

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 6 (2,300 XP) **Proficiency** +3

Cacophonous Aura. A creature that starts its turn within 30 feet of the troupe and can hear it must succeed on a DC 12 Wisdom saving throw or be deafened for 1 minute.

If a creature's saving throw is successful, the creature is immune to Cacophonous Aura for 24 hours.

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

ACTIONS

Smash Them! The troupe engages in a coordinated attack against each creature of its choice within its space and within 5 feet of it. Each target must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) bludgeoning damage plus 7 (2d6) fire damage, or half as much bludgeoning and fire damage if the troupe has half of its hit points or fewer.

Pelt Them! The troupe pelts creatures with a volley of stones, bombs, and random props. Each creature within 10 feet of a point the troupe can see within 30 feet of it must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage plus 7 (2d6) fire damage, or half as much bludgeoning and fire damage if the troupe has half its hit points or fewer.

Encore! The goblins put on the show of their lives. Each creature within 120 feet of the troupe that can see and hear it must succeed on a DC 12 Wisdom saving throw or be charmed for 1 minute. A charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that successfully saves is immune to Encore! for the next 24 hours.



GOLDEN COINVORE SWARM

This deadly guardian is composed of thousands of hungry maws masquerading as a tremendous wealth of golden coins.

A golden coinivore swarm can lie dormant for months on end, waiting for prey to stumble upon them. Their beguiling appearance, slowing poison, and endless tearing teeth then make short work of any fleshy morsel they can catch. This hunger makes a golden coinivore swarm difficult to keep alongside other creatures, as they invariably turn upon their companions. The swarm only ignores other coinivores and beings without edible flesh, such as most constructs, oozes, and spirits. Thankfully, golden coinivore swarms are extremely territorial and usually don't willingly venture far from whatever lair they have come to call home.

Anyone who survives an encounter with a golden coinivore swarm, however, might later discover a few extra coins in their pockets and purse, as a very small number of nascent coinivore queens in each swarm seek not blood but a home for a new brood. In this way, coinivores have been slowly spreading to the most unexpected of places.

It should be noted, though, that an individual coinivore drone, once separated from its swarm, becomes rather docile, and they have been kept by some as unconventional pets or even familiars.

GOLDEN COINVORE SWARM

Large swarm of Tiny aberrations, unaligned

Armor Class 14

Hit Points 133 (14d10 + 56)

Speed 25 ft., climb 25 ft.

STR 10 (+0) **DEX** 18 (+4) **CON** 18 (+4) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 10 (+0)

Damage Resistances bludgeoning, piercing, and slashing

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

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 8 (3,900 XP) **Proficiency** +3

All That Glitters. A creature that values gold that starts its turn within 60 feet of the swarm and can see the swarm must succeed on a DC 11 Wisdom saving throw or be charmed for 1 minute. While charmed by the swarm, a target is incapacitated. If a charmed target is more than 5 feet away from the swarm, it must move on its turn toward the swarm by the most direct route, trying to enter the swarm's space. It doesn't avoid opportunity attacks, but it does avoid obvious damaging terrain, such as lava or a pit. The effect ends early if the swarm deals damage to the target. If the saving throw is successful or the effect ends on a creature, it is immune to the effect for 24 hours.

Fool's Gold. While the swarm remains motionless, it is indistinguishable from ordinary gold coins.

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

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 creature. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

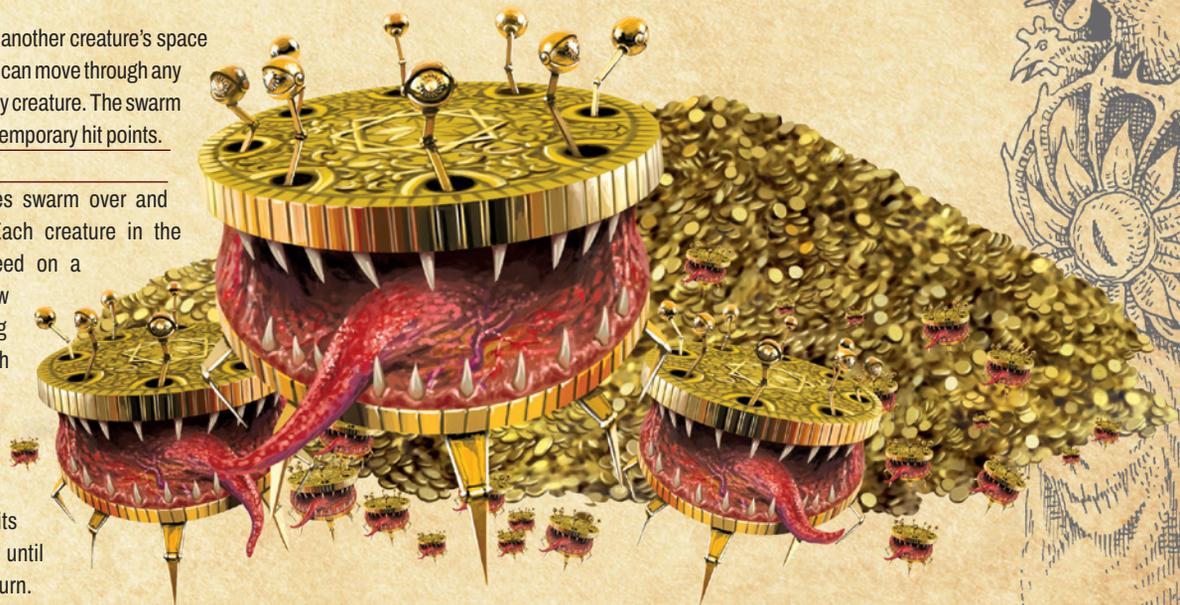
Money Hungry. The coinivores swarm over and devour nearby creatures. Each creature in the swarm's space must succeed on a DC 15 Dexterity saving throw or take 21 (6d6) piercing damage, or half as much damage if the swarm has half of its hit points or fewer. Also on a failed save, a creature takes 7 (2d6) poison damage and its speed is reduced by 10 feet until the start of the swarm's next turn.

COPPER AWARD
RPG SUPERSTAR 2021
BY JEFFREY ANDERSON



SAY HELLO TO MY LITTLE FRIENDS

Some thieves guilds keep golden coinivore swarms for both defensive and offensive purposes. They place the creatures inside false entrances to their vaults, where they ambush rivals who think they are easy pickings. They may also use them to pay debts, unleashing murder on foes foolish enough to accept the bags of gold. Legend speaks of one ambitious thief who gifted a swarm to a dragon. It did not kill the dragon but infested the hoard so thoroughly that the dragon abandoned it in disgust, leaving easy pickings for the thief.



GOLEM OF WONDER

**SILVER AWARD
RPG SUPERSTAR 2021
BY BRITE CHENEY**

WONDERING WHY

Like most artifacts, golems of wonder are so difficult and expensive to construct that their makers are left pondering what purposes they could serve that would be more valuable than the golem itself. They are less consistent guardians than their more lethal counterparts, and they have additional weaknesses to sensory magic. A few have ended up at casinos, where their scintillating appearances and chaotic abilities allow them to double as both an attraction as well as security.

These brightly colored and bejeweled constructs are feared, not because of any expert spellcasting or massive damage, but because it is so hard to prepare for them. Their attacks are based on chaos and randomness, making it virtually impossible to guess what they will do next, making them a formidable foe.

GOLEM OF WONDER

Large construct, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 172 (15d10 + 90)

Speed 30 ft.

STR 23 (+6) **DEX** 16 (+3) **CON** 22 (+6) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 3 (-4)

Saving Throws Int +0, Wis +6, Cha +0

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 12

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

Challenge 11 (7,200 XP) **Proficiency** +4

Constructed Nature. The golem doesn't require air, food, drink, or sleep.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

Psychic Absorption. Whenever the golem is subjected to psychic damage, it takes no damage and instead regains a number of hit points equal to the psychic damage dealt.

ACTIONS

Multiattack. The golem makes three chaos slam attacks.

Chaos Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** Roll 1d6 to determine the damage dealt:

- 1: 15 (2d8 + 6) slashing
- 2-3: 17 (2d10 + 6) force
- 4-5: 19 (2d12 + 6) bludgeoning
- 6: 25 (3d12 + 6) lightning

Invoke Wonder. The golem points its finger at a creature it can see within 60 feet of it and unleashes the chaotic magic upon which it was built. Roll 1d20 to determine the effect.

- 1: Roll twice, targeting different creatures within range each time. Ignore further results of 1.
- 2-3: Large glass beads form on the target's arms, weighing it down. Its speed is halved until it uses action to break the beads.
- 4-5: The target switches places with a random creature within 30 feet of it.
- 6-8: The target's mind is overwhelmed by the chaos, causing it to become stunned until the end of its next turn.
- 9-11: The golem casts *fog cloud*. Roll 1d4. On a 1 or 2, the fog is centered on the golem. On a 3 or 4, it's centered on the target.
- 12-13: For the next minute, the golem can use Invoke Wonder as a bonus action.
- 14-15: The golem casts *slow* (DC 18) on the target.

16-17: The target must make a DC 18 Constitution saving throw. On a failed save, the target's limbs temporarily lengthen for 1 minute. While the effect lasts, the reach of the target's attacks increases to by 5 feet, but the target makes attack rolls with disadvantage.

18-19: Any nonmagical object the target is wearing or carrying glows with a harmless blue light for 10 minutes. While the effect lasts, the glow casts dim light in a 10-foot radius and can't be extinguished.

20: 10d6 pebbles shoot from the golem's hand in a 60-foot line that is 5 feet wide. Each pebble deals 1 bludgeoning damage to each target in the line that fails a DC 18 Dexterity saving throw.



GOREHED

**COPPER AWARD
RPG SUPERSTAR 2021
BY LUCAS SERVICEO**



Goreheds are a conglomeration of humanoid and frog, with a head that resembles that of a humanoid with one eye, a large maw of serrated teeth to better tear flesh, and a wrinkled, compact body like a frog with large webbed hands and clawed feet. While capable of bipedal travel, for more support, goreheds travel on all fours. Goreheds love humanoid flesh, and they use their mimicking voices to lure prey into their lairs. Goreheds make their lairs in swampy regions, where they can drown their prey and infect them with their young. Gorehed lairs modify the natural environment, sometimes causing a nuisance for those in the area. These lairs are made of mud, stone, and trees and built to withstand the elements.

Goreheds are intelligent but don't seem to use any crafted tools or weapons, preferring to rely on their natural abilities instead. Any fabric or items goreheds retain are from prey, not crafted by the goreheds themselves. Goreheds instinctually tend to distrust and fear magic. Once they notice a spellcaster, goreheds have a tendency to retreat unless they outnumber their potential prey. Goreheds typically hunt in packs of four or more to make sure they have the advantage over a single target, and they sometimes employ as many as ten adults in a hunting party when going after large prey.

Goreheds usually hunt to eat and breed, but even when they are already well-fed, they enjoy luring prey to their deaths just for fun. No one is sure of the origin of these bizarre creatures. Rumors say they came from an opening in the sky, but nothing has been found to prove this.

GOREHED

Small aberration, neutral evil

Armor Class 14

Hit Points 71 (11d6 + 33)

Speed 25 ft., swim 25 ft.

STR 17 (+3) **DEX** 18 (+4) **CON** 16 (+3) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 17 (+3)

Skills Deception +5, Stealth +6, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Deep Speech

Challenge 4 (1,100 XP) **Proficiency** +2

Amphibious. The gorehed can breathe air and water.

Corpse Incubation. After killing a creature, a gorehed drags the corpse underwater and inserts an egg sack into the base of its neck. A gorehed nymph grows within the corpse, feeding on the dead flesh and utilizing the head as a safe place to grow until it matures, roughly 7 days later.

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

Sound Imitation. The gorehed can mimic any voice it has heard. A creature familiar with the original voice can recognize an imitation with a successful DC 15 Wisdom (Insight) check.

Swamp Stride. The gorehed ignores difficult terrain created by swampy terrain.

ACTIONS

Multiattack. The gorehed attacks with its bite and its claw. It can replace one attack with Demoralizing Mimicry.

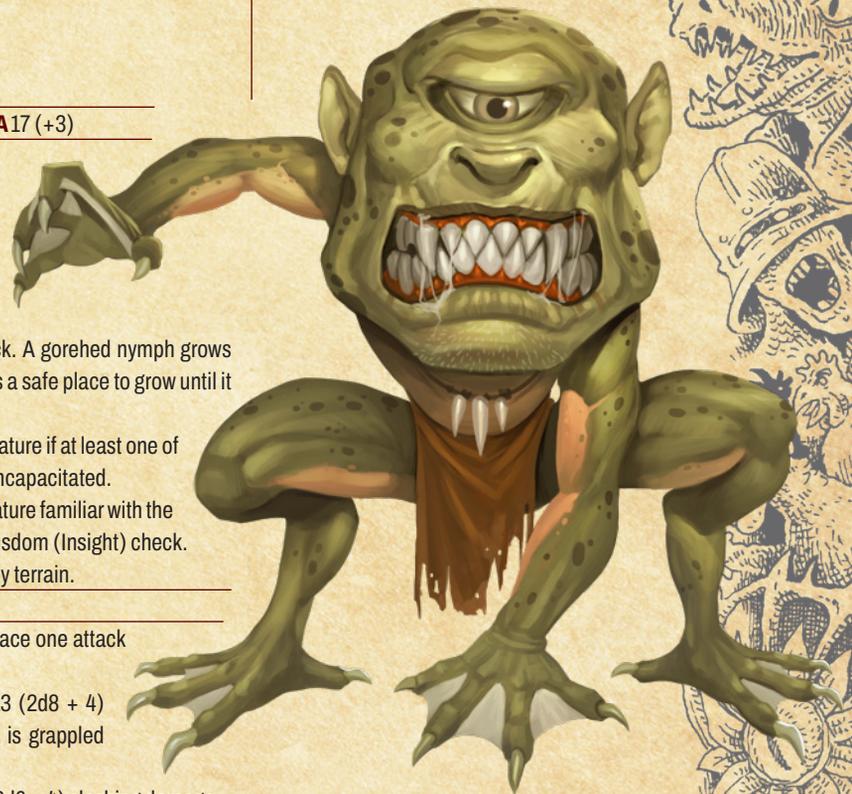
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13) if the gorehed isn't already grappling a creature.

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

Demoralizing Mimicry. The gorehed uses its mimicry to alarm a creature, potentially by creating what sound like the shrieks of victims or saying something unsettling in a friend's voice. One creature of the gorehed's choice within 30 feet of it that can hear it must make a DC 13 Wisdom saving throw or be frightened until the end of its next turn. If a creature's saving throw is successful, the creature is immune to Demoralizing Mimicry for the next 24 hours.

REACTIONS

Fleeing Leap. When a hostile creature ends its turn within 5 feet of the gorehed, the gorehed jumps up to half its speed directly away from the creature without provoking opportunity attacks. The gorehed can't end this jump within 5 feet of another hostile creature.



HOLD YOUR TONGUE

Goreheds have an inflated sense of self-worth. They boast to each other about the size of their heads, the height of their leaps, the precision of their imitations... pretty much every aspect of themselves, which makes their one inferiority complex stand out even more: goreheds are jealous of frog tongues. Stuck with the pathetic, stubby tongues of humanoids, goreheds envy frogs for how far their tongues reach. That is why they cut tongues from their victims, not for display as trophies but to tie to the ends of their own tongues in hopes that they will somehow merge into an extended organ.



GROUNDGULLET

**COPPER AWARD
RPG SUPERSTAR 2021
BY AVIV SCHWARZ**

GROUNDGULLET ORIGINS

The first groundgullets are believed to have been bred by an ancient cyclops kingdom as a bizarre means of garbage disposal, but a small number of the creatures have since spread to other regions around the world.

GROUNDGULLET ENCOUNTERS

Though usually not cruel, some groundgullets have developed a predilection for human flesh and lurk outside settlements to feed on wanderers. When threatened, groundgullets pummel their assailants with volleys of debris, digestive acids, and the stench of their decomposing previous meals.

At first glance, a groundgullet might appear to be nothing more than a rank, slimy, and slightly red pit in the ground. In fact, its body is composed of membranes that make up the walls of the pit, which undulate as they slowly burrow through the ground. Inside, one finds muscular feelers, acidic glands, and a potent, decentralized nervous system. Groundgullets can seamlessly blend into their surroundings when covering their maw, making them dangerous ambush predators.

GROUNDGULLET

Medium aberration, neutral

Armor Class 15 (natural armor)

Hit Points 161 (19d8 + 76)

Speed 0 ft., burrow 25 ft.

STR 20 (+5) **DEX** 15 (+2) **CON** 19 (+4) **INT** 13 (+1) **WIS** 13 (+1) **CHA** 12 (+1)

Saving Throws Con +7, Wis +4, Cha +4

Skills Stealth +5

Condition Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 500 ft., passive Perception 11

Languages —

Challenge 8 (3,900 XP) **Proficiency** +3

Shifting Earth. The groundgullet's body is a 15-foot deep pit. It can burrow through earthen material such that its opening remains on the surface. When it does so, it visibly disturbs the earth along its path, turning it into difficult terrain. It can instead choose to burrow at half speed and leave no trail behind it. The groundgullet can move through other creatures' spaces, and it can occupy the space of other Medium or smaller creatures.

ACTIONS

Spew Rock. *Ranged Weapon Attack:* +8 to hit, range 30 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Cover Pit. The groundgullet closes a thick membrane above its opening, which immediately matches the appearance of the surrounding terrain. Until it moves or takes an action or reaction, the groundgullet resembles an ordinary area of ground and can be detected only with a successful DC 15 Wisdom (Perception) check. If a Small or Medium creature moves into the groundgullet's space, it can use Swallow as normal.

Decomposing Belch. Each creature within 30 feet of the groundgullet, including swallowed creatures, must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn.

Spray (Recharge 5–6). The groundgullet sprays churned rock and stomach acid from its maw. Each creature in a 20-foot cone must make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage plus 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

REACTIONS

Swallow. When the groundgullet enters a Medium or smaller creature's space or a Medium or smaller creature enters the groundgullet's space, the creature must succeed on a DC 16 Dexterity saving throw or be swallowed by the groundgullet, provided the groundgullet doesn't already have a creature swallowed. While swallowed, the creature moves with the groundgullet and takes 21 (6d6) acid damage at the start of each of the groundgullet's turns. A creature can climb 15 feet out of the groundgullet's maw by making a successful DC 15 Strength (Athletics) check. While the groundgullet has a creature swallowed, its opening must remain on the surface as it burrows.

GUILLOTINE HEAD



**SILVER AWARD
RPG SUPERSTAR 2021
BY STEPHEN BANDSTRA**

A guillotine head is a disembodied, rolling undead head, a cousin of the beheaded. During times of great killing and death, officials place the heads of those killed by a guillotine or blade in great baskets as trophies to display to the public. With so much death, necromantic energies can send tendrils of unlifelike into these heads, causing them to awaken. A guillotine head has but one goal: to kill the one who removed their head and then cause as much death as possible to those who cheered them on.

A guillotine head is driven by its need to rip and tear with its teeth, often gnashing its teeth uselessly in the air if it hasn't had a chance to feed within the past few hours. Guillotine heads have no physical need to sate their undead hunger for food, though, as their form is simply a decomposing head. Those who have observed these creatures attempting to eat have claimed that any flesh that passes through their mouth quickly comes out of the base of their sliced neck.

A single guillotine head is not a great threat, though sometimes they form into a massive swarm of undead heads, sweeping across a city as an angry wave of undeath. This typically happens if a single bloody executioner kills countless people, as the victims work together to hunt down their shared executioner to enact their vengeance. In this event, they can become an unstoppable swarm, consuming anything in their wake and leaving behind a mess of chewed flesh and offal.

When these guillotine heads gather, their chittering and grinding teeth are enough to clear whole city blocks. It is such a horrific noise that it's been known to cause people's ears to bleed and their bowels to loosen.

If the guillotine heads can successfully locate their original bodies, they can reattach themselves, potentially transforming into another type of corporeal undead.

GUILLOTINE HEAD

Tiny undead, neutral evil

Armor Class 11

Hit Points 10 (4d4)

Speed 20 ft.

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

Damage Immunities poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Common but can't speak

Challenge 1/4 (50 XP) **Proficiency** +2

Rolling Movement. When the head moves, it can only roll and can only ascend gentle slopes.

The head is unable to climb stairs but can fall down them. The head's speed is doubled while descending a slope.

Undead Nature. The head doesn't require air, food, drink, or sleep.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) piercing damage. If the head scores a critical hit, the target loses 2 (1d4) hit points at the start of each of its turns due to a wound. Any creature can take an action to stanch the wound. The wound also closes if the target receives magical healing.

Grinding Teeth (Recharge 5-6). The head grinds its teeth, producing a sickening noise. Each creature within 15 feet of the head that can hear it must make a DC 11 Wisdom saving throw. Constructs and undead automatically succeed on the save. On a failed save, the target is frightened 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.



HEAD OF THE FAMILY

Guillotine heads may find allies in family members who also seek revenge for their loved one's untimely decapitation. Few things in the world are as terrifying as a charge of orphans with their parents' heads in picnic baskets, ready to be thrown in the world's grisliest game of dodgeball. This strategy does have drawbacks, as victims of guillotine heads may themselves reanimate as guillotine heads if their attackers devour their bodies first.

DONT BLINK

A researcher once asked a colleague facing execution to blink as many times as possible during his beheading so that they could determine how long a disembodied head retained consciousness.

Unfortunately, the colleague became a guillotine head. Rumors say that he is still blinking to this day.



GUILTBOUND

**GOLD AWARD
RPG SUPERSTAR 2021
BY KALEN H.M.**

GRISLY SENTRY

A guiltbound can often unintentionally act as a guard for small communities, remaining unaware of innocent denizens while unerringly pursuing interlopers with a history of killing. A guiltbound possesses no nuance about who it sees as a murderer; justifications of self-defense will prove to be no defense at all.

When a murderer shares a grave with their victim and the murder weapon (whether interred in a mass grave, buried at sea, or through sheer coincidence), the profane energies of the massacre fuse the three together, causing them to rise from the grave as a hideous amalgam. Bound together, the murderer is eternally presented with a grisly reminder of the deed they committed in life: the victim's corpse, likewise reanimated and perpetually gripped by fear, dangles from the murderer in place of one of its arms.

A guiltbound is unable to venture far from its burial site and can often be found lingering near its grave. Paradoxically, their horrific appearance contradicts their behavior, as they tend to ignore those who have never committed murder and usually don't pose an immediate danger to those who have lived a peaceful life. Most give them a wide berth regardless. Moreover, some communities have used guiltbound as a way of determining guilt: if a guiltbound can see a suspected murderer, they are likely the perpetrator. In such cases, the guiltbound often also conveniently fulfill the role of executioner.

GUILTBOUND

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 221 (26d8 + 104)

Speed 25 ft.

STR 21 (+5) **DEX** 10 (+0) **CON** 18 (+4) **INT** 15 (+2) **WIS** 15 (+2) **CHA** 19 (+4)

Saving Throws Con +8, Wis +6

Damage Immunities poison

Condition Immunities exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 10 (5,900 XP) **Proficiency** +4

Mounting Terror. A creature hit by the guiltbound's melee attack begins to experience the moments that led up to the murder, eventually reliving the heart-stopping instant before the victim's death. The target must succeed on a DC 16 Wisdom saving throw or take 9 (2d8) necrotic damage and be frightened until the end of its next turn. A creature that has dealt damage to the guiltbound since the end of the guiltbound's last turn makes this save with disadvantage.

Murder Weapon. The guiltbound is linked to its murder weapon (a handaxe, for example). The guiltbound wields a spectral version of this weapon. The guiltbound has vulnerability to damage dealt with that kind of weapon.

Murdersense. The guiltbound can only sense creatures that have dealt damage to it within the last 24 hours, or those that have killed another living, sapient being (not animals or mindless creatures) at any point during its lifetime. Other creatures are thus invisible, inaudible, and otherwise undetectable to the guiltbound.

Undead Nature. The guiltbound doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The guiltbound attacks with its murder weapon and its dangling corpse arm.

Murder Weapon. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 18 (2d12 + 5) necrotic damage plus Mounting Terror.

Dangling Corpse Arm. Melee Weapon Attack: +9 to hit, reach 10 ft., one target.

Hit: 14 (2d8 + 5) bludgeoning damage plus Mounting Terror. If the target is a Medium or smaller creature, it is grappled (escape DC 15) if the guiltbound isn't already grappling a creature.

Victim's Scorn. If the guiltbound can't sense any creatures within 10 feet of it, the dangling corpse scorns those who are too cowardly to save it from its torment. The guiltbound launches a torrent of hate in an 80-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one. A creature that has dealt damage to the guiltbound with a melee attack since the end of the guiltbound's last turn makes this save with advantage.

GUNPOWDER BEAR

Gunpowder bears are tiny construct creatures that were given life by vexgit gremlins. They resemble cuddly toy bears with a knapsack and a string coming out of their back. Despite this benign appearance, gunpowder bears are vicious creatures with razor-sharp teeth that they will gladly sink into any creature that dares pick them up. Gunpowder bears are known for their driving need to seek and detonate objects with the potential to explode. This compulsive need for destruction becomes nearly uncontrollable when innocents are in the blast radius of a potential explosion. They typically carry a small bag of tindertwigs to help them set any necessary fires. Gunpowder bears are known to manipulate those unaware of their malign nature by luring them closer to objects they plan to detonate. In a fit of euphoria, an enraptured gunpowder bear pulls the string on its back, causing the creature to self-destruct in a fiery explosion. Since the invention of the first gunpowder bears, their vexgit creators have found the creatures difficult to control, which has resulted in countless accidents and unintended consequences. Even so, they still prove useful when deployed in enemy territory.

GUNPOWDER BEAR

Tiny construct, chaotic evil

Armor Class 12

Hit Points 17 (5d4 + 5)

Speed 25 ft.

STR 11 (+0) **DEX** 15 (+2) **CON** 13 (+1) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 10 (+0)

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 11

Languages Undercommon

Challenge 1/2 (100 XP) **Proficiency** +2

Constructed Nature. The bear doesn't require air, food, drink, or sleep.

Euphoria. If the bear starts its turn within 30 feet of a flammable object with the potential to explode, it must make a DC 15 Wisdom saving throw. On a failed save, it becomes infatuated with detonating the object and must move towards the object until it can use Pull the Cord to detonate the object. On a success, the gunpowder bear is immune to Euphoria for 10 minutes. If exploding the object would result in injury to at least two other non-construct creatures, the DC of the saving throw increases to 20 and the bear loses its temporary immunity to Euphoria.

Exploding Fluff. When the gunpowder bear is reduced to 0 hit points from fire damage, it automatically explodes as if it had used Pull The Cord.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Small or larger creature, the bear latches to the target. While latched, the bear moves along with the target. A creature, including the target, can use an action to make a DC 10 Strength check, detaching the bear on a success. The bear can detach itself at any time.

A creature that the bear is latched to makes its saving throw against Pull the Cord with disadvantage.

Pull the Cord. The gunpowder bear pulls the cord attached to its back and immediately explodes. Creatures within 5 feet of the bear when it explodes must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects that aren't being worn or carried. The gunpowder bear is destroyed by the explosion and is reduced to a fine powder.

**COPPER AWARD
RPG SUPERSTAR 2021
BY TONY SAUNDERS**



FLARE BEARS

Detonations don't always go according to plan. If someone removes a gunpowder bear's trigger mechanism or its cord doesn't work for any reason, the bear attempts to self-immolate instead. It may turn a tindertwig on itself or throw itself on a nearby flame source. If a group of bears are present, they may even attempt to help each other, resulting in the endearing but terrifying sight of an unlit bear running into the arms of a flaming one. These attempts burn unevenly, resulting in the bears blasting off in random directions before finally exploding.



HANDLESS MAGE

**SILVER AWARD
RPG SUPERSTAR 2021
BY BEN KOJIS**

HANDY-DANDY TRADE

No small number of people have found success asking a handless mage to obtain another *hand of the mage* to trade for their own hand back.

HAND OF THE MAGE

*Wondrous item, uncommon
(requires attunement)*

This mummified hand hangs on a chain around the wearer's neck. While wearing this item, you can use an action to cast *mage hand* from it.

Although considered macabre by some, the creation of the *hand of the mage* magic item requires the use of a severed hand, generally sourced from a deceased arcane spellcaster. Sometimes, however, the dead aren't so content with being robbed, especially of a part of their body. When a handless mage rises from their grave, they won't rest until their corpse is returned to its original state.

A handless mage is always paired with a specific *hand of the mage*, and since the handless mage rose from its grave only to return what was stolen, they spend their time searching endlessly for it in often futile attempts to recover it. Only after they've righted this wrong can a handless mage rest, gladly moving on to the afterlife.

While some handless mages may resort to physical violence against those who hold their specific *hand of the mage*, others are more than content to trade what few goods or services they can offer for their missing extremity. Depending on the mage, they might consider parting with a magic staff or, in some rare cases, their old spell book.

HANDLESS MAGE

Medium undead, neutral evil

Armor Class 13 (16 with mage armor)

Hit Points 135 (18d8 + 54)

Speed 35 ft.

STR 15 (+2) **DEX** 16 (+3) **CON** 16 (+3) **INT** 19 (+4)

WIS 18 (+4) **CHA** 16 (+3)

Skills Arcana +8, Deception +7, Persuasion +7

Damage Resistances poison, psychic

Condition Immunities exhaustion, poisoned

Senses passive Perception 14

Languages Common, Draconic, Dwarvish, Elvish, Giant, Goblin, Sylvan

Challenge 9 (5,000 XP) **Proficiency** +4

Fear of the Cut. The mage was formed when a corpse was desecrated with a blade, and thus it has an intense revulsion to being cut. Whenever the mage takes slashing damage, it also becomes frightened until the end of its next turn.

Innate Spellcasting. The mage's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no somatic or material components:

At will: *mage hand*

1/day each: *mage armor, suggestion, telekinesis*

Proprioception. The mage magically knows the exact location of its specific *hand of the mage*. The mage can see any creature wearing its *hand of the mage* within its line of sight, even if the creature is invisible.

Rejuvenation. As long as its *hand of the mage* remains intact, the mage can't be truly slain. If killed, the mage gains a new body in 1d6 + 1 days, regaining all its hit points and becoming active again. If the mage retrieves its *hand of the mage* and possesses it for a full year, the mage's spirit moves on and the hand becomes a nonmagical object.

Undead Nature. The mage doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The mage makes two phantom fist attacks.

Phantom Fist. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (5d6) force damage.

Phantom Limb Pain (Recharge 6). The mage sweeps its residual limb in an arc. Each creature in a 30-foot cone must make a DC 16 Constitution saving throw, taking 35 (10d6) psychic damage on a failed save, or half as much damage on a successful one. Also on a failure, a creature is poisoned until the end of its next turn.

REACTIONS

Now You Know How I Feel. When a creature the mage can see within 60 feet of it performs an action that uses a hand, such as making a melee attack or casting a spell with a somatic component, the mage points its residual limb at the creature, forcing it to make a DC 16 Wisdom saving throw. On a failed save, the creature can't take the triggering action, and the action is wasted.

HAUNTING SPOON



**SILVER AWARD
RPG SUPERSTAR 2021
BY DANIEL SELIGMÜLLER**

A haunting spoon is a fairly harmless construct closely related to animated objects. Haunting spoons are of little threat to most folk since they only move or attack when directly threatened with violence. They spend the rest of their time as a mild annoyance for anyone who would dwell in the same locale by acting as a repository for conversations and similar sounds, recording them, and replaying entire pieces at random whenever people come close. They are occasionally found in the households of hags or as a byproduct of homes that have seen violent incidents in the past.

While haunting spoons and similar constructs can be created intentionally and can come in variant forms, like plates or other cutlery, most often they occur naturally and in spoon form. After a house has seen many arguments or frequent crimes in or around it, a haunted spoon might arise from regular spoons in the area.

The sound that haunting spoons replay most frequently is the first thing they “heard” that catalyzed their original creation, which is usually a violent incident or a particularly strongly worded argument. More than one murder case has been accidentally solved when a haunting spoon began replaying the scene. This has led to experiments by law enforcement, criminal, and espionage organizations to make use of haunting spoons, but unfortunately, the spoons record so much that they quickly become useless as a tool to record and reproduce anything in particular other than the incident that spawned them.

A SPOONFUL OF SUGAR

A detective once noticed that cleaning a bloody spoon caused it to replay the murder that created it on a much less frequent basis. Further experimentation revealed that placing different substances on the spoon causes a haunting spoon to prefer replaying what it experienced when it last held those substances.

HAUNTING SPOON

Tiny construct, unaligned

Armor Class 15 (natural armor)

Hit Points 10 (3d4 + 3)

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

STR 12 (+1) **DEX** 13 (+1) **CON** 13 (+1)

INT 2 (-4) **WIS** 10 (+0) **CHA** 12 (+1)

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency +2

Constructed Nature. The spoon doesn't require air, food, drink, or sleep.

Sense Life. The spoon can magically sense the presence of living creatures within 60 feet. It knows the general direction they're in but not their exact locations.

ACTIONS

Scoop. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage. If the spoon scores a critical hit, the target is blinded for 1 minute, as in its mind the spoon attempts to scoop out its eyes (or similarly damage any visual organs). The target can make a DC 11 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

Sounds of Distress. The spoon creates an auditory illusion of a sound piece it has previously heard within the range of its Sense Life trait. This usually takes the form of people shouting in fear or agony, a violent argument, or a heated conversation. The sound always seems to originate from another room or location than the one the spoon is in and has a maximum volume equal to four normal humans shouting. A creature that hears the sounds can tell they are illusions with a successful DC 11 Wisdom (Insight) check.



HEAT GLUTTON

**COPPER AWARD
RPG SUPERSTAR 2021
BY NATTHAN SENTENI**

HUNTING HEAT GLUTTONS

The personal tundra surrounding a heat glutton makes them remarkably easy to track and avoid, since they leave a trail of cold behind them. For an unaware traveler, however, the presence of an unexplained patch of ice in the desert might appear as a mystery to be resolved, leading the curious to their likely demise.

Intelligent magical offshoots of giant wolverines, heat gluttons, are just as aggressive and temperamental, but the resemblance stops there. Heat gluttons are nomadic creatures roaming deserts and wastelands in a desperate attempt to satisfy their insatiable hunger for heat. Heat gluttons create their own permanent personal tundra, sucking in all the heat around them, desperately trying to keep their body temperature high enough to avoid permanently freezing to death.

According to legend, a glory-hunting nomadic hero once attempted to domesticate a pair of heat gluttons. Convinced he could keep them satiated through magical means, he supplied them with nearly unlimited heat upon which to feed. But the heat gluttons kept growing, both in size and hunger, until they eventually reached a size where even his most powerful sorcerers could no longer keep them docile. They had reached such a size that their personal tundra covered the whole desert, feeding on every living thing for miles around. None can tell how far they would have roamed and the damage they could have done if a silver dragon hadn't taken it upon themselves to solve the issue. The story provides a cautionary tale: heat gluttons are better left alone.

HEAT GLUTTON

Large monstrosity, neutral evil

Armor Class 14

Hit Points 207 (18d10 + 108)

Speed 40 ft.

STR 22 (+6) **DEX** 18 (+4) **CON** 22 (+6) **INT** 5 (-3) **WIS** 14 (+2) **CHA** 12 (+1)

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 10 (5,900 XP) **Proficiency** +4

Ambush. If the glutton begins its turn hidden from a creature, it gains advantage on attack rolls against that creature until the end of its turn.

Heat Sense. The glutton can sense the presence of heat sources, including creatures, within 60 feet. It knows the general direction they're in but not their exact locations.

Keen Smell. The glutton has advantage on Wisdom (Perception) checks that rely on smell.

Personal Tundra. The constant heat absorption of the glutton creates an ice patch in a 60-foot radius around the glutton. Creatures other than the glutton treat the ground in the area as difficult terrain. Once the glutton moves away, the ice immediately melts so that the ground is no longer difficult terrain, though the signs of rime remain for some time thereafter. If the temperature is cold enough to support ice normally, the ice remains until conditions warm.

ACTIONS

Multiattack. The glutton attacks with its bite and claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (2d12 + 6) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the grappled creature takes 13 (2d12) cold damage at the start of each of its turns and the glutton can't bite another creature.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Feed. The glutton feeds on heat sources within 30 feet of it, putting out nearby fires. Nonmagical fires and any magical fires created by a spell of 3rd level or lower are extinguished. The glutton regains 4 (1d8) hit points if it extinguishes any fires, plus an additional 4 (1d8) hit points per magical fire extinguished this way, to a maximum of 45 (10d8) hit points if it extinguishes nine or more magical fires.

REACTIONS

Hunger Frenzy. When the glutton is subjected to fire damage by an attack or spell, it moves up to its speed and makes an attack against the creature that made the attack or cast the spell.



ICTIOCTOR

SILVER AWARD
RPG SUPERSTAR 2021
BY W. BRIAN LANE



Ictioctors are insectoid qliphoth with a hivemind consciousness. An ictioctor has no face to speak of. Instead, its chitinous thorax is topped with a teeming swarm of jellyfish. This swarm is not merely an adornment but the seat of the creature's schismatic consciousness. Ictioctors are fascinated by creatures with a solitary mind, and the qliphoths might attempt to study such specimens or add their unique minds to their own assembly. Of course, either of these activities usually begins by splitting open the creature's skull. Ictioctors sometimes parlay with brain collectors to obtain specimens in exchange for showing the aliens passageways through their abyssal realms.

Other variants of ictioctors have been observed, with different types of swarms: ticks, amoebas, rats, or any other creature with a swarm mind. You can represent these differences by changing the type of damage dealt by Swarming Bites (such as piercing for a rat swarm) and the affliction to which the target is exposed (such as filth fever for a rat swarm) instead of jellyfish venom. Some variations based on flying swarms might grant the ictioctor a fly Speed instead of a swim Speed.

ICTIOCTOR

Medium fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR 16 (+3) **DEX** 14 (+2) **CON** 14 (+2) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 16 (+3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, Common, telepathy 120 ft.

Challenge 3 (700 XP) **Proficiency** +2

Swarm Telepathy. The ictioctor can communicate telepathically, but its swarm mind always reaches out with a cacophony of violent threats, nonsensical questions, and esoteric ravings. A creature that attempts to make a Wisdom (Insight) check against the ictioctor, read its mind, or communicate with it telepathically must first make a DC 13 Wisdom saving throw. On a failed save, the creature becomes frightened until the end of its turn.

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

ACTIONS

Multiaction. The ictioctor can use Swarming Display if available. It then attacks with its claw and its jellyfish.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 4 (1d8) force damage. If the target is a creature, it is grappled (escape DC 13) if the ictioctor isn't already grappling another creature.

Jellyfish. *Ranged Weapon Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 10 (2d6 + 3) poison damage and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Split Skull. The ictioctor extracts the brain of a creature that has been dead for no more than 1 minute and absorbs the creature's knowledge.

For 1 minute, the ictioctor gains advantage on attack rolls, ability checks, and saving throws against the dead creature's allies.

Swarming Display (Recharge 6). The ictioctor detaches half of its swarm to swirl around in a distracting and threatening display. Each creature within 30 feet of the ictioctor that can see it must make a DC 13 Wisdom saving throw. Creatures immune to the charmed condition automatically succeed on the save. On a failed save, attacks against the target are made with advantage until the start of the ictioctor's next turn.



ILLICERU

**GOLD AWARD
RPG SUPERSTAR 2021
BY JAKE MAROHL**

DANCES WITH ILLICERU

Those who are daring and quick on their feet may test whether two people are illiceru puppets by dancing with them, spinning and weaving until its tentacles get twisted in knots. Of course, plenty of people who aren't puppets are uncomfortable dancing with strangers, and a frustrated illiceru that thinks it is about to be exposed may choose to cut the shenanigans short with its jaws.

Illiceru are nightmarish creatures that are permanently invisible except for the ends of their two tentacles, which are nearly perfect duplications of humans. They puppet these tentacles as they stalk villages and cities, standing above crowds and climbing on buildings with their spider-like legs. Each of an illiceru's tentacles can speak, and they use this ability to talk to their prey. They convince people to leave town or follow them to alleys, where the illiceru can swallow them without drawing attention.

While an illiceru's tentacles are almost perfect imitations, they can be spotted by a notably trained or particularly paranoid individual. Each illiceru has two tentacles. They often take the appearance of one man and one woman, and they usually act as husband and wife. Their eyes are fake, so they commonly don't make eye contact. When an illiceru is known to be in the area, people tend to be wary of any pair of strangers. In extreme cases, suspicious folk might force strangers to separate and prove they aren't the tentacles of an illiceru.

As an illiceru ages, so too do its puppets. Each puppet ages at a much faster rate than a human, growing from young adulthood to elderly every five years. When its puppets get too old, an illiceru enters a state of hibernation. The puppets fall off during this time, and new, younger puppets take their place. Occasionally, a baby illiceru will emerge from the decay of a discarded puppet and cling to its parent, who feeds it until it grows child-sized puppets of its own.

ILLICERU

Huge aberration, chaotic neutral

Armor Class 16

Hit Points 168 (16d12 + 64)

Speed 40 ft., climb 25 ft.

STR 18 (+4) **DEX** 22 (+6) **CON** 18 (+4) **INT** 18 (+4) **WIS** 17 (+3) **CHA** 22 (+6)

Skills Deception +10, Persuasion +10, Stealth +10

Condition Immunities blinded

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

Languages Common

Challenge 11 (7,200 XP) **Proficiency** +4

Keen Smell. The illiceru has advantage on Wisdom (Perception) checks that rely on smell.

Naturally Invisible. The illiceru is invisible at all times, though the human-like ends of its tentacles are always visible. Due to this, attacks against the illiceru itself, instead of the tentacles, are made with disadvantage. While the illiceru's body is invisible, the illiceru has advantage on bite attacks, but not tentacle attacks.

ACTIONS

Multiattack. The illiceru attacks twice with its tentacles and once with its bite. It can use Swallow in place of its bite.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14) if the illiceru isn't grappling another creature.

Tentacle. Melee Weapon Attack: +10 to hit, reach 20 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it is pulled up to 15 feet directly towards the illiceru.

Plea for Help. One of the illiceru's tentacles cowers and begs for help. One creature of the illiceru's choice within 30 feet of it and that can hear the illiceru must succeed on a DC 18 Wisdom saving throw or be frightened until the end of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Plea for Help for the next 24 hours.

Swallow. The illiceru swallows a Medium or smaller creature it is grappling, ending the grapple. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the illiceru, and it takes 21 (6d6) acid damage at the start of each of the illiceru's turns. The illiceru can have only one creature swallowed at a time.

If the illiceru takes 30 damage or more on a single turn from the swallowed creature, or if the illiceru dies, it regurgitates the creature, which falls prone in a space within 5 feet of the illiceru.

IMAGINARY FRIEND

Imaginary friends are fiercely protective manifestations of daydreams. Anomalies that cause tears between the Dreamlands and reality can cause an imaginary friend to manifest from the thoughts, memories, and unwavering belief of those who first imagined them.

Imaginary friends often appear as the ideal form of their creator and are usually of the same age and heritage in that case, though some imaginary friends appear as animals, constructs, dinosaurs, or mythical creatures. Whatever inspires the child's imagination can become an imaginary friend.

Imaginary friends are brave and daring, and their willingness to sacrifice their own existence to protect their comrade is unparalleled. Imaginary friends aren't naturally aggressive, though; they're amicable companions whose selflessness goes a long way toward explaining their readiness to lay down their life for a companion.

IMAGINARY FRIEND

Small monstrosity, neutral

Armor Class 13

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR 6 (-2) **DEX** 16 (+3) **CON** 14 (+2) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 13 (+1)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak, telepathy 120 ft. (bonded friend only)

Challenge 2 (450 XP) **Proficiency** +2

Friend Bond. The imaginary friend is bound to the creature that imagined it, and it must remain within 120 feet of that creature. If it is ever more than 120 feet away from its bonded friend, it vanishes and reappears within 10 feet of its friend after 24 hours. The imaginary friend is destroyed if its bonded friend dies.

Incorporeal Movement. The imaginary friend 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.

Natural Invisibility. The imaginary friend is invisible to all creatures, except it remains visible to its bonded friend.

ACTIONS

Multiattack. The imaginary friend makes two imaginary sword attacks or two imaginary bow attacks.

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

Imaginary Bow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) force damage.

Knee Whack. The imaginary friend moves up to half its speed and then makes an imaginary sword attack directly into a creature's knee or other joint, body part, or location keeping it standing. If the attack hits, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

REACTIONS

Imaginary Shield. When a creature the imaginary friend can see hits the imaginary friend's bonded friend with an attack while the imaginary friend is within 5 feet of its bonded friend, the imaginary friend takes the damage from the attack instead. In this case, the imaginary friend applies its own resistances and immunities as normal, instead of the bonded friend's resistances and immunities.

COPPER AWARD
RPG SUPERSTAR 2021
BY RODNEY SLOAN



OTHER IMAGINARY FRIENDS

Medium or Large imaginary friends are common (especially for Medium or Large bonded friends), and their statistics are unchanged except for their size. Flying and aquatic humanoids usually have an imaginary friend with a comparable flying or swimming speed. Imaginary friends that appear as animals or mythical creatures replace their imaginary weapons with comparable natural weapons that deal force damage.



INKBLOT OOZE

**SILVER AWARD
RPG SUPERSTAR 2021
BY AOIFE ESTER**

THE INKBLOT TEST

The inkblot test is a fairly well-known exam for determining if a person has thought disorders. The examiner presents images of ink on paper, often in symmetrical patterns, and asks the patient what the ink depicts. Not so well-known is the fact that the inkblot test was made up on the spot by an academic who was consulting a book infested by an inkblot ooze. The ooze leapt out of the book and danced in dizzying patterns before fleeing. Faced with the choice of losing a client due to damaged books or improvising a new test, the panicked doctor pretended to have planned the ooze's appearance and asked, "So how did that make you feel?"

Thought to have first been created by the interactions between a spilled bottle of magical ink and an overstuffed spellbook, inkblot oozes are well known for being the bane of bookish types the world over due to their propensity for ruining entire libraries. Even in combat, an inkblot ooze tends to focus its attentions on whichever foe is carrying the most literature, a behavior that is theorized to be an attempt to propagate its kind by emulating its creation. When they can't find further texts to spoil, inkblot oozes are known to hibernate inside books and spring out of them once they are opened.

INKBLOT OOZE

Large ooze, unaligned

Armor Class 8

Hit Points 171 (18d10 + 72)

Speed 20 ft., climb 10 ft.

STR 18 (+4) **DEX** 6 (-2) **CON** 19 (+4) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 2 (-4)

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

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

Languages —

Challenge 5 (1,800 XP) **Proficiency** +3

Curious Symmetry. The ooze's constantly shifting, symmetrical form stimulates the imaginations of nearby creatures, luring them into a hypnotic daze. A creature that starts its turn within 60 feet of the ooze and can see it must succeed on a DC 13 Wisdom saving throw or be charmed by the ooze for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Curious Symmetry for 24 hours.

Ink Sense. The ooze has a special sense allowing it to detect the pigments present in ink, alerting it to the presence and general quantity of ink within 30 feet of it.

ACTIONS

Multiattack. The ooze makes two pseudopod attacks.

Pseudopod. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 15 (2d10 + 4) bludgeoning damage. If possible, the ooze spills some of its form over a text on the target in an attempt to ruin

it. The text must be either the target of the attack or an object worn or carried by the target. If the text is worn or carried by a creature,

that creature can attempt a DC 15 Dexterity saving throw to protect the text. On a failed save or if the ooze targeted an unattended object, the text or a single spell in a scroll or spellbook is covered in inky ooze, rendering it unusable. A nonmagical text ruined in this way can be recovered over the course

of 1 hour. A spell can be recovered for half the usual cost and time that would be required to scribe the spell.

Hide in Pages (Recharge 5-6). If the ooze is within 5 feet of a book with at least 10 pages, it seeps into the pages of the book. It is undetectable while the book is closed, and when the book is open a creature must succeed on a DC 15 Intelligence (Arcana or Investigation) check to discover it. While hidden in this way, the ooze's Curious Symmetry trait is suppressed, and the ooze can't act except to use an action to enter an unoccupied space within 5 feet of the book. The ooze can also dismiss this effect as a reaction when the book is opened.



IRON HOUNDMASTER

When a construct workshop ceased production of hound and guard type constructs and scrapped the remaining models, a rogue construct crafter found the scrap and tried to make them work again. The result was a batch of iron houndmasters, mismatched mechanical patrol units that excelled at locating and capturing any trespasser foolish enough to enter their patrol field.

IRON HOUNDMASTER

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 35 ft.

STR 18 (+4) **DEX** 19 (+4) **CON** 16 (+3) **INT** 3 (-4) **WIS** 19 (+4) **CHA** 1 (-5)

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 8 (3,900 XP) **Proficiency** +3

Constructed Nature. The houndmaster doesn't require air, food, drink, or sleep.

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

Split Anatomy. The houndmaster's two halves are not fully wired to function in unison. When the houndmaster rolls initiative, its hound half uses its normal initiative roll and its master half uses the result of its initiative roll minus 5. Each half can move and take actions.

Release the Hound. When the houndmaster is reduced to 67 hit points or fewer, its two halves separate. Its remaining hit points are split between the hound and the master, rounded down. While separated, the hound's speed increases to 50 feet, and both halves have their AC reduced to 14.

ACTIONS

Multiattack (Hound Only). The houndmaster attacks with its metallic fangs and dart gun.

Multiattack (Master Only). The houndmaster attacks with its metal fist and shock stick.

Metallic Fangs (Hound Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

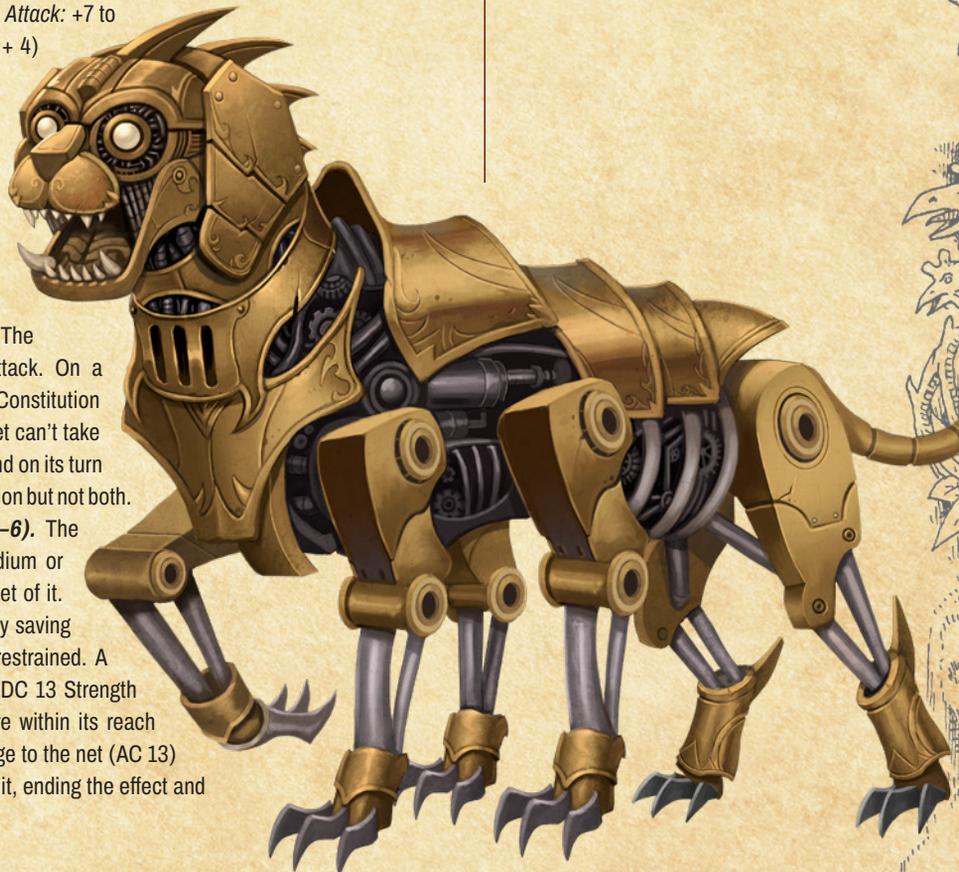
Dart Gun (Hound Only). *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Metal Fist (Master Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Shock Stick (Master Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 6 (1d12) lightning damage.

Subduing Strike (Master Only). The houndmaster makes a shock stick attack. On a hit, the target must make a DC 15 Constitution saving throw. On a failed save, the target can't take reactions until the end of its next turn, and on its turn it can take either an action or a bonus action but not both.

Net Cannon (Hound Only, Recharge 5–6). The houndmaster launches a net at a Medium or smaller creature it can see within 60 feet of it. The target must make a DC 14 Dexterity saving throw. On a failed save, the target is restrained. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 13) also frees the creature without harming it, ending the effect and destroying the net.



**COPPER AWARD
RPG SUPERSTAR 2021
BY KITSUNE KIRIN**



SEPARATION ANXIETY

Allowing an iron houndmaster to separate is a risky proposition because the halves may not combine back together correctly. When multiple houndmasters are on the field, the closest halves attempt to rewire themselves together at the end of combat. The result may be two masters or two hounds fused together, with a resulting duplication in their abilities.



IRUS

PLATINUM AWARD
RPG SUPERSTAR 2021
BY JAMES ABENDROTH

WADIRUS DRUGS

Shady black market dealers have begun to ask unscrupulous adventurers to intentionally provoke wadiruses in order to process their poison into a new form of drug. So far, none of the experimental wadirus drugs have made it to the market, as they have all had horrifying side effects.

Iruses are a family of fey creatures who each find the hidden beauty in remote and sometimes terrifying places most humanoids and other mortal folk overlook. Unfortunately for those who happen to pass through an irus's domain, iruses are extremely hostile and assume that anyone who dares to trespass in their pristine territory is there on an intentional malicious campaign to despoil it. This causes iruses to react extremely violently to hapless visitors and other sorts of uninvited guests, even if their intentions are innocent.

Each irus is made up of a main body as well as a swarm of smaller bodies, each with a different physical shape. Both body and swarm are a single creature, however, and an irus can control the smaller bodies as easily as an arm or leg.

Should the main body of an irus be destroyed, one of the smaller creatures making up the outer swarm body will begin to slowly grow into a new main body.

There is some evidence that all of the various types of iruses are actually the same species of fey that have simply adapted to different environments. According to this theory, one of the creatures from the swarm body from one type of irus might be able to cleave off and form a new main body of a different type of irus if it encounters the correct environment for the new species of irus.

Swarm Regeneration. An irus's swarm is part of its true self. After defeating an irus, its swarm disperses as the various creatures spread out in every direction, and 2d4 days later, one of the constituent members grows into a new being if even a single one survives and escapes. While the exact circumstances and surroundings determine how long the creature's foes have to dispatch the fleeing members of the swarm before they can safely escape, usually its foes have only a single round to make sure the irus is gone for good.

Typically, dispatching all the fleeing creatures from the swarm requires the application of an area effect within 1 round to the space where the irus collapsed. At the GM's discretion, clever means of trapping or otherwise detaining the vermin may extend the time allowed to finish off the irus.

WADIRUS

Some people in urban areas incorrectly view jungles as pristine wildlands that are good for nothing but pillaging resources for their own purposes. Those who would dare attempt to exploit jungle lands for their own gain risk running afoul of many dangerous creatures, but none are so dedicated to protecting their arboreal homes as the froglike fey guardians known as wadiruses.

A wadirus has the appearance of a giant tree frog with black and bright blue, green, or yellow markings all over its body. Its entire spine is covered by a crest of large, multicolored, iridescent feathers. These quills aren't just present for decoration, however, and a wadirus can use its tongue to pluck one of its quills off its spine and flick it as a dart with surprising range.

Though wadiruses have opposable thumbs, their legs aren't particularly well-suited for bipedal movement, and therefore they rarely stand upright or use weapons or tools.





**PLATINUM AWARD
RPG SUPERSTAR 2021
BY JAMES ABENDROTH**

WADIRUS

Medium fey, chaotic evil

Armor Class 14

Hit Points 102 (12d8 + 48)

Speed 30 ft., climb 25 ft., swim 25 ft.

STR 14 (+2) **DEX** 19 (+4) **CON** 18 (+4) **INT** 14 (+2) **WIS** 19 (+4) **CHA** 18 (+4)

Skills Athletics +5, Deception +7, Stealth +7, Survival +7

Damage Resistances poison

Senses darkvision 30 ft., passive Perception 14

Languages Common, Sylvan

Challenge 5 (1,800 XP) **Proficiency** +3

Amphibious. The wadirus can breathe air and water.

Innate Spellcasting. The wadirus's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

1/day each: *entangle*, *spike growth*

Poison Skin. A creature that touches the wadirus or hits it with a melee attack while within 5 feet of it takes 5 (1d10) poison damage.

Standing Leap. The wadirus's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The wadirus makes two attacks, only one of which can be with its kick.

Kick. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage and the target must succeed on a DC 15 Constitution saving throw or take 5 (1d10) poison damage.

Quill. *Ranged Weapon Attack:* +7 to hit, range 30 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must succeed on a DC 15 Constitution saving throw or take 5 (1d10) poison damage.

Tongue. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Frog Swarm. The wadirus fills a 10-foot-square area within 25 feet of it with its frog swarm. A creature that starts its turn in the swarm must succeed on a DC 15 Constitution saving throw or take 5 (1d10) poison damage. As a bonus action on each of its turns, the wadirus can move the swarm up to 25 feet or dissipate it. If the frog swarm is ever more than 100 feet from the wadirus, or if the wadirus uses Frog Swarm again, the swarm dissipates.

Jump Kick. The wadirus jumps up to its speed. If the wadirus lands within 5 feet of a creature, it can kick the creature. On a hit, the creature is pushed 5 feet directly away from the wadirus.

SALIRUS

Many see nothing but stagnation in swamps. As nature's bog guards, saliruses know different. They see the decay and rot as nature's way of reclaiming what is no longer needed and know that life thrives just beneath the murky surface of the water. Like their brethren in other terrains, these fey creatures have a close connection to their swamps and punish anyone who would pollute their territory.

A salirus can move unfettered through their natural environment, unimpeded by underbrush, and can walk across water as easily as land. They use this to their advantage, ambushing opponents when their targets are hampered by either water or plants and using their maneuverability to keep their distance.

A salirus has the appearance of a humanoid beetle, complete with compound eyes, wicked mandibles, and a soft but obvious carapace. Its body ends at its torso, though, and six long, insectile legs spring from its waist. Each leg ends in a splayed-toed, webbed foot.

The salirus is constantly surrounded by a cloud of fireflies that flash in a rainbow of colors. As with all iruses, this swarm is actually a part of the salirus, and the salirus can control it as easily as any other part of its body. In fact, should a salirus's main body be destroyed, one of these fireflies becomes the repository of its consciousness and slowly grows into a duplicate of the destroyed body. Only by completely destroying this swarm of fireflies can a salirus be truly slain.

SWARM REJUVENATION: A SURVEY AND ANALYSIS OF THE FIELD

The metaphysical process of swarm rejuvenation is complicated, and among the scholars who sought to understand it, many died to irus attacks before one extremely persistent researcher managed to publish a treatise named *Swarm Rejuvenation: A Survey and Analysis of the Field*, which is currently recognized as the most prominent collection of theories and data on the subject.

According to the text, when an irus's central body is defeated, it spreads the primal energy of its fey self throughout the swarm of creatures that make up its extended body. Each of these creatures is connected to the others and the main body by an invisible web of magical links, similar to arteries or a ley line network, and the web persists after the body's death.

This means that no matter how many of the swarm's constituents are killed, the irus can quickly shift their energy into whichever manages to survive. However, the transfer isn't lossless, and an unpredictable amount of the essence spills out during the process, especially if many of the swarm's constituent creatures also perish. This leads to a significant variation in how long it takes for the irus to rejuvenate, as the more energy it loses, the longer it takes to return.

IRUS



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SALIRUS AND WISPS

Occasionally, a salirus teams up with will-o'-wisps to lead a more dangerous group of adventurers astray in their swampy home. The wisps and the salirus intersperse the salirus's colorful fireflies with the wisps' dancing lights to completely befuddle, ambush, and then terrorize their opponents.

SALIRUS

Medium fey, chaotic evil

Armor Class 14

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR 14 (+2) **DEX** 19 (+4) **CON** 17 (+3) **INT** 16 (+3) **WIS** 19 (+4) **CHA** 14 (+2)

Skills Deception +5, Intimidation +5, Stealth +7, Survival +7

Senses darkvision 30 ft., passive Perception 14

Languages Common, Sylvan

Challenge 5 (1,800 XP) **Proficiency** +3

Innate Spellcasting. The salirus's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *entangle, fog cloud, stinking cloud*

Water Stride. The salirus can choose to stand and move on the surface of water or other liquids without falling through.

Woodland Stride. The salirus ignores difficult terrain caused by nonmagical foliage.

ACTIONS

Multiattack. The salirus makes three bite attacks or three longbow attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

BONUS ACTIONS

Illuminate. The salirus fills a 5-foot-square space within 60 feet of it with its swarm of fireflies. The area sheds bright light in a 10-foot radius and dim light for an additional 10 feet. Creatures can't benefit from being invisible while in the space. The fireflies remain in the space until the salirus moves them again by using either *Illuminate* or *Obfuscate*.

Obfuscate. The salirus surrounds itself with its swarm of fireflies, hiding from view. It is heavily obscured from creatures outside its space until the start of its next turn. It can't use this concealment to *Hide*, as its position is evident.

Target. The salirus sends a single firefly to land on a creature that it can see within 60 feet of it, improving the salirus's aim. The salirus has advantage on the next longbow attack it makes against the creature before the end of the salirus's turn. If the attack hits, the salirus deals an extra 4 (1d8) damage.

CAXIRUS

Reefs are locations full of beautiful and often dangerous life. Unfortunately, many people forget that they are also carefully balanced and fragile ecosystems. Caxiruses are more than happy to violently remind them why they should respect the danger and sanctity of reefs.

A caxirus finds and protects one reef from any who would despoil it, whether intentionally or not. An ambush predator, they most commonly attract interlopers with the flashing bioluminescence of their lure and the swarm of fish that surrounds them. Then, as their prey gets close, they douse the light of their lure and sneak up on their victim while the unsuspecting prey continues to be distracted by the smaller fish.

Caxiruses are experts at ambushing their prey, using the small school of bioluminescent fish that always attends them as a distraction before striking from hiding. More often than not, their victims are so fascinated by the smaller, harmless fish that they never see the main caxirus, with their dangerous teeth and claws, coming.

The main body of a caxirus, in sharp contrast to the sleek fish that make up



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their swarm, looks much like an anglerfish, complete with a stubby body, toothy maw, and glowing lure. Unlike an anglerfish, a caxirus has a pair of crustacean-like claws instead of pelvic fins, and its eyes sit at the ends of long stalks that it can rotate independently.

CAXIRUS

Large fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 0 ft., swim 30 ft.

STR 20 (+5) **DEX** 14 (+2) **CON** 17 (+3) **INT** 16 (+3) **WIS** 18 (+4) **CHA** 15 (+2)

Skills Deception +5, Stealth +5, Survival +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 8 (3,900 XP) **Proficiency** +3

Amphibious. The caxirus can breathe air and water.

Flashing School. A creature that starts its turn within 20 feet of the caxirus and can see it must make a DC 13 Constitution saving throw. On a failed save, the target is blinded until the start of its next turn. On a success, the target is immune to Flashing School for 24 hours.

Innate Spellcasting. The caxirus's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water*

1/day each: *control water, darkness*

Keen Smell. The caxirus has advantage on Wisdom (Perception) checks that rely on smell.

Sneak Attack (1/turn): The caxirus deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the caxirus that isn't incapacitated and the caxirus doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The caxirus attacks with its bite and its claw.

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

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target takes 14 (2d8 + 5) bludgeoning damage at the start of each of its turns. The caxirus has two claws, each of which can grapple only one target.

Douse Lure. The caxirus turns off the illumination in its lure, obscuring itself in the flashing lights of its school, or turns its lure back on. As part of turning off its lure, the caxirus can make a Dexterity (Stealth) check to hide amidst its school without requiring cover.

NAFIRUS

High mountain peaks are generally deserted, desolate places, and that's just how a nafirus likes it. Nafiruses view the presence of almost any living creature, particularly landbound creatures and even more especially humanoids, as a desecration of these pristine places' stark beauty. As such, they rapidly and violently attack any interlopers in

CAXIRUSES AND CHOCHORI

While caxiruses ruthlessly hunt any who disrespects their reefs, they are willing to tolerate the presence of the coral people known as chochori, as long as the chochori in question spiritually revere the reef and give regular offerings to the caxirus.



IRUS

PLATINUM AWARD
RPG SUPERSTAR 2021
BY JAMES ABENDROTH

NAFIRUS SYMPHONIES

Nafiruses might be evil, but they love music, and they often compose complex, haunting symphonies to be performed by their own songbirds. While nafiruses are ordinarily the most territorial of iruses, there are tales of accomplished bards managing to encroach on a nafirus's mountain respectfully and survive the encounter by sharing their own musical compositions with the nafirus.

their domain.

Unlike other iruses, nafiruses care little for subtlety. Instead, they dive down on their victims in cacophonous, multicolored fury. In combat, they zealously use their mobility, snatching climbing opponents off of walls to plummet to their doom and driving flying creatures to the ground.

A nafirus has a body like a large gliding bird, such as a condor or eagle, with plain brown plumage. However, just above its wings, instead of an avian head, a humanoid torso and head grow, complete with arms, hands, and an additional set of feathered wings.

A nafirus is attended by a mass of songbirds, each no larger than a human hand. While these birds all have the same shape and structure, they have wildly varying colorations and patterns. The songbird swarm has an impressive range of notes and can make beautiful songs, but they are also capable of painfully discordant tones.

NAFIRUS

Medium fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 172 (23d8 + 69)

Speed 10 ft., fly 60 ft.

STR 16 (+3) **DEX** 19 (+4) **CON** 16 (+3) **INT** 14 (+2) **WIS** 16 (+3) **CHA** 19 (+4)

Skills Deception +8, Intimidation +8, Perception +7, Survival +7

Senses darkvision 30 ft., passive Perception 17

Languages Common, Sylvan

Challenge 9 (5,000 XP) **Proficiency** +4

Innate Spellcasting. The nafirus's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

1/day each: *call lightning*, *freedom of movement*, *gust of wind*, *wind wall*

Legendary Resistance (3/Day). If the nafirus fails a saving throw, it can choose

to succeed instead. If it does so, its swarm is temporarily scattered and it regains only 1 spent legendary action at the start of its next turn.

ACTIONS

Talon. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13).

Sling. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

LEGENDARY ACTIONS

The nafirus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nafirus regains spent legendary actions at the start of its turn.

Attack. The nafirus makes a talon attack or a sling attack.

Cacophonous Call (Costs 2 Actions). The songbird swarm releases a blast of sound. A 30-foot cone emanates from a point the nafirus can see within 60 feet of it. Each creature in the area must make a DC 15 Constitution saving throw, taking 17 (5d6) thunder damage on a failed save, or half as much damage on a successful one.

Down to Earth (Costs 2 Actions). The songbird swarm surrounds a flying creature the nafirus can see within 120 feet of it, attempting to drag the creature down with their weight and disrupt its sense of direction with their song. The target must make a DC 15 Wisdom saving throw. On a failed save, the target falls up to 100 feet. If it hits a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it fell.

Go for the Eyes (Costs 2 Actions). The nafirus sends its swarm of songbirds to attack a creature it can see within 120 feet of it. The target must make a DC 15 Dexterity saving throw. On a failed save, the target takes 21 (6d6) piercing damage and is blinded until the end of its next turn. On a success, the target takes half as much damage and isn't blinded.



A jadrani is a giant undead bird formed from a slain and corrupted phoenix. Jadrani lair in dark caves and sleep in mountains of corpses of those foolhardy enough to seek their so-called fountain of youth, not knowing the true source of this myth. The withering and rejuvenation of a jadrani mark a contradiction in its nature.

Should one of an jadrani's hunters manage to slay it, the jadrani's cursed flesh and bones turn to dust and coalesce around its killer in a deadly curse. It helps itself to a banquet of their life force and emerges from their flesh and bones only seconds later, often felling them instantly and adding another corpse to the pile.

JADRANI

Gargantuan undead, neutral evil

Armor Class 16

Hit Points 279 (18d20 + 90)

Speed 30 ft., fly 80 ft.

STR 20 (+5) **DEX** 23 (+6) **CON** 20 (+5) **INT** 22 (+6) **WIS** 20 (+5) **CHA** 20 (+5)

Saving Throws Wis +10, Cha +10

Damage Immunities necrotic, poison

Condition Immunities paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 16 (15,000 XP) **Proficiency** +5

Fountain of Youth. When a humanoid or beast starts its turn within 60 feet of the jadrani, it must make a DC 18 Constitution saving throw. On a failed save, the target's body magically regresses. The creature appears superficially youthful for 24 hours but also makes attack rolls, Strength checks, and Dexterity checks with disadvantage while the appearance of youth lasts. If a creature's saving throw is successful, the creature is immune to Fountain of Youth for the next 24 hours.

Regeneration. The jadrani regains 20 hit points at the start of its turn as long as it has 1 hit point. If the jadrani takes radiant damage, this trait doesn't function at the start of the jadrani's next turn.

Sense Life. The jadrani can magically sense the presence of living creatures within 120 feet. It knows the general direction they're in but not their exact locations.

Jadrani Death Curse. When a creature reduces the jadrani to 0 hit points, that creature must make a DC 18 Wisdom saving throw. On a failed save, the target becomes a host for the jadrani's self-resurrection. The jadrani returns to unlife fully healed 1d4 rounds later, regaining all its hit points and becoming active again. The host must make a DC 18 Constitution saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful one. The jadrani can't self-resurrect if it died within an area devoted to a good deity by the *hallow* spell. The jadrani can self-resurrect only once per year.

Undead Nature. The jadrani doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The jadrani makes a beak attack and two claw attacks or makes two bone pinion attacks.

Beak. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

Bone Pinion. *Ranged Weapon Attack:* +12 to hit, range 80/320 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage plus 7 (2d6) necrotic damage.

Bone Shards (Recharge 5–6). The jadrani snaps its wings and throws shards of bones in a 50-foot cone. Each creature in the area must make a DC 19 Dexterity saving throw, taking 49 (14d6) piercing damage on a failed save, or half as much damage on a successful one. Also on a failure, the target is immobilized by bone shards. While immobilized, the target's speed becomes 0. Any creature can use an action to free an immobilized creature from the shards.

EXTINGUISHED HOPE

Necromantic magic and acts of evil are not sufficient to transform a phoenix into a jadrani. Phoenixes are beacons of kindness and hope. Foes must snuff out those qualities entirely, driving a phoenix into despair, before they can corrupt the creature. While such an end is tragic, it does bear the silver lining that jadrani are reclusive—they do not actively go out into the world to spread destruction in the same way that phoenixes travel widely to heal and console.



KAWAKAMI

**SILVER AWARD
RPG SUPERSTAR 2021
BY MICHAEL ROBINSON**

WATER ALWAYS WINS

Societies that respect a river can work with its guardian for the benefit of all. Kawakami are happy to advise farmers where floods are likely to occur so that they don't build permanent structures in those areas. In exchange, those areas become fertile land for a bountiful yield of crops when the waters recede, and the river remains healthy by purging itself of silt buildup.

RESPECT THE RIVER

Although not hostile to those who respect their river, a kawakami is willing to take extreme action to protect their ward. If they fail to do so, often due to excessive pollution from nearby societies, they can become stuck in one of their two states, causing damage to those relying on the river or the nearby ecosystem

Appearing as an incorporeal humanoid made from flowing water that turns silty when angered, kawakami are protector spirits. They are a rare hybrid of kami and primal spirits that came about to resolve a dispute over which group would protect river systems. These hybrid creatures are highly protective of a specific river, their ward, and have a mercurial temperament that changes between embracing the destructive power of their river's flooding and the restorative gift of their river's bounty.

KAWAKAMI

Medium elemental, neutral

Armor Class 14

Hit Points 102 (12d8 + 48)

Speed 0 ft., fly 35 ft. (hover)

STR 6 (-2) **DEX** 18 (+4) **CON** 18 (+4) **INT** 18 (+4) **WIS** 18 (+4) **CHA** 16 (+3)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 30 ft., passive Perception 14

Languages Aquan, Common

Challenge 9 (5,000 XP) **Proficiency** +4

Elemental Nature. The kawakami doesn't require air, food, drink, or sleep.

Incorporeal Movement. The kawakami 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 kawakami's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no material components:

1/day each: *control water, create or destroy water, ice storm*

River's Mind. The kawakami exists in one of two states: destructive or restorative. Its Healing Waves and Suffocating Ripple actions change the kawakami's state during combat, but at the start of each encounter their state is determined by their current temperament.

Ward. Every kawakami is bound to a river, which it considers its ward. The kawakami can merge with or emerge from its ward as an action. While merged, the kawakami is immune to all damage and effects, and it is indistinguishable from a normal river. The kawakami can observe its surroundings, but it can't move or take actions other than to emerge from its ward. Additionally, the kawakami regains 10 hit points at the start of each of its turns.

ACTIONS

Multiattack. The kawakami attacks twice with its hydrokinetic wave.

Hydrokinetic Wave. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Healing Waves (Restorative State Only, Recharge 5-6). The kawakami surrounds up to two creatures (which can include itself) within 30 feet of it in restorative, obscuring water. Each target regains 35 (10d6) hit points. In addition, attacks against the target are made with disadvantage until the start of the kawakami's next turn. The kawakami then changes to its destructive state.

Hydropulse (Destructive State Only). The kawakami unleashes a powerful explosion of water. Each creature within 10 feet of the kawakami must make a DC 16 Dexterity saving throw. On a failed save, the target takes 28 (8d6) bludgeoning damage and is knocked prone. On a success, the target takes half as much damage and isn't knocked prone.

Suffocating Ripple (Destructive State Only). A 10-foot-radius sphere of water and mud swells from a point the kawakami can see within 100 feet of it.

Each creature in that area must make a DC 16 Dexterity saving throw, taking 35 (10d6) bludgeoning damage on a failed save, or half as much damage on a successful one. Also on a failure, a target that can't breathe water begins to suffocate until it or another creature uses an action to clear the suffocating creature's airway. The kawakami then changes to its restorative state.

REACTIONS

Intercepting Swell (Restorative State Only). When a creature within 15 feet of the kawakami that the kawakami can see hits the kawakami or a creature within 5 feet of it, the kawakami blocks the blow with healing water. The kawakami

KAYMAN BACOO

SILVER AWARD
RPG SUPERSTAR 2021
BY ALEX G. FRIEDMAN



BACOO CHARACTERS

Kayman bacoos are one of several types of related fey called bacoos, which enjoy food and drink offerings like rum, bananas, and milk. For full rules on playing a bacoo PC, check out *World of Battlezoo: Indigo Isles!*

On the flooded coasts of the fey realm, the roots of fey mangrove forests reach deep to entangle the roots of Material Plane counterparts. Long ago, fey called bacoos climbed the roots into the Material Plane to see how mortals behaved. When they witnessed the callousness and brutality of the Material Plane, bacoos decided the people must have been put here as a cruel joke. Some, who called themselves kayman bacoos, found the most humor in the sweet lies of rum.

Kayman bacoos are small crocodilian fey characterized by wild tempers and prickly senses of humor. To kayman bacoos, offerings of rum, sweets, or flesh are the only reasons to grant the local humans any peace. They love rum despite their low tolerance for drink and refuse to restrain their appetites.

By day, they lounge in the trees bordering small villages or other human settlements, often nursing hangovers. But by night, kayman bacoos stalk the eaves, looking for partygoers or merrymakers who might be drinking rum without offering them a sip first. When they smell rum on someone's breath, they silently fall into line behind them and attempt to follow them home. If noticed, they ask their prey some variation of "Out for a drink? Did you leave me any?"

Those who live in an area haunted by kayman bacoos know better than to go carousing or host a party without leaving an offering of rum on their doorstep. Wise locals can then answer truthfully that they have left rum out for the fey. Anyone caught unprepared must make a choice: either invite the kayman bacoos in for a drink or suffer their wrath. Kayman bacoos quickly succumb to the sedative effects of alcohol, but their idea of what constitutes a party typically involves scatological pranks and profound overapplication of rowdy magic.

Most communities tolerate their local kayman bacoos because they exterminate rats and other pests. Even if they don't appreciate their scaly neighbors, driving off these gluttonous fey usually proves beyond the means of the local authorities.

KAYMAN BACOO

Small fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d6 + 24)

Speed 30 ft., climb 30 ft.

STR 12 (+1) **DEX** 17 (+3) **CON** 14 (+2) **INT** 14 (+2)

WIS 14 (+2) **CHA** 16 (+3)

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 3 (700 XP) **Proficiency** +2

Innate Spellcasting. The bacoo's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, grease, jump, prestidigitation*

Keen Smell. The kayman bacoo has advantage on Wisdom (Perception) checks that rely on smell.

Rum Weakness. Alcohol quickly subdues kayman bacoos. If the bacoo drinks alcohol, it becomes intoxicated and is poisoned for 1 hour. If the bacoo drinks alcohol while intoxicated, it instead falls unconscious for 2d4 hours. The bacoo is inclined to drink any alcohol it is offered.

Toothy Grin. If the bacoo scores a critical hit against a creature, or a creature attacks the bacoo and rolls a 1 on the attack roll, that creature must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Multiattack. The bacoo makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.



KEYWEED

PLATINUM AWARD
RPG SUPERSTAR 2021
BY LAU BANNENBERG

KELPSTEEDS AND KELPIES

Kelpsteeds are generally friendly, curious, and willing to make friends with anyone who wishes to swim with them. However, they hold a deep enmity for the malevolent equine fey known as kelpies. This hatred comes about because kelpies, which also have a plantlike appearance, use trickery and compulsion to fool their prey into riding in the water with them, only to drown and devour their victim. This leads to kelpsteeds being mistrusted—and even sometimes attacked—by potential new friends who mistake them for kelpies..

Keyweeds are a family of diminutive intelligent plants who are known to perform a variety of quirky and unexpected activities, such as breaking into locks, swimming alongside other creatures, or even creating music to calm the spirits of the dead. The name “keyweed” refers to both the family of plants as a whole as well as the most famous member of the family: the creature known as a keyweed is a tiny mischievous plant that loves to pick locks and disable devices.

While the secrets of keyweeds’ origin aren’t entirely clear, many scholars have come to believe the most widely spread legends, which tell that keyweeds were originally created by ancient druids long ago in order to fulfill a variety of unusual environmental niches where no other plants possibly could. Other theories exist, including those of some scholars who believe that keyweeds were originally humanoids who transformed into plants due to the blessing or curse of a deity of nature. For instance, one fairy tale parents tell to little children who are caught filching something is that if they misbehave and steal from others, the Green Man might come to the house at night and transform them into a keyweed, spiriting them away into the woods forever, never to see their families again.

Members of the keyweed family have an unusual and complicated relationship with leshies based on their various similarities and differences. Both keyweeds and leshies are relatively small sapient plant creatures, and if the stories are true, both families of plants originated from druidic magic, but leshies are nature spirits, or vitae, that each directly incarnated in a mortal plant body through a primal ritual. While their progenitors might have been created by druids, keyweeds are mortal plants through and through, living, reproducing, and dying just like any other plant does.

KELPSTEED

Kelpsteeds are curious, sapient plants with a powerful drive to explore and experience the whole underwater world. A typical kelpsteed has a relatively slight frame, however, and so as a result, on their own they can’t swim very quickly.

Kelpsteeds take their name from the way they overcome this setback: they like to form a partnership with a sturdier creature and provide it with the mobility to get to faraway marvels together.

Most scholars classify kelpsteeds into the same family of plant creatures as keyweeds (the eponymous “keyweed” family), which makes them another supposed creation of enterprising ancient druids from an age lost to history.

According to legend, these long-forgotten druids needed to create themselves a way to transport their allies from place to place during some ancient oceanic conflict, or at least that’s how the most prevalent theory goes as to kelpsteeds’ origin. Other theories include the possibility that kelpsteeds slowly evolved over time to be capable of forming a symbiotic relationship with other creatures in order to fulfill their imperative to explore and spread throughout the ocean.





Regardless of the truth of kelpsteeds' origins, marine druids still often partner with kelpsteeds even in the modern era, but kelpsteeds are free-willed and often bargain for something in return, such as a promise to travel to places the kelpsteed wishes to explore.

Kelpsteeds are seen as a mixed omen by sailors. While they can help one get around quickly underwater, they don't provide the ability to breathe. Grizzly stories circulate of sailors being pulled down into the depths and drowning in the grip of young kelpsteeds who were just looking for a partner. This can be conflated with kelpies, malevolent plantlike horses that intentionally drown others. In more tropical waters, sailors have learned to swim with kelpsteeds much like dolphins, surfacing for deep breaths of air and then swiftly swimming on.

Kelpsteeds don't usually have separate communities of their own filled with numerous kelpsteeds alone; they instead tend to keep company with a swimming partner. They're able to pick up scent trails from many miles away, indicating other kelpsteeds are in the area, and when they do, they often encourage their partners to rendezvous. For kelpsteeds, this is a time to meet new friends and mates and to swap stories. Kelpsteeds can live for many decades, and if someone learns a compatible sign language, they can often share lore covering a vast region.

KELPSTEED

Small plant, chaotic neutral

Armor Class 12 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 0 ft., swim 40 ft.

STR 14 (+2) **DEX** 10 (+0) **CON** 14 (+2) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 14 (+2)

Senses darkvision 30 ft., passive Perception 12

Languages understands Aquan and Sylvan but can't speak

Challenge 1/2 (100 XP) **Proficiency** +2

Water Breathing. The kelpsteed can breathe only underwater.

ACTIONS

Stinging Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 4 (1d8) poison damage.

Tangling Frond. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12).

Hoist. The kelpsteed swims up to its speed into the space of a willing Medium or smaller creature and wraps around them like a finned cloak. While the creature is hoisted, it gains a swim speed of 30 feet, and when the creature moves, the kelpsteed moves along with the creature. While hoisting a creature, the kelpsteed can't make tangling frond attacks. The kelpsteed can detach itself as an action.

KEYWEED

Keyweeds are small, inconspicuous shrubberies gifted with locomotion and a remarkable ability to fold their leaves and vines. This enables them to manipulate locks and other devices and infiltrate urban environments, which they do gleefully.

Although keyweeds are sapient creatures, and they are able to communicate fluently in sign language and understand both sign and spoken languages, most keyweeds aren't deeply interested in the politics and societies of the cities they inhabit. Keyweeds know exactly what interests them, and they stick to that: they seek out the trickiest locks they can possibly find and learn to open them. Then, they use the peculiar vine-twistings required as a mating display. They usually practice this in discreet locations such as abandoned and overgrown buildings, but there are stories of young rogues who seek out these places to watch and learn.

KEYWEED COMPANIONSHIP

While younger keyweeds that haven't yet become convolute tend to remain separated from the complexities of intrigue, they are still more social than some other kinds of plant creatures and enjoy companionship, both with other plants as well as non-plants. Keyweeds especially enjoy hanging out with druids and other creatures with primal magic. Companions who've spent time with a keyweed often find their new friend's perspective unusual and difficult to predict, though sometimes quite refreshing compared to what they are used to encountering. Adventuring companions consider keyweeds' skills especially useful, as locks, traps, and devices can prove an impediment to parties without a rogue or other expert in those types of impediments. Slowly, keyweeds learn more about the world around them from their companions, which aids them in the growth (both physical and psychological) that they need in order to become a convolute keyweed some day. By exposing themselves to a broad variety of perspectives, they increase their rate of growth and ensure that they will become especially well-respected among the ranks of convolute keyweeds.

KEYWEED

PLATINUM AWARD
RPG SUPERSTAR 2021
BY LAU BANNENBERG

KEYWEED KEEPSAKES

Keyweeds sometimes like to keep physical mementos of their past accomplishments, such as hanging onto the first lock they ever picked or something from inside the first safe they cracked. These can lead an adventurer to come across a bewildering trove of otherwise unrelated knickknacks.

Keyweeds are capable combatants but tend to avoid confrontation, preferring to hide and avoid unnecessary danger. Cornering a keyweed that's been probing one's security measures can be quite difficult. When so cornered, a panicked keyweed often uses their spore puffball in order to create a distraction, allowing them to escape.

The origins of keyweeds are obscure and almost certainly not entirely natural. Legend holds that it was an adventurer-druid who wished to make a point to a roguish friend about how cities had nothing on primal magic. Whether that's true or not, druids have found that keyweeds are quite useful minions. Most keyweeds get along especially well with druids, but even so, they are not beholden to them.

Some thieves' guilds have managed to establish a working relationship with one or more keyweeds, enlisting the keyweeds in heists to serve as safecrackers or lockpickers and paying the keyweeds by giving them special contraptions to play with.

KEYWEED

Small plant, chaotic neutral

Armor Class 13

Hit Points 49 (11d6 + 11)

Speed 25 ft., climb 25 ft.

STR 12 (+1) **DEX** 17 (+3) **CON** 12 (+1) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 14 (+2)

Skills Stealth +5

Damage Vulnerabilities fire, slashing

Senses darkvision 60 ft., passive Perception 12

Languages understands Common and Sylvan but can't speak

Challenge 2 (450 XP) **Proficiency** +2

False Appearance. While the keyweed remains motionless, it is indistinguishable from a normal shrub.

ACTIONS

Multiattack. The keyweed makes two snagging vine attacks.

Snagging Vine. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 10 (2d6 + 3) bludgeoning damage if the attack is made with advantage. Also on a hit, attacks against the target are made with advantage until the start of the keyweed's next turn.

Clever Vines. The keyweed moves up to its speed, shapes itself into a suitable tool, and makes a Dexterity check with +7 bonus to pick a lock or disarm a trap.

Puffball (1/Day). A cloud of spores extends from the keyweed in a 20-foot radius. The cloud spreads around corners, and its area is lightly obscured. The cloud lasts until the start of the keyweed's next turn. A creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn.

KEENINGREED

Believed to be cousins to both keyweeds and kelpsteeds, keeningreeds are the most mysterious member of their purported family of plant creatures. Keeningreeds stalk ancient battlefields, singing lullabies to the spirits that linger. But precisely why they are driven to do so is not known for certain.

Unlike their cousins, keeningreeds are capable of speaking out loud, and they possess a whispering voice that sounds like reeds rustling in the wind. However, they rarely show interest in talking to the living. Only those who have recently lost someone tend to earn their attention.

Peasant superstition holds that this isn't true compassion, as keeningreeds need the passion of human grief in order to produce offspring.

KEYWEED

PLATINUM AWARD
RPG SUPERSTAR 2021
BY LAU BANNENBERG



Some believe that keeningreeds were the creation of an order of primeval druids that sought to heal the scars of an ancient war in their homeland, whose name has been lost to history. These druids supposedly didn't want to invite meddling priests to wield divine magic in their domain, and so they created keeningreeds.

Since then, keeningreeds have spread quietly through shadowy woods and gloomy marshes.

While some raging spirits can only be laid to rest by direct force, often keeningreeds prefer to take a gentler approach, conversing with the spirits and soothing them before final departure. Sometimes keeningreeds take up the unfinished business of a spirit, either in order to help them depart or to honor their memory.

One company of adventurers became famous for allying with a keeningreed on their adventures. The keeningreed provided them with details on treasures that were theirs for the taking if the spirits haunting them could be given final satisfaction.

However, another version of the story has a grimmer ending. After many adventures, it turned out that the final satisfaction was given to an enemy those adventurers had slain many years ago...

KEENINGREED

Small plant, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 104 (19d6 + 38)

Speed 30 ft., swim 25 ft.

STR 12 (+1) **DEX** 16 (+3) **CON** 14 (+2) **INT** 16 (+3) **WIS** 16 (+3)

CHA 17 (+3)

Skills Arcana +6, Religion +6, Stealth +6, Survival +6

Damage Resistances necrotic

Senses darkvision 30 ft., passive Perception 13

Languages Common, Sylvan

Challenge 7 (2,900 XP) **Proficiency** +3

Innate Spellcasting. The keeningreed's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *calm emotions*, *shatter*

Sense Spirits. The keeningreed can magically sense the spirits of living creatures and non-mindless undead within 30 feet. It knows the general direction they're in but not their exact locations.

ACTIONS

Multiattack. The keeningreed attacks with its razor reed and uses Threnody.

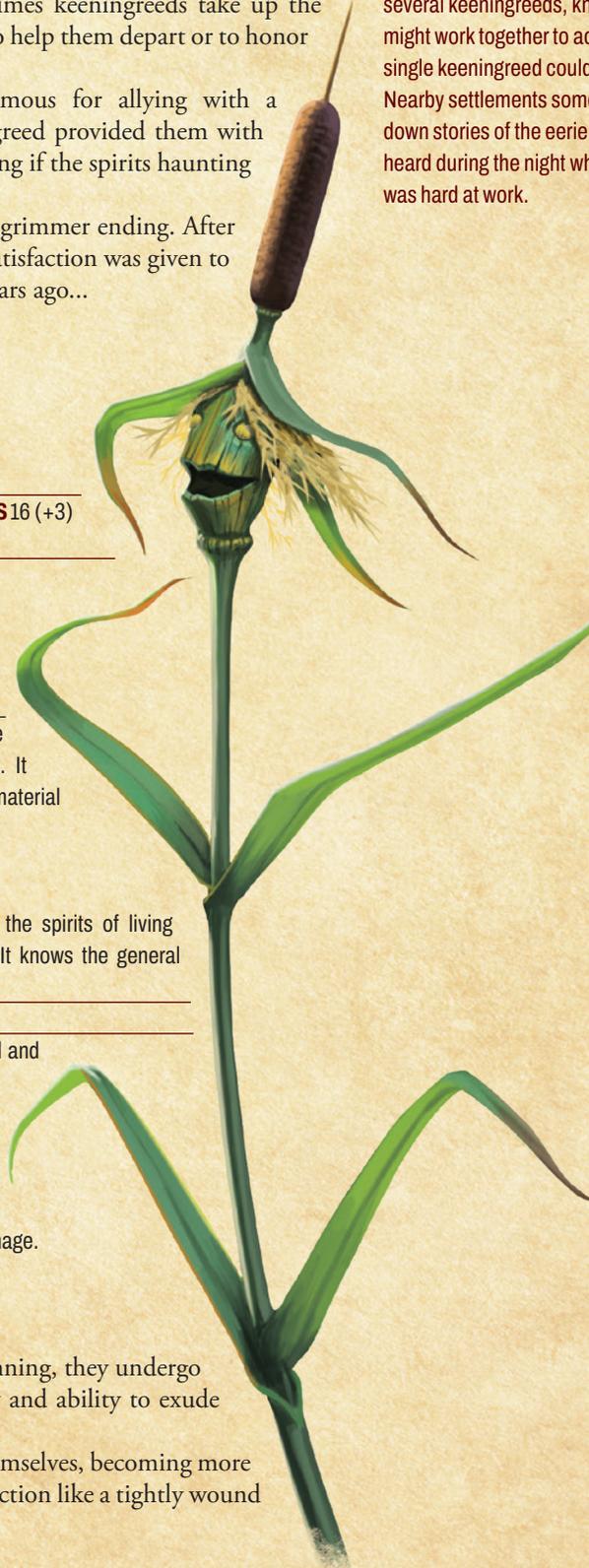
Razor Reed. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Threnody. One creature that can hear the keeningreed within 30 feet of it must succeed on a DC 14 Constitution saving throw or take 28 (8d6) thunder damage.

CONVOLUTE KEYWEED

When some keyweed grow older and more cunning, they undergo a physical and mental chrysalis. Their fertility and ability to exude spores fade.

These elder keyweeds seem to wind in on themselves, becoming more and more compact but poised to explode into action like a tightly wound spring.



KEYWEED

PLATINUM AWARD
RPG SUPERSTAR 2021
BY LAU BANNENBERG

CONVOLUTED CONSPIRACIES

Unlike younger keyweeds, convolute keyweeds have a special love of complicated stories and plots (the more complex, the better), which can cause them to become involved in situations with a much broader scope than other keyweeds. They believe that this allows them to contort and exercise their minds' flexibility in the same way that they've been building up their bodies all along. As such, convolute keyweeds are also fans of puzzles, riddles, and brain teasers, as well as mystery stories. When unraveling a mystery or conspiracy, they think of themselves as traveling along the puzzle's body as if it were a winding plant, slowly getting to the root of the problem.

Convolute keyweeds, as they're called, no longer have the biological imperative to mate, but the instinct to manipulate devices remains powerful within them and, in fact, becomes even stronger than ever before. Convolute keyweeds vary in how they deal with this drive to tinker with devices; many search for some kind of meaning to their existence.

Some convolutes find meaning in challenges, like seeking out ever more secure locations to penetrate or waging a competition with a rival, seeking to copy and exceed each other's exploits. Thieves' guilds often share ghost stories of accomplished members drawing the intense attention of a convolute.

Other convolutes become invested in causes. Whereas younger keyweeds tend to be quite naive about humanoid intrigues, convolutes throw themselves into complexity. They might go to elaborate lengths to mask their involvement. One story tells of a powerful crusading knight who had sworn not to lift her visor until an insidious conspiracy had been defeated. After the final raid on their stronghold, it turned out that a convolute had been puppeteering the armor from within.

CONVOLUTE KEYWEED

Tiny plant, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 240 (32d4 + 160)

Speed 40 ft., climb 40 ft.

STR 19 (+4) **DEX** 22 (+6) **CON** 20 (+5) **INT** 16 (+3) **WIS** 18 (+4) **CHA** 18 (+4)

Saving Throws Dex +10, Wis +8

Skills Perception +8, Stealth +10

Damage Vulnerabilities fire, slashing

Senses darkvision 60 ft., passive Perception 18

Languages understands Common and Sylvan but can't speak

Challenge 11 (7,200 XP) **Proficiency** +4

Encroachment. The convolute keyweed can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the convolute keyweed remains motionless, it is indistinguishable from a normal shrub.

Mobility. The convolute keyweed's movement doesn't provoke opportunity attacks.

ACTIONS

Multiattack. The convolute keyweed makes three razor vine attacks. It can use Joint Locking Strike in place of one of these attacks.

Razor Vine. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage. Also on a hit, attacks against the target are made with advantage until the start of the keyweed's next turn.

Joint Locking Strike. The convolute keyweed makes a razor vine attack against a creature. If the attack is made with advantage and hits, the convolute keyweed binds the target's joints with vines. While bound with vines, the target's speed is halved and it makes attacks with disadvantage. A creature can use an action to remove the vines, ending the effect.

Intrusion. The convolute keyweed moves up to its speed, shapes itself into a suitable tool, and makes a Dexterity check with +14 bonus to pick a lock or disarm a trap.

Unlock Ailment. The convolute keyweed contorts a willing creature's body to cure a disease or neutralize a poison. A creature can't benefit from Unlock Ailment again until it finishes a long rest.

REACTIONS

Tripping Vine. When a creature the convolute keyweed can see leaves a space within 15 feet of the keyweed, the creature must succeed on a DC 18 Dexterity saving throw or fall prone.

KOLUFS KRAFSA

SILVER AWARD
RPG SUPERSTAR 2021
BY LUCA T. FASSARI



Kolufs krafsas are mammalian humanoids afflicted with a bizarre curse that transforms them into something else, a pupal stage on the path to something terrifying and new. As a part of that transformation into a nonmammalian creature, all the kolufs krafsa's hair falls out. For ancestries like dwarves that place great value on their thick, lustrous beards, the curse is especially horrifying.

Curiously, kolufs krafsas don't always choose their victims randomly. Despite the burgeoning evil of the curse within them, they prefer to attack those who truly deserve it. Because of that, many kolufs krafsas respond to the pleas of oppressed commoners. A kolufs krafsa listens to those who invoke its name and strikes its victim in the quiet of the night. It carves up its victims, killing the lucky ones as they are free from the creature's curse. Those who survive an encounter with a kolufs krafsa must prepare for sleepless nights, tearing their hair out to the point of exhaustion as their body transforms into a new kolufs krafsa.

KOLUFS KRAFSA

Medium humanoid (kolufs krafsa), neutral evil

Armor Class 14 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 35 ft., climb 25 ft.

STR 20 (+5) **DEX** 16 (+3) **CON** 18 (+4) **INT** 14 (+2) **WIS** 7 (-2) **CHA** 12 (+1)

Senses passive Perception 8

Languages the languages it knew before being cursed

Challenge 5 (1,800 XP) **Proficiency** +3

ACTIONS

Multiattack. The kolufs krafsa makes two claw attacks. It can use Tearing the Hair in place of one claw attack.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 10 (1d10 + 5) slashing damage. If the target is a creature, it is grappled (escape DC 15) if the kolufs krafsa isn't grappling another creature.

Until this grapple ends, the target is restrained and the kolufs krafsa clings to the target, entering its space. Attacks against the kolufs krafsa while it is clinging to the target are made with advantage.

Tearing the Hair. If the kolufs krafsa is grappling a mammalian humanoid that possesses hair, the kolufs krafsa violently rips the creature's hair. The target takes 14 (4d6) piercing damage and must make a DC 16 Constitution saving throw. On a failed save, the creature is cursed with the curse of the hairless. While cursed in this way, the creature tears out its own hair as it sleeps. The creature can't regain Hit Dice and must make a DC 16 Constitution saving throw whenever it finishes a long rest, taking 11 (2d10) piercing damage on a failure. If this piercing damage reduces the creature to 0 hit points, or if the creature remains cursed for 30 days, the creature fully transforms into a kolufs krafsa.

REACTIONS

Split Ends. When a mammalian humanoid that possesses hair scores a critical hit against the kolufs krafsa, the kolufs krafsa forces the triggering creature's hair to tear and frizz up, and shows the creature visions of its own cursed transformation into a kolufs krafsa. The creature must succeed on a DC 12 Wisdom saving throw or be frightened until the end of its next turn. While frightened in this way, the creature's speed is reduced to 0.

TWO WRONGS DON'T MAKE A RIGHT

Some kolufs krafsas seek out werecreatures to bite them. They hope that the new curse will counteract their current one, or at the very least help them grow hair again. Sadly, they just end up doubly cursed, hairless monstrosities who roam the night without even their moral compass for consolation.



LANTERN LESHY

**SILVER AWARD
RPG SUPERSTAR 2021
BY JAMES ABENDROTH**

A WORSE HEADSPACE

A lantern leshy can still store objects in its head in the same manner as a gourd leshy, but the magical flame destroys objects that are flammable. Typical items a lantern leshy might carry are metallic weapons and torture implements. They arrange the objects around the flame so that it casts enlarged shadows of them against its face, giving their victims the terror of anticipating what cruelty it may inflict next.

The moment a leshy's spirit leaves its physical body is generally dramatic and explosive, but those clever or driven enough can either salvage the leshy's form afterward or prevent the explosion in the first place, often through magical means. Once the leshy's remains are gathered, it's relatively easy for such individuals to take the next step and reanimate them.

When a gourd leshy is the subject, the result is a lantern leshy. A lantern leshy's body is a tangle of withered vines and leaves, but their gourd heads remain surprisingly fresh and intact. Their creators often carve frightening faces, pictures, or symbols into these heads to make them more terrifying. And of course, a magical fire glows from within the gourd head, giving the lantern leshy its name.

Even the friendliest-looking lantern leshy possesses a vicious intellect, and nothing brings them more joy than tormenting victims. A lantern leshy might stalk their prey multiple nights in a row, playing cruel tricks. Eventually, they grow bored with such games and kill their targets, often in slow and creative ways.

Nothing about the process of creating a lantern leshy bonds them to their creator, and thus their loyalty varies wildly. A lantern leshy's creator gains a lifelong evil companion as often as they accidentally create their own murderer.

LANTERN LESHY

Small undead, neutral evil

Armor Class 12

Hit Points 18 (4d6 + 4)

Speed 30 ft.

STR 14 (+2) **DEX** 15 (+2) **CON** 13 (+1) **INT** 11 (+0) **WIS** 14 (+2) **CHA** 13 (+1)

Skills Deception +3, Intimidation +3, Stealth +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Druidic, Sylvan

Challenge 1/2 (100 XP) **Proficiency** +2

Eternal Flame. As part of its creation a magical fire is lit inside a lantern leshy's head. This fire sheds a bright light in a 15-foot radius.

Spooky Decorations. While the leshy remains motionless, it is indistinguishable from a pile of sticks and leaves with an illuminated gourd sitting on top.

Undead Nature. The leshy doesn't require air, food, drink, or sleep.

Withering Burst. When the leshy dies, it explodes in a blast of necrotic energy. Due to its vegetable origin, this energy only affects plants. Each plant creature within 30 feet of the leshy must make a DC 12 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one. Nonmagical plants that aren't creatures in the area rot rapidly, creating a disgusting miasma that lingers in the air for 1 minute. While the miasma remains, a creature that enters the area or starts its turn there must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. Constructs and undead automatically succeed on the save.

ACTIONS

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

Roasted Seed. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 2 (1d4) fire damage.

Head Toss (Recharge 4–6). *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage plus 2 (1d4) fire damage. On a hit or a miss, the target and each creature within 20 feet of it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of its next turn.

The leshy's head does not return after being thrown. Until it retrieves and reattaches its head, the leshy is blinded, though it always senses the location of its own head. While the head is within 5 feet of the leshy, the leshy can pick it up and reattach it as a bonus action.

LIVING BONES

Once in a long while, when a skeleton comes in contact with positive energy, instead of being damaged or destroyed, they are transformed. The negative energy that animates them and feeds their hatred is almost completely extinguished and replaced with positive energy, creating something that shouldn't be possible. For mindless undead, it can even create a mind and soul where there was none. However, this state is not entirely stable, as the remaining negative energy within them constantly tries to overwhelm its counterpart. As such, exposure to significant quantities of negative energy is extremely harmful to living bones.

There is lively debate in the more obscure academic circles on whether or not an undead animated by positive energy is technically still an undead, but this changes little for the individuals in question. They still retain their previous bony visage with a warm glow around them, which makes interaction with other people rather complicated. But this doesn't cloud their sunny disposition, and they toil restlessly to help wherever they can. Their calm and positive attitude gives them a chance to integrate into smaller communities in remote areas, but that is by no means guaranteed. The ones who succeed in joining a community almost inevitably choose more peaceful professions, becoming farmers, artisans, or healers despite their martial capabilities.

The presented statistics represent a skeletal champion that was transformed, but theoretically any type of skeleton (or potentially other undead) can be affected. This is an extremely rare occurrence, though.

LIVING BONES

Medium undead, neutral good

Armor Class 15 (shield)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR 16 (+3) **DEX** 16 (+3) **CON** 12 (+1) **INT** 10 (+0)

WIS 14 (+2) **CHA** 12 (+1)

Skills Persuasion +3

Damage Vulnerabilities bludgeoning, necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP) **Proficiency** +2

Positive Healing. Unlike other skeletons, living bones draw health from positive energy. Magic such as the *cure wounds* spell heals the living bones normally.

Soothing Glow. The living bones emits a glow in a 20-foot radius that soothes the minds of others. A creature within the area that targets the living bones with an attack or a harmful spell must first make a DC 12 Wisdom saving throw. Creatures immune to the charmed condition automatically succeed on the save. On a failed save, the creature can't take the action, and the action is wasted. On a success, the creature can take the action normally and becomes immune to Soothing Glow for 1 minute. If the living bones takes a hostile action, its Soothing Glow deactivates for 1 minute.

Undead Nature. The living bones doesn't require air, drink, or sleep.

ACTIONS

Multiattack. The living bones makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 1 radiant damage.



**COPPER AWARD
RPG SUPERSTAR 2021
BY DANIEL SELIGMÜLLER**



OF TWO WORLDS

Regular skeletons don't respond with as much animosity toward living bones as they do toward other living creatures. Living bones who have a hard time being accepted into societies may form their own communities on the borders of regions with undead activity, settling places the living don't dare and providing early warnings of undead incursions. Such communities may even include animal living bones.



LIVING CONSTELLATION

**SILVER AWARD
RPG SUPERSTAR 2021
BY HUNTER EVANS**

UNSPEAKABLE HORROR

Speculation abounds that living constellations are agents of the Great Old Ones sent to determine if a world is ripe for conquest. While the occasional living constellation may not be cause for great alarm, multitudes appearing in rapid succession can stir thoughts of the apocalypse in even the most composed individuals. True or not, these beliefs serve the living constellation's purpose by arousing more fear for it to consume.

While the light of a star is often seen as a sign of hope, living constellations represent the exact opposite. Otherworldly and enigmatic, they live among the normal stars of the night sky. Their bodies are made up of sickly green stars with lines joining them like joints. They orbit the world erratically with unpredictable positioning. They usually take on the forms of well-known constellations to garner the attention of those who look to the stars in the night.

When mortals see them, living constellations attempt to lead those mortals into perilous situations in order to feed off of their fear. This effect becomes strongest in close proximity, and so living constellations leave their homes in outer space to feast on fear. Scholarly attempts to study living constellations have thus far resulted in failure, leaving the researchers befuddled or trembling with fear for weeks on end. The malignant aberrations welcome this, however, as more attention grants them a greater audience to manipulate for their fear.

LIVING CONSTELLATION

Large aberration, neutral evil

Armor Class 15

Hit Points 187 (22d10 + 66)

Speed 30 ft., fly 50 ft.

STR 20 (+5) **DEX** 20 (+5) **CON** 16 (+3) **INT** 18 (+4) **WIS** 20 (+5) **CHA** 22 (+6)

Saving Throws Con +7, Int +8, Wis +9

Skills Arcana +8, Deception +10, Intimidation +10, Perception +9, Stealth +9

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses passive Perception 19

Languages understands Common but can't speak

Challenge 10 (5,900 XP) **Proficiency** +4

Innate Spellcasting. The constellation's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no components:

At will: *guidance, light*

2/day each: *daylight, fear, guiding bolt, moonbeam*

Know Fear. The constellation magically knows the distance and direction of any frightened creature within 1,000 feet of it.

Star Camouflage. The constellation has advantage on Dexterity (Stealth) checks to hide in the night sky among the stars.

ACTIONS

Multiattack. The constellation can use Alter Form. It then makes two attacks.

Astral Stinger (Scorpion Stance Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 18 (2d12 + 5) piercing damage, and the target catches fire. While on fire, the target takes 7 (2d6) fire damage at the start of each of its turns. A creature can use an action to extinguish the fire.

Cosmic Claw (Crab Stance Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The constellation has two claws, each of which can grapple only one target.

Any creatures grappled by the constellation escape if the constellation leaves its crab stance.

Shooting Star (Archer Stance Only). *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 18 (2d12 + 5) fire damage.

Alter Form. The variability of the cosmos allows the constellation to alter its form. It assumes one of the following stances.

- **Archer Stance.** The constellation takes on the graceful form of a humanoid archer.
- **Crab Stance.** The constellation flattens itself, growing the limbs of a crab.
- **Scorpion Stance.** The constellation contracts to the form of a large scorpion.

REACTIONS

Consume Fear. When a creature within 30 feet of the constellation becomes frightened, the constellation attempts to feed off that fear. The creature must make a DC 18 Wisdom saving throw or take 19 (3d12) psychic damage.

LIVING FIGMENT

Also known as “living illusions,” living figments occasionally arise from highly complex, long-lasting illusions that eventually take on a mind of their own. The attitudes and interests of living figments vary as widely as their appearances, but their personalities tend to reflect their original purposes. Illusions intended to entertain produce more whimsical and gregarious living figments, while more secretive and hostile living figments arise from spells intended to conceal traps or bewilder foes.

Though rare, living figments are sociable creatures, and they eagerly cooperate among themselves to create larger and grander illusions than they would be capable of creating alone. Once independent of their creators, living figments are less trusting of physical beings, but they sometimes lend their talents to those who can win their confidence.

LIVING FIGMENT

Large construct, neutral

Armor Class 14

Hit Points 60 (8d10 + 16)

Speed 0 ft., fly 45 ft. (hover)

STR 5 (-3) **DEX** 18 (+4) **CON** 14 (+2) **INT** 15 (+2) **WIS** 16 (+3) **CHA** 18 (+4)

Skills Deception +7, Intimidation +7, Performance +7, Stealth +10

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses passive Perception 13

Languages the languages of its creator

Challenge 5 (1,800 XP) **Proficiency** +3

All in your Head. As insubstantial beings, figments are unable to affect the physical world on their own, and their attacks rely on their target's inadvertent cooperation, through their belief in the illusion, to cause harm. The living figment can't directly harm a creature that can't see it.

Blend In. While the figment isn't within 5 feet of a hostile creature, it can perfectly mimic the terrain in which it finds itself, allowing it to Hide even while it's directly observed. In addition, the figment can use this ability to conceal traps or other hazards by changing into a form that obscures them. A creature can detect the concealed trap or hazard by using an action to make a successful Intelligence (Investigation) check contested by the figment's Dexterity (Stealth).

Constructed Nature. The figment doesn't require air, drink, food, or sleep.

Fanciful Forms. The figment is unbound to any form. It can appear as anything that can fit inside a 10-foot cube.

Incorporeal Movement. The figment 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.

ACTIONS

Multiattack. The figment attacks twice with its illusory weapon.

Illusory Weapon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* The target makes a DC 15 Wisdom saving throw. On a failed save, the target takes 17 (2d12 + 4) psychic damage. On a success, the target takes half as much damage and disbelieves the attack. Once a creature disbelieves this attack, it automatically succeeds on its saving throw against further illusory weapon attacks. If this psychic damage reduces a target that has disbelieved the attack to 0 hit points, the target falls unconscious until it regains hit points but is stable.

Sensory Overload (Recharge 5–6). The figment takes the form of a bewildering cacophony of nonsensical sounds, sights, and even smells to disorient its enemies. Each creature within 20 feet of the figment that can see or hear it must make a DC 15 Wisdom saving throw. On a failed save, the target is blinded for 1 minute. A blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

COPPER AWARD
RPG SUPERSTAR 2021
BY ANTHONY WHEELER



MIND YOUR OWN BUSINESS

Merchants have discovered that living figments are effective at encouraging people to buy their wares. Some create charismatic figures who model what they are selling, while others prefer energetic creatures who annoy people until they make a purchase. There really is no better way of getting inside a customer's head.



LIVING ORIGAMI

**COPPER AWARD
RPG SUPERSTAR 2021
BY DANIEL AZNAVORIAN**

LIVING ORIGAMI SWARMS

Though they tend to bond with other creatures, some living origamis prefer the company of their own kind. These wild creatures live far from civilization and form swarms of up to 1,000. They tend to use wings and claws to attack their enemies, killing them with countless tiny cuts.

A living origami is a strange, natural creature that appears no different than its paper namesake. This tiny creature often takes the form of a tiny white dragon, beast, or bird, but it always comes from a single sheet of paper. Some believe that these creatures came into being from enchanted books or paper, while others believe that they are made of a rare leaf that closely resembles white paper. Living origami are only a few inches long and are as light as the paper they are made from. They are often very long-lived, living to 70–80 years.

Before they gravitate towards their chosen companions, living origamis are often found in gardens and forests. Here, they are cultivated by leshies, who consider them to be distant cousins before taking off on their own to find a companion. Once a living origami chooses a companion, it devotes its life to their well-being and safety. Sometimes, these creatures have been known to seek out ways to improve the quality of their companions' lives by helping to repair broken relationships or even acting as romantic matchmakers.

Living origamis often nests in places of knowledge and art such as libraries, schools, and art galleries and seeks out the young and the creative. They often befriend dreamers and children, acting as friends, guides, spies, and even defenders. Wizards sometimes even take on living origamis as familiars, while children see them as friendly pets. When defending their adopted companions, living origamis can become quite defensive, often taking it into their own hands to decide whether or not others are good influences for their companions. These creatures can be won over by good deeds and delicious dollops of fresh ink.

Living origamis have no natural enemies, but they do fear creatures of fire. Unscrupulous hunters sometimes capture these creatures to sell them as pets, novelty items, or spies, as their ability to hide in plain sight makes them invaluable informers. These unlucky living origamis are doomed to an unhappy life confined to cages. Those who free these captives often find devoted companions for the rest of their lives.

LIVING ORIGAMI

Tiny plant, neutral good

Armor Class 11

Hit Points 12 (5d4)

Speed 35 ft.

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

Damage Vulnerabilities fire

Senses darkvision 30 ft., passive Perception 11

Languages Sylvan

Challenge 1/4 (50 XP) **Proficiency** +2

Change Shape. The origami can use an action to fold itself into a variety of

Tiny forms. This transformation doesn't change its statistics other than to give it a fly speed of 35 feet if it takes the shape of something with wings or a swim speed of 35 feet if it takes the shape of a fish. This trait does not grant the origami the ability to breathe underwater.

False Appearance. While the origami remains motionless, it is indistinguishable from ordinary paper.

ACTIONS

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

Folded Flurry (Recharge 5–6). The origami sends a flurry of jagged, folded paper scraps at its foes. Each creature in a 15-foot cone must make a DC 11 Dexterity saving throw, taking 5 (2d4) slashing damage on a failed save, or half as much damage on a successful one.

REACTIONS

Bolt. When a creature the origami can see hits it with a melee weapon attack, the origami moves up to its speed without provoking opportunity attacks.

LOREKITH

**SILVER AWARD
RPG SUPERSTAR 2021
BY MARCELINE MILLER**



Lorekith are fey creatures obsessed with myths and folklore, traveling the land collecting variations on their favorite stories, their own personal epics, and retelling them to the delight of others. Short, slight creatures, lorekith look like wooden puppets with long sleeves and several painted masks, bearing the likenesses of monsters and heroes.

Though they may delight in stories of great battles, lorekith prefer to avoid combat whenever possible, using their illusion magic to escape or deescalate a confrontation when negotiation fails. When fighting alongside more powerful figures, however, lorekith are quick to inspire them to new heights, eager to record their deeds to retell later.

LOREKITH

Small fey, neutral

Armor Class 12

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1) **INT** 13 (+1) **WIS** 13 (+1) **CHA** 14 (+2)

Skills Intimidation +4, History +5, Perception +3, Performance +4, Persuasion +4, Stealth +4

Senses darkvision 30 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1 (200 XP) **Proficiency** +2

Fantastical Illusions. When the lorekith tells a story, it is surrounded by magical images representing the tale's events. These images are obviously illusory to most creatures, though animals and small children might need to make a DC 12 Wisdom (Perception) check to recognize them as illusions, at the GM's discretion.

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

At will: *minor illusion*

1/day each: *heroism, silent image*

Myth Masks. A typical lorekith carries three masks that they modify as needed: the hero, the mentor, and the villain. The lorekith can swap masks as a bonus action, and it gains benefits based on which mask it currently wears. The masks are objects with 12 hit points, AC equal to the lorekith's AC, and immunity to poison and psychic damage. If its mask is broken, the lorekith loses access to that mask's benefits until it crafts a new one, which costs them no valuable materials and takes only 1 day. Rarer lorekith might have access to more masks than these basic three.

- **Hero** As long as it has at least 1 hit point, the lorekith regains 2 hit points at the start of each of its turns.
- **Mentor** The lorekith makes ability checks with advantage.
- **Villain** The lorekith gains a +1 bonus to attack and damage rolls.

Storyspeaker. The lorekith can't speak except when telling tales. While the wily fey have developed a variety of techniques to turn any conversation into a story, activities that depend on the lorekith speaking take twice as long as normal (usually at least 1 minute), and the lorekith's intentions might be hard to interpret when phrased as a story.

ACTIONS

Shadow Puppet. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target.

Hit: 8 (1d12 + 2) cold damage.



ADDITIONAL LOREKITH MASKS

While nearly every lorekith has worn a mask for the essential roles of a story, some have more specific tastes, creating masks such as the conflagration, the dragon, or the fool.

The Conflagration The lorekith gains resistance to fire damage, and its shadow puppet's damage changes to fire.

The Dragon The lorekith's Intimidation modifier becomes +10.

The Fool The lorekith gains resistance to psychic damage, and its shadow puppet's damage changes to psychic.



LUCENT DEMONSHEEP

**COPPER AWARD
RPG SUPERSTAR 2021
BY LORENZO BARQUIN**

BAAAAD ROMANCE

Lucent demonsheep are dangerous enough on their own, but they are nigh unstoppable when led by a demon shepherd. The slightest hint of their existence can lead to cullings of entire herds to prevent those more dangerous demons from emerging.

BLACK SHEEP

Has anyone considered that sheep are not as innocent as they appear? Perhaps there is a bleakness to the lives of farm animals that encourages demonic influences in even the meekest of creatures. Possessed cows, demon sheep, corrupted chickens... meanwhile, capybaras are famed for their relaxed nature, and no one has ever heard of a demonic capybara.

Attempts to overthrow the thrones of demon lords are a regular occurrence in the Abyss, a baleful realm driven by destruction, power, hate, and greed. Most of these would-be usurpers are easily dispatched, after which both the pretender and their cohorts tend to be punished harshly as an example for other demons to discourage further rebellion.

A humiliating destination for arson demons or other demons who love violence is to trap their souls inside the body of one of the most harmless creatures, a sheep.

If the sheep lives long enough, the soul of the demon eventually has enough time to find small cracks in its confinement, allowing the demon's sapience to partly re-emerge. When this happens, the sheep, now driven by an insatiable thirst for destruction, is irretrievably changed, giving birth to a lucent demonsheep.

Even as a lucent demonsheep's behavior changes with the demon's emergence, slowly but surely becoming more cunning and dangerous, their appearance does not. It is only in these brief moments of clarity that the demon's soul is able to fully emerge and twist the body of its host into a strange mix of sheep and demon.

LUCENT DEMON SHEEP

Small fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 132 (24d6 + 48)

Speed 30 ft.

STR 18 (+4) **DEX** 18 (+4) **CON** 14 (+2) **INT** 8 (-1) **WIS** 16 (+3) **CHA** 16 (+3)

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages understands Abyssal but can't speak

Challenge 6 (2,300 XP) **Proficiency** +3

Charge. If the sheep moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet directly away from the sheep and knocked prone.

Demon in Sheep's Clothing. The sheep can hide among normal sheep easily. A creature must succeed on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check to find it among a flock of sheep, and it can hide among the flock even without any other cover. A lucent demon sheep under the effects of Demon Soul can't use this trait.

ACTIONS

Multiattack. The sheep attacks with its bite and its hoof. Alternatively, it can use Demon Soul and make a gore attack.

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

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Demon Soul (1/Day). The sheep remembers a glimpse of its past life, regaining some of its demonic abilities for 1 minute. While in its demon form, the sheep's size becomes Medium; its body lights on fire, causing its weapon attacks to deal an extra 3 (1d6) fire damage; and its wool becomes a dense cloud of black smoke, causing its space to be lightly obscured. The smoke doesn't impair the sheep's vision, but attacks against the sheep are made with disadvantage. The listed effects are for a lucent demon sheep formed from an arson demon. Other Demon Soul effects might apply for different sorts of demons, at the GM's discretion.

MARAMACULA

**COPPER AWARD
RPG SUPERSTAR 2021
BY DAVIDE FILIPPI**



Maramacula is an ancient beast renowned as a mischievous liar. According to legend, Maramacula is a marvelous fish with golden and rainbow scales, but the truth is... slightly different. This appearance is merely a facade, a rumor spread by Maramacula itself. These rumors assist it in settling down in a sewer or swamp and then making up lie after lie to lure innocent people to their doom.

MARAMACULA

Huge monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 221 (26d12 + 52)

Speed 30 ft., swim 60 ft.

STR 20 (+5) **DEX** 21 (+5) **CON** 14 (+2) **INT** 13 (+1) **WIS** 18 (+4) **CHA** 22 (+6)

Saving Throws Con +6, Wis +8

Skills Deception +10, Insight +8, Stealth +9

Senses darkvision 120 ft., passive Perception 14

Languages Common

Challenge 12 (8,400 XP) **Proficiency** +4

Amphibious. Maramacula can breathe air and water.

Cheat the Cheater. Maramacula loves to play with its prey, even if this results in losing its meal.

A creature can use an action to make a Charisma (Deception or Persuasion) check against Maramacula's Wisdom (Insight). On a success, the number of attacks Maramacula can make with its Multiattack on its next turn is reduced by one, as it's compelled to spend time responding with a better reply or lie. The effect is cumulative if creatures succeed several times in the same round, and if Maramacula loses all three attacks it becomes friendly to the creatures, provided they cease hostilities as well. If a creature attacks Maramacula after it becomes friendly in this way, Maramacula is immune to Cheat the Cheater for 10 minutes.

Malevolent Call. Maramacula can mimic any sounds it has heard, including voices, but not specific words. A creature that hears the sounds can tell they are imitations with a successful DC 20 Wisdom (Insight) check.

Slippery Slope. Maramacula leaves a sticky, slippery trail on its path. Whenever it leaves a space on land, that space becomes difficult terrain for every other creature until the start of Maramacula's next turn.

ACTIONS

Multiattack. Maramacula can use Hey! Look Out! if available.

It then makes three tail attacks or three spit attacks. In place of one attack, it can make a toothless bite attack.

Tail. Melee Weapon Attack: +9 to hit, reach 15 ft., one target.

Hit: 15 (3d6 + 5) bludgeoning damage plus 3 (1d6) acid damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet directly away from Maramacula.

Toothless Bite. Melee Weapon Attack: +9 to hit, reach 15 ft.,

one target. **Hit:** 15 (3d6 + 5) bludgeoning damage plus 7 (2d6) acid damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15) if Maramacula isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) acid damage at the start of each of its turns.

Spit. Ranged Weapon Attack: +9 to hit, range 60 ft., one target. **Hit:** 16 (3d10) acid damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Hey! Look Out! (Recharge 5–6). Maramacula imitates the voice of a specific creature it has heard, shouting inaccurate and befuddling warnings. Creatures of Maramacula's choice within 20 feet of it that can hear it, including the mimicked creature, must make a DC 18 Wisdom saving throw. On a failed save, attacks against the creature are made with advantage until the end of Maramacula's turn. On a success, the creature is immune to Hey! Look Out! for 1 hour.



MEATMONGER

**SILVER AWARD
RPG SUPERSTAR 2021
BY JUHO KATTELUS**

NO MEAT FOR YOU

The meatmonger does not barter and only accepts coins for its goods. Hungry families who try to trade one of their own for a meal will find the meatmonger giving them the cold shoulder—no, not the one in the cart.

It is willing to pay for services rendered, though. Meatmongers are always looking for delectable spices and marinades, as well as blacksmiths to sharpen their blades. As a bonus to the income earned, meatmongers do not usually butcher those they find helpful.

Meatmongers are gregarious fey merchants who peacefully sell delectable and occasionally dubious meat from their large wooden carts... except when they're low on stock!

A meatmonger has a simple need to serve delicious meats to clients. But a meatmonger's client can never be sure exactly what kind of meat they are eating. Many people have taken to cannibalism because of a meatmonger. And many more have fallen victim to the meatmonger's need for new ingredients.

Meatmongers don't shy away from selling their wares to unscrupulous individuals either. It's not uncommon to find one peddling their goods to a gang of trolls or the hungry dead.

MEATMONGER

Large fey, lawful evil

Armor Class 12

Hit Points 104 (11d10 + 44)

Speed 40 ft.

STR 20 (+5) **DEX** 14 (+2) **CON** 19 (+4) **INT** 14 (+2) **WIS** 17 (+3) **CHA** 17 (+3)

Saving Throws Con +7, Cha +6

Skills Persuasion +6

Senses passive Perception 13

Languages Common, Giant, Sylvan

Challenge 5 (1,800 XP) **Proficiency** +3

Keen Smell. The meatmonger has advantage on Wisdom (Perception) checks that rely on smell.

Meat Cart. The meatmonger uses a magical cart to store its products. The cart is a Large object with AC 15, 80 hp, and immunity to poison and psychic damage. The cart holds butchering tools and up to 500 pounds of meat in an extradimensional space. Meat carried in the cart doesn't rot. As long as the meatmonger uses two hands to push its cart, the meatmonger gains half cover. If the meatmonger's cart is destroyed, the stored meats pour out of the cart in a tidal wave of flesh. The meatmonger can make a new cart in 8 hours as long as it has appropriate materials. The cart loses its magic if the meatmonger that made it dies or abandons it.

Mouthwatering Scent. A creature that starts its turn within 30 feet of the meatmonger's cart must make a DC 14 Wisdom saving throw. On a failed save, a creature that eats meat is charmed until the end of its next turn, and a creature that doesn't eat meat is poisoned until the end of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Mouthwatering Scent for the next 24 hours.

Placate. A creature that offers to buy 50 gp worth of meat (at a price of 2 gp per pound) from the meatmonger or that provides the meatmonger with 30 pounds worth of fresh meat can attempt a DC 14 Charisma (Persuasion) check. On a success, the meatmonger becomes friendly. While friendly, the meatmonger attempts to sell the creature another 10 pounds of meat at half price. A creature that eats all 10 pounds of the meat over the course of the next 10 minutes regains 23 (3d8 + 10) hit points and is cured of one disease or one blinded, deafened, paralyzed, or poisoned condition currently afflicting it. Once the meatmonger is no longer able to sell meat, it becomes indifferent and leaves the area.

ACTIONS

Multiattack. The meatmonger makes a dagger attack and a handaxe attack.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Fine Cuts. If the meatmonger is within 5 feet of its cart, the meatmonger samples its products and consumes 10 pounds of meat. It regains 23 (3d8 + 10) hit points and is cured of one disease or one blinded, deafened, paralyzed, or poisoned condition currently afflicting it.



MERCURIAL KNIGHT

Mercurial knights are adaptable constructs that can change between solid and liquid forms. According to legend, an ancient artificer, on a quest to create the perfect bodyguard, constructed the first mercurial knight out of pure quicksilver. Unable, or perhaps unwilling, to choose between a bulky knight and an agile fighter, the crafter attempted to make a guard capable of both, able to shift on a whim to better protect against possible intruders. Whether this invention was a stroke of genius or a sign of mercury-induced foolishness usually depends on which end of the knight's sword you find yourself on.

At first glance, a mercurial knight appears as a standard suit of armor, though slight ripples across its form hint at its true nature. Composed almost entirely of quicksilver, mercurial knights can will themselves to solidify, becoming imposing and stalwart defenders. In liquid form, a knight loses some protection but gains the speed and grace to make it a deadly combatant, and its liquid body is able to fit through the smallest crack. This allows for quick movement throughout the battlefield, either to confront intruders or to make a rapid escape.

In battle, a mercurial knight often confronts an intruder while in its solid form, using strong armor to deflect blows and soak up damage. When the time is right, it liquefies, providing the construct with a lithe form and powerful attacks to force the intruders back. Any party facing such a creation must approach with caution and employ smart tactics or risk being outmaneuvered by the perfect bodyguard.

MERCURIAL KNIGHT

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 25 ft. in solid form, 35 ft. in liquid form

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

Damage Vulnerabilities bludgeoning in solid form, piercing and slashing in liquid form

Damage Resistances piercing and slashing in solid form, bludgeoning in liquid form

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP) **Proficiency** +2

Constructed Nature. The knight doesn't require air, food, drink, or sleep.

Mercurial Form. The knight flows between its true solid form and a liquid form throughout combat, gaining and losing effects based on its active form; in addition to its Reform reaction, the knight can use an action to change its form. While in its liquid form, the knight can move through any opening large enough for water. The knight also has a different weapon depending on its form, a mercury hammer in solid form and a mercury greatsword in liquid form.

ACTIONS

Mercury Hammer (Solid Form Only). *Melee Weapon*

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

Mercury Greatsword (Liquid Form Only). *Melee*

Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Mercury Splash (Recharge 5–6; Liquid Form Only). The knight sprays raw mercury from its body in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) bludgeoning damage plus 2 (1d4) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Reform. When the knight would take damage to which it is vulnerable, it changes to liquid or solid, whichever is not its active form, before the damage is applied.

SILVER AWARD
RPG SUPERSTAR 2021
BY MATT CAVANAUGH



VOLATILE ALLEGIANCE

Mercurial knights may change who they consider to be allies on a whim. These decisions are sometimes based on who is winning, but other times they are inscrutable. As a result, they often end up stationed far from their masters during a fight.



MIDNIGHT LILY

COPPER AWARD
RPG SUPERSTAR 2021
BY STEPHEN BENDIG

LIVING MAZE

Some tunnel dwellers plant midnight lilies at strategic choke points to protect against intruders from the surface. Foes with darkvision who explore the maze-like lair may think they have it mapped out, only for others to wander in, trigger some lilies, and change the entire layout due to the plants moving into new positions. Defenders may also combine midnight lilies with snares that shed light so that even those with darkvision may fall victim to them.

Midnight lilies are swarms of predatory plants that spend most of their time as an unremarkable, desiccated bramble. They flock together in gardens of four to five swarms of lilies, and under natural conditions, in the thickly canopied jungles where no light reaches the ground and the deep subterranean cave systems that a midnight lily calls home, the plants can go decades without so much as moving or consuming a meal. In these places where creatures have adapted to the darkness, midnight lilies hunt using light.

When exposed to bright light, a midnight lily's pods blossom explosively into fleshy white flowers, each radiating from a single venomous needle-like thorn. The plant then thrashes violently, seeking to inject its prey with venom. Once subjected to the strange magical cocktail that makes up a midnight lily's venom, a creature's insides begin to corrode and, more disturbingly, shed a sickly pale red light. This light can cause other lilies to blossom and result in a chain reaction feeding frenzy, ensuring that the plant can continue to move and sting. Once its prey succumbs to its injuries, a midnight lily plants its roots in the creature and returns to its desiccated state to rest and feed.

Creatures with darkvision who avoid the use of light have little to fear from midnight lilies. Because of this as well as their rare and beautiful flowers, midnight lilies are favorites of deep-dwelling gardeners and floriculturists. The plant is also used for deadly purposes, with wicked gardeners planting them in paths that a surface dweller might take to reach a subterranean lair or treasure horde, functioning as an early warning system.

MIDNIGHT LILY

Huge swarm of Small plants, unaligned

Armor Class 13 (natural armor)

Hit Points 57 (6d12 + 18)

Speed 15 ft.

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

Damage Vulnerabilities fire, slashing

Damage Resistances bludgeoning, piercing

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

Senses darkvision 60 ft., tremorsense 20 ft., passive Perception 11

Languages —

Challenge 2 (450 XP) **Proficiency** +2

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

ACTIONS

Multiaction. The lily attacks twice if it is in an area of bright or dim light.

Stinging Thorns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., each target of the lily's choice in its space. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success. While poisoned in this way, the target sheds light like a torch and takes 2 (1d4) poison damage at the start of each of its turns.

REACTIONS

Phototropic Bloom. When a light source (such as a torch or *light* spell) enters the lily's space or is created there, the lily attacks with its stinging thorns. The lily's speed increases to 30 feet until the end of its next turn.

MIRAGE CRAWLER

GOLD AWARD
RPG SUPERSTAR 2021
BY GABRIEL M.S. SANTOS



Lurking near desert roads, the mirage crawler is a vicious ambush predator. Often mistaken for a large boulder, it resembles a massive, asymmetrical clam with sand-colored shells. When the crawler opens itself, the spongy mass of flesh and mucus contained within bulges outward. Its spindly, unevenly spaced legs are then pushed out, revealing these crystalline appendages to be covered in a network of sensory bulbs and sand-filled blisters.

Slow to move on the surface, mirage crawlers move with uncanny speed when digging underground. When hunting, the constant skittering and twitching of a mirage crawler's legs releases a cloud of sand that surrounds the creature and allows it to grab unsuspecting prey. Despite its unimpressive intelligence, a mirage crawler exerts a great deal of control over the sand cloud that constantly surrounds it, allowing it to form images in the cloud to distract its foes.

Although it is fortunate that these crawlers are typically lone predators, they occasionally gather during certain astronomical conjunctions for their night-unpredictable mating season. The ensuing feeding frenzy often ravages nearby communities, leaving behind the remains of the mirage crawlers' victims, shaped by their alien digestive tracts into hollow, oblong pearls of petrified bone.

MIRAGE CRAWLER

Huge aberration, unaligned

Armor Class 16 (natural armor)

Hit Points 137 (11d12 + 66)

Speed 10 ft., burrow 40 ft.

STR 22 (+6) **DEX** 16 (+3) **CON** 22 (+6) **INT** 5 (-3) **WIS** 18 (+4) **CHA** 5 (-3)

Skills Stealth +7

Damage Resistances fire

Condition Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 14

Languages —

Challenge 10 (5,900 XP) **Proficiency** +4

Sand Camouflage. The crawler has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Sand Cloud. The crawler's leg blisters can constantly eject bursts of sand in a 30-foot radius around it, which the crawler uses to its advantage. The area is lightly obscured. At the start of its turn, the crawler can suppress this trait or activate it again.

ACTIONS

Multiattack. The crawler makes two slam attacks or two spit attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). If the target is already grappled by the crawler, it is also restrained until the grapple ends. While a target is restrained in this way, the crawler's slam attacks automatically hit the target. The crawler can grapple two creatures at a time.

Spit. *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 18 (4d8) acid damage, and the target must succeed on a DC 18 Constitution saving throw or be poisoned until the end of its next turn.

REACTIONS

Project Mirage. When a creature the crawler can see hits the crawler with an attack while the crawler's Sand Cloud is active, the crawler projects multiple illusory images of itself within its sand cloud, potentially causing the attack to hit one of the images instead. The attacker rolls a d4. On a 1–3, the attack misses. Then, the crawler's Sand Cloud deactivates and the illusory images disappear.

PEARLS OF WISDOM

Foolhardy treasure hunters search for mirage crawler bone pearls with the reasoning that since regular pearls are valuable, these must be as well. They are not, and the wise move is to leave them alone. Fertilized mirage crawler eggs look almost identical to the digested remains and spawn ravenous larvae that devour any organic material they can wrap their maws around. They resemble cave worms, though they are not as powerful, and remain in that life stage until they eat enough rock and crystal to grow a shell and legs. Should adventurers kill a larva before it transforms into a mirage crawler, they may find some precious metals in its stomach, but the value is rarely worth the risk.



MIRRORBORN

GRAND PRIZE
RPG SUPERSTAR 2021
BY KALEN H.M.

THE WAGES OF VANITY

When odrazu bring vain souls to Hell and don't form them into new odrazus, the creatures are typically tortured amid halls of mirrors or reflecting pools that show off distorted versions of their visage, filling them with despair. These reflective surfaces connect to mirror dimensions, which also allow odrazu and their patrons to attempt to spread Hell's corruption into other realms.

Mirrorborn are a family of bizarre creatures with connections to both the Astral Plane and the infinite alternate realities beyond the twisted dimensions found within mirrors. Most mirrorborn represent the infinite possibilities of the multiverse, of things that aren't but could have been. This category of mirrorborn includes tahagatas and fragmentors, two entities which are both formed from the paradoxical distortion of potential molded into a corporeal form. To a lesser extent, the same is true of chiraluses, the incarnations of the reflections that could never be, embodying reflections of creatures like vampires that ordinarily have no reflections. Finally, odrazu are highly unusual mirrorborn, as they form from a symbiotic hybrid between a devil and the Astral Plane, peppered with otherworldly energies from alternate mirror dimensions.

One commonality among all mirrorborn is their physical connection to mirrors: odrazu feed on reflections, chiraluses appear as two-dimensional reflections, tahagatas take a form built of myriad mirrored surfaces, and fragmentors are composed of countless jagged mirror shards. This doesn't mean that they are necessarily more likely to be found in areas where mirrors are more common, as each of the creatures brings their mirrored physicality along with them.

Despite being a family of creatures, mirrorborn rarely interact with each other. Even fragmentors, which can sometimes form out of a destroyed tahagata, rarely converse with tahagatas, and tahagatas for their part find the fragmented potential inherent to a fragmentor's essence distasteful and jarring, much like the sensation of wrongness they feel from an original creature after the tahagata juxtaposes with it.

ODRAZU



Also known as mirror devils, odrazu are the grotesque remnants of narcissistic creatures that, while they were still alive, made a foolish pact with a devil in order to further enhance their own charm. After their demise, these mortals were transformed into devils and infused with astral shards and fragments of mirror entities that make up creatures like fragmentors and tahagatas to form a bizarre type of hybrid being between a devil

and an astral mirror creature. The patron devil's offers are often irresistible: incredible good looks, a silver tongue, or an undeniable force of personality. As payment for their bargain, the soul's infernal servitude sees them seeking out likewise egoistic mortals—easy marks for their progenitor to eventually exploit. In the intervening time, however, odrazus delight in inflicting small torments upon their victims.

A mortal's reflection is a gateway to a tiny fragment of their soul. Though far too meager a bounty for most devils to deign spending effort pursuing, fiends as wretched and vain as odrazu are all too eager to lap up such table scraps, delighting in the brief moment of restored glory that the reflection's energy affords them.

Creatures tormented by an odrazu often remain completely unaware of its presence, beyond experiencing a general, inexplicable feeling of malaise and hopelessness across all aspects of their lives. However, their obsessive behavior might start to seem suspicious to others as they stare longingly at their own reflection at interminable length. Then again, for an odrazu's most likely victims, such loathsome self-infatuation might not appear at all out of the ordinary.

ODRAZU

Small fiend (devil), lawful evil

Armor Class 12

Hit Points 45 (10d6 + 10)

Speed 10 ft., fly 25 ft.

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

Skills Deception +5, Persuasion +5, Religion +4, Stealth +4

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 2 (450 XP) **Proficiency** +2

Devil's Sight. Magical darkness doesn't impede the odrazu's darkvision.

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

Narcissistic Compulsion. A non-devil creature that starts its turn within 60 feet of the odrazu and can see its own reflection in a reflective surface must make a DC 13 Wisdom saving throw. On a failed save, the creature becomes charmed by the odrazu for 1 minute or until the creature can no longer see its reflection. While charmed, the creature can't willingly move out of line of sight of its own reflection or otherwise prevent itself from seeing it. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Narcissistic Compulsion for the next 24 hours.

ACTIONS

Multiattack. The odrazu attacks with its eyestalk and its tongue.

Eyestalk. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Tongue. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 8 (1d12 + 2) bludgeoning damage and the target's vision is clouded until the end of its next turn. While its vision is clouded, the target has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Taste Reflection (Recharge 5–6). The odrazu makes a tongue attack against a creature charmed by the odrazu's Narcissistic Compulsion. On a hit, the odrazu gains 2 temporary hit points for every Hit Die the target has, and the odrazu has advantage on Charisma checks for the next 24 hours. The target must make a DC 13 Constitution saving throw. On a failed save, the target is cursed until it finishes a long rest. While cursed, the target doesn't cast a reflection (ending the effects of Narcissistic Compulsion), and the odrazu is invisible to the target until the odrazu makes an attack against the target. If the odrazu was hidden from the target, it remains so after using Taste Reflection.

TAHAGATA

Tahagatas are bizarre astral mirror entities that, due to their composition, are aware of the infinite variations of the other creatures around them that could have come to pass but ultimately did not—selves that could have existed had the creature made different decisions or had the random variations of the universe's forces been slightly different.

When a tahagata juxtaposes itself with another creature, mimicking that creature's form, it instinctively knows details of that creature's life, had they lived out their life as one of these other near-infinite variations. However, these details always diverge from reality in some way, sometimes subtly and at other times wildly.

The knowledge of this incongruity with reality wracks the tahagata's mind—only by removing the original creature from existence (which puts a final end to the original's continuously branching variations) can the tahagata lessen its anguish.

MIRRORBORN

GRAND PRIZE
RPG SUPERSTAR 2021
BY KALEN H.M.



THROUGH THE LOOKING GLASS

In addition to darkside mirrors, which send forth alternative versions of those reflected within, it's possible, though rare, to connect to realms beyond an ordinary mirror and encounter mirrorborn. The phenomenon is far more likely in places brimming with astral energies or in locations where the veil between the mortal world and the world beyond the mirror has been torn before, becoming thinner and thinner in the process. Those who enter through a mirror find that these mirror realms operate on their own bizarre rules, and while they eventually might re-emerge from another mirror, they often do so changed.

OTHER MIRRORBORN

The mirrorborn presented here are just the tip of the iceberg, as the possibilities in the infinite mirror universes are just as endless as the multiverse itself. Some rumors of other mirrorborn include:

- **Darksiders**, creatures originating from a darkside mirror who have become permanent residents of this world, either seeking to bring more residents from their reality or to establish their own fiefdom in this one.
- **Kryshards**, malevolent entities that form from the reflective shards of shattered crystal balls and use mirrors to spy on many other creatures and use the information for their own foul purposes.
- **Mirror Mimes**, creatures who hide within mirrors and replace a creature's natural reflection in order to devour that creature's psyche, attempting to stay unnoticed by mimicking the creature's actions in front of mirrors.
- **Reflectors**, creatures that position many mirrors across the battlefield when stalking their prey, shooting beams of light that bounce off the mirrors at unexpected angles and irradiate their victims.



MIRRORBORN

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TAHAGATA IMPERSONATORS

Occasionally, a tahagata who destroyed the original version of the creature they juxtaposed attempts to continue impersonating that creature even after the juxtaposition ends. Without any magical ability to assist, they must do so purely through mundane disguises, and their fragmented memories of alternate timelines usually exposing them swiftly even if they can pull that part off.



TAHAGATA

Medium aberration (shapechanger), chaotic evil

Armor Class 14

Hit Points 85 (10d8 + 40)

Speed 40 ft.

STR 18 (+4) **DEX** 18 (+4) **CON** 18 (+4) **INT** 18 (+4) **WIS** 18 (+4) **CHA** 18 (+4)

Skills Deception +7, Intimidation +7, Perception +7, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks (while not Juxtaposed)

Senses darkvision 60 ft., passive Perception 17

Languages all

Challenge 6 (2,300 XP) **Proficiency** +3

Presaging Reflection. A creature within 30 feet of the tahagata that spends 1 minute gazing carefully at the reflections upon the tahagata's body can see a glimpse of their own fate. This acts similarly to an *augury* spell, but the predictions are made with one especially incorrect assumption. If the tahagata is aware of such observation, it can choose to twist the vision the creature sees. In that case, the GM secretly makes a DC 15 Wisdom saving throw for the observer; on a failed save, the tahagata shows them a false reading of the tahagata's design, often one that leads the observer to harm. Once a creature has glimpsed its fate in a tahagata's Presaging Reflection, it can't do so again.

ACTIONS

Multiattack. The tahagata can use Juxtapose. It then makes two attacks. It can then use Envisage if it has a creature grappled.

Obsidian Edge. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14) if the tahagata isn't grappling another creature.

Obsidian Shard. *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Envisage. The tahagata uses Juxtapose to polymorph into the form of one creature it is grappling. During this process, the tahagata can choose to either imperceptibly swap positions with the grappled creature or remain in its original position, making it impossible in either case to determine which is the original creature. A creature that succeeds on a DC 15 Wisdom (Perception) or Intelligence (Investigation) check can discern which of the two creatures is the tahagata and which is the original creature.

Juxtapose. The tahagata peers into the soul of a Large or smaller creature that it can see within 60 feet of it, witnessing the variations of that creature that could have existed. The tahagata polymorphs into one of these nearly indistinguishable variants. The target must make a DC 15 Wisdom saving throw. On a failed save, the target has disadvantage on attacks against the tahagata, and the tahagata has advantage on attacks against the target. The effect lasts until the start of the tahagata's next turn, when the tahagata returns to its normal form.

REACTIONS

Enoptromancy. When the tahagata is Juxtaposed and takes damage from a creature other than the Juxtaposed creature, the Juxtaposed creature must make a DC 15 Wisdom saving throw. On a failed save, the Juxtaposed creature is cursed for 1 minute. While the curse lasts, whenever the triggering creature misses an attack while within range of the cursed creature, the attack hits the cursed creature and the curse ends.

FRAGMENTOR

Fragmentors are the remnants of those who have been confronted with alternate versions of themselves—from other dimensions, split timelines, or malicious curses—and, in the process, had their sense of self ruptured, leaving behind only thousands of formless slivers of themselves. These slivers are drawn to other sapient creatures, often creating simulacra of the creatures in a desperate bid to regain some of the sense of self that they have irrevocably lost. While fragmentors retain memories of their past lives, they are often inextricably tangled with memories of their alternate selves, which makes communication difficult at best and mindwarping at worst.

Fragmentors are also sometimes created as a byproduct when a particularly tenacious tahagata is destroyed.

MIRRORBORN



GRAND PRIZE
RPG SUPERSTAR 2021
BY KALEN H.M.

FRAGMENTOR

Large swarm of Medium aberrations, chaotic evil

Armor Class 13

Hit Points 115 (11d10 + 55)

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

STR 18 (+4) **DEX** 16 (+3) **CON** 21 (+5) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 21 (+5)

Damage Resistances piercing, slashing

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

Senses darkvision 60 ft., passive Perception 12

Languages Deep Speech, telepathy 120 ft.

Challenge 7 (2,900 XP) **Proficiency** +3

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

VISIONSENSE. The fragmentor can pinpoint creatures that can see within 120 feet of it. The fragmentor can't sense blinded creatures (including creatures with their eyes closed) with its visionsense.

ACTIONS

Distorting Edges. Each creature of the fragmentor's choice within the fragmentor's space must make a DC 16 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one. If at least one creature in the area fails this saving throw, the fragmentor creates a phantasm in an unoccupied space within 10 feet of it. Phantasms are Medium, quasi-real illusions, which resemble the form of the triggering creature (changing size such that they are Medium, even if the triggering creature isn't). Phantasms act independently of the fragmentor, taking their turns either immediately before or after the fragmentor. Phantasms can't take actions. Otherwise, apart from their size, their statistics are identical to the fragmentor's. A phantasm disappears if it is hit by an attack or fails a saving throw, after 1 minute passes, if the fragmentor or the creature it was created from is reduced to 0 hit points, or if it is ever further than 100 feet away from the fragmentor. A typical fragmentor can't have more than seven phantasms at a time, but more powerful fragmentors might exist that can have more phantasms.

Shatter Phantasm. The fragmentor shatters one of its phantasms.

Each creature within 10 feet of the phantasm must make a DC 16 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one. The fragmentor chooses one of the following additional effects:

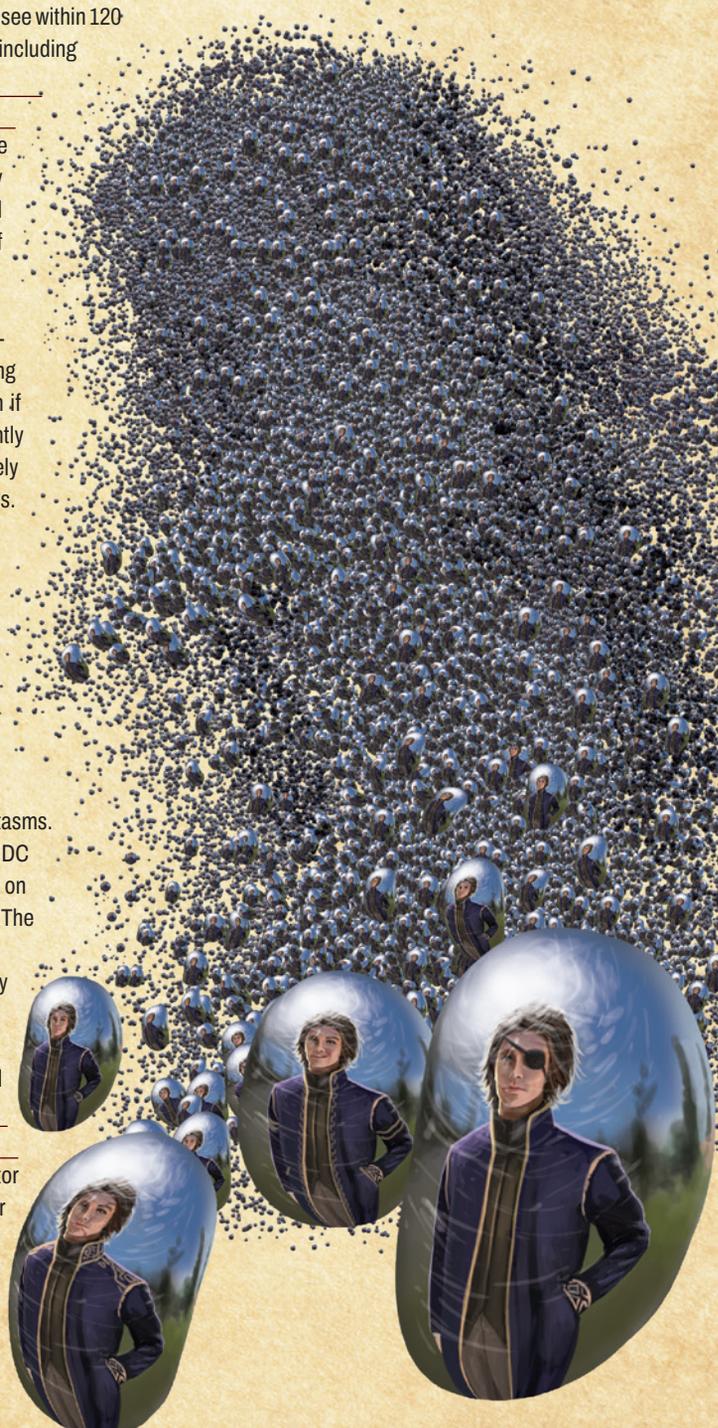
- The fragmentor teleports to the space previously occupied by the phantasm.
- The fragmentor gains 10 temporary hit points.
- Each creature that failed its saving throw is blinded until the end of its next turn.

REACTIONS

Phantasmal Defense. When a creature attacks the fragmentor while at least one phantasm exists, the fragmentor calls upon a phantasm, which instantly appears in an unoccupied space within 5 feet of the triggering creature and attempts to interpose itself in the path of the attack. Roll a d20. On an 11 or higher, the attack misses the fragmentor and the phantasm is destroyed.

FRAGMENTOR INSIGHT

While it's exceptionally difficult to communicate with fragmentors and even harder to parse what they're saying, fragmentors possess a rare insight into what is, what was, and what could have been due to their jumbled memories, some of which come from alternate versions of themselves. Those who wonder about the path not taken could do worse than to consult a fragmentor.

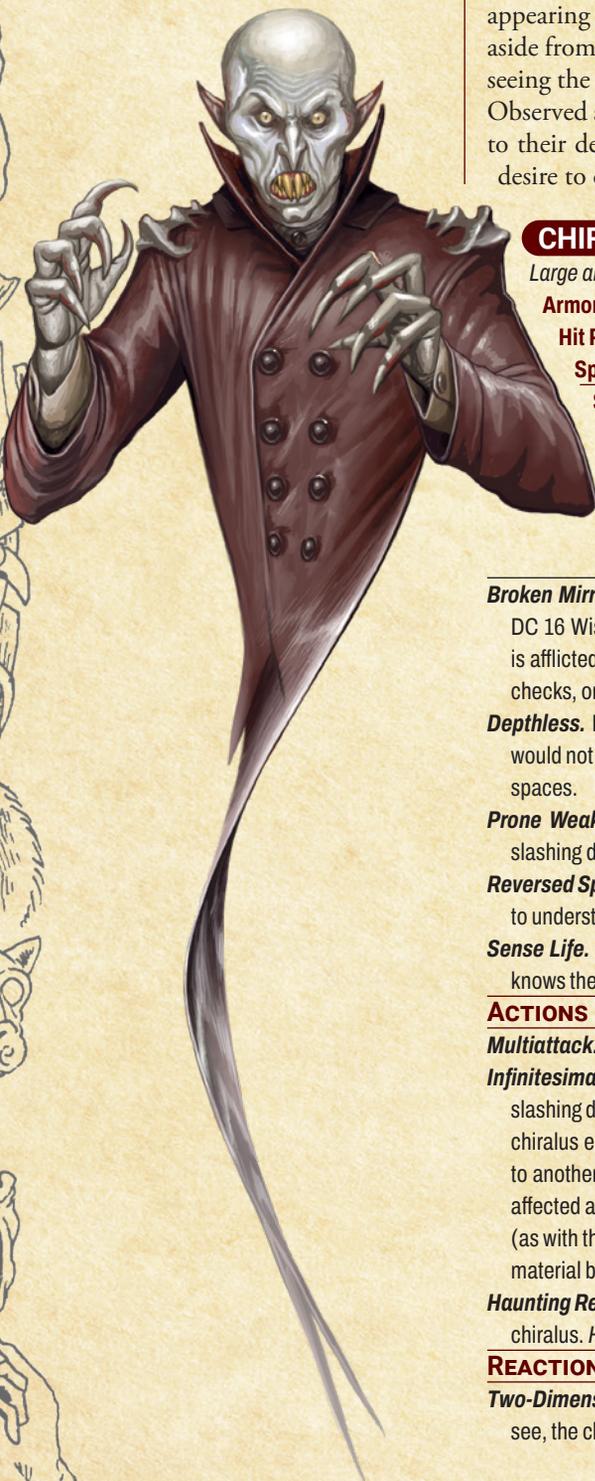


MIRRORBORN

GRAND PRIZE
RPG SUPERSTAR 2021
BY KALEN H.M.

UNTETHERED

Travelers to the Astral Plane must be especially wary of chiralus, since the creatures' infinitely sharp form can sever even an astral tether, tragically ending their journey.



CHIRALUS

A common refrain in folklore throughout the world paints some evil creatures (such as vampires) as so horrible, or perhaps so alien, that they are utterly unable to cast a reflection, despite being normally visible. These tales often turn out to be true, but leave a lingering question of, "Why?" But perhaps the question should instead be, "Where?" As any magical scholar or seasoned adventurer will attest, mirrors and the reflections seen in them often hold strange and mercurial power. For those who seemingly defy such reflection, their visage may not be cast *back* at them but instead cast *away*, drifting through the Astral Plane. These distorted figures—tiny fragments of pure malevolence—eventually coalesce into a chiralus.

Just like a reflection on a mirror's surface, chiralus are two-dimensional, appearing impossibly flat and almost indistinguishable from a mundane mirror, aside from the fact that living creatures don't see their reflections within, instead seeing the reflections of creatures who otherwise don't have them, like vampires. Observed side-on, a chiralus is almost imperceptible—a property they often use to their deadly advantage, as they are driven by little else besides a primordial desire to cut, sever, and kill.

CHIRALUS

Large aberration, neutral evil

Armor Class 14

Hit Points 144 (17d10 + 51)

Speed 0 ft., fly 40 ft.

STR 15 (+2) **DEX** 19 (+4) **CON** 16 (+3) **INT** 15 (+2) **WIS** 16 (+3) **CHA** 19 (+4)

Skills Stealth +8

Condition Immunities grappled, restrained

Senses passive Perception 13

Languages Deep Speech

Challenge 9 (5,000 XP) **Proficiency** +4

Broken Mirror Curse. When a creature kills the chiralus, that creature must make a successful DC 16 Wisdom saving throw or be cursed for 24 hours. While cursed in this way, the creature is afflicted with bad luck and has disadvantage on the next seven non-trivial attack rolls, ability checks, or saving throws it makes before the curse ends.

Depthless. By using its two-dimensionality, the chiralus can pass through any gap, so long as it would not be a perfect enough seal to stop the flow of air, and can move through other creatures' spaces.

Prone Weakness. While prone, the chiralus gains vulnerability to bludgeoning, piercing, and slashing damage.

Reversed Speech. The chiralus speaks and writes backwards, which makes it exceedingly difficult to understand, requiring a successful DC 15 Intelligence check.

Sense Life. The chiralus can magically sense the presence of living creatures within 120 feet. It knows the general direction they're in but not their exact locations.

ACTIONS

Multiattack. The chiralus makes two attacks.

Infinitesimal Slice. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) slashing damage, and the target must make a DC 16 Dexterity saving throw. On a failed save, the chiralus ends any spell that directly links the target to another creature. A spell links the target to another creature if the target is the caster and another creature is affected, or if the target is affected and another creature is the caster. Also on a failure, if the target inhabits an astral body (as with the *astral projection* spell), the chiralus cuts the silvery cord that tethers the target to its material body.

Haunting Reflection. *Ranged Weapon Attack:* +8 to hit, reach 20 ft., one creature that can see the chiralus. *Hit:* 22 (4d8 + 4) psychic damage.

REACTIONS

Two-Dimensional Reorientation. When the chiralus is attacked by a creature the chiralus can see, the chiralus turns sideways, imposing disadvantage on the attack.

MONEY-GRUBBER SWARM

Money-grubbers are tiny undead that gather together to pilfer shiny coins. Sightings of the tiny creatures are often dismissed as the ramblings of losing gamblers or forgetful spenders, but everyone living in urban centers haunted by money-grubbers will, one day or later, find their purses lighter than usual because of these pests.

A single money-grubber is completely harmless and simply shooing them away will often be enough to get rid of them. Even if they manage to sneak their way into a purse, they will usually only be able to steal a single coin. Because they always prioritize the shiniest coins, carrying a handful of polished copper pieces is a common and effective practice around communities haunted by money-grubbers.

However, when a great number of money-grubbers gather, they can overwhelm beginner adventurers and steal away all their coins. This usually ends up hurting the novices' pride more than their bodies, but losing the spoils of a recent dungeon delve before getting to spend them can be a career-ending event for many. What these greedy wandering souls do with the coins they steal is unknown, as no money-grubber hoard has ever been found.

MONEY-GRUBBER SWARM

Large swarm of Tiny undead, neutral evil

Armor Class 11

Hit Points 6 (1d10 + 1)

Speed 25 ft.

STR 5 (-3) **DEX** 13 (+1) **CON** 12 (+1) **INT** 3 (-4) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Sleight of Hand +3, Stealth +3

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP) **Proficiency** +2

Coinsense. The swarm magically senses the direction, distance, number, and relative shininess of coins within 60 feet of it.

Greedy Souls. A money-grubber's existence is linked to the coins it steals. If a creature successfully steals coins from the swarm, the swarm takes 2 (1d4) psychic damage, or psychic damage equal to the number of coins stolen, whichever is lower.

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

Nourishing Spirits. As an action, an undead creature inside the swarm can consume a handful of money-grubbers. The swarm takes 2 (1d4) psychic damage, and the undead creature gains temporary hit points equal to the psychic damage taken. If the undead creature has the Incorporeal Movement trait, it also makes attack rolls with advantage for 1 minute. Once a creature has consumed a handful of money-grubbers, it can't do so again for 1 hour.

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 creature. The swarm can't regain hit points or gain temporary hit points.

Undead Nature. The swarm doesn't require air, food, drink, or sleep.

ACTIONS

Penny Pinching. The swarm rummages through the possessions of nearby creatures to steal their shiniest coins. Each creature in the swarm's space must make a DC 11 Dexterity saving throw. On a failed save, the target takes 2 (1d4) psychic damage from the constant tickling and pinching, and the swarm can steal up to 1d4 coins from the target, prioritizing the shiniest ones at the GM's discretion. A creature in the swarm's space can use an action to make a DC 10 Dexterity (Sleight of Hand) check. On a successful check, the creature can steal up to 1d4 of stolen coins back from the swarm.

**COPPER AWARD
RPG SUPERSTAR 2021
BY FRANCOIS POTVIN NAUD**



A SPIRITUAL SUPPLEMENT

The spiritual essence of money-grubbers is strangely nourishing for most undead and spirits, and scholars have claimed to have recorded events of pretty much every kind of spirit eating money-grubbers. Some even say that after consuming money-grubbers in great quantities, even benevolent spirits can be corrupted into powerful undead abominations. The total disregard the money-grubbers have toward anything not carrying coins makes them easy snacks, and stronger spirits sometimes keep a swarm of them around as a quick way to power up when attacked.



OWLPACA

**COPPER AWARD
RPG SUPERSTAR 2021
BY GREGG KIEFFNER**

HOOTS FOR DINNER

The owlpaca is an omnivore that prefers a mix of grasses and rodents. Like regular alpacas, its spit consists of partially digested meals from its stomach. An owlpaca that recently ate might add bludgeoning damage to its spit depending on what comprised its meal. A partially digested mouse to the face gives most predators cause to turn away.

WHEN OWLPACAS FLY

Some owlpacas are born with wings. Flight does not come naturally to them, but these rare mutants manage a flying speed of 10 feet when they reach maturity. While this makes them slightly more powerful, since they don't have a damaging ranged option, this adjustment isn't enough to noticeably increase the owlpaca's overall capabilities.

This amalgamation of an owl and an alpaca came about after an eccentric magical shepherd performed bizarre experiments to keep their herd safe from local goblins who kept killing the previous guard dogs. After seeing the effectiveness of the new animal in protecting the shepherd's flock, other herders in the area started requesting owlpacas as well, and they've begun to spread from there.

Much like alpacas, owlpacas make excellent guards for their herds. For this reason, it isn't unheard of for adventurers to occasionally bring one along if no one in the party has the ability to see in dim light. Much like owls, an owlpaca's eyes are fixed in place, so they have to turn their heads in order to change their view. With a longer neck, owlpacas are able to rotate their necks even further than an owl, to a maximum of 270 degrees in their youth, without tearing any tendons. If more than one owlpaca is watching over a herd, the two with the longest necks flank the rest to give the most coverage.

While an owlpaca's wool-like fiber isn't as soft as that of other herd animals, there are some herders whose herds now consist entirely of owlpacas. Owlpacas need to be sheared every two years, but the shearer must be careful to avoid the feathers in the process or the owlpaca might attack them. What makes this more difficult is that each owlpaca has a non-standardized pattern of feather growth. Neglectful owners often let the wool around the feathers get matted rather than risk shearing nearby.

Alpacas and other camelids are unable to crossbreed with owlpacas. Researchers have wisely avoided ridicule by not experimenting to see if that is true of owlpacas and owls.

OWLPACA

Medium monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR 14 (+2) **DEX** 12 (+1) **CON** 14 (+2)

INT 3 (-4) **WIS** 13 (+1) **CHA** 10 (+0)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1 (200 XP) **Proficiency** +2

Keen Smell. The owlpaca has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a Large or smaller creature and has eyes, it loses 2 (1d4) hit points at the start of each of its turns due to a bleeding wound. Each time the owlpaca hits a wounded target with this attack, the damage dealt by the wound increases by 2 (1d4). Any creature can take an action to stanch the wound. The wound also closes if the target receives magical healing. If the creature is poisoned by owlpaca spit, it is also blinded until its wound closes or the poisoned condition ends.

Spit. *Ranged Weapon Attack:* +4 to hit, range 15 ft., one creature. *Hit:* The target is poisoned until the end of its next turn. If the creature is wounded by the owlpaca's beak, it is also blinded until its wound closes or the poisoned condition ends.

Herd Alarm. If the alpaca is within 60 feet of two or more allies, it issues a loud screech. Each creature of the owlpaca's choice within 60 feet of the owlpaca that can hear it must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Herd Alarm for the next 24 hours.



PLUG-TAILED WOOLLY

**COPPER AWARD
RPG SUPERSTAR 2021
BY BENJAMIN SULZER**

A SAILOR'S BEST FRIEND

A tame plug-tailed woolly is a common sight aboard ships. The creatures are not fully domesticated but have acclimated to the presence of humanoids to the point that they will not attack the crew. They are excellent for morale, as the sailors delight in their colorful appearance, but they are also important during emergencies. Should anything puncture the hull, the crew uses the plug-tailed woolly and its split duplicates to plug leaks until a more permanent solution is available. As for situations where the ship runs low on supplies... woolly meat tastes like stringy chicken, and the original woolly never needs to know what happens to its spawns.

A plug-tailed woolly is a badger-like creature with brightly colored fur of various colors, highlighted with black and white stripe markings. Whenever a plug-tailed woolly feels threatened, it either attempts to flee or crawls into a safer space, potentially including its attacker's mouth!

In order to crawl down a creature's throat, a plug-tailed woolly contracts and expands its body (sometimes even to several feet in diameter) and tries to claw the creature from the inside, leaving its many tails sticking outside the creature's mouth. When someone pulls on the tail of a plug-tailed woolly inside a creature's throat, a new plug-tailed woolly instantly spawns from the pulled tail.

If left alone, a plug-tailed woolly is usually inquisitive and playful, but they can quickly turn skittish or violent if threatened. Many farmers, foresters, and trappers have shared tales of a plug-tailed woolly attacking a too-noisy companion or a barking dog. In such cases, the plug-tailed woolly typically manages to evade capture thanks to its strange abilities.

PLUG-TAILED WOOLLY

Small fey, unaligned

Armor Class 12

Hit Points 16 (3d6 + 6)

Speed 35 ft., burrow 10 ft., swim 10 ft.

STR 12 (+1) **DEX** 15 (+2) **CON** 14 (+2) **INT** 5 (-3) **WIS** 12 (+1) **CHA** 7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/4 (50 XP) **Proficiency** +2

Hold Breath. The woolly can hold its breath for 30 minutes.

Split from Tail. When the woolly is grappled or takes slashing damage, the woolly might split in two.

If the woolly has at least 4 hit points remaining after applying any damage to the woolly, it splits into two identical wollies, each with half the original's hit points (rounded down). When the woolly splits, one remains in the original's space and the other appears in the nearest unoccupied space.

ACTIONS

Crawl Down Throat. *Melee*

Weapon Attack: +4 to hit, reach 5 ft., one creature with a mouth.

Hit: 5 (1d6 + 2) slashing damage, and the woolly attaches itself to the target by crawling down

the target's throat, contracting and expanding its body to fill the throat, with its tail stuck out of the creature's mouth.

While the woolly is attached, it moves with the target and attacks against the woolly are made with advantage. While

it has a polly attached to it, the target is unable to speak and takes 5 (1d6 + 2) slashing damage at the start of each of its turns.

A creature can have only one woolly attached to it at a time. Any creature that successfully grapples the woolly can pull it out of the target's mouth as part of that action (but see Split from Tail).



POSSIBILITY GOLEM

When golem-making goes cataclysmically wrong, causing the destruction of the intended form, the animating spirit sometimes does not simply dissipate. In these rare cases, the spirit maintains a memory of form and a level of existence as a cloud of possible golems. Broken by this unstable half-life, it is possible that golems will mindlessly seek out the destruction of all living things.

POSSIBILITY GOLEM

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 253 (22d10 + 132)

Speed 35 ft.

STR 23 (+6) **DEX** 19 (+4) **CON** 22 (+6) **INT** 3 (-4) **WIS** 11 (+0) **CHA** 1 (-5)

Skills Stealth +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities fire, lightning, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 14 (11,500 XP) **Proficiency** +5

Cloud of Possibility. The golem simultaneously exists and does not exist in every unoccupied space within a 60-foot-square area. Because of this, other creatures can move through its space, though the space is difficult terrain for other creatures. As it continually exists and doesn't exist in each space, the golem is always hidden. Even *see invisibility* won't reveal it, although *dimensional shackles*, *private sanctum*, and similar magic reduces the golem to the usual space of a Large creature, 10 feet by 10 feet. The golem's attacks originate from anywhere within its Cloud of Possibility.

Collapse Wave. When the golem dies, it duplicates into multiple copies of itself for one final attack.

The golem makes a phase fist attack against each target in its Cloud of Possibility to which it has dealt damage within the last minute. Afterward, the golem is destroyed.

Constructed Nature. The golem doesn't require air, food, drink, or sleep.

Fire and Lightning Absorption. Whenever the golem is subjected to fire or lightning damage, it takes no damage and instead regains a number of hit points equal to the fire or lightning damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

Vulnerable to Observation. A creature that uses an action to observe the golem can make a Wisdom (Perception) check against the golem's Dexterity (Stealth). On a success, the golem's waveform temporarily collapses, locking it into one position. The golem appears in an unoccupied 10-foot square inside the Cloud of Possibility, chosen by the creature that observed it. Until the end of the observing creature's next turn, the golem's Cloud of Possibility trait is suppressed.

ACTIONS

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Impossible Flank. The golem makes two slam attacks against a creature within its Cloud of Possibility, attacking once from the front and then immediately following up with an attack from behind. Whether or not the attack hits, the second attack deals an extra 7 (2d6) force damage.

Phase Fist. The golem makes a slam attack. If it hits, the golem attempts to sever its opponent's connection to reality. The target must make a DC 19 Wisdom saving throw. On a failed save, the target vanishes from its current position and reappears in a randomly determined unoccupied space 10 feet away from its original position. In addition, the target is poisoned until the end of its next turn. On a success, the creature doesn't vanish, isn't poisoned, and automatically succeeds on saving throws against Phase Fist for 1 minute.

Omnipunch (Recharge 5–6). The golem makes a slam attack against each creature of its choice within its Cloud of Possibility.

GOLD AWARD
RPG SUPERSTAR 2021
BY NICK VOLPE



WHAT DREAMS MAY COME

No golem creator ever wants to experience the type of accident that creates the possibility of a golem, but they all want the opportunity to study one that comes into existence. The cloud of possible golems includes all possible golems, including ones that have not yet been imagined. Studying the golems that manifest and reverse engineering what they see could give inventors an immense advantage, provided they can survive the encounter.



PRECOGNATE

SILVER AWARD
RPG SUPERSTAR 2021
BY JESSE LEHTO

MISSION: INCREDIBLE

Precognates are in high demand for exploring dungeons and other trap-ridden environments. Their handlers let them loose in different directions and watch carefully as they navigate the safe routes and evade the monsters that might kill any other creature. Precognates are about the same size as most humanoids, so they make better test subjects than smaller beasts, who might avoid a trap simply due to their size. Using a precognate does not guarantee safety, however, as they may anticipate some trigger mechanisms so precisely that they bypass them in subtle ways that are impossible to notice or emulate. Many an overconfident adventuring party has defeated a tomb's guardian only to fall victim to a simple arrow trap.

The elusive precognate uses potent divination to make up for its lack of a mind. Precognates were originally believed to be highly intelligent beasts with the ability to see into the future, which led to their misleading name. After a group of hunters managed to capture one alive, scholars discovered through an autopsy that precognates not only have no cognitive functions of their own, but they don't even have a centralized mind. Instead, like a jellyfish, their functions are distributed throughout their bodies.

Precognates' powerful divination abilities control their every movement, and thus they are driven by instinct to perform very specific behaviors that seem intelligent at first glance. This extreme level of divinatory magic allows them to avoid a sword strike before the warrior has time to complete the swing.

The physical abilities of precognates are quite lopsided. They have lightning-quick reflexes, but most of their athletic prowess comes from targeting weak points that their prey aren't even aware of.

Precognates can be tamed and trained, but not in the same way as creatures with minds can be, since they can't learn and only have their magic to adapt. In the case of precognates, training progress is more about being keenly aware of how their magical routines work and exploiting them in the trainer's favor. In the wild, precognates are solitary hunters, but they have been reported to sometimes form packs.

PRECOGNATE

Medium aberration, unaligned

Armor Class 14

Hit Points 78 (12d8 + 24)

Speed 45 ft.

STR 17 (+3) DEX 18 (+4) CON 14 (+2) INT 1 (-5) WIS 14 (+2) CHA 1 (-5)

Condition Immunities charmed, frightened

Senses passive Perception 12

Languages —

Challenge 4 (1,100 XP) Proficiency +2

Instinct Driven. For mindless creatures, precognates are highly adaptive and use unusually complex tactics. However, they still have a predictable routine: they prefer to attack a creature with a negative condition (such as prone or grappled). Multiple precog beasts hunting together always select different targets if possible. If its divinations become inactive, such as in an *antimagic field*, a precognate wanders aimlessly and takes no other actions until its divinations return, and with them, its instincts.

ACTIONS

Multiattack. The precognate uses Efficient Takedown and then makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Efficient Takedown. One creature within 5 feet of the precognate that the precognate can see must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 7 (1d6 + 4) bludgeoning damage and is either grappled by the precognate (escape DC 13), pushed up to 5 feet directly away from the precognate, or knocked prone (the precognate's choice). The precognate can grapple up to three creatures at once.

REACTIONS

Predictive Measure. When a creature targets the precognate with an attack or includes the precognate in the area of an effect, the precognate magically predicts the attack and moves up to its speed without provoking opportunity attacks. The triggering creature can select another action if the precognate is no longer a valid target or if the precognate moves out of the area.

PROSELYTIZER

COPPER AWARD
RPG SUPERSTAR 2021
BY ALEXANDER BURLEY



Proselytizers are the scouts and spies of velstrac society. They scour the land, spreading their philosophy of pain and pleasure to all who are willing to listen. Thanks to their dark robe shrouding their velstrac features, at first glance, they can appear like a normal humanoid. This allows them to blend into a settlement, greatly aiding in clandestinely converting others to their cause.

For those who are hesitant to consider the gifts the proselytizer has to offer, the proselytizer can have them share in experiencing excruciating pain by forcing them to touch the proselytizer's chain while the proselytizer maims themselves. This experience oftentimes leaves the victim unconscious but forever changed, as they now know the limits of pain and are no longer bound by them.

PROSELYTIZER

Medium fiend, lawful evil

Armor Class 17

Hit Points 273 (26d8 + 156)

Speed 45 ft.

STR 18 (+4) **DEX** 25 (+7) **CON** 22 (+6) **INT** 18 (+4) **WIS** 22 (+6) **CHA** 22 (+6)

Skills Intimidation +11, Medicine +11, Persuasion +11, Religion +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold

Senses passive Perception 16

Languages Common, Infernal

Challenge 16 (15,000 XP) **Proficiency** +5

Regeneration. The proselytizer regains 20 hit points at the start of its turn if it has at least 1 hit point. If the proselytizer takes damage from a silvered weapon, this trait doesn't function at the start of the proselytizer's next turn.

Unnerving Gaze. If a creature starts its turn within 30 feet of the proselytizer and the two of them can see each other, the proselytizer can force the creature to make a DC 19 Wisdom saving throw. On a failed save, the target is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Unnerving Gaze for the next 24 hours.

ACTIONS

Multiattack. The proselytizer can use Painful Determination. It then makes two spiked chain attacks or two spike attacks.

Spiked Chain. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). The proselytizer can grapple any number of creatures with its spiked chain.

Spike. *Ranged Weapon Attack:* +12 to hit, range 30/60 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

Painful Determination. The proselytizer stabs itself in a vital point with a spike, leaving the spike embedded in its flesh. It takes 50 damage, which can't be prevented in any way (though it can share the damage with another creature using Pain Link). The proselytizer then ends one spell or condition affecting it. This doesn't prevent the condition from affecting the proselytizer again later, and it can't remove situational or positional conditions such as being prone or grappled.

Hidden Shadow Chain (Recharge 5–6). Hundreds of chains shoot from the sleeves of the proselytizer's robe, skewering everything in their path. Each creature in a 30-foot line that is 5-foot wide must make a DC 20 Dexterity saving throw, taking 44 (8d10) slashing damage on a failed save, or half as much damage on a successful one.

REACTIONS

Pain Link. When the proselytizer takes damage, it shares its pain with one creature grappled by its spike chain. The creature takes psychic damage equal to the damage dealt to the proselytizer.

LET US PREY

A proselytizer's appeal may seem strange until one understands that those who convert are often people who are already in pain. Proselytizers seek out the vulnerable in society who do not see an end to their suffering and instead offer them faith that their experience serves a greater purpose. A community that defeats a proselytizer would do well to recover its chains. The links retain the ability for a creature to experience another's pain. They may be sold to bounty hunters, who use them to ensure their prisoners do not attack them. Yet they do not have to be used for punishment and can instead promote empathy by allowing people to learn how someone else feels.



PSYCHIC RAT KING

**COPPER AWARD
RPG SUPERSTAR 2021
BY LOGAN FRANCE**

TO TAKE OVER THE WORLD

Psychic rat kings appear to have limitless ambition. Not content with becoming the apex predator of the sewer, they set their sights on overrunning entire cities.

This agenda became known due to the unfortunate cautionary tale of one town where a child adopted the psychic rat king, thinking its members were normal rodents. The rats played along as the child dressed them in fancy clothes and cute bonnets, disguising the physical features that would have given their nature away. They played the perfect pet so well that no one suspected them when rats began attacking people in the streets. By the time the family realized they were harboring the masterminds behind the invasion, they were the only ones left. Just them and the thousands of little paws scratching at their door.

While a normal rat king is a group of rats whose tails have been physically intertwined and bound together, a psychic rat king is a group of a dozen or more rats whose minds have been intertwined and bound together in much the same way. Since their interconnection is purely mental, psychic rat kings have no physical connection, and they could be mistaken for an ordinary rat swarm from a distance, at least until the onlooker notices their glowing purple eyes or their enlarged exposed brains.

Hyperintelligent but still possessing the natural instincts of rats, many psychic rat kings can be found in the sewers of large cities, bringing other rats under their control to grow the collective and fulfill some unknown purpose. Many fledgling adventurers have gone down into the sewers expecting an easy time fighting rats, only to be assailed by a swarm with an intelligence and power far exceeding their own.

PSYCHIC RAT KING

Large swarm of Tiny aberrations, neutral evil

Armor Class 15

Hit Points 247 (26d10 + 104)

Speed 35 ft.

STR 14 (+2) **DEX** 20 (+5) **CON** 18 (+4) **INT** 24 (+7) **WIS** 22 (+6) **CHA** 19 (+4)

Skills Deception +9, Intimidation +9, Perception +11, Stealth +10

Damage Resistances psychic; bludgeoning, piercing, and slashing

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

Senses darkvision 30 ft., passive Perception 21

Languages all, telepathy 60 ft.

Challenge 14 (11,500 XP) **Proficiency** +5

Innate Spellcasting (Psionics). The king's innate spellcasting ability is Intelligence (spell save DC 20). It can innately cast the following spells, requiring no components:

At will: *detect magic, mage hand, message, shield*

3/day each: *calm emotions, detect thoughts, hideous laughter, invisibility, legend lore*

1/day each: *confusion, dominate person, feblemind, hold monster*

Keen Smell. The king has advantage on Wisdom (Perception) checks that rely on smell.

Rodent Connection. The king has advantage on Charisma checks made to influence rodents, and such creatures have disadvantage on saving throws against the king's spells.

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

Thoughtsense. The king senses the distance and direction of all creatures with an Intelligence of 2 or higher within 120 feet.

ACTIONS

Bites. *Melee Weapon Attack:* +10 to hit, reach 5 ft., each creature of the king's choice in the king's space. *Hit:* 42 (12d6) piercing damage, or 21 (6d6) piercing damage if the king has half of its hit points or fewer, and the target must make a DC 20 Constitution saving throw. On a failed save, a target is diseased. While diseased, each time the target finishes a long rest it must make a DC 20 Constitution saving throw.

After the first failure, the target makes Intelligence, Wisdom, and Charisma checks with disadvantage. After the third failure, the target dies. After two consecutive successes, the target is cured.

PSYCHOGENIC LAGOMORPH

A psychogenic lagomorph looks like a common forest-dwelling rabbit with long ears and a cottony tail that hovers above the ground, surrounded by a protective bubble. These unusual creatures have enhanced psychic and mental abilities of unknown origin and a startling intellect, albeit one that other sapient creatures have difficulty understanding.

It would be a fatal mistake to underestimate these cute, fluffy creatures. Where common rabbits flee from danger, psychogenic lagomorphs are quick to defend themselves with their psychic abilities. They summon a protective barrier to shield themselves from attacks while they frantically throw nearby objects using telekinesis. Their assailants often find themselves pelted with branches and stones.

Something in their subconscious nature drives psychogenic lagomorphs to seek out and hoard copper coins above all other treasure. This could somehow be related to the secrets of their origin, or it could just be a baffling side effect of their strange mutations. They store any coins they find in an extradimensional pocket accessed through their mouths. These coins can be used as telekinetic ammunition during their Copper Barrage ability. So far, psychogenic lagomorphs have not been observed possessing or using any copper that isn't in coin form.

PSYCHOGENIC LAGOMORPH

Tiny monstrosity, neutral

Armor Class 13

Hit Points 99 (18d4 + 54)

Speed 25 ft., fly 40 ft.

STR 14 (+2) **DEX** 16 (+3) **CON** 16 (+3) **INT** 16 (+3)

WIS 18 (+4) **CHA** 16 (+3)

Senses passive Perception 14

Languages Common, Sylvan

Challenge 8 (3,900 XP) **Proficiency** +3

Innate Spellcasting (Psionics). The lagomorph's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spell, requiring no components:

At will: *telekinesis*

ACTIONS

Multiattack. The lagomorph casts or maintains *telekinesis* and makes a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Copper Barrage. The lagomorph hoards hundreds of copper coins in an extradimensional pocket. The lagomorph pulls coins from this pocket and flings them in a chaotic whirlwind. Each creature within 30 feet of the lagomorph must make a DC 15 Dexterity saving throw, taking 17 (5d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature can't take more damage than the number of coins the lagomorph has in its possession. The lagomorph then loses an amount of coins equal to the result of the 5d6 damage roll.

REACTIONS

Bounce Back. When a creature the lagomorph can see hits the lagomorph with a weapon attack, the lagomorph takes only half the damage dealt to it, and the attacker takes the other half.

**COPPER AWARD
RPG SUPERSTAR 2021
BY JONATHAN T. SIMS**



EXTRADIMENSIONAL LOOT

Very rarely, creatures who carefully skin a slain psychogenic lagomorph with a successful DC 20 Wisdom (Survival) check can obtain a *bag of holding* with an hour of work. Success or failure, the remaining copper coins are expelled during the process. After combat, penny-pinching adventurers might also be tempted to search for copper coins that were spent in the psychogenic lagomorph's Copper Barrage ability.



Q-METAL MORPHOID

COPPER AWARD
RPG SUPERSTAR 2021
BY ELIZABETH HEYECK

Q IS FOR QUESTIONS

Q-metal has a number of potential applications, from more efficient smithing to flaming ammunition, but no research institution has obtained a large enough sample to perform a comprehensive analysis of its properties. Is the metal actually alive, and is there a hivemind that controls the morphoids? How do existing deposits expand without new meteoroids introducing more of the metal to the earth? Are the metal's properties magical or alchemical in nature? Unfortunately, only goblins have been reckless enough to obtain q-metal in any notable quantity, and they always end up wasting it to start forest fires.

Q-metal morphoids are elementals made of the strange and rare material known as q-metal, a silvery metal that bursts into flames when struck. Morphoids appear to somehow be both the avatars and creators of the metal at the same time; q-metal deposits are always found with a morphoid as a guardian, and the deposits grow as the morphoid extends their territory. This leads to an interesting chicken-and-egg question. Q-metal morphoids are able to create multiple appendages that detach from their bodies, and some enterprising individuals have attempted to taunt morphoids into throwing their appendages at them in order to collect the material and run away. This strategy is not recommended for anyone who doesn't desire a fiery death.

Q-METAL MORPHOID

Large elemental, neutral

Armor Class 19 (natural armor)

Hit Points 218 (19d10 + 114)

Speed 35 ft., burrow 25 ft.

STR 23 (+6) **DEX** 19 (+4) **CON** 23 (+6) **INT** 16 (+3) **WIS** 19 (+4) **CHA** 3 (-4)

Saving Throws Str +11, Con +11, Wis +9, Cha +1

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 90 ft., passive Perception 14

Languages Deep Speech, Terran

Challenge 15 (13,000 XP) **Proficiency** +5

Elemental Nature. The morphoid doesn't require air, food, drink, or sleep.

Q-Powder. A powder cloud surrounds the morphoid in a 20-foot radius. A breathing creature that enters the cloud must succeed on a DC 19 Constitution saving throw or become poisoned until the end of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Q-Powder for 1 minute. The powder is suppressed underwater or while the morphoid's Flame Shroud is active.

ACTIONS

Multiattack. The morphoid makes as many melee attacks as it has limbs, to a maximum of three. It can replace each of these attacks with one use of Fling Appendage.

Hammer Fist. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage, and the target is pushed up to 10 feet directly away from the morphoid.

Serrated Tentacle. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) slashing damage, and the target takes an extra 4 (1d8) slashing damage at the start of its next turn.

Spike. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

Fling Appendage. The morphoid jettisons one of its limbs, removing that limb until it grows a new one. It makes a melee attack as a ranged attack with a range of 60/120 feet. On a hit, the limb deals an extra 3 (1d6) fire damage. On a hit or miss, the limb falls in its target's space.

Limb Whirlwind. The morphoid spins around like a whirlwind of death, making as many attacks as it has attached limbs, to a maximum of six attacks if it has all six limbs. Each attack must be against a different target.

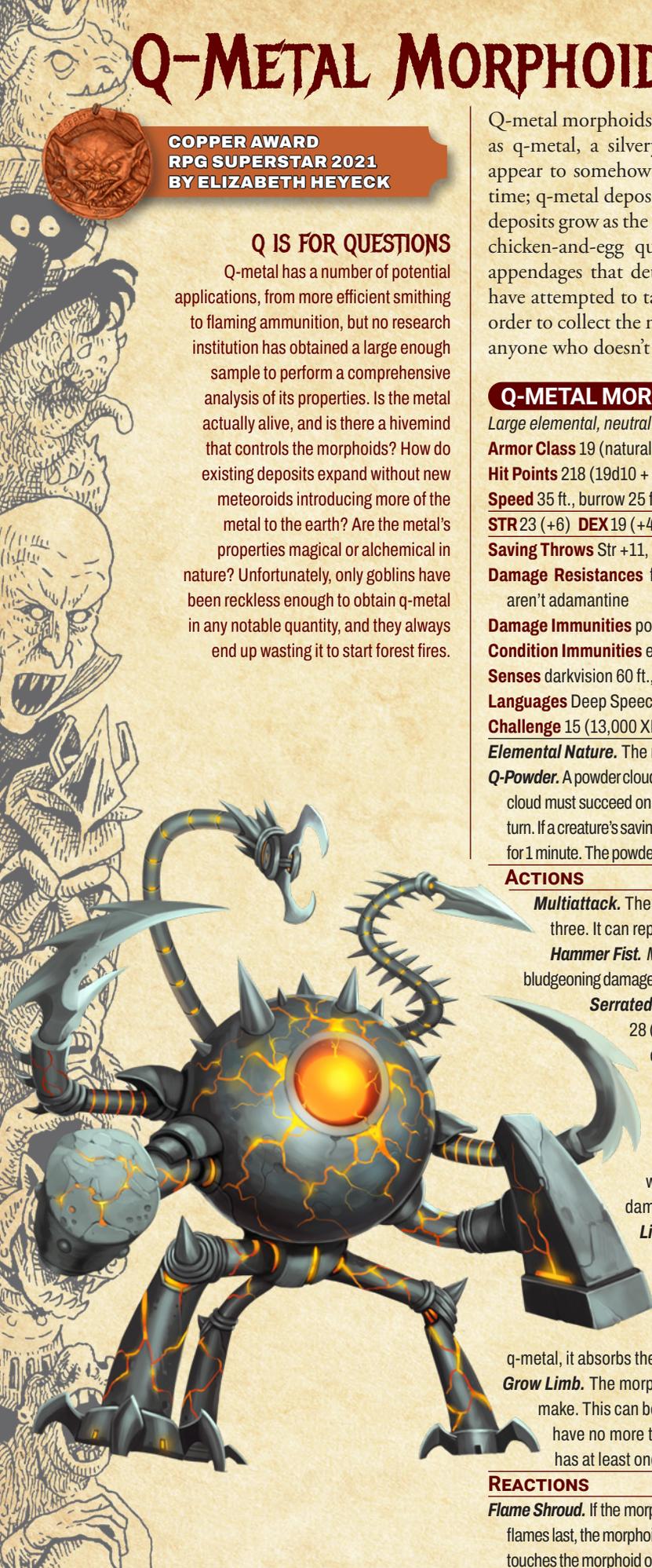
BONUS ACTIONS

Absorb Q-Metal. If the morphoid is within 5 feet of a space containing q-metal, it absorbs the q-metal into its form, regaining 20 hit points.

Grow Limb. The morphoid grows a new limb and determines which type of attack the limb can make. This can be a large hammer-like fist, a long sharp spike, or a serrated tentacle. It can have no more than six attached limbs at any time, and it can use a given attack only if it has at least one limb capable of making that attack.

REACTIONS

Flame Shroud. If the morphoid is subjected to fire damage, flames cover its body for 1 minute. While the flames last, the morphoid's melee attacks deal an extra 3 (1d6) fire damage. Additionally, a creature that touches the morphoid or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.



RIBCAGE VINE

SILVER AWARD
RPG SUPERSTAR 2021
BY J.M. "DJANGO" NOGUEIRA



SPREADING CORRUPTION

In extremely favorable conditions, a ribcage vine can grow massive and start to alter nearby flora, assimilating them into its body to form a single gigantic organism. Over time, a truly ancient ribcage vine can corrupt even an entire forest.



A ribcage vine is an undead plant creature distorted by foul necrotic energy. A patient predator of living creatures, a ribcage vine feeds on a corpse's vital essence and disguises itself as a partially buried skeleton, waiting for its prey as it feels the vital essence and footsteps approaching. Once it's located its next meal, a ribcage vine suddenly attacks its prey with its grayish, hard leaves, piercing and grabbing its victim as filaments in the leaves pull the vital essence out of the victim's body and send it to a heart-like structure deep within the plant stalk.

A ribcage vine can grow anywhere with enough decaying bodies, plants, and necrotic energy, as the energy alters and merges the bodies and plants together. Although not a simple task, ribcage vines can be cultivated and artificially created for a myriad of purposes, including as a magical component, to protect an area, or even as a conduit of vital essence.

RIBCAGE VINE

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 25 ft.

STR 19 (+4) **DEX** 16 (+3) **CON** 19 (+4) **INT** 7 (-2) **WIS** 11 (+0) **CHA** 10 (+0)

Damage Resistances cold, lightning; piercing and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, poisoned, unconscious

Senses tremorsense 60 ft., passive Perception 10

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP) **Proficiency** +2

False Appearance. While the vine remains motionless, it is indistinguishable from ordinary bones.

Mud and Bones Aura. The area in a 20-foot radius around the vine is difficult terrain. A creature that starts its turn within this area must make a DC 14 Wisdom saving throw. On a failed save, the creature is poisoned until it leaves the area. On a success, the creature is immune to the poisoned condition from the Mud and Bones Aura, but not the difficult terrain, for the next 24 hours.

Sense Life. The vine can magically sense the presence of living creatures within 30 feet. It knows the general direction they're in but not their exact locations.

Undead Nature. The vine doesn't require air, drink, or sleep.

ACTIONS

Multiattack. The vine attacks twice with its rib leaf. It can replace one attack with Feed the Heart.

Rib Leaf. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target is grappled (escape DC 14).

Feed the Heart. The vine feeds on the vital essence of one creature it is grappling. The grappled creature must make a DC 14 Constitution saving throw, taking 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one. The vine regains hit points equal to the necrotic damage dealt.

Root Disruption (Recharge 5-6). The vine uses its roots to move the earth and expose sharp bones underneath. Each creature of its choice within its Mud and Bones Aura must make a DC 14 Dexterity saving throw, taking 9 (2d8) slashing damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target also falls prone.

REACTIONS

Protect the Heart. The vine assumes a more defensive position, using its hard leaves to protect its core. The vine adds 2 to its AC against one attack that would hit it. To do so, the vine must see the attacker or sense its position with its Sense Life trait.



SAMARAN

SILVER AWARD
RPG SUPERSTAR 2021
BY S.A. JANKE

SECOND LIFE

Samaran cultures proscribe any funeral custom except burial. Their bodies sprout into saplings from which future samarans grow, so their graveyards are also their nurseries and communities. The resulting trees grow to the size of maples. Given enough time, samarans believe the trees wake to begin a new life stage, but no documentation of such occurrences exists.

Samarans are tiny acorn arboreals that claim to be distant cousins of arboreal regents. These tiny creatures resemble a fist-sized acorn standing on long, twig-like legs. The legs end in two bud-like and prehensile toes. They bear wings like those of a maple seed, hence their name. These wings are not at all capable of flying, but they can keep a samaran airborne during their long jumps.

Most peculiar of all are the exquisite weapons and armor that samarans create, wield, and wear. Rapiers and scimitars made out of thorns, lances and halberds made out of needles, morningstars and hammers made out of stone fruits—their jagged armor of all varieties resembles oak, maple, or holly leaves, except that they shimmer in purples and blues that would make any scarab proud.

These famous and beautiful samaran weapons and armor use metals, leathers, and more unusual materials as well as wood, despite the appearance of these remarkable works. Several samarans might even work together to create the large stone swords used by arboreal lords, as a sign of fealty to their distant rulers.

Though even a kobold laughs to hear these boasts, samarans have continued for millennia to press their claim to some sort of distant kinship with arboreal regents, also known as treants, and in order to reinforce these claims (whether to convince themselves or others isn't clear), they often pledge themselves in arboreal regents' service.

Other arboreals often treat samarans as children as a result of their attitudes, claims, and demeanors. Ancient arboreals rarely recall life as an acorn or nut, so a possibility remains that they are related.

SAMARAN

Tiny plant, neutral

Armor Class 16 (breastplate)

Hit Points 10 (3d4 + 3)

Speed 35 ft.

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

Skills Acrobatics +4, Nature +3, Stealth +4

Damage Vulnerabilities bludgeoning

Senses darkvision 30 ft., passive Perception 11

Languages Common, Sylvan

Challenge 1/4 (50 XP) **Proficiency** +2

Pack Tactics. The samaran has advantage on all attack rolls against a creature as long as at least one of the samaran's allies is within 5 feet of the creature and the samaran's ally isn't incapacitated.

Twisting Fall. The samaran's stiff wings twist it along in the wind. It does not take damage from falling.

However, if it falls more than 30 feet, the fall dizzies it and the samaran makes attack rolls with disadvantage until the end of its next turn.

ACTIONS

Halberd. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) piercing damage.

Branch. *Ranged Weapon Attack:* +4 to hit, range 20/40 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Soaring Leap. The samaran jumps up to its speed. It can then make a halberd attack. If the samaran moved at least 20 feet straight toward its target and hits with the attack, the attack deals an extra 4 (1d8) damage.

SAVALIR

**SILVER AWARD
RPG SUPERSTAR 2021
BY ANTHONY WHEELER**



Lethal and adaptive hunters of the dark caverns of the world, savalirs originated from an order of drow assassins who sought advantage in bizarre and experimental alchemical elixirs. Centuries of consuming these unstable admixtures made them faster, stronger, and more resilient than their targets and competitors alike, but at a terrible cost. These projects of self-induced evolution in pursuit of ever more perfect murder warped their bodies and minds, and modern savalirs are now fleshwarps of their own making, unrecognizable as the elves they once were. Though they were long ago driven out of drow society, their alchemical traditions have been literally internalized, as savalirs possess specialized organs that can flood their systems with alchemical concoctions created on the fly.

SAVALIR

Medium aberration, chaotic evil

Armor Class 15

Hit Points 180 (19d8 + 95)

Speed 40 ft., climb 30 ft.

STR 18 (+4) **DEX** 21 (+5) **CON** 21 (+5) **INT** 18 (+4) **WIS** 7 (-2) **CHA** 7 (-2)

Saving Throws Con +9, Wis +2

Skills Perception +2, Stealth +9, Survival +2

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 10 (5,900 XP) **Proficiency** +4

Keen Smell. The savalir has advantage on Wisdom (Perception) checks that rely on smell.

Sneak Attack. Once per turn, the savalir deals an extra 7 (2d6) damage when it hits a target with a melee or ranged attack and has advantage on the attack roll.

ACTIONS

Multiattack. The savalir makes two claw attacks or two caustic spit attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Caustic Spit. *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. *Hit:* 14 (2d8 + 5) acid damage.

Befuddling Venom. The savalir makes a caustic spit attack. If it hits a creature, the target must make a DC 17 Wisdom saving throw. On a failed save, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

BONUS ACTIONS

Hermetic Organs. Savalirs possess internal organs capable of manufacturing alchemical elixirs on the fly. The savalir gains one of the following effects:

- The savalir has advantage on Strength-based ability checks and saving throws, as well as on caustic spit attacks.
- The savalir has advantage on Dexterity-based ability checks and saving throws, as well as on claw attacks.
- The savalir gains resistance to one of the following damage types, chosen by the savalir: acid, cold, fire, lightning. Additionally, the savalir's claw attack deals an extra 3 (1d6) damage of the chosen type, and the damage dealt by its caustic spit attack changes to the chosen type.

Whichever effect the savalir chooses, the effect lasts 1 minute. If the savalir uses Hermetic Organs before the current effect expires, the current effect ends and the savalir must succeed on a DC 12 Constitution saving throw or become poisoned until the end of its next turn.

Alchemical Restoration (1/Day). The savalir floods its system with medicinal alchemy. It regains 28 (8d4 + 8) hit points and has advantage on Saving Throws against disease and poison for 1 minute.

REACTIONS

Pursuing Strike. When a creature within 5 feet of the savalir moves away from it, the savalir moves or climbs up to its speed, following the creature until it stops moving or until the savalir has moved its full speed. If the savalir ends this movement within 5 feet of the triggering creature, it can then make a claw attack with advantage against that creature.

TRAINING DAY

Savalirs pride themselves on their independence and only create new ones if they spot an especially promising drow or are growing old. They teach these new savalirs everything they know with the expectation that these apprenticeships end with either the student or teacher assassinating the other. It is rare for both to escape alive.

MISSION IMPOSSIBLE

Savalirs are vicious and murderous to a fault, but their services can still be hired for difficult assassinations since they appreciate a challenge. Prospective employers must be extremely cautious with these arrangements, as savalirs would gleefully betray those who hired them at the first sign of weakness.



SCYPHOZOID EYE

**COPPER AWARD
RPG SUPERSTAR 2021
BY ADAN BERMUDEZ**

KNOCK, KNOCK

The scyphozoid eye's search for a way home results in it being attracted to portals and teleportation magic. Those seeking to use permanent instances of teleportation magic, such as teleportation circles or doorways between planes, must always be wary of a scyphozoid eye lurking nearby or on the other side of a portal.

Scyphozoid eyes are the pinnacle evolution of the drifting parasites from some unknown realm that fuse with victims' bodies to form bell walkers (page 23).

Visually, a scyphozoid eye resembles a massive jellyfish with almost completely transparent rubbery skin. Four massive oral arms and multiple thinner tentacles hang in the air, emerging from under its hood and surrounding its mouth. The function of these arms is to melt any source of nourishment within their reach, while the thinner tentacles deliver a deadly toxin to the scyphozoid eye's victims. Floating inside of the hood and constantly moving, a giant eye glows brightly with multiple colorful patterns. This eye contains the creature's core, akin to its brain.

When the scyphozoid eye uses magic, an entrancing sequence of colorful waves reflects from the normally transparent skin. These colors allow the scyphozoid eye to mentally manipulate its targets and launch powerful rays with dangerous effects.

As a lost being from its original, unknown home, a scyphozoid eye consumes sources of occult magic with the goal of finding its way back. If a scyphozoid eye were ever to succeed, however, it would open a rift, allowing a massive invasion of blight parasites to occur.

SCYPHOZOID EYE

Large aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 237 (25d10 + 100)

Speed 0 ft., fly 45 ft. (hover)

STR 20 (+5) **DEX** 16 (+3) **CON** 18 (+4) **INT** 16 (+3) **WIS** 21 (+5) **CHA** 19 (+4)

Saving Throws Int +8, Wis +10, Cha +9

Skills Perception +10, Stealth +8

Damage Vulnerabilities piercing

Damage Resistances acid, bludgeoning, psychic

Senses darkvision 60 ft., passive Perception 20

Languages Deep Speech, telepathy 60 ft.

Challenge 13 (10,000 XP) **Proficiency** +5

Innate Spellcasting. The eye's innate spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following spells, requiring no components:

At will: *detect magic*

3/day each: *prismatic spray*

Thoughtsense. The eye senses the distance and direction of all creatures within 120 feet with an Intelligence of 2 or higher.

ACTIONS

Multiattack. The eye casts a spell and makes a tentacles attack. Alternatively, it makes up to four arm attacks, each against a different target.

Arm. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. **Hit:** 16 (2d10 + 5) bludgeoning damage plus 7 (2d6) acid damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the grappled creature takes 7 (2d6) acid damage at the start of each of its turns. The eye has four arms, each of which can grapple only one target.

Tentacles. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 16 (2d10 + 5) piercing damage, and the target makes a DC 17 Constitution saving throw. On a failed save, the target is poisoned for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success. While poisoned in this way, the target takes 21 (6d6) poison damage at the start of each of its turns.

REACTIONS

Whirling Arms. When a creature within 15 feet of the eye that the eye can see attacks the eye, the eye moves its arms randomly, imposing disadvantage on the attack. If the triggering attack was a melee attack and the attack misses, the arms snag the weapon, and the attacker has disadvantage on further attacks with that weapon until the end of its turn.

SECRADOW

**COPPER AWARD
RPG SUPERSTAR 2021
BY GARRY STACEYJOHN**



Secrets weigh heavily on the souls of mortals, and sometimes this weight is so powerful that it can be felt even on the Shadow Plane. When this happens, the secret's ripple effect on the Shadow Plane can grow and transform into a secradow, taking on an appearance and knowledge similar to the creature who felt the secret's weight, though the secret twists the secradow's shadowy image slightly, giving clues to its true nature.

Secrets can only survive by staying hidden, so a secradow does all it can to stay that way. It single-mindedly hunts down and destroys all evidence of its secret's existence, caring little about anything else.

Coming into existence on the Shadow Plane does cause a secradow some problems though, as it doesn't have any inherent ability to move between planes. For this reason, a secradow usually finds another creature that can shift between planes and uses whatever means necessary to gain passage to the Material Plane so it can protect its secret.

SECRADOW

Medium aberration, neutral

Armor Class 14

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR 17 (+3) **DEX** 18 (+4) **CON** 14 (+2) **INT** 16 (+3) **WIS** 15 (+2) **CHA** 16 (+3)

Skills Deception +6, History +6, Perception +5, Stealth +7

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 15

Languages the languages known by its creator

Challenge 6 (2,300 XP) **Proficiency** +3

Creator's Knowledge. The secradow has advantage on Intelligence (History) checks to recall knowledge about the creature that spawned it, as well as Charisma (Deception) checks to impersonate that creature.

Exposure. Whenever someone with a connection to the secradow's secret (determined by the GM, but this generally includes people affected by the secret directly or those who know enough about the topic to be curious of the details) discovers the truth, the secradow gains a level of exhaustion, to a maximum of four levels of exhaustion.

Exposure Sense. The secradow can sense the direction of the nearest creature or object that holds knowledge or evidence of its associated secret, provided it is on the same plane of existence. The secradow can always sense whether or not such a creature or object exists.

Never Show. The secradow shrouds itself in a magical illusion of invulnerability and health. The secradow appears unaffected by any attack or harmful effect used against it, even though it's still being hurt just as badly as normal. The first time each turn a creature touches the secradow or hits it with a melee attack, that creature can make a DC 14 Wisdom saving throw. On a successful save, the creature realizes the truth and sees that the secradow has been harmed by the attacks all along.

Rejuvenation. When the secradow is killed, it reforms on the Shadow Plane after 2d4 days, regaining all its hit points. The secradow can only be permanently destroyed by revealing the truth of the secret, such that it becomes public knowledge or at least is established as fact to everyone with a direct connection to the secret (as determined by the GM).

ACTIONS

Multiattack. The secradow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage.

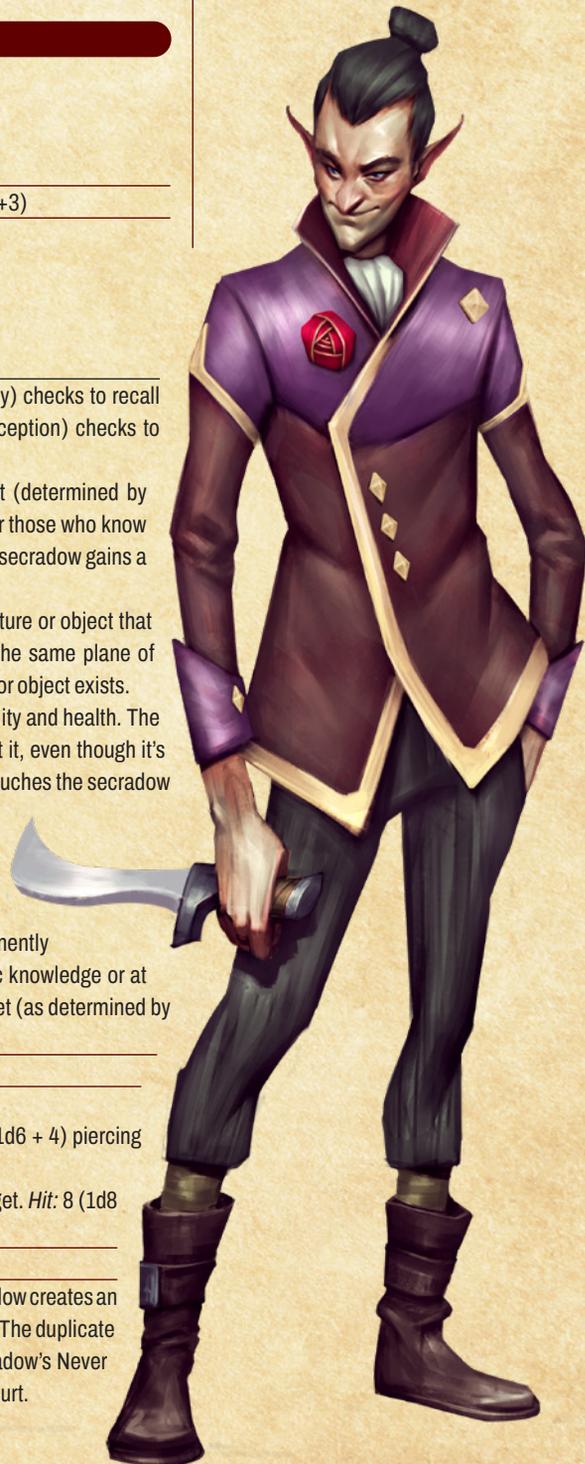
Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) necrotic damage.

REACTIONS

Split. When a creature the secradow can see targets it with an attack, the secradow creates an illusory duplicate of itself in its space, imposing disadvantage on the attack. The duplicate disappears at the end of the triggering creature's turn. Until then, the secradow's Never Show trait deactivates, revealing whether the secradow has actually been hurt.

CRUSHING WEIGHT

An unspoken romantic attraction can create a conflicted secradow whose existence depends upon fostering the interest while dissuading impulses to act on it. Such a secradow may impersonate the crush to lead its creator on, constructing an elaborate web of lies to support the emotional affair.



SHRIEKING AUGER

GOLD AWARD
RPG SUPERSTAR 2021
BY DEJAN VESKOVIC

THIS HOLE WAS MADE FOR ME

Shrieking augers can also drill into earth or rock, leaving behind a perfectly circular entrance for curious creatures to investigate. These tunnels are not homes for the nomadic creatures, instead serving as temporary shelters to flee danger or as a way to find water. Should a poor soul peer into a tunnel while it is still occupied, however, the shrieking auger bursts out, thrilled to find a meal delivering itself. Augers who experience such encounters a few times may then start drilling holes as an ambush hunting strategy.

This agile furred quadruped might be confused for a small bear cub if not for the screw-like horn in place of where its head should be, but despite their surprisingly cuddly appearance, shrieking augers are terrifying ambush predators capable of taking down and slowly consuming creatures many times their size.

A shrieking auger is an incredibly patient hunter; it's perfectly willing to lie in wait for hours before springing with great speed towards its prey. It scurries over its victim's body, then spins rapidly to drill its horn into the victim's flesh. In order to prevent removal as it continues to burrow, the shrieking auger rubs together specialized tines that run along its paws, creating a dreadful shrieking noise that strikes fear into all but the most stalwart. As the victim tries to flee, the shrieking auger twists and tugs to direct its steps away from friends and allies.

Shrieking augers are undiscerning carnivores with broad palates. Regardless of their prey's flavor and consistency, a shrieking auger eventually grinds their victims down to the pulpy consistency needed to suck the remains in through the fourteen tiny mouth openings at the tip of their horn.

Shrieking augers generally live laid-back nomadic lives, settling only long enough within the carcass of a creature they've slain to eat their fill before moving on in simple-minded pursuit of the next meal. They are all but impossible to befriend or train, though some enterprising individuals have certainly tried.

SHRIEKING AUGER

Small monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 130 (20d6 + 60)

Speed 40 ft., climb 20 ft.

STR 14 (+2) **DEX** 18 (+4) **CON** 16 (+3) **INT** 8 (-1) **WIS** 16 (+3) **CHA** 14 (+2)

Skills Stealth +7

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13

Languages —

Challenge 8 (3,900 XP) **Proficiency** +3

Ambush. If the auger begins its turn hidden from a creature, it gains advantage on attack rolls against that creature until the end of its turn.

ACTIONS

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage. If the target is a Medium or larger creature, the auger attaches to the target. While the auger is attached to it, the target takes 30 (4d12 + 4) piercing damage at the start of each of the auger's turns. While the auger is attached to a target, attacks against the auger are made with advantage, and the auger moves along with the creature it is attached to. A creature within 5 feet of the auger can use an action to make a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check, detaching the auger on a success. The auger can also detach itself by spending 5 feet of its movement.

Keening Shriek (Recharge 5–6). The auger vibrates the hard tines on its paws, creating an unearthly keening. Each creature within 30 feet of the auger

that can hear it must succeed on a DC 14 Wisdom saving throw or be frightened 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. A creature that successfully saves is immune to the auger's Keening Shriek for 24 hours. While a creature the shrieking auger is attached to is frightened, that creature is also incapacitated and on its turn must move in a direction of the shrieking auger's choice.



SILKWURM

**COPPER AWARD
RPG SUPERSTAR 2021
BY BEN TAIT**



For reasons unknown to biologists and the academic community as a whole, sometimes a megacolony of arachnids (primarily spiders) congregate together and, through unknown means, use the carcass of a creature to build a mobile, defensible home that can feed the teeming masses. The silkwurm is the most well-known example of this phenomenon, rampaging like a hungry cave worm.

Why this happens in the first place remains a hotly debated topic, as clearly some kind of intelligence and magic are involved, yet no obvious signs of them exist within silkwurms that are disassembled and studied. Esoterics posit that creating silkwurms is a behavior that normal spiders learned from intelligent spiders that descended from the Dreamlands. Meanwhile, naturalists think that a primal spirit helps the spiders in order to protect numerous colonies, arcanists are certain that silkwurms are some kind of golem-like construction, and religious zealots view silkwurms as grotesque idols for their gods.

SILKWURM

Gargantuan construct, unaligned

Armor Class 17 (natural armor)

Hit Points 217 (14d20 + 70)

Speed 45 ft., burrow 25 ft., climb 25 ft.

STR 22 (+6) **DEX** 16 (+3) **CON** 21 (+5) **INT** 3 (-4) **WIS** 16 (+3) **CHA** 3 (-4)

Saving Throws Con +9, Int +0, Wis +7, Cha +0

Damage Immunities poison

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

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 13

Languages —

Challenge 12 (8,400 XP) **Proficiency** +4

Adhesive Webbing. The silkwurm adheres to anything that touches it, including weapons used to attack it and creatures that touch it. A weapon adhered to the silkwurm can't be used to make attacks. A Huge or smaller creature adhered to the silkwurm is also grappled (escape DC 16). Until this grapple ends, the creature takes 7 (2d6) piercing damage at the end of each of its turns. A creature can use an action to make a DC 16 Strength (Athletics) check to detach a stuck creature or object, but on a failure the creature making the attempt adheres to the silkwurm.

Regeneration. The silkwurm regains 25 hit points at the start of its turn. If the silkwurm takes fire or slashing damage, this trait doesn't function at the start of its next turn.

ACTIONS

Multiattack. The silkwurm attacks with its bite and its stinger.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage, and the target is subjected to Adhesive Webbing.

Stinger. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 20 (4d6 + 6) piercing damage, and the target must make a DC 17 Constitution saving throw. On a failed save, the target is infested with spiders. While infested with spiders, the target takes 10 (3d6) piercing damage at the end of each of its turns. Any creature can use an action to remove the spiders.

Spider Breath (Recharge 5–6). The silkwurm exhales spiders in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 45 (13d6) piercing damage on a failed save, or half as much damage on a successful one.

REACTIONS

Nest Defense. When a creature within 5 feet of the silkwurm scores a critical hit against the silkwurm or deals slashing damage to it, the spiders within the silkwurm sense a major intrusion and swarm to fend off the invaders. The triggering creature must make a DC 17 Dexterity saving throw. On a failed save, the creature takes 21 (6d6) piercing damage and becomes frightened until the end of its turn as a legion of spiders swarm over its body.

FROM TRASH TO TREASURE

The weapons and other items that stick to a silkwurm hinder its ability to travel. The silkwurm "rests" after a successful battle to give the spiders time to consume organic material and discard anything inedible. It can therefore leave behind a literal treasure trove when it moves on. Since silkwurms don't have the intelligence for strategy, scavengers feel confident following them to recover the leftovers without needing to worry about them being a trap to lure in more prey.



PLATINUM AWARD
RPG SUPERSTAR 2021
BY DAVE BREITMAIER

SMYFS OF ALL TRADES

As the lowest-ranking smyfs, coppersmyfs more so than any other smyfs learn how to perform a variety of tasks at the restaurant, allowing them to fill in wherever they are needed. Comparatively, silversmyfs and goldsmyfs have specialized roles, and they typically fulfill those roles thoroughly. While this might mean that coppersmyfs are masters of none, their ability to serve many roles as a versatile jack of all trades, combined with the relatively low expenses required to create a coppersmyf, make them much more prevalent in gnome and fey restaurants than the other more powerful varieties of smyf..

Smyfs are a family of fey constructs, with bodies forged of disparate pieces of mundane equipment connected into a single entity by strands of primal energy. Each type of smyf serves a different role at restaurants connected to the realm of the fey. Coppersmyfs handle the venue and gather supplies; silversmyfs serve food to guests; and goldsmyfs protect the restaurant's finances. Together, they lend fey restaurants a unique style while guarding customers and staff alike. Their names arise from the type of object used to form their bodies: copper pots and bowls for a coppersmyf, silverware for a silversmyf, and gold coins for a goldsmyf.

COPPERSMYF

Polished to a mirror-like rose gold sheen, gleaming coppersmyfs serve as the workers, custodians, guardians, and suppliers of eateries with close connections to the fey realm. These establishments, usually run by plucky gnome restaurateurs, are known for their secret recipes and obscure ingredients from the fey realm. Coppersmyfs, which protect recipes and rare ingredients at all costs, are key to a competitive advantage and have earned their formidable reputation.

A disanimated coppersmyf looks to the untrained eye like nothing more than an inconspicuous assortment of four copper mugs, two copper bowls, and a meat cleaver. When animating, the copperware swirls with green primal magic, binding the pieces together to create the coppersmyf form. At the formed figure's center, two copper bowls fuse into an orbbed "torso," bearing a large white eye that reflects with the brilliance of direct sunlight on metal. The remaining pieces assemble to form "arms" of magical energy, one of which wields its razor-sharp weapon.

While they typically spend most of their spare time in kitchens, coppersmyfs serve in various capacities for restaurants according to their individual temperament and state of animation. Most guard their kitchens with militaristic vigilance, firing out a disintegrating eye beam at any would-be thieves or giving chase with their meat cleaver. Other coppersmyfs are paragons of efficiency who happily chop up ingredients and assist with preparing food. Some coppersmyfs prefer to spend the day in their disanimated form, functioning as ordinary cookware, springing to life when the restaurant is closed so they can be effective guards around the clock.

Chefs also covet coppersmyfs as covert transporters of rare delicacies from the fey realm. A coppersmyf transporting ingredients can have a variety of expensive ingredients hidden inside its bowls, allowing it to safely transport them to and fro.

Exceptionally cunning gnome chefs and restaurant owners put out mundane copperware components in the exact number and configuration that comprise a coppersmyf. Though this is incapable of forming a coppersmyf, the ruse can be an effective deterrent for recipe thieves, and it's certainly much less expensive than commissioning a coppersmyf.



COPPERSMYF

Small construct, unaligned

Armor Class 14 (natural armor)

Hit Points 36 (8d6 + 8)

Speed 0 ft., fly 45 ft. (hover)

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

Skills Stealth +5

Damage Immunities poison

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

Senses darkvision 30 ft., passive Perception 11

Languages understands Gnomish and Sylvan but can't speak

Challenge 2 (450 XP) **Proficiency** +2

Constructed Nature. The coppersmyf doesn't require air, food, drink, or sleep.

Disanimate. The coppersmyf can use an action to disanimate itself and take the form of two copper bowls, four copper mugs, and a meat cleaver, or reanimate itself into its true form if all of its component pieces are within 5 feet of each other. In disanimated form, the coppersmyf can't move and the only actions it can take are to reanimate itself as an action or to use Deterrent Shock as a reaction.

Innate Spellcasting. The coppersmyf's innate spellcasting ability is Charisma (spell save DC 11).

It can innately cast the following spell, requiring no material components:

3/day: *faerie fire*

ACTIONS

Multiattack. The coppersmyf attacks twice with its meat cleaver.

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

Disintegration Beam (Recharge 4–6). The coppersmyf fires a beam of green light in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 10 Dexterity saving throw, taking 14 (4d6) force damage on a failed save, or half as much damage on a successful one.

REACTIONS

Deterrent Shock. When a creature touches one of the coppersmyf's component coins while it is in disanimated form, the coppersmyf sends a stunning shock into the creature's body. The creature must succeed on a DC 10 Constitution saving throw or be stunned until the start of its next turn.

SILVERSMYF

The world of fey-operated fine dining attracts a lucrative clientele, and the most affluent customers demand full service that only a silversmyf can provide. While lesser staff members and coppersmyfs might merely ferry ingredients back and forth from the fey realm, silvermyfs have the enviable distinction of bringing and serving the rarest prepared delicacies directly to discerning patrons, wherever they might be.

A disanimated silversmyf presents itself as a fancy silver serving tray capped with an intricately engraved cloche. It also consists of ten pieces of silverware, usually five forks and five knives, but different silversmyfs have different combinations of utensils. A silversmyf prides itself on never leaving the table untidy and fusses to reposition the serving ware and table décor, sometimes to the wait staff's vexation.

When a silversmyf reanimates, it forms a crab-like creature with a glowing white eye, with the tray and cloche acting as a body and the silverware acting as appendages. Though they do not speak, silversmyfs are cordial and comport themselves with the utmost decorum, bowing to patrons as they deliver their extravagant meals.

As decorous and polite as silversmyfs are while they are within their establishment, while en route to deliver their delicacies, they defend their exotic dishes with violent attacks. Using their bodies and silverware appendages, silversmyfs shoot thieves with freezing beams and throw grenades of crushed ice at them to slow their escape. The silversmyf's delicious cargo is premade food with a limited shelf life, but as long as these gustatory delights are sold right away, they could be quite valuable.

PLATINUM AWARD
RPG SUPERSTAR 2021
BY DAVE BREITMAIER



OTHER SMYFS

Smyfs aren't especially common to begin with, and of those, only coppersmyfs, silversmyfs, and goldsmyfs are seen on any kind of regular basis, even in the relatively obscure niche of fey restaurants. However, these aren't the only kinds of smyfs that exist. The following smyfs exist at least in stories and faerie texts, though whether they are fabricated or simply quite rare is still unknown.

- **Platinumsmyfs**, whose enormous bodies include a furnace, are capable of cooking up new recipes.

- **Electrumsmyfs** accompany silversmyfs or coppersmyfs on journeys delivering rare delicacies or purchasing ingredients in order to ensure appropriate payment and protect the payment on its return.

- **Mithralsmyfs** are supposedly an advanced form of silversmyf, created to deliver especially perishable goods quickly, particularly when their destination is far away or in a dangerous area.

- **Orichalcumsmyfs**, only mentioned in legends, coordinate all other smyfs across a vast restaurant empire, using their mastery over temporal magic and time management in order to manage dozens or even hundreds of other smyfs.



**PLATINUM AWARD
RPG SUPERSTAR 2021
BY DAVE BREITMAIER**

SILVERSMYF HOSPITALITY

Silversmyfs never fail to be courteous to a guest, even though they are ruthless when it comes to guarding their customers' meals. When it isn't clear whether an intruder will eventually prove to be a customer or a larcenous bandit, silversmyfs typically default to a polite approach. After all, if they do so, in the worst case, they act with excessive decorum toward a criminal, whereas if they default away from a polite attitude, they might commit the grave sin of offending a guest.

SILVERSMYF

Small construct, unaligned

Armor Class 16 (natural armor)

Hit Points 110 (20d6 + 40)

Speed 45 ft., climb 40 ft.

STR 17 (+3) **DEX** 20 (+5) **CON** 14 (+2) **INT** 6 (–2) **WIS** 14 (+2) **CHA** 16 (+3)

Skills Stealth +8

Damage Immunities poison

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

Senses passive Perception 12

Languages understands Gnomish and Sylvan but can't speak

Challenge 6 (2,300 XP) **Proficiency** +3

Constructed Nature. The silversmyf doesn't require air, food, drink, or sleep.

Disanimate. The silversmyf can use an action to disanimate itself and take the form 10 pieces of silverware (usually five forks and five knives) and a silver serving tray with a cloche, or it can reanimate itself into its true form if all of its component pieces are within 5 feet of each other. In disanimated form, the silversmyf can't move and the only actions it can take are to reanimate itself as an action or to use Deterrent Stab as a reaction.

Innate Spellcasting. The silversmyf's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

3/day: *plane shift* (self only; fey realm or Material Plane only), *web*

Silvering Aura. All melee weapons within 20 feet of the silversmyf count as silvered for the purposes of overcoming resistance and immunity.

ACTIONS

Multiattack. The silversmyf attacks three times with its silverware knife.

Silverware Knife. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Freeze Beam. The silversmyf fires a beam of freezing cold in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.

Crushed Ice Grenade (Recharge 5–6). The silversmyf throws a grenade made of crushed ice at a point it can see within 30 feet of it. Each creature within 5 feet of that point must make a DC 13 Dexterity saving throw. On a failed save, the target takes 24 (7d6) cold damage and is knocked prone. On a success, the target takes half as much damage and isn't knocked prone.

REACTIONS

Deterrent Stab. When a creature touches one of the silversmyf's component silverware pieces while it is in disanimated form, the silversmyf attacks the creature with its silverware knife.

GOLDSMYF

Goldsmys are the most sought-after guardians in the dangerous enterprise of fey-owned gastronomy. Imbued with powerful magic, these creatures guard the thing most precious to any business—the money. A goldsmyf waits undetected in its disanimated form of three gold coins for unsuspecting thieves who veer too close to the till or the safe. Not only can these guardians release a bursting puff of permanent dye that paints the thieves, but they also explode into flames when provoked.

The three coins of a disanimated goldsmyf are usually marked so those in the know can avoid touching the faux coins and setting off the dye bomb. Untrained eyes can't easily detect these engravings, but they can be found even by those who don't know of them with a successful Perception check against the creature's Stealth DC (typically 32).



An animated goldsmyf uses its three coins to form the three segments of an ant, with legs formed from green primal magic, mandibular pincers, and glowing emerald eyes.

GOLDSMYF

Tiny construct, unaligned

Armor Class 16 (natural armor)

Hit Points 130 (20d4 + 80)

Speed 25 ft., climb 25 ft.

STR 17 (+3) **DEX** 18 (+4) **CON** 18 (+4) **INT** 6 (–2) **WIS** 19 (+4) **CHA** 16 (+3)

Skills Sleight of Hand +8, Stealth +8

Damage Immunities poison

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

Senses passive Perception 14

Languages understands Sylvan but can't speak

Challenge 9 (5,000 XP) **Proficiency** +4

Constructed Nature. The goldsmyf doesn't require air, food, drink, or sleep.

Disanimate. The goldsmyf can use an action to disanimate itself and take the form of three gold coins, or reanimate itself into its true form (an ant made of three coins) if all of its component coins are within 5 feet of each other. In disanimated form, the goldsmyf can't move and the only actions it can take are to reanimate itself as an action or to use Deterrent Dye as a reaction.

Innate Spellcasting. The goldsmyf's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no components:

3/day each: *detect magic, faerie fire, fire shield*

1/day each: *freedom of movement, passwall, plane shift* (self only; fey realm or Material Plane only)

ACTIONS

Multiattack. The goldsmyf makes three bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Aurumfire Explosion (1/Day). The goldsmyf causes itself to explode. Each creature within 30 feet of it must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. During the explosion, the goldsmyf can release the three gold coins that make up its body and use them as projectile weapons. The goldsmyf can target up to three creatures within the area, dealing an extra 13 (2d12) piercing damage to those creatures; this damage is also halved on a successful save. The goldsmyf then reforms as an animated ant within 5 feet of one of the creatures it targeted with coins (or anywhere in the area if it chose to target two or fewer creatures with coins).

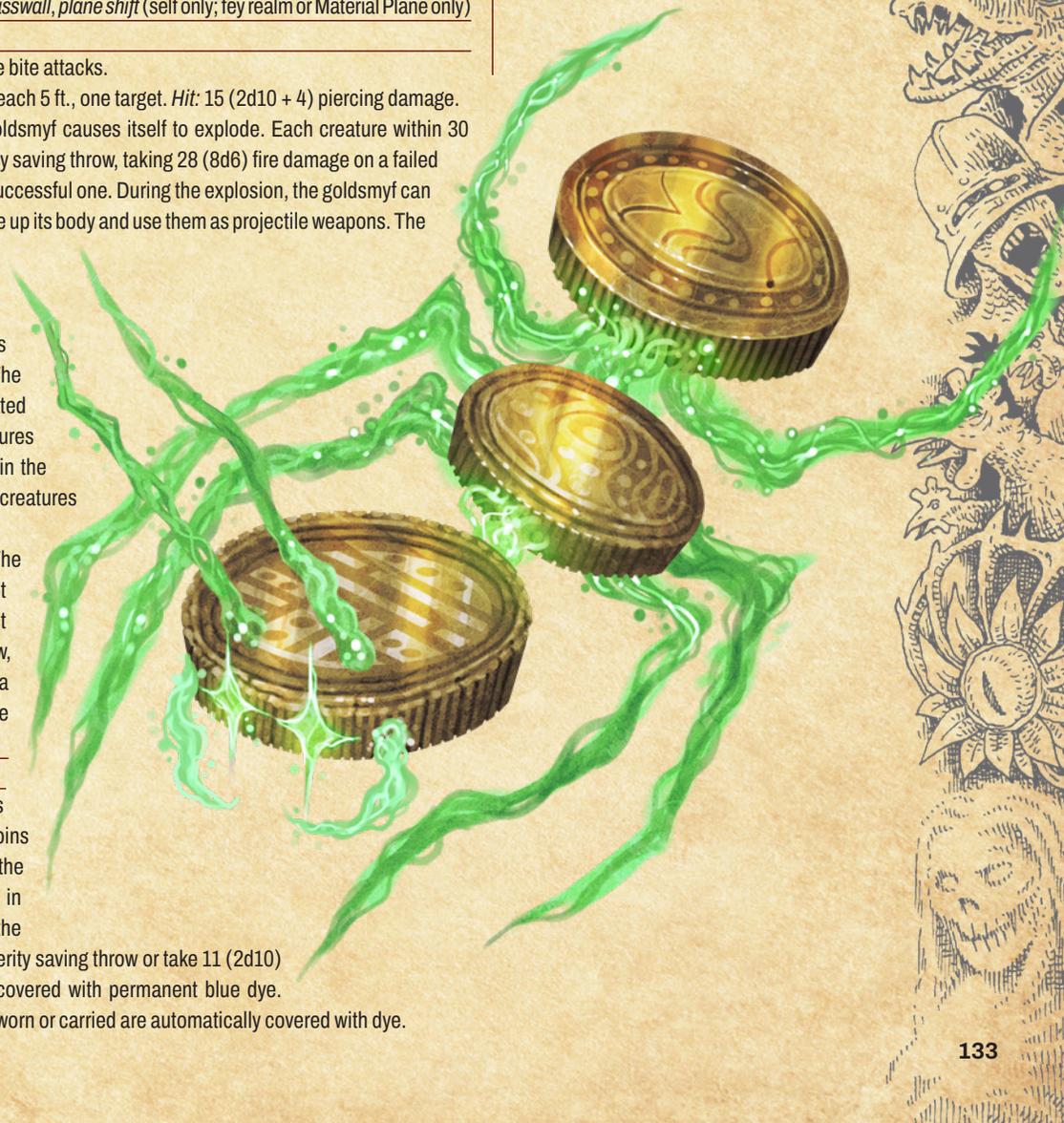
Fire Breath (Recharge 5–6). The goldsmyf exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 38 (11d6) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Deterrent Dye. When a creature touches one of the goldsmyf's component coins while it is in disanimated form, the goldsmyf forcibly expels blue dye in a 20-foot radius. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) bludgeoning damage and become covered with permanent blue dye. Objects in the area that aren't being worn or carried are automatically covered with dye.

GOLDSMYF ACCOUNTANTS

Sometimes, a goldsmyf becomes bored of simply remaining in a restaurant's vault disguised as ordinary coins. Such goldsmyfs turn their intellect toward other pursuits, and, given that they're surrounded by coins, money, and financial forms, they often take up accounting as a hobby. Goldsmyf accountants might not be mathematical geniuses, but their patience and ability to focus for long stretches on financial topics still make them impressive and implacable when it comes to filing forms, counting money, or implementing a restaurant's taxes.



SORROW PORTRAIT



**COPPER AWARD
RPG SUPERSTAR 2021
BY JUNIPER SCOTT**

HAUNTING ART

Anyone whose blood contributed to a sorrow portrait has part of their essence tied to the painting. When they die, they become a ghost who haunts the scenes painted with their blood. These ghosts cannot leave the painting, but they can speak to warn potential victims. The ghost can also aid or hinder a subject's escape attempt.

Said to be created from paint mixed with the blood of a still-living victim, sorrow portraits are magical paintings that can trap other creatures within their artificial painted world. Sadistic manor owners favor the use of sorrow portraits, as they provide two benefits at once: they decorate the mansion with a certain horrific aesthetic, and they provide protection to the dwelling from potential intruders or other undesirables. Appearing as large paintings, sorrow portraits always depict some form of tragedy, but they lack a central humanoid subject.

Sorrow portraits typically spend most of their time dormant, impersonating a regular, albeit macabre, painting. However, when a sorrow portrait detects an unwelcome intruder, it suddenly flies from its placement and attempts to transport that intruder into the twisted realm within the painting. Once its new subject is trapped, the sorrow portrait attempts to flee from any other would-be assailant so that the soul of its newly painted victim remains imprisoned forever.

SORROW PORTRAIT

Medium construct, neutral evil

Armor Class 15

Hit Points 218 (23d8 + 115)

Speed 0 ft., fly 25 ft. (hover)

STR 20 (+5) **DEX** 20 (+5) **CON** 21 (+5) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 20 (+5)

Saving Throws Int +0

Damage Vulnerabilities acid

Damage Resistances bludgeoning and piercing from nonmagical attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 12 (8,400 XP) **Proficiency** +4

Constructed Nature. The portrait doesn't require air, food, drink, or sleep.

False Appearance. While the portrait remains motionless, it is indistinguishable from a normal painting.

ACTIONS

Multiattack. The portrait can use Subject of Horror. It then makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage, and the target is pushed up to 10 feet directly away from the painting.

Subject of Horror. One creature within 30 feet of the portrait that the portrait can see and that can see the portrait must succeed on a DC 17 Wisdom saving throw or be transported into an extradimensional space within the portrait, becoming the subject of the painting. While imprisoned in this way, the target can use its action to escape by attempting a DC 20 Intelligence check. At the GM's discretion, the target can also attempt a different check relevant to what the portrait depicts, such as a Strength (Athletics) check to swim from a shipwreck. The target also escapes if the portrait is destroyed. When the target escapes, it reappears in the space it left or, if that space is occupied, in the nearest unoccupied space. It then becomes immune to the portrait's Subject of Horror for 24 hours.

At the end of its turn, a target imprisoned in the portrait must make a DC 17 Wisdom saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one. The saving throw and damage type might change to suit the scene the portrait depicts, as determined by the GM. A target that dies within the portrait can't be restored to life until the portrait is destroyed.



SPELLFILCHER

COPPER AWARD
RPG SUPERSTAR 2021
BY CARLOS H. CARO



Spellfilchers are a small type of fey that delight in mischief. They seem to have an innate understanding of which minor magics would be missed the most if they were gone. Spellfilchers claim to be born out of the jealousy of the magically inept for more skilled magicians. If this is true, it means that more powerful spellfilchers likely exist, which would be capable of stealing more powerful magic.

Spellfilchers are tiny creatures that possess the upper half of a colorful dragon that carries a tiny wand, while their lower halves trail off into sparks of mystical energies.

Spellfilchers treasure their wands. They can replace a lost or stolen wand with one day of work, but they are loathe to do so and bargain dearly to get back a wand that belongs to them.

SPELLFILCHER

Tiny fey, chaotic neutral

Armor Class 12

Hit Points 31 (7d4 + 14)

Speed 25 ft., fly 40 ft.

STR 10 (+0) **DEX** 14 (+2) **CON** 14 (+2) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 14 (+2)

Skills Arcana +4, Deception +4, Religion +4, Sleight of Hand +4, Stealth +4

Senses darkvision 30 ft., passive Perception 11

Languages Common, Draconic, Sylvan

Challenge 1 (200 XP) **Proficiency** +2

Glean Magic. The spellfilcher can sense the presence, though not the location, of spellcasters within 60 feet.

Innate Spellcasting. The spellfilcher's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, detect magic, light, minor image, prestidigitation, ray of frost, shocking grasp*

ACTIONS

Fae Wand. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage. The spellfilcher can instead choose to deal no damage, in which case the spellfilcher remains hidden if it was hidden from the target prior to making the attack.

Also on a hit, the spellfilcher can steal a 1st-level or 2nd-level spell of the spellfilcher's choice from the target, provided the target has the ability to cast spells. The target must have that spell prepared or known, or have the innate ability to cast the spell a number of times per short or long rest. The spellfilcher gains the spell as a spell it can cast innately once per day. It can gain up to three 1st-level and three 2nd-level spells in this way. If the spellfilcher steals a spell, the target must make a DC 12 Wisdom saving throw. On a failed save, the target loses a spell slot of the appropriate level (if it casts the spell using spell slots) or a daily use of the stolen spell (if it can cast the spell a certain number of times per rest).

Cast Stolen Spell. If the spellfilcher is holding its wand, it casts a spell that it has stolen. It can substitute its wand for any material components required by the spell.

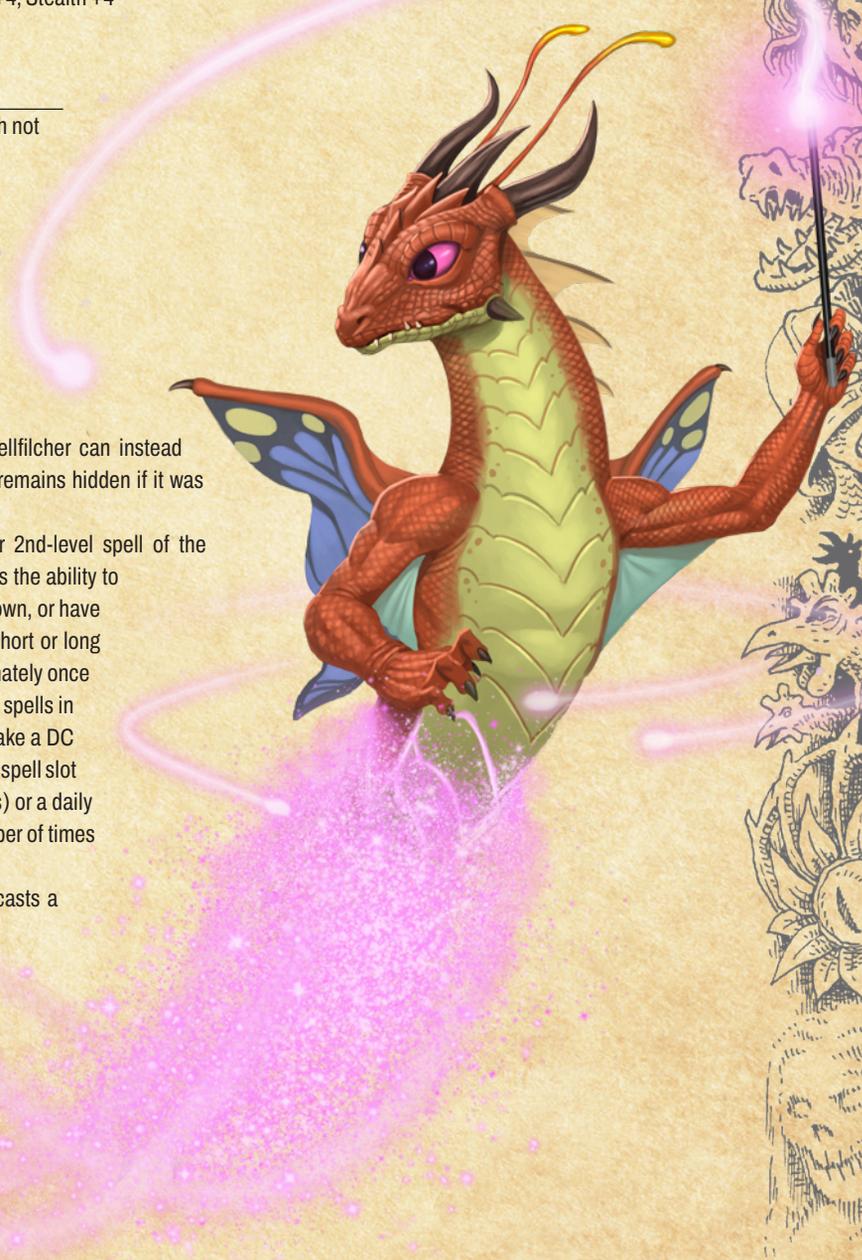
The spell disappears from the list of spells the spellfilcher can cast innately once per day.

REACTIONS

Spell Siphon. When the spellfilcher succeeds on a saving throw against a 1st-level or 2nd-level spell and rolls a 20 on the save, it steals the triggering spell as if it had hit the target with its fae wand.

STEALING FROM A THIEF

The spellfilcher's fae wand only works for the spellfilcher, so creatures who take one cannot use it to steal spells. However, if the spellfilcher stole a spell and has not cast it yet, the wand functions as a scroll of that spell at the appropriate level and crumbles to dust after casting the spell. Destroying a wand in this way greatly upsets the spellfilcher, so bargaining with it is usually more advantageous.



SQUICHLEK

**GOLD AWARD
RPG SUPERSTAR 2021
BY RYAN KING**

ACCIDENTAL SUMMONINGS

The severed body parts that comprise squichleks are of no more concern to the greater aberrations who shed them than hair or other replaceable parts are to humanoids. However, the psychic sensitivities of squichleks mean that if enough of them gather in one location, a bit of stray conjuration magic can end up summoning the aberrations that make up the squichleks to their location.

A squichlek is an alien creature formed when the severed tendrils and tentacles of greater aberrations fuse together into a tiny mass of tentacles and gain a life of their own. With a squid-like beak and three slitted eyes spaced equally around its body, squichleks are flying masses of tentacles the size of a cat that vaguely resemble a squid. The writhing of a squichlek's tentacles is particularly sickening to look upon. A squichlek's dark purple-blue coloration and ability to defy gravity reveal their origin from outer space rather than under the sea. While they are capable of surviving the vacuum of space, they aren't inclined to traverse the vast distances alone. Instead, squichleks prefer to travel in the wake of larger void wanderers. They rely on other creatures both as protectors and guides through the great expanse.

Squichleks are attracted to psychic energy and tend to congregate near creatures with powerful mental capabilities. Squichleks defer to creatures that demonstrate impressive mental abilities and won't attack such creatures except as a last resort for survival. When disturbed, they surround and peck at foes with their piercing, penetrative beak while disorienting them with unsettling undulations of tentacles.

Some enterprising wizards, and even a few adventuresome bards, keep squichleks as pets or curiosities. A sharp mental rebuke is usually enough to keep the creatures from attacking their keeper. They are far from docile, however, and eventually try to eat anyone else aside from their keeper who comes near.

SQUICHLEK

Tiny aberration, chaotic evil

Armor Class 13

Hit Points 38 (11d4 + 11)

Speed 10 ft., fly 35 ft. (hover)

STR 12 (+1) **DEX** 16 (+3) **CON** 12 (+1) **INT** 8 (-1)

WIS 10 (+0) **CHA** 12 (+1)

Skills Perception +2, Stealth +5

Damage Vulnerabilities psychic

Senses darkvision 60 ft., passive Perception 12

Languages understands Deep Speech but can't speak

Challenge 2 (450 XP) **Proficiency** +2

Unbreathing. The squichlek doesn't require air.

Weak Mind. A squichlek's sensitivity to psychic energy makes it especially susceptible to mental effects. The squichlek takes 5 (1d10) psychic damage whenever it becomes charmed or frightened.

ACTIONS

Multiattack. The squichlek uses Disturbing Display if available. It then makes a beak attack and a tentacle attack.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, plus 3 (1d6) piercing damage if the attack is made with advantage.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned until the end of its next turn.

Disturbing Display (Recharge 6). The squichlek writhes its tentacles in a particularly disturbing manner. Creatures within 10 feet of the squichlek that can see it must make a DC 11 Wisdom saving throw.

On a failed save, attacks against the creature are made with advantage until the end of the creature's next turn.

STAR WYRM

SILVER AWARD
RPG SUPERSTAR 2021
BY JOSHUA WHITE



Star wyrms are beings similar to true dragons that live in the vacuum of space. They appear as countless motes of light that gather into the shape of a dragon. Intensely social creatures, their social groups—called constellations—are metaphysically connected. They are almost never found alone and occasionally ally with other kinds of creatures.

As a loose collection of smaller elements, star wyrms are greatly harmed by foes who disrupt their integrity with precise strikes at their component stars.

STAR WYRM

Large dragon, lawful neutral

Armor Class 21 (natural armor)

Hit Points 406 (28d10 + 252)

Speed 35 ft., fly 70 ft.

STR 30 (+10) **DEX** 19 (+4) **CON** 29 (+9) **INT** 22 (+6) **WIS** 21 (+5) **CHA** 28 (+9)

Saving Throws Dex +11, Con +16, Wis +12, Cha +16

Skills Perception +12, Stealth +11

Damage Resistances necrotic

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Draconic

Challenge 24 (62,000 XP) **Proficiency** +7

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

Reactive. The wurm can take one extra reaction each round.

Void Nature. The wurm doesn't require air.

ACTIONS

Multiattack. The wurm makes three attacks:

one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage. If the wurm is attuned to the void, the target takes an extra 14 (4d6) necrotic damage. If the wurm is attuned to the nebula, the target takes an extra 14 (4d6) fire damage.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Breath Weapons (Recharge 5–6). The wurm uses one of the following breath weapons, as determined by its Celestial Attunement.

- **Void Breath.** The wurm exhales void in a 60-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 71 (13d10) necrotic damage on a failed save, or half as much damage on a successful one. The wurm gains 35 temporary hit points.
- **Nebula Breath.** The wurm breathes star-stuff in a 60-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 70 (20d6) fire damage on a failed save. On a successful save, the target takes half as much damage. The wurm can select any number of creatures in the area; those creatures take no fire damage and instead regain 35 (10d6) hit points.

BONUS ACTIONS

Celestial Attunement. The wurm attunes to void or nebula. This attunement lasts until the wurm uses Celestial Attunement again.

Share Attunement. The wurm selects a creature it can see within 30 feet of it and shares its cosmic energy with it, provided the creature doesn't have the Celestial Attunement ability. Until the start of the wurm's next turn, the target's weapon attacks deal an extra 14 (4d6) fire or necrotic damage, depending on the wurm's current Celestial Attunement.

REACTIONS

Intercept Attack. When a creature the wurm can see is hit by an attack that could have targeted the wurm, the wurm is hit by the attack instead.

FUSION CUISINE

The star wurm's digestion process resembles the processing of raw materials in the hearts of stars. The results are an alchemist's dream come true, with organic material transforming into metals and base metals turning into precious ones. A star wurm's conception of treasure revolves around philosophical concepts, for otherwise their latrines would be their hoards.



STICK TONGUE

**COPPER AWARD
RPG SUPERSTAR 2021
BY ERICA ABENTI**

DON'T LICK THAT

Travelers in regions where stick tongues live try various tricks to protect themselves. The most common involve wearing tearaway clothing or coating their armor in slick oil, but other strategies aim to make themselves less appetizing targets. Some carry pouches of ground chili peppers, thinking the spiciness might stun the tongue. Other folk tales say that the smell of peppermint sickens the creatures, preventing them from swallowing. Which strategies work best is unknown and may vary depending on the unique tastes of each stick tongue.

To the unsuspecting goblin, a stick tongue is the enormous tongue that snapped out of a tree's foliage, wrapped itself around their armpits, and snatched them up forever. In reality, they are large mantids with numerous joints that allow them to navigate tree foliage nimbly and a toad-like tongue that lets them reach their prey below. A stick tongue's limbs are often thicker than the branches, and they are covered in small, often scaly growths that resemble the leaves of their favorite trees.

Their natural camouflage varies between regions. They may have a sappy, rotting bark appearance in haunted forests full of dead or undead trees or have lush green, feathery growths to sway alongside a willow tree or even large, bushy leaves in tropical environments.

STICK TONGUE

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 35 ft., climb 35 ft.

STR 18 (+4) **DEX** 18 (+4) **CON** 14 (+2) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 3 (-4)

Skills Stealth +6

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP) **Proficiency** +2

Clever Positioning. The stick tongue leverages foliage to shield and obscure itself. While climbing in a tree, the stick tongue has half cover.

Keen Smell. The stick tongue has advantage on Wisdom (Perception) checks that rely on smell.

Vulnerable Tongue. While the stick tongue is grappling a creature with its tongue, creatures can attack the tongue directly to harm the stick tongue. The tongue has the same AC as the stick tongue but can't benefit from cover.

ACTIONS

Multiattack. The stick tongue makes a claw attack and a tongue attack. In place of one attack, it can use Snatch or Swallow.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14) if the stick tongue isn't already grappling a creature.

Snatch. A Medium or smaller creature grappled by the stick tongue must make a DC 14 Dexterity saving throw. On a failed save, the creature is pulled up to 10 feet directly toward the stick tongue, including up in the air.

Swallow. The stick tongue swallows a Medium or smaller creature it is grappling within 5 feet of it, ending the grapple. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the stick tongue, and it takes 7 (2d6) bludgeoning damage and 7 (2d6) acid damage at the start of each of the stick tongue's turns. If the stick tongue takes 12 damage or more on a single turn from the swallowed creature, or if the stick tongue dies, it regurgitates the creature, which falls prone in a space within 5 feet of the stick tongue.

Rehome (Recharge 5–6). The stick tongue moves up to three times its speed without provoking opportunity attacks, ending its movement in a tree.

REACTIONS

Retract Tongue. When a creature the stick tongue can see targets its tongue with an attack, the stick tongue releases any creature it is grappling and retracts its tongue, imposing disadvantage on the attack.



STILTWALKER

COPPER AWARD
RPG SUPERSTAR 2021
BY J.A. SAUNDERS



WHAT LIES BENEATH

What creates stiltwalkers is a mystery. Common folk assume aberrations from space hang giants from the sky until their limbs stretch and their minds break, but those in the know whisper of hands from underground. Perhaps when stiltwalkers throw their victims skyward, they are trying to save others from their creators.

Stiltwalkers are incredibly long-limbed monstrosities twisted from giants. While they're only encountered rarely, when a stiltwalker appears, it is the stuff of nightmares, able to decimate a village or small town's entire guard contingent on its own. Its body has a twisted and warped but almost humanoid anatomy, with extreme proportions even compared to giants. Each limb stretches 40 feet in length and ends in a single, vast hand. Its torso, however, is a small, bulbous core balanced off these limbs.

A stiltwalker roams by moving on all fours and using its extreme reach to climb nimbly, tending to roost in areas of great verticality, such as along cliff faces, within vast redwood forests, or in immense caverns deep underground.

When hunting, a stiltwalker seeks out opportunities to drag, drop, or toss prey to their doom and let gravity do the work that their strength can't accomplish. Once they notice nearby prey, they perch themselves at the apex of the area, using their height to monitor for the slightest hint of movement before diving in with their limbs when prey arrives within reach of an ambush.

Stiltwalkers tend to be solitary creatures, but on the rare occasion that more than one stiltwalker attacks at a time, tales are told of dozens of awful limbs crisscrossing the sky and entire towns being methodically dragged out of their hiding holes one by one, tossed into the air, and dashed on the ground in bloody pulp.

STILTWALKER

Gargantuan aberration, unaligned

Gargantuan aberration, unaligned

Armor Class 18 (natural armor), 16 while prone

Hit Points 217 (15d20 + 60)

Speed 45 ft., climb 45 ft.

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

CHA 14 (+2)

Saving Throws Str +8, Dex +9, Int +0

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 12 (8,400 XP) **Proficiency** +4

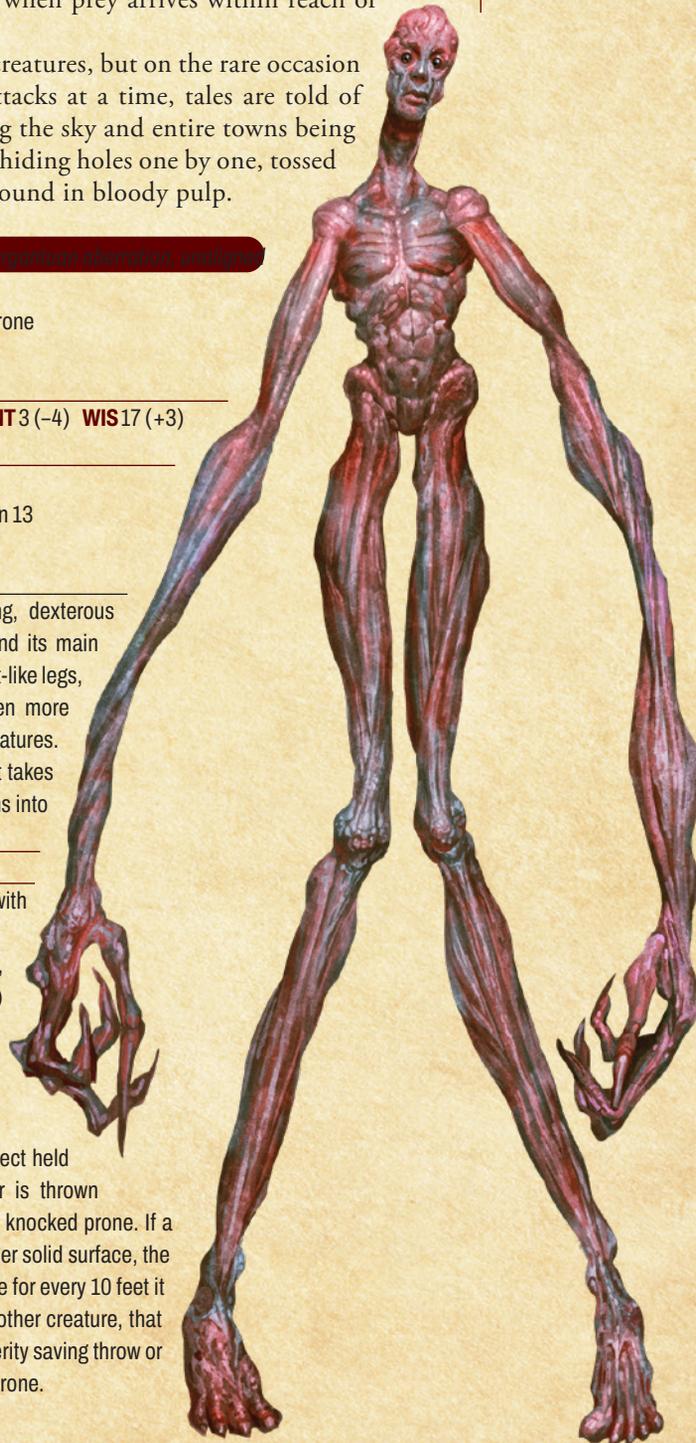
Vulnerable to Trip. The stiltwalker's long, dexterous limbs provide it most of its defense, and its main body is usually 30 feet in the air on its stilt-like legs, which means that being tripped is even more painful for the stiltwalker than other creatures. When the stiltwalker is knocked prone, it takes 14 (4d6) falling damage as its body slams into the ground.

ACTIONS

Multiattack. The stiltwalker attacks twice with its slam and can use Trebuchet Toss.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 14). The stiltwalker can have up to two creatures grappled at a time.

Trebuchet Toss. One Large or smaller object held or creature grappled by the stiltwalker is thrown up to 50 feet (including straight up) and knocked prone. If a thrown target strikes the ground or another solid surface, 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 17 Dexterity saving throw or take the same damage and be knocked prone.



SUSURATION

**SILVER AWARD
RPG SUPERSTAR 2021
BY SPENCER WHITING**

TONGUE IN CHEEK

When destroyed, a susurrations simply falls apart into a pile of tongues. Age and decay catch up with the tongues based on how long the susurrations has existed—ancient ones may have the tongues crumble to dust, while younger ones result in a rain of tongues flopping to the ground. For whatever reason, multiple adventurers have succumbed to the temptation of putting one of the tongues in their own mouths. The disembodied tongue springs to life, dissolving the fool's original one and replacing it. The host becomes unable to vocalize any sounds ever again but suffers no other ill effects.

Formed as a mass of disembodied humanoid tongues, a susurrations floats a few feet off the ground, lazily swirling as if caught in the eddy of a quiet river. Something lies at the heart of the tongues, but it can't be clearly seen, and since it disappears when the creature is destroyed, only the original creator knows what's there. Silence emanates forcefully from the susurrations, blanketing the nearby area in almost complete soundlessness. Behind the silence, however, is an inaudible but noticeable hint of endless, sorrowful whispering. Dark, frigid tendrils of undeath lance out from within the writhing mass.

Whatever magic animates a susurrations is a closely guarded secret, though over the years theories have risen to the surface. Did the tongues belong to talented sorcerers? Faithless heretics? People exceptional at channeling the power of the world through their songs? Others have mused quietly if perhaps they were donated willingly to the creator's cause, perhaps from some secret cult of silence and horror that removed their own tongues for the foul ritual of animation.

However it might have come to be, the magic driving a susurrations imbues it with a mindless duty to defend. It waits for decades on end in a dusty heap until living creatures enter its designated territory. The only creatures safe from this calculated, unbending malice are other undead. The living are not welcome within the reach of a susurrations.

SUSURATION

Small undead, unaligned

Armor Class 14

Hit Points 90 (12d6 + 48)

Speed 0 ft., fly 25 ft. (hover)

STR 10 (+0) **DEX** 18 (+4) **CON** 19 (+4) **INT** 3 (-4) **WIS** 10 (+0) **CHA** 19 (+4)

Saving Throws Con +7, Wis +3

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison

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

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP) **Proficiency** +3

Sense Life. The susurrations can magically sense the presence of living creatures within 30 feet. It knows the general direction they're in but not their exact locations.

Undead Nature. The susurrations doesn't require air, drink, food, or sleep.

Voice Thief. The susurrations can use an action to surround itself with a magical aura of silence in a 10-foot radius. No sound can pass through the area. A creature or object entirely inside the area is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there. A *dispel magic* spell deactivates the aura until the susurrations uses an action to activate it again.

ACTIONS

Multiattack. The susurrations attacks with its invisible claw and its myriad tongues.

Invisible Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Myriad Tongues. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) necrotic damage. If the attack hits a creature and deals damage, shadowy coils of negative energy and body horror branch out from the target. Up to two other creatures within 15 feet of the target must make a DC 15 Wisdom saving throw, taking 7 (2d6) necrotic damage and 7 (2d6) psychic damage on a failed save, or half as much damage on a successful one.

Hole in the World (Recharge 5–6). The susurrations releases a wave of necrotic energy. Each creature in the susurrations's Voice Thief aura must make a DC 15 Wisdom saving throw, taking 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature that fails this save is also poisoned until the end of its next turn. As long as the susurrations isn't grappled or restrained, it can then choose to teleport up to 20 feet to an unoccupied space it can see.

TELEPATHIC EARWIG SWARM

Telepathic earwigs resemble tiny brown insects with long antennae and pincers on their abdomens. Unable to reproduce on their own, these earwigs have developed a unique life cycle: they insert themselves into a host's body, use their telepathic powers to control the mind of their host, and then begin the process of using the creature to incubate new earwigs.

Throughout the gestation, they mentally control the host in order to create a suitable living and reproductive environment. The young earwigs continue to live within the host, taking over its actions and keeping it alive until it is no longer useful. They will use the host to defend themselves if required, but by using their keen intellect and ability to read the host's mind, they are often able to avoid danger and suspicion. When the host outlives their usefulness, the earwigs eject from its body violently, exploding from the host's brain as a new swarm.

Telepathic earwigs have learned to use their telepathy to link their minds together when not inside a host, which has the effect of boosting their telepathic powers and allowing them to cast occult spells. Fighting a telepathic earwig swarm isn't necessarily about destroying every single earwig, but instead more about disconnecting the hivemind enough that they can no longer amplify each other's latent telepathic abilities, thereby becoming nothing more than regular earwigs.

TELEPATHIC EARWIG SWARM

Large swarm of Tiny aberrations, unaligned

Armor Class 14

Hit Points 82 (11d10 + 22)

Speed 30 ft.

STR 14 (+2) **DEX** 18 (+4) **CON** 14 (+2) **INT** 19 (+4) **WIS** 19 (+4) **CHA** 15 (+2)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 14

Languages Common, Deep Speech, telepathy 60 ft.

Challenge 5 (1,800 XP) **Proficiency** +3

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *command, minor illusion*

1/day each: *calm emotions, charm person, confusion*

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 creature.

The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Telepathic Barrage. Each creature of the swarm's choice within 5 feet of it must make a DC 15 Intelligence saving throw, taking 19 (3d12) psychic damage on a failed save, or half as much damage on a successful one. The swarm can then choose one creature that failed its saving throw, focusing its telepathic powers on breaking down the mental defenses of its victim. The chosen target takes a cumulative -1 penalty to Intelligence saving throws for 1 hour. If this penalty reaches -4, the target is diseased. While diseased, the penalty to the target's Intelligence saving throws doesn't decrease. At the end of each 24-hour period, the target makes a DC 12 Constitution saving throw, ending the disease on a success. After the third failed saving throw against the disease, the target becomes permanently controlled by a larval earwig swarm until the disease is removed by heal or another disease-curing spell of 6th level or higher. If reduced to 0 hit points while controlled, the creature dies and spawns a new telepathic earwig swarm.

COPPER AWARD
RPG SUPERSTAR 2021
BY BRITE CHENEYE



EAR TODAY, GONE TOMORROW

The name earwig comes from the popular belief that the creatures crawl into people's ears to lay their eggs. Earplugs and ear muffs are no defense against the telepathic earwig swarm, though. Their eggs can enter the body anywhere, with their telepathic abilities coaxing the body to let down its defenses and absorb their offspring. Not all infestations are lethal, however. A strong enough blast of psychic energy can cause a swarm to exit the host prematurely, in which case they do pour out of the ears in their rush to escape the mental damage.



TESTUDAN

**COPPER AWARD
RPG SUPERSTAR 2021
BY LOGAN FRANCE**

TESTY ABOUT TRESSES

Making a testudan retreat does not always require besting it with a display of strength.

It is also possible to strike at its pride. Some towns have reported success hiring a thief to shave off an offending testudan's mane in the dead of night, perhaps with the assistance of a mage with the *sleep* spell to make doubly sure it does not interrupt the process. The creature, horrified by its crudely shorn locks, hides until it feels it can show its face again.

A testudan is a massive chimera with faint relations to dragons, with the head of a lion, six bear-like feet, the back of a turtle, and the tail of a serpent. These creatures tend to be solitary, never mingling even with members of their own kind except during mating season. Brash and ornery, the average testudan spends its time bullying smaller creatures and attacking small towns until an army or group of adventurers show up to send it running with its tail between all six of its legs.

TESTUDAN

Huge monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 449 (31d12 + 248)

Speed 45 ft., swim 45 ft.

STR 26 (+8) **DEX** 18 (+4) **CON** 26 (+8) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 18 (+4)

Saving Throws Con +15, Int +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages understands Aquan and Draconic but can't speak

Challenge 24 (62,000 XP) **Proficiency** +7

Amphibious. The testudan can breathe air and water.

Keen Smell. The testudan has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (3/Day). If the testudan fails a saving throw while not using Shell Defense, it can choose to succeed instead. If it does so, it immediately uses Shell Defense.

ACTIONS

Multiattack. The testudan attacks with its bite, claw, and tail. It can replace one attack with Shell Defense.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 29 (6d6 + 8) piercing damage plus 4 (1d8) poison damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage, and the target is grappled (escape DC 18) if the testudan isn't already grappling another creature. Until this grapple ends, the target is restrained.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Flip. While using Shell Defense, the testudan stands up from being prone.

Shell Defense. The testudan retracts its limbs and head into its shell, or re-emerges from its shell. While the testudan is retracted and the testudan is not prone, attacks against it are made with disadvantage and the testudan makes Dexterity saving throws with advantage. However, while in its shell, the testudan can't move and the only actions it can take are Flip, Shell Slam, and Shell Defense to re-emerge.

Shell Slam. While using Shell Defense and not prone, the testudan jumps up to 20 feet horizontally, landing prone. If the testudan enters the space of a Huge or smaller creature during this movement, the testudan's movement ends early in that creature's space. Each creature in the testudan's space when it lands must make a DC 23 Dexterity saving throw. On a failed save, the target takes 21 (6d6) bludgeoning damage plus 21 (6d6) piercing damage and is knocked prone. On a success, the target takes half as much damage, isn't knocked prone, and is pushed into the closest unoccupied space of the creature's choice. The testudan's turn then ends.

REACTIONS

Tail Lash. When a creature within 20 feet of the testudan that the testudan can see targets it with a melee attack, the testudan attacks the creature with its tail. If the tail attack hits, the triggering attack is made with disadvantage.

LEGENDARY ACTIONS

The testudan can take 3 legendary actions, choosing from the options below.

Only one legendary action option can be used at a time and only at the end of another creature's turn. The testudan regains spent legendary actions at the start of its turn.

Bestial Frenzy. The testudan makes a melee attack.

Flip. The testudan uses Flip.



THICKET URCHIN

SILVER AWARD
RPG SUPERSTAR 2021
BY JEFFREY ANDERSON



The hills have teeth. At rest, a thicket urchin resembles a hill covered in short, evergreen shrubbery. When it hunts, however, it reveals its true form as an enormous fungal creature with a hard but porous shell. Bristling green spines extend from its shell, like those of its namesake, the mundane sea urchin. A thicket urchin's formidable armored shell has only one weak point: the soft underbelly, which is hard to reach but can be tipped over, leaving the creature helpless until it can right itself.

The spines of a thicket urchin are coated with a powerful hallucinogenic poison that can be distilled into a potent drug for spiritual or recreational uses, but the thicket urchin is too powerful for most to safely hunt. Instead, drug peddlers scavenge spent harpoons and needles in the wake of its passing, and locals give any new hills a wide berth.

THICKET URCHIN

Gargantuan plant, unaligned

Armor Class 19 (natural armor), 15 while prone

Hit Points 297 (18d20 + 108)

Speed 20 ft.

STR 25 (+7) **DEX** 5 (-3) **CON** 22 (+6) **INT** 1 (-5) **WIS** 16 (+3) **CHA** 5 (-3)

Saving Throws Con +11, Int +0, Wis +8, Cha +2

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., tremorsense 120 ft., passive Perception 13

Languages —

Challenge 16 (15,000 XP) **Proficiency** +5

False Appearance. While the urchin remains motionless, it is indistinguishable from a normal hill.

Thicket Urchin Venom. A creature exposed to thicket urchin venom must succeed on a DC 19 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. While poisoned in this way, the creature takes 10 (3d6) poison damage at the start of each of its turns.

Trampling Charge. If the urchin moves at least 10 feet straight toward a creature and then hits it with a spine attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, the urchin can make one slam attack against it as a bonus action.

ACTIONS

Multiattack. The urchin makes two spine attacks or two harpoon attacks. In place of one harpoon attack, it can use Drag.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage.

Spine. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage, and the target is exposed to thicket urchin venom.

Harpoon. *Ranged Weapon Attack:* +12 to hit, range 60/120 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage, and the target is exposed to thicket urchin venom. If the target is a creature, it is also grappled (escape DC 17). While grappled, the target is exposed to thicket urchin venom at the start of each of its turns.

Drag. One creature grappled by the urchin's harpoon must succeed on a DC 20 Strength saving throw or be pulled up to 10 feet directly towards the urchin.

Needle Storm (Recharge 5-6). The urchin sheds needles in a 30-foot radius. Each creature in the area must make a DC 19 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target is exposed to thicket urchin venom.

THICK AS THIEVES

Thicket urchins are so large that there is space between their spines for small creatures to hide in them, provided they can deal with accidental scratches and the resulting poison. They are a natural fit for pukwudgies, who delight in driving thicket urchins toward villages that they perceive as having slighted them. Should the thicket urchin fail to cause enough destruction, an entire band of pukwudgies may leap out to finish the job.



THUNDERHEAD WILLOW

GOLD AWARD
RPG SUPERSTAR 2021
BY BRIAN NOWOSATKA

WIND IN THE WILLOWS

Thunderhead willow seeds resemble fluffy caterpillars that dislodge from their branches during the winds of strong thunderstorms. These seed pods retain some electrical impulse that allows them to crawl until they find a good spot to grow. The electricity causes a tingling sensation in the mouth when eaten, which seems to appeal to some creatures. Digestion does not harm the seeds, so being eaten helps disperse the willows over larger areas.

Thunderhead willows are electric trees native to alien forests, where incessant thunderstorms roil. Much of their time is spent chasing these storms, as they rely on lightning strikes for sustenance and to energize their natural abilities. They also serve as lightning rods to protect the forest, lifting their many branches high into the air and drawing the lightning to themselves. They then select the best time and place to discharge any excess energy.

When particularly large and fierce storms appear, these normally solitary creatures gather in groves and feed off of the frequent lightning bolts as well as each other's electric fields. Such gatherings are marked by dazzling electric displays and a chorus of singing in modulated and buzzing tones.

During calm weather, thunderhead willows relax their boughs and dig their roots into the ground, seeking subterranean electric pulses. At these times, many smaller forest creatures seek shelter under the umbrella of drooping, thin branches, as the strong current pulsing through these spiny branchlets deters many a predator with an unexpected shock.

THUNDERHEAD WILLOW

Huge plant, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft.

STR 20 (+5) **DEX** 16 (+3) **CON** 21 (+5) **INT** 12 (+1) **WIS** 16 (+3) **CHA** 12 (+1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Damage Immunities lightning

Senses passive Perception 13

Languages Sylvan

Challenge 9 (5,000 XP) **Proficiency** +4

Lightning Collection. Whenever the willow is subjected to lightning damage from a source other than itself, it takes no damage and absorbs the energy. Until the end of the willow's next turn, its attacks deal an extra 3 (1d6) lightning damage and its *Explosion* and *Whirling Dynamo* deal an extra 7 (2d6) lightning damage.

ACTIONS

Multiattack. The willow makes two melee attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 3 (1d6) lightning damage.

Root. Melee Weapon Attack: +9 to hit, reach 20 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or fall prone.

Explosion (1/Day). The willow expends all of its collected energy, unleashing a thunderous blast. Each creature within 30 feet of the willow must make a DC 17 Dexterity saving throw, taking 17 (5d6) fire damage and 17 (5d6) thunder damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in the

area that aren't being worn or carried. Until the willow regains this action, the willow deals no lightning damage with its slam and is unable to use *Whirling Dynamo* or its *Branches Down* reaction.

Whirling Dynamo (Recharge 5–6). The willow spins in place, generating a sparking electric field. Each creature within 15 feet of the willow must make a DC 17 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. Also on a failure, a creature becomes electrically charged. For 1 minute, the willow's melee attacks and melee attacks with metal weapons are made with advantage against the target.

REACTIONS

Branches Down. When a creature moves to a space within 15 feet of the willow, the willow's branches brush the creature. The creature must make a DC 15 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Branches Up. When a spell or effect that deals lightning damage is cast or activated within 30 feet of the willow, the effect is drawn towards the willow. A single-target spell or effect targets only the willow, while any other spell or effect reorients to include the willow as one of its targets.



TIDRAGAT

**COPPER AWARD
RPG SUPERSTAR 2021
BY GARRY STACEYJOHN**



SCAPEGOAT ENTOURAGE

Tidragats are popular with kobolds because their size makes kobolds feel closer to a true dragon. They also offer helpful advice to kobold warrens, improving their defensibility and the effectiveness of their members. In turn, tidragats task the kobolds with stealing risky items for them, giving them a degree of separation from any retribution that may result from the thefts.

Tidragats are tiny dragons with feline features who can breathe a cloud of numbing gas and who thrive on objects of personal and sentimental value stolen from other creatures.

Tidragats, like most other dragons, collect a hoard of treasure, though the contents of a tidragat's hoard are composed a little differently than those of its larger and more powerful brethren. Using its highly dextrous opposable front claws, a tidragat collects items that would be inconvenient to lose; the more inconvenient its loss would be, the more value the tidragat places on that particular item.

Thus, a tidragat's hoard could contain the hair brush of a noble who prided themselves on their appearance or the water skins from an adventuring party that was about to head out into the wilderness. Even though the noble's brush might be made of much more valuable materials, the tidragat might still find the simple waterskins equally precious—or possibly even more precious—given the noble could replace the brush with another from their estate more easily than the adventurers could find new waterskins out in the middle of the wilderness.

Tidragats are usually smart enough to not take items that would be so inconvenient to lose that their victims are determined to track them down, except when it comes to items involving the art of wizardry, either magic items or instructional volumes on magic.

If there's a wand, scroll, or spellbook to steal, tidragats can't help themselves from partaking. Tidragats love playing with and learning how to use tools of wizardry, and most tidragats carry and use a few scrolls or a wand.

A tidragat doesn't normally keep a spellbook of their own. Instead, they rely on spellbooks and scrolls that they've stolen from others to provide the knowledge needed to prepare their spells, so two tidragats will rarely have the same spells prepared.

TIDRAGAT

Tiny dragon, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 28 (8d4 + 8)

Speed 35 ft.

STR 12 (+1) **DEX** 16 (+3) **CON** 12 (+1) **INT** 16 (+3) **WIS** 12 (+1) **CHA** 15 (+2)

Skills Arcana +5, Deception +4, Sleight of Hand +7, Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1 (200 XP)

Proficiency +2

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

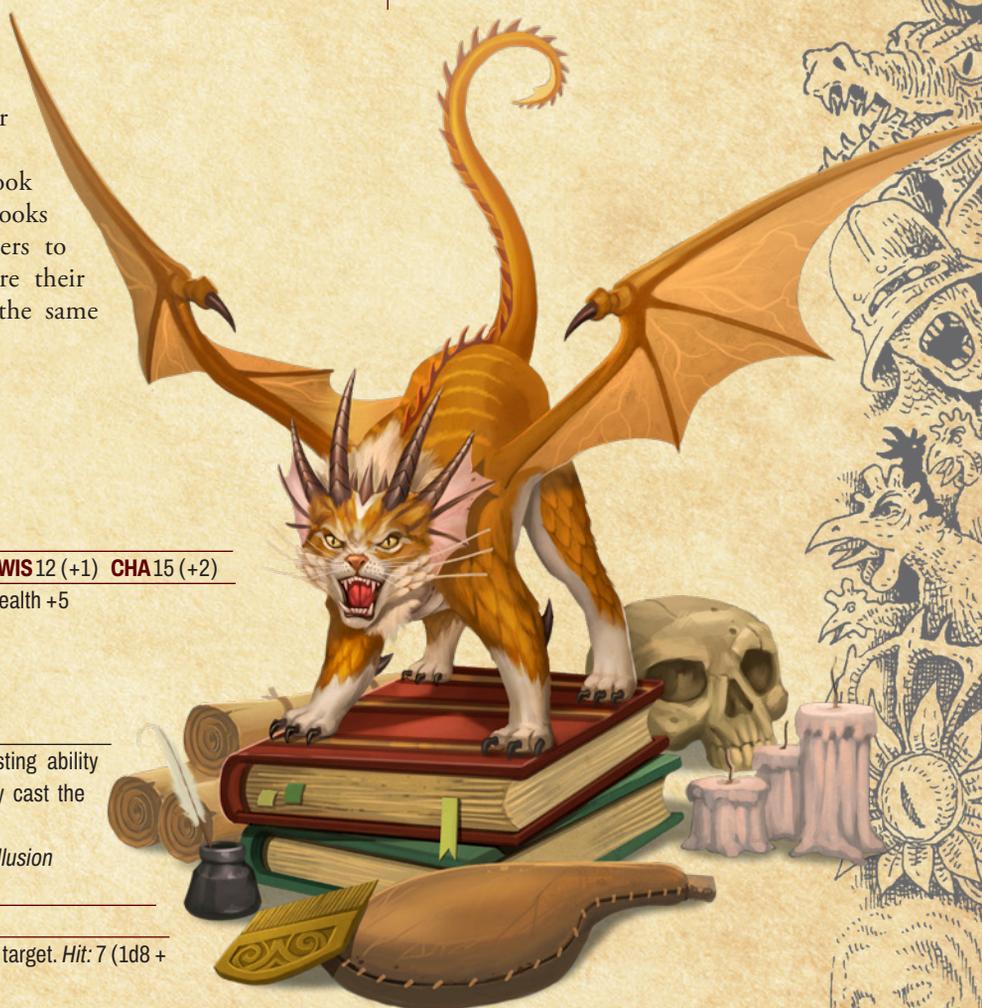
At will: *detect magic, invisibility, mage hand, minor illusion*

3/day each: *color spray, knock, sleep*

ACTIONS

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

Numbing Breath (Recharge 5–6). The tidragat breathes a 15-foot cone of invisible numbing gas. Each creature in that area must make a DC 11 Constitution saving throw. On a failed save, the target makes Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws with disadvantage for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



TIME GOLEM



COPPER AWARD
RPG SUPERSTAR 2021
BY GABRIEL M.S. SANTOS

UNTIMELY DEMISE

Time itself unravels with a time golem's defeat, sending ripples that manifest as future anomalies. Someone who slays a time golem may encounter a weak but still hostile version of it at an inopportune time down the road.

Intricate constructs worked from the immaterial threads of time itself, time golems serve as guardians of the temples and vaults of their nameless eldritch creators. A time golem is a formable opponent who can erase opponents from existence.

TIME GOLEM

Tiny construct, unaligned

Armor Class 24 (natural armor)

Hit Points 399 (38d4 + 304)

Speed 0 ft., fly 90 ft. (hover)

STR 23 (+6) **DEX** 30 (+10) **CON** 26 (+8) **INT** 3 (-4) **WIS** 20 (+5) **CHA** 1 (-5)

Saving Throws Int +4, Wis +13, Cha +3

Damage Immunities force, poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 26 (90,000 XP) **Proficiency** +8

Constructed Nature. The golem doesn't require air, drink, food, or sleep.

Force Absorption. Whenever the golem is subjected to force damage from a source other than itself, it takes no damage and instead regains a number of hit points equal to the force damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Incorporeal Movement. The golem can move through other creatures and objects as if they were difficult terrain. It takes 11 (2d10) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). If the golem fails a saving throw, it can choose to succeed instead. If it does so, it can't take legendary actions until the end of its next turn. The golem can't use its Legendary Resistance to succeed on a saving throw against the *slow* spell.

Timelike. The golem inherently defends the time stream from any nearby interference. If a creature within the golem's Time Vortex casts time stop, the golem enters the stoppage along with the caster and can move and take actions, following initiative order, while time is stopped.

Time Vortex. Time warps and bends around the golem in a 120-foot radius. A creature in the golem's Time Vortex must spend 2 feet of movement for every foot it moves.

Vulnerable to Slow. If the golem fails its saving throw against the *slow* spell, it can't use legendary actions for the duration of the spell.

ACTIONS

Multiattack. The golem makes two fourth dimensional face attacks.

Fourth Dimensional Face. Melee Weapon Attack: +18 to hit, reach 120 ft., one creature. **Hit:** 28 (4d8 + 10) force damage, and the target must succeed on a DC 24 Constitution saving throw or be magically cursed. While cursed, the creature dies after failing two death saving throws instead of three. If cursed a second time in this way, the creature dies after failing one death saving throw, and if cursed a third time it dies when reduced to 0 hit points. Once a creature has been cursed in this way, it can't be cursed in this way again until the end of its next turn.

Temporal Barrage. The golem makes a fourth dimensional face attack against each creature of its choice that it can see within 120 feet of it.

Time Prison (Recharge 5–6). One creature the golem can see within 60 feet of it must make a DC 21 Dexterity saving throw. On a failed save, the target disappears and is imprisoned in a timeless, empty demiplane within the golem for 1 minute. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on itself on a success. The effect ends early if the golem dies. A creature that escapes the Time Prison reappears in the space it left or, if that space is occupied, in the nearest unoccupied space. The golem can imprison up to two creatures in its Time Prison.

LEGENDARY ACTIONS

The golem can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The golem regains spent legendary actions at the start of its turn.

Attack. The golem attacks with its fourth dimensional face.

Fly. The golem flies up to its speed.

Imprison (Costs 2 Actions). The golem uses Time Prison, if it is available.



TREE OF EYES

SILVER AWARD
RPG SUPERSTAR 2021
BY JAKE MAROHL



EYEING TO CULTIVATE

Some humanoid have limited immunity to lung rot and become addicted to it. They then form cults devoted to harvesting and spreading eyes to new trees so they can bask in their hypnotic gazes.



Contrary to its appearance, a tree of eyes is actually a parasitic fungus that burrows throughout a living tree, killing it in the process, and then uses the tree as a host, hanging its exposed eyes from the branches. Creatures that make eye contact with one of these eyes are mesmerized and feel an intense urge to sleep at the base of the tree. The tree then engulfs the prey with its roots and slowly drains the creature of its nutrients.

Although the host of a tree of eyes is stationary, the fungus itself is not. It can move between these trees as easily as a human can walk, and over time, it will burrow into adjacent trees, often hollowing entire sections of forest. A truly desperate tree of eyes can use its host's roots to drag itself short distances.

The eyes of a tree of eyes contain its spores, which it uses as both a weapon and a means of spreading its fungus.

TREE OF EYES

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 5 ft.

STR 20 (+5) **DEX** 8 (-1) **CON** 20 (+5) **INT** 3 (-4) **WIS** 14 (+2) **CHA** 16 (+3)

Skills Stealth +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities exhaustion, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages —

Challenge 8 (3,900 XP) **Proficiency** +3

ACTIONS

Multiattack. The tree makes two attacks. In place of one attack, it can use Transfer Host, Drain Life, or Hypnotic Gaze.

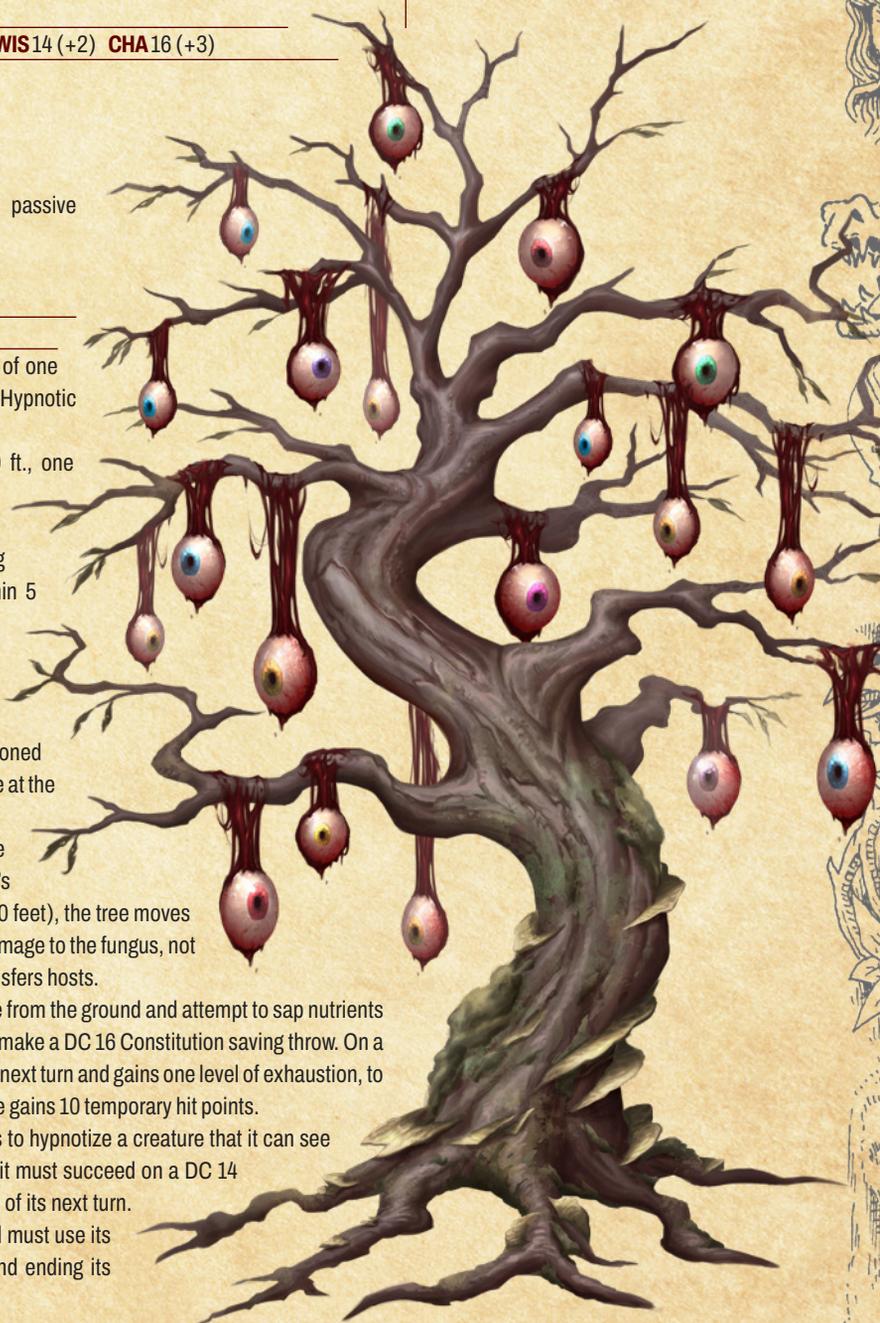
Slam. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Eye. *Ranged Weapon Attack:* +8 to hit, range 40/80 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage, and the target and each creature within 5 feet of the target must make a DC 16 Constitution saving throw. On a failed save, the target is poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. While poisoned in this way, the target takes 7 (2d6) poison damage at the start of each of its turns.

Transfer Host. If the tree is touching another tree beyond its current host, either along its host's branches (within 30 feet) or root system (within 50 feet), the tree moves to the other tree. The tree's hit points represent damage to the fungus, not the host, so they aren't affected when the tree transfers hosts.

Drain Life (Recharge 5–6). The tree's roots emerge from the ground and attempt to sap nutrients from a creature within 5 feet of it. The target must make a DC 16 Constitution saving throw. On a failed save, the target is blinded until the end of its next turn and gains one level of exhaustion, to a maximum of three. Also on a failed save, the tree gains 10 temporary hit points.

Hypnotic Gaze (Recharge 5–6). The tree attempts to hypnotize a creature that it can see within 60 feet of it. If the target can see the tree, it must succeed on a DC 14 Wisdom saving throw or be charmed until the end of its next turn. While charmed, the creature is incapacitated and must use its movement to approach the tree, falling prone and ending its turn if it moves within 5 feet of the tree.



TRICKSTER ECHOES

PLATINUM AWARD
RPG SUPERSTAR 2021
BY NATHAN BERG

IDLE HANDS

While meddling hands supposedly act in unexpected ways to enact a secret scheme related to their progenitor's own goals, most tricksters don't have continual work for their meddling hands to perform at all times.

This leaves meddling hands to their own devices for a time before the trickster calls them back to the next phase of the plan. While meddling hands often use their spare time to enact tricks and pranks of their own, they sometimes just want to work with their hands and take up various tasks in earnest, performing them to the best of their abilities.

Trickster echoes are fragments left behind due to the actions of a powerful trickster deity, drifting throughout the universe in the wake of the trickster's mischief. Tricksters are a popular archetype among the many different deities across the world's various pantheons and cultures. Traditionally, trickster deities take many forms, using their disguises and deceptions to bewilder, confuse, and mislead all those around them. Why trickster deities continually deceive all those around them varies from trickster to trickster. Some tricksters are compulsive liars. Others have an agenda they seek to pursue or simply find the idea of successfully pulling off pranks exhilarating or hilarious. Still other tricksters flit between moral codes, attempting to join with heroic deities for a time, only to inevitably betray their allies, or even their siblings, in a series of countless shifting adjustments of allegiance.

Disguises are a big part of the reason mortals and other deities alike can't help but continue engaging with trickster deities, as they might never come to realize exactly with whom they are dealing or only discover that the mysterious figure offering advice was a trickster after it was too late. However, deception alone isn't sufficient. Tricksters tend to be legitimately multi-talented in a variety of different skills, with incredible talent and unparalleled techniques. Thus, before their sudden but inevitable betrayal, a trickster is a superlative ally, capable of achieving all sorts of impossible feats on behalf of their allies, deific or otherwise.

When trickster deities perform an especially notable prank, betrayal, or other act of mischief, they might leave behind a powerful echo, known as a trickster echo. Depending on the trickster's actions and physicality, various sorts of trickster echoes congeal or coagulate. For instance, a trickster's skills and clever nature can give rise to a meddling hands, while a trickster's lies, alongside its deceptive tongue and facial features, lead to the birth of a many faces. A thousand skins slough off when a trickster changes guises between various forms in order to mislead all around them or ruin another's reputation. Meanwhile, the mindless malice of a trickster deity's laughter births a congealed laughter.

MEDDLING HANDS

A writhing mass of arms and hands animated by the concentrated embodiment of a trickster god's capacity for cleverness, manual dexterity, and skill, the strange beings known as meddling hands are exceptional infiltrators and dangerous opponents. While they are incredibly intelligent, meddling hands don't communicate via language, and their methods and reasoning are as inscrutable as the god from which they attained life. So far as any can tell, they perform actions at the whims of their deific progenitor as an extension of some unknowable scheme.

Meddling Hands appear to be massive, semi-upright writhing masses of arms and hands, interlocking to create "limbs" and something resembling a face.

TRICKSTER ECHOES

MEDDLING HANDS

Large aberration, chaotic neutral

Armor Class 17

Hit Points 218 (23d10 + 92)

Speed 30 ft.

STR 20 (+5) **DEX** 24 (+7) **CON** 18 (+4) **INT** 20 (+5) **WIS** 14 (+2) **CHA** 10 (+0)

Saving Throws Dex +12, Wis +7, Cha +5

Skills Sleight of Hand +12, Stealth +12

Damage Resistances bludgeoning

Senses passive Perception 12

Languages —

Challenge 13 (10,000 XP) **Proficiency** +5

Delicate Fingers. While being composed of an amalgam of the hands of thieves and spies grant the meddling hands exceptional agility and fine manipulation, it leaves the creature uniquely vulnerable to extreme temperatures. Whenever the meddling hands takes cold damage, in addition to any other effects, it makes Dexterity checks with disadvantage until the end of its next turn.

ACTIONS

Multiattack. The meddling hands makes three finger darts attacks or attacks each creature within 5 feet of it with a slam.

Slam. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage, and on a successful attack roll, the meddling hands can make a Dexterity (Sleight of Hand) check against the target's passive Wisdom (Perception). On a successful Dexterity (Sleight of Hand) check, the meddling hands steals an item the target is carrying on its person but not holding.

Finger Dart. Ranged Weapon Attack: +12 to hit, range 30 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Deep Pockets. The meddling hands stows an item it is holding into an extradimensional space hidden somewhere deep inside its teeming mass, or it retrieves a stowed object from within that mass. If the meddling hands dies, objects in its extradimensional space are disgorged in the meddling hands' space.

Disable Organ. The meddling hands strikes a nerve cluster, liver, or other vital organ of a creature it can see within 5 feet of it. The target must make a DC 20 Constitution saving throw. Constructs and undead automatically succeed on the save and are immune to this effect. On a failed Constitution save, the meddling hands chooses Strength, Dexterity, or Wisdom to sabotage. The target makes the sabotaged type of checks with disadvantage until the end of the target's next turn.

BONUS ACTIONS

Many Hands Make Light Work. The meddling hands takes up to three actions. However, these actions can only be Deep Pockets or Disable Organ; the Dash, Disengage, Hide, or Use an Object actions; or a Dexterity (Sleight of Hand) check. The meddling hands can't take the same action more than once.

CONGEALED LAUGHTER

Most trickster gods have many faces, and usually at least one of those faces is malicious. A trickster god's malice embodies *schadenfreude* at the suffering of others and laughs at displays of depravity and cruelty. This cruel laughter echoes across the darkness between the stars and in the minds of those who follow their more wicked urges.

Sometimes, this laughter reaches strange magical anomalies in the void, and the two conjoin and congeal into a thick, mindless substance that seeks out souls to devour so that it may grow and spread its heinous mockery across the universe.

Congealed laughter is an ectoplasmic mass that resembles a dark storm cloud roiling with countless vile mouths that cackle discordantly, pulsing with bright veins of some strange extraplanar energy, floating through the planes in search of souls to devour.

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BY NATHAN BERG



TRICKSTER'S TRAIL

Adventurers who find themselves at odds with a trickster, chasing after the deity's trail of plots and schemes, often find their path obstructed by a variety of foes thrown in their way by the trickster deity themselves. Chief among these opponents are the trickster echoes, whether they arise naturally and inadvertently through the trickster's actions or the trickster intentionally creates them in order to oppose those who threaten to catch them in the act.

This could lead to an entire adventure or campaign: First, the adventurers challenge the meddling hands setting up the trickster's schemes. Then come across a congealed laughter while the trickster chortles with glee as their plans near completion. As the adventurers begin to unravel the trickster's lies, they come face to face (or perhaps face to faces?) with a many faces. Before they have grown strong enough to challenge the trickster directly, the trickster sends a thousand skins to finish them off. Finally, the adventurers confront the trickster to solve this cosmic jest once and for all.



TRICKSTER ECHOES

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MINDLESS LAUGHTER

Congealed laughter doesn't have a mind of its own. It merely embodies the eldritch and otherworldly sense of humor of a trickster deity. Some might find it strange that a creature composed of a complex mental and emotional phenomenon such as laughter can fulfill its purpose without a mind, but congealed laughter proves with deadly certainty just how possible such a thing could be.

CONGEALED LAUGHTER

Gargantuan ooze, unaligned

Armor Class 10 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 0 ft., fly 30 ft.

STR 26 (+8) **DEX** 2 (-4) **CON** 25 (+7) **INT** 1 (-5) **WIS** 23 (+6) **CHA** 20 (+5)

Saving Throws Dex +1, Int +0, Cha +10

Damage Vulnerabilities slashing

Damage Resistances bludgeoning

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

Senses emotionsense 90 ft. (see below, blind beyond this radius), passive Perception 16

Languages —

Challenge 16 (15,000 XP) **Proficiency** +5

Distracting Aura. The congealed laughter emits a constant discordant chorus of laughter, unless the congealed laughter is incapacitated. A creature that starts its turn within 40 feet of the congealed laughter and can hear it make a DC 17 Wisdom saving throw. Creatures immune to the charmed condition automatically succeed on the save. On a failure, the creature is afflicted with fits of giggles until the start of its next turn. While giggling, the creature can't concentrate on spells, take reactions, or cast any spell with a verbal component.

Emotionsense. The congealed laughter can pinpoint the location of creatures with emotions within 90 feet of it as if it sees the creatures.

Split. When a congealed laughter that is Medium or larger is subjected to slashing damage, it splits into two new congealed laughters if it has at least 10 hit points. Each new congealed laughter has hit points equal to half the original congealed laughter's, rounded down. New congealed laughters are one size smaller than the original congealed laughter.

ACTIONS

Multiattack. The congealed laughter makes two bite attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 30 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage, and the target must succeed on a DC 17 Wisdom saving throw or be incapacitated by laughter until the end of its turn.

Devour Laughter. If the congealed laughter has a creature engulfed and that creature is incapacitated, the congealed laughter feeds on the engulfed creature's laughter. The engulfed creature takes 56 (16d6) psychic damage, and the congealed laughter regains hit points equal to half the damage dealt.

Engulf. The congealed laughter moves up to its speed. While doing so, it can enter the space of any creature its size or smaller. Whenever it enters a creature's space, the creature must make a DC 21 Strength or Dexterity saving throw (the creature's choice). On a successful save, the creature can choose to be pushed by the congealed laughter until the end of the congealed laughter's movement. A creature that isn't pushed takes 21 (6d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the congealed laughter's turns. When the congealed laughter moves, the engulfed creature moves with it. While engulfed, the creature must succeed on a DC 17

Wisdom saving throw at the start of each of its turns or be incapacitated by laughter until the end of its turn. The congealed laughter can contain as many creatures as can fit in its space. An engulfed creature can try to escape by using an action to make a DC 18 Strength check. On a success, the creature escapes and enters an unoccupied space of its choice within 5 feet of the congealed laughter.

If the congealed laughter takes 35 damage or more on a single turn from the engulfed creature, or if the congealed laughter dies or splits, the congealed laughter releases the creature, which falls prone in a space within 10 feet of the congealed laughter.

TRICKSTER ECHOES

MANY FACES

A trickster deity's duplicitous nature is well known; in fact, such a demeanor is absolutely integral to the god's nature. That duplicity, distilled from the trickster god's essence, sometimes coalesces on the Material Plane into a strange shapeshifter called many faces.

Like the god from which they were created, these aberrant creatures are capricious and clever. While not outright malicious, they delight in disrupting the everyday lives of mortal folk without much thought to the consequences for those they hurt. They live to deceive, not for material gain or cruelty, but simply for the act itself.

MANY FACES

Medium aberration (shapechanger), chaotic neutral

Armor Class 20 (natural armor)

Hit Points 300 (40d8 + 120)

Speed 30 ft.

STR 19 (+4) **DEX** 24 (+7) **CON** 17 (+3) **INT** 20 (+5) **WIS** 18 (+4) **CHA** 25 (+7)

Saving Throws Dex +13, Con +9, Int +11, Wis +10

Skills Deception +13, Perception +10, Stealth +13

Damage Vulnerabilities psychic

Damage Resistances bludgeoning

Senses passive Perception 20

Languages all, telepathy 20 ft.

Challenge 18 (20,000 XP) **Proficiency** +6

Sneak Attack (1/Turn). The many faces deals an extra 7 (2d6) damage when it hits a target with a melee or ranged attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the many faces that isn't incapacitated and the many faces doesn't have disadvantage on the attack roll.

Telepathic Aura. The many faces constantly plucks subconscious thoughts from those around it, allowing it to use its Familiar Face but also leaving its mind more open to psychic assault. When the many faces takes psychic damage, it must make a DC 20 Wisdom saving throw. On a failed save, attacks against the many faces have advantage until the start of the many face's next turn. At the start of its turn, the many faces can suppress its Telepathic Aura until the start of its next turn. While the trait is suppressed, the many faces can't use Familiar Face or telepathy, but it isn't vulnerable to psychic damage.

ACTIONS

Multiattack. The many faces makes three attacks.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage.

Shifted Glob. *Ranged Weapon Attack:* +13 to hit, range 60/120 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

BONUS ACTIONS

Change Shape. The many faces magically transforms into a Large or smaller humanoid, or reverts to its true form. While in its humanoid form, the damage dealt by the many faces' rending claw may change from slashing to bludgeoning or piercing. Apart from its size and the damage type of its rending claw, the many faces' statistics are unchanged.

Familiar Face. The many faces telepathically plucks a face from the subconscious mind of a creature it can see within 20 feet of it and alters its form to match this face. The target must make a DC 21 Wisdom saving throw. On a failed save, the target is frightened for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. The frightened condition also ends if the many faces uses Familiar Face again or reverts to its true form.

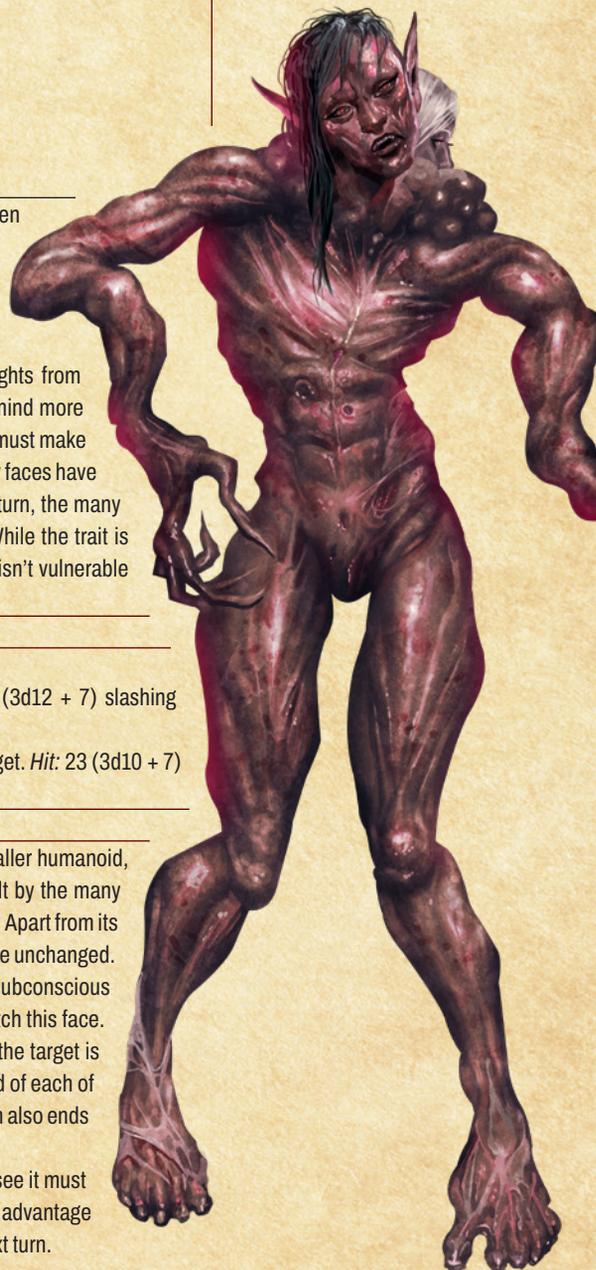
Trickster's Feint. Each creature within 20 feet of the many faces that can see it must make a DC 21 Wisdom saving throw. On a failed save, the many faces has advantage on attacks it makes against the target until the end of the many faces' next turn.

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BY NATHAN BERG



MANY FACES, MANY LIES

Trickster deities, such as the goddess Sewa on the world of Alacar, are known for taking various forms in order to deceive others and achieve their goals. By obfuscating their true identity, tricksters are able to convince even savvy victims who would otherwise be too skeptical to listen to anything a trickster said if they knew it came from the tongue of a trickster.



TRICKSTER ECHOES

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THOUSAND SKINS ORIGINS

Thousand skins are born in the forgotten corners of the chaos-infused wilds of the fey realm, where trickster gods often dwell. Some trickster gods even make a pilgrimage to these locations to purposely force one of these terrifying warriors.

THOUSAND SKINS

The ultimate embodiment of the trickster god's vicious cunning, a thousand skins is a master of violence that lives to shed the blood of those who have wronged its deific master. A thousand skins knows no honor or rules when it hunts; it only cares about enacting pain and death, particularly if the death humiliates its enemy.

Thousand skins are perhaps best known for their hideous hide outfit, sewn from the flesh of slain opponents, including animals, humanoids, fiends, angels, and many others. Each victim grants it more martial prowess as it absorbs the slain opponent's combat abilities via this grisly method. This makes a thousand skins a terrifying opponent to behold, let alone to fight.

A thousand skins appears as a Large humanoid with raw-looking skin stretched too tight over misshapen muscles, which are barely visible through several layers of gore-soaked pelts from a variety of sapient creatures. Its yellow, pupilless eyes glow with malice.

THOUSAND SKINS

Large fey, chaotic evil

Armor Class 21 (natural armor)

Hit Points 405 (30d10 + 240)

Speed 35 ft.

STR 28 (+9) **DEX** 29 (+9) **CON** 26 (+8) **INT** 16 (+3) **WIS** 15 (+2) **CHA** 24 (+7)

Saving Throws Con +16, Wis +10, Cha +15

Skills Intimidation +15, Perception +10, Stealth +17

Senses passive Perception 20

Languages Celestial, Common

Challenge 25 (75,000 XP) **Proficiency** +8

Fear Aura. The very sight of the thousand skins' horrific trophies is enough to make most enemies flee in horror. Each creature of the thousand skins' choice that starts its turn within 20 feet of it and can see it must make a DC 23 Wisdom saving throw, unless the thousand skins is incapacitated. On a failed save, the creature is frightened until the start of its next turn. On a success, the creature is immune to the thousand skins' Fear Aura for the next minute.

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

Magic Weapons. The thousand skins' weapon attacks are magical.

ACTIONS

Multiaction. The thousand skins uses Mutable Combatant. It then makes three skinwhip attacks.

Skinwhip. *Melee Weapon Attack:* +17 to hit, reach 40 ft., one target. *Hit:* 48 (6d12 + 9) slashing damage.

Skinwhip Eruption (Recharge 5–6). The pelts draped across the thousand skins erupt in all directions, whipping and slicing all creatures within 20 feet of it. Each creature in the area must make a DC 24 Dexterity saving throw, taking 88 (16d10) slashing damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target loses 21 (6d6) hit points at the start of each of its turns due to a grisly wound. The wound closes if the target receives magical healing.

Mutable Combatant. The thousand skins gains one of the following benefits until the start of its next turn:

- The thousand skins gains a +2 bonus to its AC.
- The thousand skins deals an extra 10 (3d6) damage with its skinwhip and Skinwhip Eruption.
- The thousand skins makes Strength (Athletics) checks with advantage.
- The thousand skins gains 20 temporary hit points, which last until the start of its next turn.

REACTIONS

Shifting Defense. When the thousand skins takes damage, its pelts shift their physicality to defend against further damage. For the next minute or until it uses this reaction again, the thousand skins has resistance against the type of damage dealt by the triggering attack. (If the triggering attack dealt two or more damage types, the thousand skins chooses the damage type).

TWISTWERE WOLF

When one thinks of werereatures, the mind's eye typically goes to those humanoids doomed to transform into animals and their vicious animal-humanoid hybrid shapes beneath the full moon, cursed to rampage through their own communities. Recently, though, this primal curse made a subtle but startling zoonotic jump from humanoids to animals, resulting in shapechanging beasts called twistweres.

A twistwere's animal form can be of any size and only affects animals. The first known creatures of this kind were house cats, songbirds, and small rodents, but later it was said that dogs, livestock, and wild animals had been seen as well. While in their animal form, twistweres behave as perfectly normal animals of their type, that is, until the light of the full moon shines upon them.

Twistweres can pass on their curse to their offspring, or they can transmit the curse through their bite. As with other true werereatures, those born with the curse have full control over their shapechanging abilities except during a full moon, when the transformation is irresistible, though they typically only transform by choice when their lives are in danger.

In hybrid form, a twistwere appears as a stretched-out and distorted version of their animal form, with muscular bulges and elongated appendages that drive fear into the hearts of any who are unfortunate enough to fall prey to their uncontrollable rage.

TWISTWERE WOLF

Medium beast (shapechanger), unaligned

Armor Class 14 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 40 ft.

STR 19 (+4) **DEX** 16 (+3) **CON** 18 (+4) **INT** 3 (-4) **WIS** 15 (+2) **CHA** 12 (+1)

Skills Perception +4, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 14

Languages —

Challenge 4 (1,100 XP) **Proficiency** +2

Shapechanger. The wolf can use its action to polymorph into a Large wolf-monster hybrid or back into its true form, which is a wolf. While in its hybrid form, the reach of the wolf's melee attacks increases by 5 ft., and its bite attack deals an extra 7 (2d6) piercing damage. When the light of the full moon shines upon it, the wolf must immediately use this trait to change into its hybrid form, and it can't change back into its true form until the moon sets or the sun rises.

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

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

ACTIONS

Multiattack. The wolf attacks with its bite and its claw.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage. If the target is a beast, it must succeed on a DC 14 Constitution saving throw or be cursed with twistwere lycanthropy.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

REACTIONS

Twisted Vitality. When the wolf takes more than 10 damage while in wolf form, it transforms into its hybrid form. It can then make a melee attack against a creature within 5 feet of it. If this attack hits, the target must succeed on a DC 11 Wisdom saving throw or be frightened until the end of its next turn.

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OTHER TWISTWERES

The statistics below represent a twistwere wolf, but other twistweres exist. You can build these other twistweres by adjusting these statistics to gain abilities relevant to the other animal, removing Keen Hearing and Smell and Pack Tactics, and potentially adjusting its challenge rating.



UNSCALED TYRANT

**SILVER AWARD
RPG SUPERSTAR 2021
BY MICHAEL BURCHETT**

KEEP YOUR ENEMIES CLOSE

Unscaled tyrants often keep the ones who murdered them as their lieutenants. They revel in making their former foes obey their whims and reanimating them after defeats to suffer further humiliation. Sometimes tyrants gain so much amusement watching enemies kill these lieutenants that they become distracted and lower their guard to attacks against themselves.



Sometimes a kobold hatchling stands out due to extreme latent magical ability. When spellcasters in the young kobold's community recognize this, they tend to mark the hatchling for greatness and future leadership. However, on rare occasions, this destined leader is murdered prematurely, whether by their own jealous clutch-mates, monstrous rivals, or even the community's own paranoid leader. If the would-be ruler's body is not destroyed utterly, their eternal desire to lead could cause the soul of the young kobold to rise as an unscaled tyrant, continuing their pursuit of greatness stolen from them by an early death.

After killing a few stray kobolds and demonstrating the ability to command the undead, most unscaled tyrants are able to take control of their community. Communities of kobolds ruled by an unscaled tyrant often become brutal but murderously efficient, and their brutality and efficiency both increase as the number of living kobolds plunges.

Unscaled tyrants usually lead from the rear, letting both their living and dead kobold brethren do their dirty work. Often, opponents fighting these kobolds or undead might not even realize a tiny undead kobold is controlling their opposition. These unfortunate souls might have a difficult time living long enough to realize their mistake.

While unscaled tyrants are fairly rare, even among kobolds, whispers of similar undead for other ancestries are rumored.

UNSCALED TYRANT

Tiny undead, lawful evil

Armor Class 13

Hit Points 49 (11d4 + 22)

Speed 35 ft.

STR 6 (-2) **DEX** 16 (+3) **CON** 14 (+2) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 16 (+3)

Skills Intimidation +5, Persuasion +5, Religion +4, Stealth +5

Damage Vulnerabilities bludgeoning, radiant

Damage Resistances necrotic, piercing, slashing

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 2 (450 XP) **Proficiency** +2

Innate Spellcasting. The tyrant's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *animate dead, fear, magic missile, mirror image, ray of enfeeblement, shield*

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

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

Undead Nature. The tyrant doesn't require air, drink, food, or sleep.

ACTIONS

Multiattack. The tyrant makes two slam attacks or two unnerving ray attacks.

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

Unnerving Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 6 (1d6 + 3) necrotic damage.

Petulant Demand. The tyrant shouts commands at one undead creature of CR 1 or lower within 30 feet of it. If the undead can hear and understand the tyrant, it moves up to its speed and can make one attack.

Tyrant's Desire. The tyrant belts out direction to allies within 60 feet of it. Each kobold and undead creature of the tyrant's choice that can hear and understand it gains advantage on attack rolls and on saving throws against fear until the start of the tyrant's next turn.

REACTIONS

Eternal Service. When a kobold ally that the tyrant can see dies within 30 feet of the tyrant, the tyrant immediately sends a bolt of negative energy towards the fallen kobold. The ally sloughs off its skin and rises as a Small skeleton under the tyrant's command. The new skeleton begins its turn prone and wields the weapons the kobold held when it fell, rather than a skeleton's usual weapons. The skeleton acts on the same initiative count as the fallen kobold.

VASPERTIL

SILVER AWARD
RPG SUPERSTAR 2021
BY JULIAN RÖTH



Vaspertil are mirrors of potential, a clean slate: demons who decided to follow a path of redemption. Whether through summons or of their own volition, vaspertil seek out those who pride themselves on their powers and talents and force them to question what really defines them.

While atoning for their fiendish nature has left vaspertil's faceless and mutilated, dismissing their abyssal roots has also introduced a sense of appreciation to their existence, one that is usually only acquired by the loss of something previously taken for granted.

Despite being telepathic, vaspertil almost exclusively communicate through body language.

VASPERTIL

Medium fiend (demon), chaotic neutral

Armor Class 15

Hit Points 165 (22d8 + 66)

Speed 45 ft.

STR 20 (+5) **DEX** 20 (+5) **CON** 16 (+3) **INT** 14 (+2) **WIS** 18 (+4) **CHA** 14 (+2)

Skills Religion +6, Perception +8, Stealth +9, Survival +8

Condition Immunities grappled, restrained

Senses darkvision 120 ft., passive Perception 18

Languages understands Abyssal, Celestial, and Draconic but can't speak, telepathy 120 ft.

Challenge 10 (5,900 XP) **Proficiency** +4

Innate Spellcasting. The vaspertil's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no verbal or material components:

1/day each: *darkness, dimension door, nondetection*

ACTIONS

Multiattack. The vaspertil makes one bastard sword attack for each arm it possesses (it starts each encounter with two arms).

In place of one attack, the vaspertil can use Vigorous Acquisition.

Bastard Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vaspertil gains temporary hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Vigorous Acquisition. If the vaspertil has temporary hit points from its bastard sword attack and has less than four arms, it cuts into its own flesh, dealing itself 3 (1d6) slashing damage. If the vaspertil Proliferates from this slashing damage, the creature most recently damaged by the vaspertil's bastard sword must make a DC 15 Constitution saving throw. On a failed save, the target loses proficiency with one category of weapon, skill, saving throw, or tool for 1 minute. The vaspertil chooses the proficiency that the target loses. While the effect lasts, the vaspertil gains a bonus to uses of the chosen weapon, skill, saving throw, or tool equal to the target's proficiency bonus. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

REACTIONS

Proliferate. When the vaspertil takes slashing damage and has fewer than four arms, it grows a new arm from the wound. If Proliferate is triggered by Vigorous Acquisition, the new arms might resemble one of the targeted creature's limbs. If the vaspertil is restored to its hit point maximum, all its wounds close and the proliferated arms fall dead to the ground, which additionally ends any ongoing benefits of Vigorous Acquisition.



TIL WE MEET AGAIN

Vaspertil consider their battles to be tests of their foes. Those able to defeat a vaspertil in fair combat earn its respect and a boon appropriate to vaspertil philosophy. They may be willing to join a quest that confronts an adventurer's fears or provide information against abyssal threats. Vaspertil won't fight people's battles for them but are willing to help them supplement and overcome their weaknesses.

VENGEWHISPER

**SILVER AWARD
RPG SUPERSTAR 2021
BY W. BRIAN LANE**

GUESSING GAMES

Vengewhispers tell the truth when they assail a victim's curiosity and can accidentally hint at the answers the victim tried to get out of its corpse. Whether by embarrassment or magical compulsion, guessing those answers often dismisses the vengewhisper.

Vengewhispers are departed spirits that haunt a spellcaster after a corpse resists *speak with dead* or a similar effect. They might have died keeping a terrible secret, they might resent having their remains disturbed, or they might hold a specific vendetta against the spellcaster. Vengewhispers are also known to spawn after a cursed *spell scroll of speak with dead* is used. A vengewhisper can defend itself when discovered, but most vengewhispers prefer to remain invisible to their victims and antagonize them throughout their search for knowledge. Nevertheless, occasionally a vengewhisper that's cornered, desperate, or particularly enraged chooses to engage in battle instead of subtler torments, and they can be particularly troublesome foes.

VENGEWHISPER

Medium undead, chaotic evil

Armor Class 15

Hit Points 126 (28d8)

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

STR 3 (-4) **DEX** 20 (+5) **CON** 10 (+0) **INT** 16 (+3) **WIS** 20 (+5) **CHA** 21 (+5)

Skills Intimidation +9, Stealth +9

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Common, one language it knew in life

Challenge 11 (7,200 XP) **Proficiency** +4

Claim Victim. Once per day, the vengewhisper can designate one creature it can see as its victim. While the vengewhisper is within 60 feet of its claimed victim, the victim's speed is halved and it makes initiative rolls with disadvantage. If the victim travels via a teleportation effect, the vengewhisper can choose to travel with them. The vengewhisper can claim only one victim at a time.

Incorporeal Movement. The vengewhisper can move through other creatures and objects as if they were difficult terrain. It takes 11 (2d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The vengewhisper's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *invisibility* (self only), *mage hand*, *minor illusion*

1/day each: *confusion*, *dream*

Undead Nature. The vengewhisper doesn't require air, drink, food, or sleep.

ACTIONS

Multiattack. The vengewhisper makes two attacks with its whisper hand.

Whisper Hand. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) force damage plus 7 (2d6) thunder damage. If the target is the vengewhisper's claimed victim, the target is frightened until the end of the target's next turn.

Vengeance Surge (Recharge 5–6). The vengewhisper moves up to twice its fly speed, and makes a melee attack with advantage against its claimed victim. If the attack hits, it is treated as a critical hit.

REACTIONS

Assail Curiosity. When the vengewhisper's claimed victim makes an Intelligence check, the vengewhisper surrounds its victim in whispers that speak terrifying truths. After resolving the effects of the Intelligence check, the victim becomes frightened until the end of its next turn. The victim automatically fails further Intelligence checks while frightened in this way.

VILE ASCENDER

COPPER AWARD
RPG SUPERSTAR 2021
BY W. BRIAN LANE



GREED IS GOOD

Ironically, the most greedy travelers don't succumb to vile ascenders. The curse of ascendance applies to those who accept their gifts, not to those who rob them of all their possessions.

Vile ascenders are shadowy tricksters who offer tainted gifts that bring others under the vile ascender's will. They are quick to practice their wiles on innocent travelers who venture past their dwellings, pretending to be solitary sages capable of bestowing powerful boons upon those who visit their homes. The more mischievous and enthusiastic vile ascenders actively seek out victims to bestow with their gifts, disguising themselves as gnomes to more easily approach a wider range of potential victims.

Once a vile ascender afflicts a creature with its curse of ascendance, it typically flees, waiting for the target to succumb to its will. The eldest of these vile ascenders retains an entire army of such victims, sending them out into the world to accomplish their bidding. Although they are treacherous, some vile ascenders hire themselves out to powerful beings looking to conscript an army.

VILE ASCENDER

Medium fey, chaotic evil

Armor Class 16

Hit Points 195 (23d8 + 92)

Speed 35 ft.

STR 18 (+4) **DEX** 22 (+6) **CON** 18 (+4) **INT** 17 (+3) **WIS** 20 (+5) **CHA** 18 (+4)

Saving Throws Int +7, Wis +9, Cha +8

Skills Deception +8, Perception +9, Stealth +10, Survival +9

Senses darkvision 30 ft., passive Perception 19

Languages Common, Gnomish, Sylvan (plus Thrallspeech)

Challenge 10 (5,900 XP) **Proficiency** +4

Curse of Ascendance. A creature subjected to Curse of Ascendance must make a DC 17 Wisdom saving throw. A creature that willingly accepts a gift from the ascender automatically fails this save. On a failure, the target becomes cursed until the ascender dies. While cursed in this way, the creature believes the curse of ascendance to be a divine blessing, magical boon, or other beneficial effect. In addition, whenever the creature rolls initiative, it gains an additional bonus action on its first turn of the encounter, which it can only use to Dash or make a single melee attack.

Every 24 hours, the cursed creature must repeat the saving throw, which it can voluntarily fail. On the first failed save, the creature gains the ability to cast a spell chosen by the GM. The spell's level is typically no more than half the creature's level, minus one. When casting the spell in this way, the spell does not require material components. The creature's spellcasting ability for the spell is its choice of Intelligence, Wisdom, or Charisma. Once the creature has cast the spell in this way, it must finish a long rest before it can do so again. On a second failed saving throw, the creature becomes an NPC thrall controlled by the ascender until the curse ends.

Innate Spellcasting. The ascender's innate spellcasting ability is Wisdom (spell save DC 17).

It can innately cast the following spells, requiring no material components:

At will: *acid splash, entangle*

1/day each: *darkness, dimension door, geas, haste, locate object*

Sneak Attack. Once per turn, the ascender deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the ascender that isn't incapacitated and the ascender doesn't have disadvantage on the attack roll.

Thrallspeech. When the ascender gains a thrall via its Curse of Ascendance, it learns one language that the thrall speaks, typically the thrall's most commonly used language. The ascender loses knowledge of this language if the thrall's curse ends.

Wanderer's Bane. Vile ascenders know how to take advantage of others when they're distracted by the environment. The ascender has advantage on attack rolls against creatures in difficult terrain.

ACTIONS

Multiattack. The ascender makes three attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

If the ascender scores a critical hit, the target is subjected to Curse of Ascendance.

Shortbow. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Ascending Gift. The ascender presents a gift to one creature it can see within 60 feet of it. If the creature willingly accepts the gift, it is subjected to Curse of Ascendance.



WACKADODO

**COPPER AWARD
RPG SUPERSTAR 2021
BY TONY SAUNDERS**

TRENDY DANCER

Dancing for wackadodos can distract them from blind aggression. Experts recommend keeping up with new trends as wackadodos enjoy studying and imitating dances they haven't seen before. When witnessing familiar dances, they often interpret them as a message that usually causes them to either become friendly with the dancer or fly into a rage and attack the dancer.

On the other hand, when witnessing a new dance, the dancer must be careful as well, as ending a new dance before the wackadodo has absorbed its nuances may cause the bird to bite the dancer to encourage the dance to continue.

Wackadodos are two-headed birds that fight via discombobulating movements and a strange disease they spread that gives their victims a growing urge to dance. They live in various climates, especially tropical regions or islands, where their bright plumage stands out amidst the verdant green of the foliage around them.

Wackadodos typically stand between 5 and 6 feet tall with elongated necks, stubby wings, and long legs that end in large talons. Uncharacteristically for avians, wackadodos have sharp teeth found within their beaks. The species brandishes a large fan of feathers for a tail, consisting of many colors, which they use to engage in abnormal dances that attract and potentially disorient others.

In their ordinary life cycle, wackadodos use dances as a means of communication and to attract companionship and mates from among other wackadodos. Wackadodos with more impressive or interesting dances tend to be more popular among their wackadodo brethren, thus leading to wackadodo dances becoming more and more complex and bizarre as the generations pass and wackadodo parents teach their children their favorite and most successful dance moves.

But beyond the social advantages, a wackadodo's dance can also double as a way to attract and overwhelm potential prey. Sometimes, during a rare astrological event, many wackadodos engage in dancing together, but the meaning of this odd ritual is unknown.

WACKADODO

Medium monstrosity, unaligned

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR 16 (+3) **DEX** 18 (+4) **CON** 14 (+2) **INT** 3 (-4)

WIS 14 (+2) **CHA** 18 (+4)

Skills Athletics +6, Intimidation +7, Performance +7

Damage Vulnerabilities fire

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 5 (1,800 XP) **Proficiency** +3

Reactive Heads. The wackadodo gains an extra reaction each round, which it can only use to make

opportunity attacks.

Two Heads. The wackadodo has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Multiattack. The wackadodo makes two bite attacks and one kick attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or else they contract a disease called gyrating fever. A creature with gyrating fever automatically fails its saving throw against the wackadodo's Awkward Dance, and on each of its turns it must use half of its movement to dance in place. The creature afflicted with gyrating fever must repeat the saving throw whenever it finishes a long rest. On a failed save, the creature suffers one level of exhaustion, which it cannot recover from while it remains diseased. On a success, the disease ends.

Kick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Awkward Dance (Recharge 5–6). The wackadodo bobs its head while shaking its tail feathers. Each creature within 30 feet of the wackadodo that can see it must succeed on a DC 15 Wisdom saving throw or be charmed by the wackadodo for 1 minute. The effect ends early if the charmed creature takes damage. While charmed in this way, the creature makes attack rolls and ability checks with disadvantage.



WANDERING PLAGUE

The result of abhorrent occult experiments, the wandering plague is a predatory scourge that replicates itself by infecting living organisms with its festering touch. Once a living creature becomes host to the carnivorous disease borne by these creatures, its vitality degrades as it is slowly digested from within by the nascent wandering plague. Upon becoming fully grown, the entity bursts out of its former host, killing it, and burrows deep, seeking others of its kind.

This interwoven mass of bloodstained fat and sinew is capable of ravaging entire nations if left unchecked. While most scholars believe the spread of this living sickness could indeed pose a grave threat, certain eldritch tomes suggest even grimmer connections, alluding to ancient beings dwelling at the edge of reality whose hunger is only rivaled by their callous, unrelenting cruelty.

WANDERING PLAGUE

Medium ooze, unaligned

Armor Class 7

Hit Points 255 (30d8 + 120)

Speed 25 ft., burrow 25 ft.

STR 19 (+4) **DEX** 4 (-3) **CON** 18 (+4) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 2 (-4)

Damage Immunities necrotic

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

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

Languages —

Challenge 9 (5,000 XP) **Proficiency** +4

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

Carnivorous Plague. A creature that touches the plague must succeed on a DC 16 Constitution saving throw or be infected with a disease called carnivorous plague. While diseased in this way, the creature is poisoned. After 7 days, the creature dies and an independent wandering plague bursts from its corpse. If the creature fails another saving throw against carnivorous plague while already infected, the time until it dies of the plague is reduced by 24 hours.

Plaguehive. The plague is aware of the distance and direction of others of its kind within 1 mile. While the plague is within 100 feet of another wandering plague, it makes initiative rolls and Wisdom (Perception) checks with advantage.

Plaguesense. The plague senses the distance and direction of any creature infected with carnivorous plague within 60 feet of it and knows how long before the creature dies from the disease.

Virulent Nature. If the plague is targeted by a spell that cures disease, it takes 11 (2d10) damage per level of the spell.

ACTIONS

Multiattack. The plague makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it is exposed to carnivorous plague.

Engulf. The plague moves up to its speed. While doing so, it can enter the space of any creature its size or smaller. Whenever it enters a creature's space, the creature must make a DC 16 Strength or Dexterity saving throw (the creature's choice). On a successful save, the creature can choose to be pushed by the plague until the end of the plague's movement. A creature that isn't pushed takes 28 (8d6) necrotic damage, is engulfed, and is exposed to carnivorous plague. The engulfed creature can't breathe, is restrained, and takes 28 (8d6) necrotic damage at the start of each of the plague's turns. When the plague moves, the engulfed creature moves with it. The plague can contain as many creatures as can fit in its space. An engulfed creature can try to escape by using an action to make a DC 14 Strength check. On a success, the creature escapes and enters an unoccupied space of its choice within 5 feet of the plague.

GOLD AWARD
RPG SUPERSTAR 2021
BY GABRIEL M.S. SANTOS



IN REMISSION

When a wandering plague senses others of its kind being killed nearby, it may go into hibernation, either underground or within a deep cave. During this time, it shrinks to a small size and slows down its metabolism to the point that most spells can't detect its presence as a living creature. It can stay in this state nearly indefinitely, but will quickly spring back to full alertness if it comes into contact with a potential host, ready to begin its spread again.



WANNABE KNIGHT

COPPER AWARD
RPG SUPERSTAR 2021
BY JUSTIN CANDO

MY KINGDOM FOR A HORSE

Some equipment goes further for wannabe knights than others. Knights welcome new armor but find their own pseudopods to be sufficient weaponry. Their greatest desire is a real horse, which frees their form to create longer weapons and extend their reach. The horse becomes the knight's best friend, receiving doting care. Losing the steed is devastating, though, and many veteran wannabe knights never seek out a replacement as the pain of losing their original mount is simply too great to experience again.

Wannabe knights appear as regal knights clad in shining armor with a lance at their side. However, upon closer inspection, it has glistening black ooze creeping out of its armor. More jarring yet is the knight's "steed," which is composed of nothing more than the same black ooze that makes up its body.

Wannabe knights are huge fans of tales of knights and chivalry, so they try to stick to the code that the knights of legend supposedly follow. Acting like a silent knight out of a storybook, wannabe knights value a fair fight and accept the challenge of battle to prove their skill. Far too often, a wannabe's need for glory leads it to attack the actual heroes it encounters. Other times, a wannabe knight might pledge its sword to an entity that convinces it to serve and protect an area.

WANNABE KNIGHT

Medium ooze, lawful neutral

Armor Class 20 (plate, shield)

Hit Points 209 (22d8 + 110)

Speed 25 ft.

STR 24 (+7) **DEX** 16 (+3) **CON** 20 (+5) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

Saving Throws Wis +7, Cha +8

Skills History +6

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages understands Common but can't speak

Challenge 13 (10,000 XP) **Proficiency** +5

ACTIONS

Multiattack. The knight makes three longsword pseudopod attacks.

Longsword Pseudopod. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Lance Pseudopod (Mounted Only). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage, or 46 (6d12 + 7) piercing damage if the knight moved at least 20 feet straight toward the target before the attack.

Issue Challenge. The knight points at a creature it can see, usually the strongest looking creature it can see, silently issuing a challenge to single combat. The designated creature can choose whether or not to accept the knight's challenge. If the creature denies the

challenge, the knight wins by default. If the creature accepts the challenge, both it and the knight gain 50 temporary hit points, which protect them only from damage they each deal to each other. For the duration of the challenge, both participants can only attack each other, and if any creature assists either participant, that participant forfeits the challenge and loses any remaining temporary hit points. The challenge ends as soon as one participant has no

temporary hit points. The other participant is deemed the victor and gains advantage on attack rolls, ability checks, and saving throws for 1 minute. If the knight wins the challenge, its opponent becomes frightened for 1 minute. The opponent can make a DC 16 Wisdom saving throw at the end of each of its turns, ending the frightened condition on a success.

The creature the knight challenged can't be challenged in this way again for 30 days.

Mount Up. The knight creates a growth that extends below it and out of its armor to form a mount, or dismisses the mount. The mount typically resembles a featureless, completely black horse whose shape appears slightly off to onlookers. While "mounted" in this way, the knight's size increases to Large, its speed increases by 20 feet, and it takes a -2 penalty to its AC.

Whirlwind Charge. The knight moves up to twice its speed in a straight line. During this movement, it can make one melee attack against each creature of its choice within reach of one of its melee attacks.



WAR TORTOISE

**COPPER AWARD
RPG SUPERSTAR 2021
BY MICHAEL VIETHS**



The problem of mobilizing siege equipment has long plagued armies. Carts are unwieldy and difficult to move over rough terrain, and horses are easily spooked. With careful breeding, desert-dwelling dwarves created an innovative new solution to those problems: an enormous, trained siege turtle known as a war tortoise.

With a tough armored shell, a steady pace, stable footing, and a propensity for ramming things with their heads, war tortoises are perfect siege transports. Their shells are augmented with large decks, which can be outfitted with an array of siege weapons.

Dwarven siege crews train for at least a decade in order to work in perfect tandem with each other and with their war tortoise. This coordination allows them to work together as a single team, similarly to a troop.

WAR TORTOISE

Huge monstrosity, neutral

Armor Class 16 (natural armor), 20 with Shell Defense

Hit Points 161 (14d12 + 70)

Speed 20 ft.

STR 20 (+5) **DEX** 14 (+2) **CON** 20 (+5) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 14 (+2)

Senses passive Perception 12

Languages —

Challenge 8 (3,900 XP) **Proficiency** +3

Siege Crew. The tortoise's siege crew allows it to fire its siege weapons, but the crew members aren't as sturdy as the tortoise itself. If the tortoise is reduced to 80 hit points or fewer, its crew perishes and the tortoise can't use Fire Cannons.

ACTIONS

Multiattack. The tortoise makes a bite attack and a kick attack. It can use Swallow in place of its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

If the target is a Large or smaller creature, it is grappled (escape DC 15). While grappling a creature, the tortoise can't make bite attacks against another creature.

Kick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Fire Cannons. The siege crew on the deck of the tortoise aim and fire the tortoise's cannons at a point within 200 feet of it. Each creature within 10 feet of that point must make a DC 13 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one. The tortoise can't use Fire Cannons again on its next turn, while the crew reloads the cannons.

Shell Defense. The tortoise retracts its limbs and head into its shell, bringing its siege crew inside to protect them as well, and ends its turn. While retracted, the tortoise's AC increases to 20, but the tortoise can't take actions except to reemerge from its shell.

Swallow. The tortoise makes a bite attack against a creature it is grappling. On a hit, it swallows the creature, ending the grapple. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the tortoise, and it takes 21 (6d6) acid damage at the start of each of the tortoise's turns.

If the tortoise takes 30 damage or more on a single turn from the swallowed creature, or if the tortoise dies, it regurgitates the creature, which falls prone in a space within 5 feet of the tortoise.

ARMS RACE

Dwarves experimented with several animals before settling on the tortoise. One contender was the giant desert hare, whose swiftness brought it into contention. That project failed because they had a tendency to drop dead from fright when cannons were fired. Giant scorpions were effective, but siege crews were uneasy about having a massive stinger hanging over their heads. Rocs were too difficult to tame, and elephants were too easy for enemies to hit with return fire. Rumors persist about gargantuan golems that hold crews within their bodies, but military experts insist they are only fanciful tales.



WHORL OOZE

GOLD AWARD
RPG SUPERSTAR 2021
BY DAVE BREITMAIER

A PRISON OF THE MIND

Adventurers have discovered villages where inhabitants seem to live in an alternate, terrifying reality. They don't perceive outsiders and behave as though in an alcohol-induced daze. The subsequent discovery of whorl oozes in one of the buildings revealed the oozes had shattered the villagers' minds, trapping them in a shared hallucination. Though their bodies had escaped the oozes, they'd left part of their psyches behind forever.

Often found clustered around chemical spills in abandoned laboratories, whorl oozes are the spawn of alchemical experiments with mind-altering or mood-enhancing potions gone terrifyingly wrong. While most oozes are disquieting to behold, perceiving a whorl ooze is a sensory nightmare. The ooze's concentric swirling patterns defy and cloud visuospatial reasoning, causing onlookers to stumble about in disorientation. With a whorl ooze's devastating pseudopod attack, the unluckiest victims experience the horror of their bodies gelatinizing before they turn into oozes themselves.

Some who escape whorl oozes with their lives experience anosmia, persistent nausea, or the disturbing sensation of their bones turning to jelly. Stranger still, other survivors of particularly nasty encounters murmur about an underground war among alchemists, insisting that whorl oozes will be weaponized as pawns in a great coming battle. Only others who have beheld whorl oozes tend to believe these seemingly hallucinatory mutterings.

WHORL OOZE

Large ooze, unaligned

Armor Class 6

Hit Points 252 (24d10 + 120)

Speed 25 ft.

STR 22 (+6) DEX 3 (-4) CON 21 (+5) INT 1 (-5) WIS 12 (+1) CHA 1 (-5)

Damage Vulnerabilities thunder

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 10 (5,900 XP) Proficiency +4

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

Extra Reaction. The ooze gains an extra reaction that it can use only to use Spin Whorls.

Transfixing Display. A creature that starts its turn within 10 feet of the ooze and can see it must succeed on a DC 17 Wisdom saving throw or be poisoned until the end of its next turn. Creatures immune to the charmed condition automatically succeed on the save. If a target's saving throw is successful or the effect ends for it, the target is immune to Transfixing Display for 24 hours.

ACTIONS

Multiattack. The ooze can use Mind Vice. It then makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 19 (2d12 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). If the target is reduced to 0 hit points, it dies and liquefies into an ooze. Roll 1d4 to determine the ooze type.

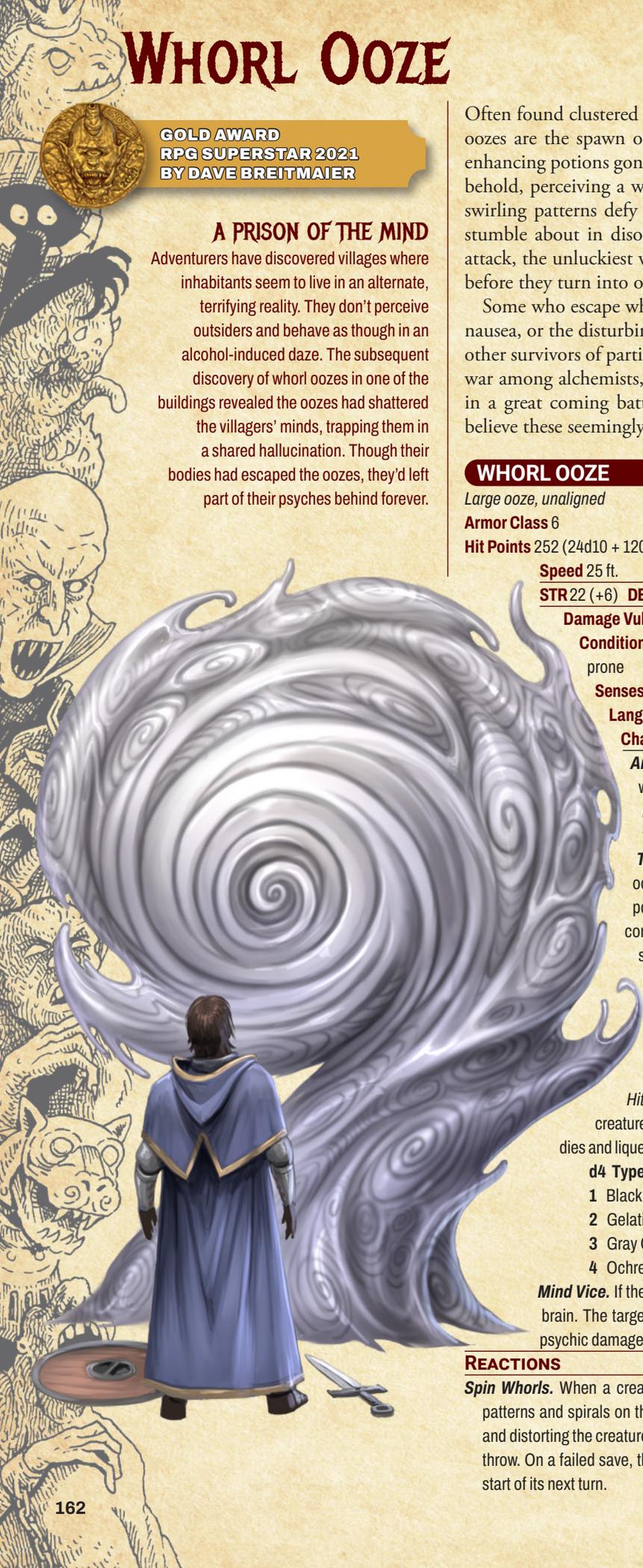
d4 Type

- 1 Black Pudding
- 2 Gelatinous Cube
- 3 Gray Ooze
- 4 Ochre Jelly

Mind Vice. If the ooze is grappling a creature, it attempts to psychically overwhelm its brain. The target must succeed on a DC 17 Wisdom saving throw or take 22 (4d10) psychic damage.

REACTIONS

Spin Whorls. When a creature the ooze can sense makes a ranged attack against ooze, the patterns and spirals on the ooze spin and rotate hypnotically, overloading the creature's mind and distorting the creature's spatial reasoning. The creature must make a DC 17 Wisdom saving throw. On a failed save, the creature takes 22 (4d10) psychic damage and is stunned until the start of its next turn.



WILDCAT GORGER



**COPPER AWARD
RPG SUPERSTAR 2021
BY ERIN A. KESTON**



DON'T TALK WITH YOUR MOUTH FULL

Wildcat gorgers share similar vocalizations to their smaller feline counterparts, meaning they are prone to hiss when surprised or yowl when faced with an unpleasant situation. Those who are unable to defeat a wildcat gorger may be able to use this tendency to their advantage if the feline swallows one of their companions. A jab at a foot or a leap onto its back can trigger involuntary cries that give the victim a better chance of escaping.

Wildcat gorgers, best known for their almost body-length mouths, are fearsome apex predators of the natural world. One of the larger species of big cats, they rely on brute strength to overwhelm prey, though they also excel at stalking and stealth.

To hunt, wildcat gorgers first stalk their prey before pouncing and engulf them in their maw. Once they have caught a creature in this way, they hold it there until it is entirely digested, making it challenging to use their maw again unless they're willing to lose their current meal. When outnumbered, they first isolate an enemy by swallowing them and then fend off any others with brute strength and vicious claw attacks.

Wildcat gorgers are most commonly found in forests, grasslands, and mountains. They prefer more temperate climates, though they are not unheard of in colder areas. Their coats range from browns to grays depending on their environment, usually with darker stripes. Wildcat gorgers in forested or woodland areas tend to be brown, whereas those in more mountainous terrains tend to be grayer. Like tigers, wildcat gorgers are extremely territorial and often make their dens in caves. After establishing themselves in an area, they rarely leave other than to mate and generally remain there for the rest of their lives. This is partly due to their aggressive nature and unique way of feeding, which make any collaboration or sharing of meals difficult.

Due to their aggressive and solitary natures, wildcat gorgers seldom mate. When they do, the mother raises the few cubs alone, and even then, only until they're big enough to hold their own in the wild. Thus, often as early as four months old, the cubs have to survive on their own, contributing to their aggressive nature as a means of survival.

WILDCAT GORGER

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft., climb 25 ft.

STR 20 (+5) **DEX** 15 (+2) **CON** 16 (+3) **INT** 3 (-4)

WIS 13 (+1) **CHA** 10 (+0)

Skills Perception +4, Stealth +5

Senses darkvision 30 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP) **Proficiency** +3

Ambush. If the gorger begins its turn hidden from a creature, it gains advantage on attack rolls against that creature until the end of its turn.

Keen Smell. The gorger has advantage on Wisdom (Perception) checks that rely on smell.

Pouncing Swallow. If the gorger moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, the gorger can use Swallow against the target as part of the attack.

ACTIONS

Multiattack. The gorger makes two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the gorger can't bite another creature.

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

Swallow. The gorger swallows a Medium or smaller creature it is grappling, ending the grapple. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the gorger, and it takes 17 (5d6) acid damage at the start of each of the gorger's turns. A gorger can have only one creature swallowed at a time.

If the gorger takes 20 damage or more on a single turn from the swallowed creature, or if the gorger dies, it regurgitates the creature, which falls prone in a space within 5 feet of the gorger.



WRITER'S BLOCK

**SILVER AWARD
RPG SUPERSTAR 2021
BY KALEN H.M.**

WRITER'S BLOCK VARIANTS

Some writers' blocks may have additional abilities related to the contents of their writing, such as Forced Reading a tale of horror giving disadvantage on saves against fear, instead of giving advantage on attack rolls against the target.

UNFINISHED BUSINESS

The worst outcome for dead writers is to become a ghost fixated on finishing their manuscript only to encounter the writer's block they left behind. The two creatures typically deadlock and require a third party to decide who wins out, but on rare occasions they end up collaborating to produce a haunting new story.

Many writers dream of leaving their mark on the world with a work of such staggering genius that they will be remembered long after their time has passed, achieving a sort of immortality through their magnum opus. The pursuit of such a masterpiece, however, invariably comes at a dire price. Sleepless nights and failing health, the descent into a hermetic life, and profane deals with otherworldly entities are all frequently encountered themes in tales told of authors in pursuit of perfection. Upon confronting the realities of a life of such toil, many simply give up, finding meaning and happiness in other forms. However, some scribes, utterly fixated on their goal, keep a white-knuckled grip on their quills until their final breath yet still fail to deliver their timeless work, falling just short of greatness. While the ink on the final pages of these obsessive writers' works quickly dries, the visceral force of their drive to create lingers on. Their haunted manuscript becomes animated by a tangle of their remaining emotions: obsession, frustration, and regret, creating a newborn literary spirit that doesn't contain any components of the author's soul. While the author failed to create a manuscript, they've brought something else into the world.

Some scholars have posited that powerful fey intentionally create writer's blocks in the First World in order to create lively sources of entertainment in particularly grand personal libraries or to pay tribute to deceased authors. In some cases, writer's blocks have been found being used as macabre paperweights by infernal creatures with a penchant for irony.

WRITER'S BLOCK

Small aberration, chaotic neutral

Armor Class 14

Hit Points 65 (10d6 + 30)

Speed 35 ft.

STR 15 (+2) **DEX** 18 (+4) **CON** 17 (+3) **INT** 17 (+3) **WIS** 18 (+4) **CHA** 18 (+4)

Skills Deception +6, Performance +6, Persuasion +6, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages all

Challenge 4 (1,100 XP) **Proficiency** +2

Pithy Retorts. When the writer's block makes a saving throw against a spell with a linguistic effect, such as *suggestion* or *vicious mockery*, the writer's block makes the save with advantage.

ACTIONS

Multiattack. The writer's block makes two attacks.

Sharp Edge. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Ink Spray. *Ranged Spell Attack:* +6 to hit, range 40 ft., one creature that can read a language.

Hit: 11 (2d6 + 4) psychic damage, and the ink spray shapes itself into passages of the author's unfinished prose upon making contact with the target.

The target must succeed on a DC 14 Wisdom saving throw or be cursed for 1 minute. While cursed in this way, the target takes 3

(1d6) psychic damage at the start of each of its turns, and attacks against the target are made with advantage. As an action or bonus action, the target can attempt a DC 13 Intelligence check to make a scathing critique of the writing, ending the effect on itself on a success.

REACTIONS

Creative Plagiarism. When a creature within 100 feet of the writer's block casts a spell of level 3 or lower that has a verbal component, the writer's block can cast that spell once in the next minute, using the same attack modifier and spell save DC as the original spell. When the writer's block casts a spell in this way, the spell does not require somatic or material components.

XOTLXOTL

**COPPER AWARD
RPG SUPERSTAR 2021
BY JEFFREY ANDERSON**



XOTLXOTL CHARACTERS

Xotlxotl who become interested in the outside world as a vector to explore their mutations can be strong allies, though they might put their companions through merciless challenges as a form of training and self-improvement. For rules of playing a xotlxotl PC, check out *World of Battlezoo: Indigo Isles!*

Xotlxotl are hybrids of salamanders, toads, catfish, and roughly humanoid forms, created by more powerful aberrations long ago. They seek to emulate their creators by warping reality around themselves, forcing mutations upon their own flesh, and disappearing as foes approach.

Variations in individual appearance are great, but xotlxotl all share some similar features. Standing fully upright, they reach around five feet tall, but their hunched posture makes them closer to four feet instead. External gill stalks around their scalps and barbels on their faces vary greatly in number and size between individuals. Their smooth skin is vibrant and riotous, with starkly contrasting spots or stripes. It's the combination of large, unblinking eyes and a mouth that always seems to be smiling that is most endearing to some and off-putting to others.

Fortunately, xotlxotl seem to have little interest in conflict with others. Travelers have reported being met with a cold and reserved attitude, but not hostility. They do, however, engage in a form of casual cruelty toward their own kind, or at least that's how those who don't know their ways would perceive it.

To xotlxotl, bullying and abuse are normal. They know that in life only the strongest and fittest survive, and they push the ones they care about most to be the toughest and best they can be. Xotlxotl even expose their own clutches of eggs to poisons and alchemical wastes to weed out the weakest specimens before hatching. They prefer to keep strangers weak, and so they typically avoid conflict when possible unless they plan to finish their foes off. This makes developing friendships and diplomatic relations with xotlxotl a double-edged sword at best, since increasing closeness or intimacy leads to increased bullying.

Though mutation is common among xotlxotl, most of these differences are cosmetic, but three bear special mention. The xotlxotl presented here has a sudden mutation based on a lesser juggernaut mutagen, but others might have mutations based on other lesser mutagens instead. Some choose to undergo an irreversible alchemical procedure that forces them to develop into a stronger, larger form but loses their aquatic prowess in the process. A small percentage of xotlxotl who live to old age experience a strange transformation. Rather than succumbing to frailty with age, they begin to grow and twist into stranger and more powerful forms, more akin to their elder god progenitors.

XOTLXOTL

Small aberration, chaotic neutral

Armor Class 12

Hit Points 16 (3d6 + 6)

Speed 30 ft., swim 20 ft.

STR 13 (+1) **DEX** 14 (+2) **CON** 15 (+2) **INT** 13 (+1) **WIS** 13 (+1) **CHA** 14 (+2)

Skills Stealth +4, Survival +3

Damage Resistances acid, poison

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Deep Speech

Challenge 1/4 (50 XP) **Proficiency** +2

Amphibious. The xotlxotl can breathe air and water.

Perfect Healing. The xotlxotl regrows lost limbs or organs in 1d4 days.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Acidic Spittle. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 2 (1d4) acid damage, plus an additional 2 (1d4) acid damage at the end of the target's next turn.

Sudden Mutation (1/Day). For 1 minute, the xotlxotl gains 5 (1d10) temporary hit points and makes Constitution saving throws with advantage, but makes Wisdom saving throws and Wisdom checks with disadvantage.

REACTIONS

Vanish. When a creature the xotlxotl can see attacks the xotlxotl, the xotlxotl becomes invisible. After the attack is resolved, the xotlxotl can move up to half its speed. The xotlxotl remains invisible until the end of its next turn or until it attacks or casts a spell.



ZAKURAK

**COPPER AWARD
RPG SUPERSTAR 2021
BY JAMESON KNOPP**

DEVOTEE BENEFITS

Alignment: NE

Suggested Domains: Trickery, War

Favored Weapon: dagger

Divine Ability: Strength or Charisma

Divine Skill: Arcana

Key Edicts: spread the dread of dragonkind, convince dragons to act as terrifying monsters, collect a hoard of terrifying stories, objects and deeds

Key Anathema: slay or degrade dragons in view of those that fear them, improve the fearsome reputation of other creatures above that of dragons, offer comfort or assistance to the frightened and weak

The sakhil tormentor Zakurak is the manifestation of mortals' fear of dragons, as well as the terrifying draconic presence possessed by true dragons. Zakurak often travels from the Ethereal Plane to the Dreamlands to infect the minds of ancient dragons, promising them power in exchange for spreading terror.

ZAKURAK

Gargantuan fiend, neutral evil

Armor Class 24 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 60 ft., fly 120 ft.

STR 30 (+10) **DEX** 28 (+9) **CON** 30 (+10) **INT** 25 (+7) **WIS** 30 (+10) **CHA** 30 (+10)

Saving Throws Dex +18, Con +19, Int +16, Wis +19, Cha +19

Skills Deception +19, Intimidation +19, Perception +19, Religion +16

Condition Immunities frightened

Senses truesight 120 ft., passive Perception 29

Languages Abyssal, Celestial, Draconic, Infernal, telepathy 200 ft.

Challenge 30 (155,000 XP) **Proficiency** +9

Feed on Fear. Zakurak regains 50 hit points at the start of its turn if a frightened creature is within 100 feet of it.

Innate Spellcasting. Zakurak's innate spellcasting ability is Charisma (spell save DC 27). It can innately cast the following spells, requiring no material components:

At will: *bless, counterspell, detect magic, dispel magic, fear*

Legendary Resistance (3/Day). If Zakurak fails a saving throw, it can choose to succeed instead.

Mindcrushing Aura. At the start of Zakurak's turn, each creature within 10 feet of it takes 21 (6d6) psychic damage.

ACTIONS

Multiattack. Zakurak can use Frightful Presence. It then makes one bite attack and two claw attacks. It can make a tail attack in place of one claw attack.

Bite. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 25 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage, and the target is pushed up to 15 feet directly away from Zakurak.

Frightful Presence. Each creature of Zakurak's choice that is within 120 feet of Zakurak and aware of it must succeed on a DC 28 Wisdom saving throw or become frightened 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.

Etherealness. Zakurak enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal and vice versa, yet it can't affect or be affected by anything on the other plane.

Mindcrushing Breath (Recharge 5–6). Zakurak exhales a blast of concentrated fear energy in a 90-foot cone. Each creature in that area must make a DC 27 Wisdom saving throw, taking 104 (16d12) psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target is frightened until the end of its next turn.

Summon Dragon (3/Day). An adult chromatic dragon appears in an unoccupied space that Zakurak can see within 120 feet of Zakurak. The dragon is Zakurak's ally and acts on its own initiative. Zakurak can't summon the same color of dragon twice in one day. The dragon remains until Zakurak dismisses it or until Zakurak uses Summon Dragon again.

LEGENDARY ACTIONS

Zakurak can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Zakurak regains spent legendary actions at the start of its turn.

Attack. Zakurak makes a claw or tail attack.

Cast Spell (Costs 2 Actions). Zakurak casts a spell.



ZWEIBLADE GUARDIAN

Created to defend against one or many intruders, zweiblade guardians are powerful, imposing constructs that can split apart into two when necessary. Their deadly whirling blades are capable of cutting down solitary foes, and their resilient outer shell inures them from most serious harm.

The true terror one feels when facing these constructs comes when they take enough damage, or when a lucky hit shatters their protective exoskeletons. Without the outer layer binding the interior together, the zweiblade guardian is free to move at full speed, and the truth of its construction is revealed: one animating spark controls two separate bodies.

The guardians take full advantage of their newfound duality, immediately transitioning to flanking tactics or dividing their attention between priority targets. Though each half only has one arm, those arms are more than powerful enough to make a split guardian a dangerous foe. However, the expensive repairs necessary after a split make zweiblade guardians a relatively unpopular choice, reserved primarily for rich eccentrics.

ZWEIBLADE GUARDIAN

Large construct, unaligned

Armor Class 19 (natural armor), 15 while split

Hit Points 142 (15d10 + 60)

Speed 20 ft. (40 ft. while split)

STR 16 (+3) **DEX** 20 (+5) **CON** 18 (+4) **INT** 1 (-5)

WIS 10 (+0) **CHA** 1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison, psychic

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

Senses passive Perception 10

Languages —

Challenge 9 (5,000 XP) **Proficiency** +4

Constructed Nature. The guardian doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The guardian attacks twice with its stone blade.

Stone Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) slashing damage.

REACTIONS

Twin Body. When the guardian is reduced to 71 hit points or fewer or when it is subjected to a critical hit, the guardian's body splits down the middle, becoming two Medium creatures, each with a pair of legs but only one arm. In this form, the guardian occupies two different spaces. The two bodies share a pool of hit points and set of actions per turn. When the guardian uses Multiattack, each body makes one attack. If both bodies would make a saving throw against the same effect, the guardian makes the save with disadvantage. If both bodies take damage from the same effect, the guardian takes damage only once, taking the greater amount if the damage isn't the same.

The two halves of a split guardian can't stay far apart for long. If the bodies remain separated by over 60 feet for more than 1 minute, one body (randomly determined) permanently loses its animating spark, and the remaining body remains active.

SILVER AWARD
RPG SUPERSTAR 2021
BY NICHOLAS POTTER



TWO SIDES TO EVERY STORY

The zweiblade guardian's inventor claimed the kitsune as inspiration, citing their two forms within one body. Little else is known about the inventor due to a lack of other notable creations, leading to speculation that they were a charlatan covering for shoddy construction that caused their regular constructs to split in two.







MONSTER PARTS



As I wrapped my tentacle around the spore, the larger fungus rushed past Krueger and grabbed me with its own tendrils. I suppose that was only fair. Unfortunately for my mycelial adversary, I imbued my ensemble with magical spikes. In fact, I thought they would be perfect for situations just like this one. I activated my imbued spikes immediately, causing them to jut out every which way. The creature let out a strange scream, somehow both strangled and squishy...

—Xan, Aberrant Soul



The Monster Parts system allows characters to create and upgrade unique weapons and armor using trophies taken from foes they defeat. While the system is a perfect fit for adventures that take place far from civilization, where the characters need to scrounge and forage for all the gear they need, using monster parts to improve and customize gear can be a rewarding part of any type of campaign. In a game using the Monster Parts system, monster parts replace some portion of the treasure characters receive. Exactly how much treasure is replaced with monster parts depends on what works best for your group. The default system assumes you substitute some of the magic items characters would normally receive with an equal amount of monster parts. The Monster Parts Dabbler variant allows you to give out fewer monster parts in exchange for more magic items. But if you'd like the Monster Parts system to play an even greater role in your campaign, you can use the Monster Parts Commerce variant instead. In that variant, monster parts replace not only magic item rewards but a good portion of coins and other treasure, as well.

The Monster Parts system lets adventurers gather pieces of the monsters they defeat and use them to upgrade their weapons, armor, and spellcasting focuses. The system also introduces two new types of items: bracers (which improve the AC of characters who don't normally wear armor) and handwraps (which boost the power of the characters' unarmed attacks).

Using this system characters can upgrade their items in two ways. Refinement improves the basic abilities of an item, turning it into a +1, +2, or +3 item, while Imbuing adds to the item increasingly powerful special properties, eventually transforming into truly fearsome armaments.

If you're a player, your next step is to check out the Quick Start Guide for PCs on the following two pages. In the end, it's pretty simple: you defeat monsters and use their parts to create and upgrade your weapons, armor, and gear. After that, look at some of the benefits you can gain by refining or imbuing your items. Once you've planned the paths you want to take, you can start hunting down monsters with the parts you'll need.

If you're a GM, start instead with the Quick Start Guide for GMs on page 172. You'll need to make a few quick decisions about how you want to use the new system, which you can figure out together with your players. Don't worry, all the math has been calculated for you. Once you know what you want to do, you'll find a comprehensive set of tables that tell you exactly how many monster parts you need to give the characters so they can start creating awesome new items. If you've already begun your campaign, there's advice for how to convert to the new system with a minimum amount of time spent updating the characters, so you can get right to the action.

Even if you don't plan to use the Monster Parts system in full, you can still enhance your game with the innovative backgrounds and magic items at the end of the chapter. There is also a collection of feats that allow characters to learn spells and acquire special abilities from the monsters they defeat in battle. Throughout the chapter, you'll find sidebars with all sorts of variants and tips, letting you dabble in the Monster Parts system or even run it as a business. The only limit is your imagination!

SECTION SUMMARIES

Battlezoo Bestiary's Monster Parts chapter has eight sections, each detailing a variety of ways you can use parts from monsters to enrich your game. The first six sections describe a new system you can use to upgrade equipment using monster parts. The final two sections offer other ways to use monster parts.

Quick Start Guide for PCs (page 170):

A fast and easy way to learn how to create and upgrade your character's gear using monster parts.

Quick Start Guide for GMs (page 172):

A quick guide outlining the choices you'll need to make as the GM before implementing the Monster Parts system in your game.

Monster Parts Basics (page 174):

A summary of the Monster Parts system, as well as changes you can make if you want only some magic items to come from monster parts (the Monster Parts Dabbler variant) or if you want monster parts to be bought and sold (the Monster Parts Commerce variant).

Gathering Ingredients (page 176):

A guide to gathering ingredients from monsters so you can use them to create and then upgrade your items.

Refining (page 180):

An explanation of the most basic way you can use monster parts, creating new items from parts and then refining your items to increase their basic attributes.

Imbuing (page 184):

The more advanced way to upgrade items, imbuing them with special powers related to the monsters' abilities.

Monster Hunting Character Options

(page 192): Backgrounds and feats that give the characters new reasons to hunt down monsters and gather their parts.



QUICK START GUIDE FOR PCs

If your character is using the Monster Parts system from this book, you can use the following steps to create awesome items for yourself and your teammates out of monster parts.

Step 1: Slay Monsters



This part works like normal. Normally, you need to kill monsters before you can harvest their parts, though if your group is more peaceful, you might be able to find monster parts as quest rewards, or even unlock the powerful magical effects of monster parts freely given.

Step 2: Gather Ingredients



Next, you gather ingredients from the monsters you defeated. The GM will tell you what monster parts you have. To prevent you from having to carry a lot of materials and keep track of them all, you might want to consider using them right away, but if not, you can hold onto them as long as you want. For more information, see Gathering Ingredients on page 176.

Step 3: Refine Item



Refining an item with monster parts is the first step towards creating an awesome custom item with the parts you've found. During this step, you can either create the base mundane item from scratch by providing monster parts, or you can start with an existing mundane item. Once you've chosen the item, refine it to make it more powerful, using as many monster parts as you like, as long as they meet the item's refining requirements. For instance, you can refine a sword out of parts from a monster that had slashing or piercing unarmed attacks. As you use more monster parts, your item will become more powerful and gain more benefits. For more information, see Refining on page 180, and for an example, see Example of Refining on page 184.

Step 4: Imbue Item



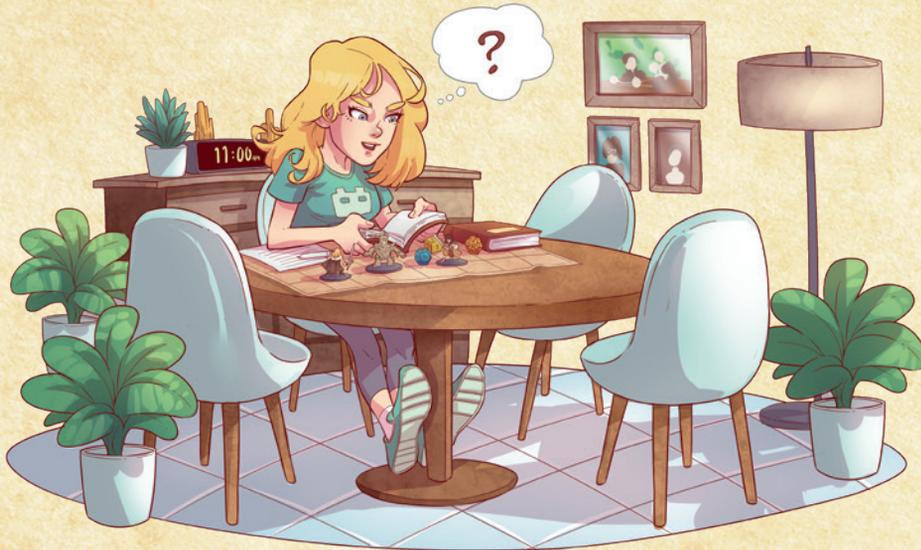
Imbuing an item is where things start getting really interesting. As you continue to refine your item, it eventually gains the capacity to be enchanted with special imbued properties. Some items can even eventually be imbued multiple times. As with refining, you can imbue an item by using monster parts that meet the imbued property's requirements. For instance, if you want to imbue an item with fire, you'll need parts from a fire monster or a monster with fire abilities. Just like with refining, an imbued property can become more powerful, granting increased benefits. For more information, see Imbuing on page 184, and for an example, see Example of Imbuing on page 185.



QUICK START GUIDE FOR GMS

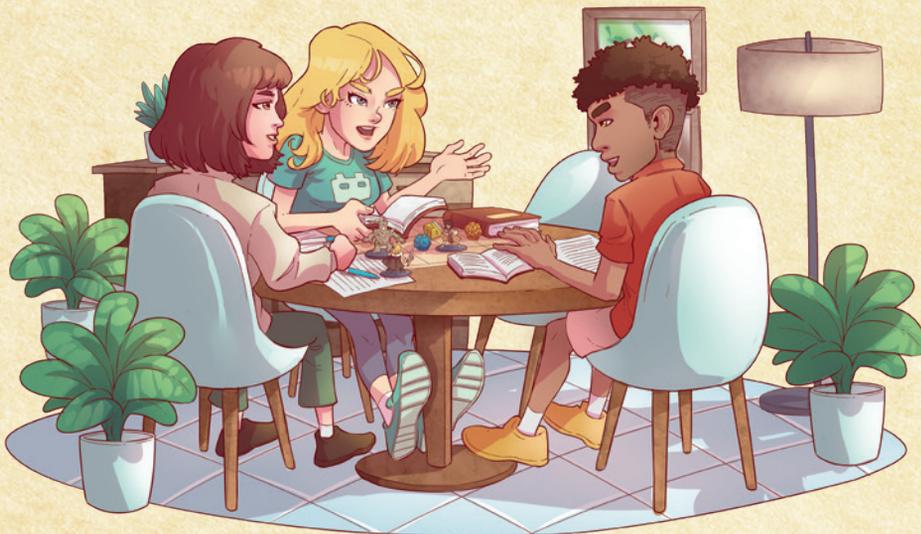
If you're a GM and you want to start using the Monster Parts system from this book, you can use the following steps to get your group started in no time!

Step 1: Get Started



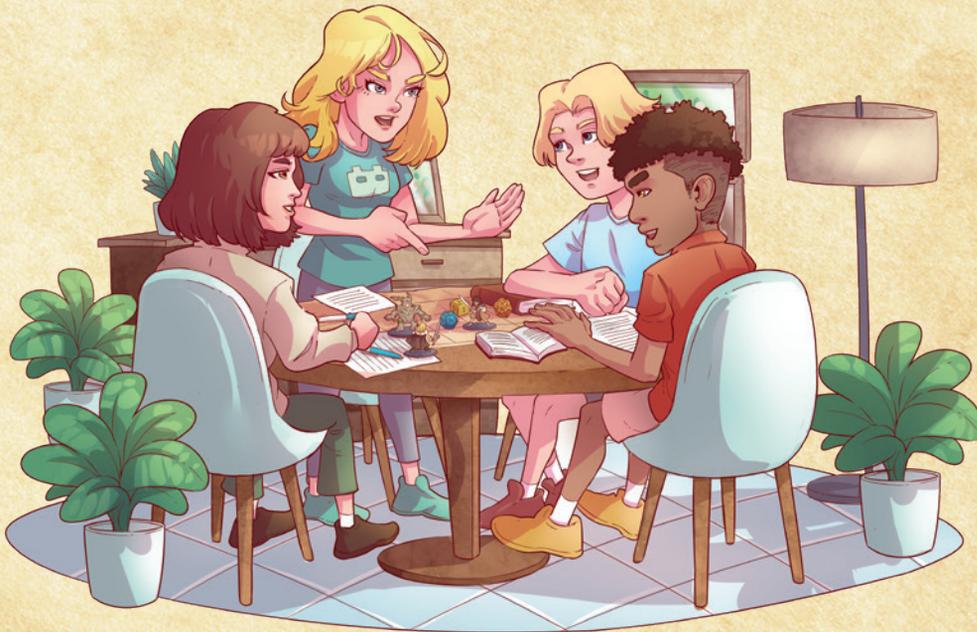
To ensure that this system works great for any group that wants to upgrade items with monster parts, the system includes optional variants that allow the group to decide how they want to use this system. Start by talking to your players to gauge interest and decide if any of the variants is right for you. If not, you can just use the standard rules. For more information, see page 174.

Step 2: Determine Monster Parts as Treasure



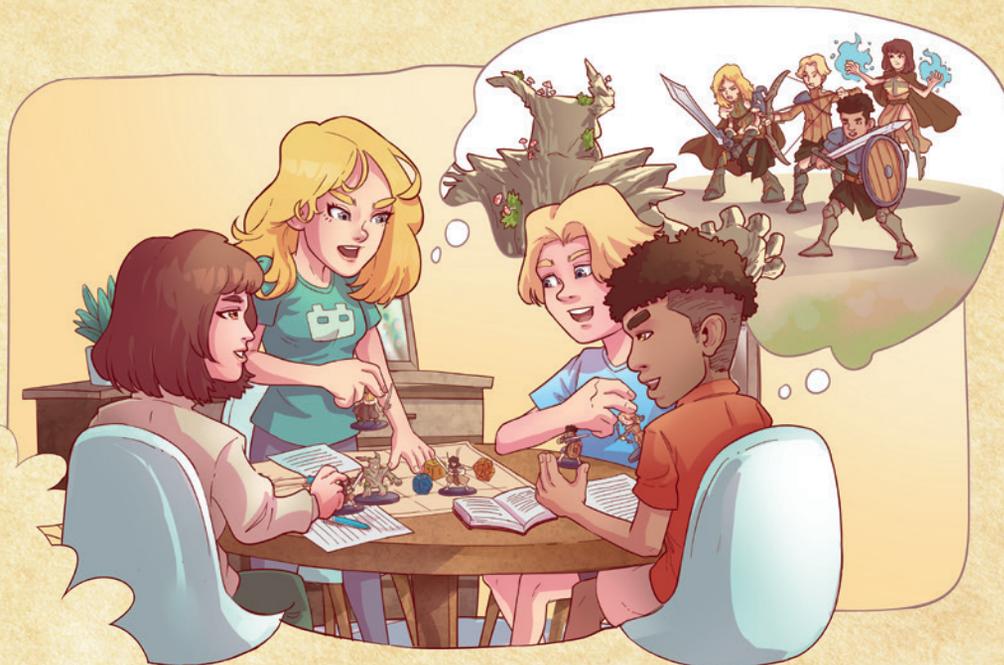
Once you know which variant you're using, you can start giving your characters monster parts as treasure. It's most accurate to use **Table 1** to plan out monster part drops per level. You can also use **Table 2** to determine the value of parts that a given encounter grants the characters; this method is much more flexible and doesn't require planning ahead, but if the group fights more or fewer encounters per level or finds any items or monster parts in hoards or other rewards, you'll have to adjust. This is unlikely to cause problems, but you might want to occasionally keep an eye on **Table 1** to be sure the party doesn't have too much or too little. For more information, see Gathering Ingredients on page 176.

Step 3: Communicate With Your Players



Ask your players what sorts of items and imbued properties they want to create, and you can use that to help them guide the story towards opponents that meet the necessary requirements. For instance, if one of the characters is interested in creating a weapon imbued with lightning, you could let them hear a rumor about a dungeon haunted by electric monsters. If you want to see the requirements for refining and imbuing for yourself, you can check out Refining on page 180 and Imbuing on page 182.

Step 4: Play the Game



Now all that's left is to play the game with the new system! As the adventurers defeat monsters, the players will have their characters make decisions about how to use the parts they acquire. All you have to do is keep giving them more parts, using the appropriate tables to do so, and they'll do the rest. Continue to keep in mind what sorts of refining and imbuing your characters are interested in pursuing so that you can make sure they have a chance to find the right sorts of monsters to accomplish their goals.





MONSTER PARTS BASICS

The Monster Parts system introduces some new concepts to your game. After defeating monsters, characters harvest monster parts measured in gold piece value, which they can use to create and upgrade their gear. The Monster Parts system allows players to extract the full value of each of their kills and split up the gold piece value of their monster parts as they wish. For instance, a party of 17th-level characters who kill an ancient red dragon could use the parts to upgrade a single powerful item or spread the monster parts' value over several lesser items. The following basic rules will help you use the system.

CONVERTING YOUR GAME

As you read these new rules, you might be in the middle of an ongoing campaign but excited to start using monster parts right away. These tips will help you convert your game to the new system with minimum fuss.

Your players might want to convert some of their magic items to monster part equivalents so they can upgrade them. This is not necessary—they could create new items instead—but the characters might want the benefits of being able to upgrade a favorite, pre-existing item. Any +1, +2, or +3 item with no other properties can be converted to a monster parts item with an equal +1,

+2, or +3 refinement level. You can also try to match an item's specific properties to a similar imbue. For instance, a *staff of fire* has similar (though not identical) properties to a staff with fire magic imbue 4. Use your best attempt to have an existing magic item match the abilities of an imbued item, but if the powers don't match exactly, that is fine as well.

NAMING MONSTER PART ITEMS

The Monster Parts system gives the characters incredible flexibility when upgrading their items. As a result, there's more information you need to know about each item, as you and your players must track both the item's refinement bonus and its various imbued properties.

When necessary, you can indicate the level of the weapon's imbue level in parentheses. For example, a *+3 fire might (3) cold technique (6) longsword* is a magical longsword that has been refined to grant a +3 bonus to attack and damage rolls. It also has two imbued properties: fire might imbue 3 and cold technique imbue 6. Most times you can abbreviate this name or use a fanciful name based on the monsters whose parts you used to refine and imbue the item, such as "Blade of the Dueling Frostflame Dragons."

BEHIND THE CURTAIN: ASSIGNING MONSTER PARTS

Presented on the next page are two ways to assign monster parts to your group. The first method, and the one that is guaranteed to be the most accurate, is to assign monster parts based on the total number of parts a character should gain over the course of a level. This method (outlined on **Table 1**) is roughly akin to the way treasure hoards already work. However, it's usually easier for you to assign monster parts on a per encounter basis, as this doesn't require as much advance planning. If you choose to use this method, **Table 2** on the next page assumes a roughly standard number of encounters per level, although you can easily adjust the results if your group typically plays through more or fewer encounters or if your group levels up based on milestones.

Whichever method you choose, you should assign monster parts based on the characters' overall progression rather than on a monster by monster basis. In other words, higher-level characters who defeat a group of low-level monsters should gain parts with a higher value than those they received at lower levels when they fought the same monster as an individual. From a narrative perspective, this occurs because the heroes are stronger, more experienced, and better able to preserve and harvest the most valuable parts of any monster they find.

Assigning monster parts this way is necessary because 5E scales XP significantly different than it does magic items. For example, at 6th level, you can normally craft a rare item for 5,000 gp, while at 17th level, you can craft a legendary item for 500,000 gp. That means it takes 100 times more gold pieces to craft an item at level 17 than it did at level 6. It stands to reason, then, that you'd need to receive about 100 times as much XP from a 17th-level encounter than a 6th-level one. If the party fights one wyvern at level 6, they should receive about 100 times as much value from six or seven wyverns at level 17. However, this is not the case: while a medium encounter at level 6 has 600 XP worth of monsters per character, a medium encounter at level 17 has only 3,900 XP worth of monsters per character. In other words, the XP increases by only about six-and-a-half times over the same level range! (Other discrepancies arise because in 5E the expected number of encounters shift across levels to keep more of the play happening in tier 2. However, this doesn't affect the overall math.)

Taken together, this means that monster parts must be assigned per encounter or per level, as assigning parts per monster would vary the rewards between two encounters of equivalent difficulty by a factor of up to several hundred. If you're wondering how it's possible for 5E to present individual treasure tables by challenge rating in the treasure chapter, the reason it works is that the value of those coins is so low compared to the overall value that the inconsistencies don't matter: all the real value, including the magic items, is found in treasure hoards, which are

GLOSSARY OF TERMS

The following terms are used throughout this chapter, presented here so you can quickly look up their definitions without having to flip later in the chapter to their appropriate sections.

Gathering The process of collecting monster parts from the enemies you defeat.

Imbued Property A special benefit you add to an item, such as extra fire damage or the ability to cast a magic spell.

Imbuement The level or grade of an imbued property, from 1 to 6.

Imbuement Path A choice you make about what type of imbuement properties you want to add to an item, such as might or technique properties.

Imbuing The process of adding and improving imbued properties on items crafted from monster parts.

Monster Parts A new currency gathered from defeated monsters and used to refine and imbue items.

Monster Parts Commerce Variant The variant of the Monster Parts system, where trade in monster parts is a significant part of the economy. In this variant, monster parts make up some of the monetary treasure characters receive.

Monster Parts Dabbler Variant The variant of the Monster Parts system, where only a small amount of magical gear is derived from monster parts.

Refinement Benefit A benefit an item gains when refined to a certain level. A refined item gains a +1, +2, or +3 bonus, which is applied to attack and/or damage rolls (for a weapon, spellcasting focus, or handwraps) or to AC (for armor, shields, or bracers).

Refining The process of creating an item and improving its fundamental properties using more and more powerful monster parts. Refining an item grants it refinement benefits based on the item's type.

Salvaging The process of taking apart an item made from monster parts to recover some of the component parts.

Transferring The process of transferring monster parts from one refined item to another, granting the transferred benefits to the new item instead.

handed out on a per level basis. Since monster parts have a much higher value than individual treasure rewards, they need to work more like treasure hoards do, coming in over the course of a level, either per encounter or via another metric you choose.

By moving treasure from hoards into monster parts that characters can harvest after each encounter, the system allows a progression that works a little more like XP, where the players track their progress and have a good sense of when they're close to "leveling up" their items. The system also allows you and your players to work together to customize their treasure in a way similar to how players build their characters. The players can look through the different imbued properties and choose ones that fit their character's story, instead of relying on randomly-generated treasure or on you as the GM to determine what sorts of treasure their characters should receive.





GATHERING INGREDIENTS

The first step in upgrading items with monster parts is gathering suitable parts, of which you can find by defeating monster, trading parts, or even negotiating with friendly creatures for a feather or two.

GATHERING DETAILS

After each battle, the characters can spend 10 minutes gathering parts from the monsters they defeated. The time it takes to gather parts usually does not depend on how big or numerous the monsters were. However, the GM might decide that a battle with particularly enormous or numerous monsters requires multiple 10-minute increments to gather all the parts. Gathering monster parts always succeeds, and higher-level characters automatically know how to gather the most valuable parts. Monster parts vary in weight based on the original monster but tend to be extremely bulky. While the monster parts of a Small creature weigh only a pound, the parts from a Medium creature weigh around 10 pounds, the parts from a Large creature might weigh 20 pounds, 40 pounds for a Huge creature, and 80 pounds or more for a Gargantuan creature. As such, it is usually a good idea for characters to use the parts quickly by upgrading their items via refining and imbuing.

While many monster parts are gathered by harvesting them directly from monster corpses, most campaigns will also include opponents that are not usually sources of parts (such as humanoid foes). These foes might instead carry refined items that the characters can use or salvage for their own equipment. For instance, a dinosaur-riding knight might wear a triceratops-crest shield that acts as a +2 *shield* (which can be either used as a shield or broken down for 2,700 gp worth of parts). Monsters might even carry unrefined monster parts, such as an army of orcs who march under a medusa's head as their war banner (usable as 300 gp of medusa parts).

ADJUSTING MAGIC TREASURE

The Monster Parts system allows a steady flow of powerful magic weapons, armor, and spellcasting focuses—staves, holy symbols, bardic instruments, and so on—to enter the game. As a result, fewer magic items should be given out as treasure to avoid unbalancing the game.

When rolling for random treasure or using the treasure hoards from a published adventure, you should ignore most references to the following types of magic items: weapons, armor, shields, bracers, rods, staves, wands, and other items that can be used as a spellcasting focus (instruments, orbs, totems, amulets, holy symbols, and so on). Of course, if a



particular magic item is integral to an adventure's plot, you can keep it, or rebuild it using the Monster Parts system. If you generate treasure using neither a published adventure nor a random table, consider removing one-third to one-half of the magic items you would otherwise hand out.

MONSTER PARTS VALUE

When harvesting ingredients from monsters, the party collects monster parts valued in gold pieces (such as 30 gp worth of winter wolf parts). However, it's generally not necessary to know what piece of a monster was harvested. While a player might announce their intention to keep a monster's head or extract a tooth, this need not affect the nature of the items created.

It's recommended that characters be allowed to allocate and spend monster parts shortly after harvesting them. If a character doesn't use their parts right away, the player should track the monster parts they found for future use. For instance, after encountering a pack of winter wolves, the players might note that they recovered 60 gp worth of winter wolf parts for future use.

As the GM, you determine the value of the monster parts the party finds. To determine the total value of monster parts adventurers should gain over the course of a level, use **Table 1: Monster Parts Value per Character (Full Level)**. If you want to hand out monster parts on a per encounter basis, instead use **Table 2: Monster Parts Value per Character (Single Encounter)**.

Assuming you use monster XP for level advancement, **Table 2** approximates the number of monster parts each character should receive if they face 7 to 15 medium combat encounters per level (typically closer to 7 in tier 1, closer to 15 in tier 2, and closer to 10 in higher tiers). If your characters level up at a slower or faster rate, or if you use milestones or some other leveling system, you might want to adjust the number of monster parts harvested per monster to match your style of play. For instance, if your group typically gains a level after five combat encounters in tier 3 or 4, you should double the number of monster parts per encounter. If your group needs 20 encounters to advance a level, you should halve the monster parts they receive instead. Each level aims to give out a number of monster parts within 50 percent of the amount listed for the party's level on **Table 1**. If you give out too much or too little, it won't break the game; your party may have slightly more or fewer magic items than expected, but 5E doesn't require you to have a specific amount of magic gear at a given level. Whatever you do will probably work out fine!

Remember to talk with your players about the kinds of items they are interested in refining and which imbued properties they want to add to those items. Doing so will get them excited about the sorts of monsters they might face. Even random monsters now present the possibility of building toward a new and exciting ability should increase engagement even from players who might have little interest in encounters that otherwise do little to progress the story.

WHAT MAKES A MONSTER?

The Monster Parts system works no matter how you define a monster, but in most cases, humanoid creatures such as humans, elves, or orcs aren't a source for parts. Only evil groups, for example, would wear leather armor made of tanned human skin! Similarly, while nothing prevents characters from killing an angel for its parts, most groups would likely balk at murdering a being of pure goodness. At the same time, characters who befriend an angel or similar creature might convince it to part willingly with some portion of its feathers, scales, or hair. A single angel feather freely given to a worthy ally might contain as much power as the wings cut from that same angel's corpse. Since this system only measures the value of the monster parts and not their volume, you are free to make the decisions that work best for your situation.





TABLE 1: MONSTER PARTS VALUE PER CHARACTER (FULL LEVEL)

Level	Monster Parts per Character	Monster Parts Net Total
1	50 gp	50 gp
2	65 gp	115 gp
3	85 gp	200 gp
4	100 gp	300 gp
5	300 gp	600 gp
6	400 gp	1,000 gp
7	750 gp	1,750 gp
8	1,000 gp	2,750 gp
9	1,250 gp	4,000 gp
10	2,000 gp	6,000 gp
11	3,000 gp	9,000 gp
12	5,000 gp	14,000 gp
13	7,000 gp	21,000 gp
14	10,000 gp	31,000 gp
15	14,000 gp	45,000 gp
16	30,000 gp	75,000 gp
17	50,000 gp	125,000 gp
18	75,000 gp	200,000 gp
19	150,000 gp	350,000 gp
20	250,000 gp	600,000 gp

Monster Parts per Character: This column represents the average amount of monster parts of any variety that each character should receive over the course of a single level. For example, if there are five characters in the party and they are all 6th level, you should give out 2,000 gp worth of parts (the number of characters multiplied by the monster parts per character, or 5 x 400 gp) over the course of that level.

Monster Parts Net Total: This column represents the total value in monster parts a character is expected to receive from the beginning of their career until the end of a specific level, assuming they don't spend any parts.

TABLE 2: MONSTER PARTS VALUE PER CHARACTER (SINGLE ENCOUNTER)

Level	Easy	Medium	Hard	Deadly
1	3.5 gp	7 gp	10.5 gp	14 gp
2	4.5 gp	9 gp	13.5 gp	18 gp
3	6 gp	12 gp	18 gp	24 gp
4	7.5 gp	15 gp	22.5 gp	30 gp
5	10 gp	20 gp	30 gp	45 gp
6	13.5 gp	27 gp	40 gp	60 gp
7	25 gp	50 gp	75 gp	115 gp
8	33 gp	67 gp	100 gp	150 gp
9	41 gp	83 gp	125 gp	190 gp
10	66 gp	133 gp	200 gp	300 gp
11	150 gp	300 gp	450 gp	675 gp
12	250 gp	500 gp	750 gp	1,125 gp
13	350 gp	700 gp	1,050 gp	1,600 gp
14	500 gp	1,000 gp	1,500 gp	2,250 gp
15	700 gp	1,400 gp	2,100 gp	3,150 gp
16	1,500 gp	3,000 gp	4,500 gp	6,750 gp
17	3,000 gp	5,000 gp	7,500 gp	11,250 gp
18	3,750 gp	7,500 gp	11,250 gp	17,000 gp
19	7,500 gp	15,000 gp	22,500 gp	33,750 gp
20	12,500 gp	25,000 gp	37,500 gp	56,250 gp

Low, Medium, Hard, and Deadly: Each column represents the value of monster parts to reward characters after an encounter of the given difficulty. Higher-level PCs are better able to extract the most valuable pieces of each monster. Thus, higher-level PCs might gain significantly more valuable parts after defeating several of the same monster than they did at lower levels when encountering that monster alone.

You are free to decide how to best distribute the value of parts among the monsters present in each encounter. If all the monsters are about the same challenge rating, you can simply divide the parts evenly. If one monster is of a higher challenge rating than the others, it might produce a greater share of parts. You might distribute parts in other ways, depending on the situation, or to allow the PCs find more of the parts they need for their next refinement or imbuement.

The Single Encounter table (**Table 2**) distributes monster parts at roughly the same rate as the characters gain experience from defeating monsters in combat. However, depending on how you award XP and what other treasure the PCs find, the value might become skewed over the course of play. While the Full Level table (**Table 1**) more accurately reflects the amount of monster parts characters should receive over the course of their careers, **Table 1** is easier and more convenient to use when building encounters. Depending on your play style, you can use either table (or both) and still achieve consistent results.

Some parties require encounters of a difficulty greater than deadly to challenge the characters, particularly at higher levels. If the party tackles an encounter beyond deadly, consider rewarding the characters commensurately more monster parts.



ADJUSTING PUBLISHED ADVENTURES

GMs using the Monster Parts system can refer to the Single Encounter table (**Table 2**) when adjusting prepublished adventures. Simply add the listed value of monster parts to the treasure of each encounter, then subtract a similar amount of magical treasure (typically magic weapons, armor, shields, bracers, and spellcasting focuses). If you're using either of the variant systems described later in this chapter, keep that in mind when altering treasure. For example, if you're using the Monster Parts Dabbler variant, remove only one-fourth of the treasure that you would normally remove (or none at all, if you don't mind giving out more treasure). If you're using the Monster Parts Commerce variant, remove half the monetary treasure (coins, gems, and art objects) in addition to the magic items you remove.

BUYING, SELLING, AND TRADING PARTS

Monster parts typically aren't sold on the open market. While a collector might occasionally send the adventurers on a quest to find specific parts (for which they'll pay 50 to 100 percent of their gold piece value), other monster parts are either unsalable or worth only 10 percent of their gold piece value. There simply aren't many takers for smelly, rotting monster pieces! Similarly, characters will have a hard time finding monster parts for sale, although a dusty taxidermy shop in a large town might offer 1d6 random parts from monsters appropriate to the party's level (and charge 100 percent of the parts' gold piece value).

If the characters harvest monster parts that aren't useful for any item they want to refine or imbue, the GM might allow them to trade some of their findings with other adventurers for parts they can use.

VARIANT: MONSTER PARTS DABBLER

The Monster Parts Dabbler variant is for groups that want to build a few items out of monster parts but otherwise use normal treasure. Perhaps only one or two players are interested in harvesting monster parts while the others ignore the system, or maybe your players and their characters want to harvest monster parts from only the most ferocious foes. With this variant, instead of monster parts items making up a good portion of each character's gear, the characters end up with only one or two monster parts items across the entire party, each with only moderate levels of imbuing.

In the Monster Parts Dabbler variant, the value of monster parts that characters receive is only one-fourth of that listed on the tables above. In exchange, instead of removing all weapons, armor, shields, bracers, and spellcasting focuses from the treasure characters find, remove one-fourth of them instead. Alternatively, you can leave the other treasure unadjusted and simply give out the monster parts on top of everything else, leaving the characters with a bit more treasure and magical firepower than they might normally possess.

If you're running the Monster Parts Dabbler variant

and players become increasingly engaged with the system, you can transition to the full Monster Parts system at any time. In this case, simply start reducing the weapons, shields, armor, bracers, and spellcasting focuses the party finds and give the characters a normal amount of monster parts instead.

VARIANT: MONSTER PARTS COMMERCE

In a standard campaign, monster parts are rarely bought and sold. In a Monster Parts Commerce campaign, monster parts are highly sought after by spellcasters and guilds of alchemists. Monster parts can typically be sold for at least half their value, and characters can trade monster parts on a one-for-one basis or even purchase them outright (although usually not in the quantity they might desire).

In such a campaign, since monster parts are a form of wealth, the GM should halve the monetary rewards (coins, gems, and art objects) found in treasure, in addition to removing magic weapons, armor, shields, bracers, and spellcasting focuses.





REFINING

The first step in creating an item out of monster parts is refining the item. At its most basic level, refining monster parts into an item allows you to create a mundane weapon, handwraps to boost unarmed attacks, a piece of protective equipment, or a spellcasting focus out of those parts. Creating a mundane item costs the normal amount for an item of that type. For instance, it takes 10 gp worth of monster parts to make a shortsword, so you could slay a bulette and build a shortsword from its teeth with plenty of materials to spare.

Refining an item further makes the item magical (for the purposes of overcoming a creature's damage resistance), then grants the item a +1, +2, or +3 bonus. Magic weapons apply this bonus to attack and damage rolls made with the weapon. Magic handwraps apply this bonus to attack and damage rolls with unarmed attacks. Magic spellcasting focuses apply the bonus to spell attack rolls only (not damage rolls). Magic armor, shields, and bracers apply the bonus to the wearer's AC.

Refining also allows the item to be imbued with additional powers (see Imbuing on page 184), with the total number depending upon the item and its refinement.

To refine an item, a character first gathers monster parts that meet the requirements listed in the item's refining entry (see Refining Weapons and Handwraps, Refining Armor

and Shields, Refining Bracers, Refining Spellcasting and Refining Staves Focuses on page 182) and combines them to create the item. The character can then refine the item further, increasing its power. Since they're using monster parts to build the item, a character can't normally replicate an item made from a particular material (such as mithral), nor can they use this process to refine a magic item not already made from monster parts. However, you as the GM might rule that some pre-existing items can be further modified, especially if you're switching to the Monster Parts system mid-campaign, as long as the item has a simple + bonus with no other properties. For example, if a character has a +1 *wand of the war mage* and wants to start using the Monster Parts system, you could allow them to treat the wand as a spellcasting focus with a refinement of +1.

Because armor and shields refined from monster parts usually aren't metal, they bypass a druid's restriction against wearing metal armor and shields, affording such characters a small but noticeable improvement to their survivability. If your group wishes to maintain the status quo for druids, limit druids to base armors that don't normally contain metal.

To save the trouble of tracking which monster dropped which parts in what quantities over time, it's recommended that GMs allow characters to use monster parts to refine



items during a long rest. The party can then gain the benefits of any new refinements immediately without waiting to spend downtime. However, if the GM prefers, they may decide that the creating and upgrading monster parts items must be done as a downtime activity. In this case, a common item takes 1 week to refine, 2 weeks for an uncommon item, 10 weeks for a rare item, 25 weeks for a very rare item, and 50 weeks for a legendary item. Discuss with your group and decide what works best for the story you want to tell.

If a party doesn't use harvested monster parts immediately after gathering them, it's good practice to record the type of monster the parts came from, as well as their value (noting, for example, "60 gp worth of mimic parts"). Later, when a character wants to refine or imbue an item requiring a specific monster ability, you can reference your notes to ensure the monster parts can be used for the item. Players can also add monster parts to an item continuously without having to reach a refinement threshold. When doing so, simply add the value of the parts to your item and keep track of the item's current value.

While there's no need to keep track of every monster that provided the parts you used to refine your items, you might want to consider noting particular powerful or memorable monsters by changing the item's name to incorporate the monster's name, typically appended at the end. For instance, if you incorporated troll parts into your greatsword, you might add "of the troll" or "trollbane" to the end of the item's name. If you incorporated ancient red dragon parts, you might add "of the crimson wyrm."

REFINING DETAILS

The six main categories of items you can refine are weapons, handwraps, armor, shields, bracers, and spellcasting focuses. You can refine such items using monster parts, causing the item to increase in value. Refined items confer new benefits when the total value of monster parts used to refine them reaches set thresholds. Use **Table 3** and **Table 4** to determine the total value of monster parts needed to refine your items. In addition to these specific benefits, increasing an item's refinement level also increases your options when imbuing the item (see page 184).

TABLE 3: REFINEMENT COSTS FOR WEAPONS, HANDWRAPS, SHIELDS, AND SPELLCASTING FOCUSES

Monster Parts Cost	Benefit	Magic Item Rarity	Character Level Req.
30 gp	Magical, 1 imbued property	common	1
270 gp (300 gp total)	+1	uncommon	3
2,700 gp (3,000 gp total)	+2	rare	6
27,000 gp (30,000 gp total)	+3, 2 imbued properties (except shields)	very rare	11

TABLE 4: REFINEMENT COSTS FOR ARMOR AND BRACERS

Monster Parts Cost	Benefit	Magic Item Rarity	Character Level Req.
300 gp	Magical, 1 imbued property	uncommon	1
2,700 gp (3,000 gp total)	+1	rare	3
27,000 gp (30,000 gp total)	+2	very rare	6
270,000 gp (300,000 gp total)	+3	legendary	11

Monster Parts Cost: This column shows the value of monster parts necessary to upgrade an item to a specific level of refinement. In parentheses is the number required to refine a nonmagical item up to this level of refinement. For instance, raising +2 armor to +3 armor costs 270,000 gp. Turning nonmagical armor into +3 armor costs 300,000 gp (300 gp + 2,700 gp + 27,000 gp + 270,000 gp).

You can invest monster parts into an item without reaching a refinement threshold. For instance, you could refine 300 gp worth of monster parts into a spellcasting focus that already had a +1 bonus. You'd still have a +1 focus, but you'd only need 2,400 gp more monster parts, instead of 2,700 gp, to reach a +2 bonus.

Benefit: Any item that has been refined to the first refinement level or higher becomes magical. It can be identified using the rules for identifying magic items, and it is considered magical for the purposes of durability or of bypassing resistance or immunity to nonmagical weapons. (For example, a magic weapon deals full damage to gargoyles, and a magic shield can't be damaged by a black pudding's pseudopod.)

When refining an item to a higher level, the refined item becomes a +1, +2, or +3 item. It grants a permanent refinement bonus to attack and/or damage rolls or to AC.

In addition, an item requires a certain level of refinement in order to accept an imbued property (see Imbuing, page 184). Weapons, handwraps, and spellcasting focuses can hold a second imbued property at higher levels of refinement (see Imbuing Weapons, Handwraps, and Spellcasting Focuses and Imbuing Armor, Bracers, and Shields starting on page 185).

A character can gain the benefits of a weapon, handwraps, armor, or shield's refinement without attuning to the item. However, attunement is required for bracers and spellcasting focuses. Attunement is also required in order to gain the benefits of an item's imbued properties for all six categories. For example, a +2 *fire might (3) longsword* functions as a +2 *longsword* when wielded by a character who isn't attuned to it. The ability to gain partial benefits from an item without attuning to it is an exception to the normal rules for attunement.

Magic Item Rarity: This column lists what the item's rarity would be if it were a magic item of roughly equivalent power. In most cases, this information is irrelevant to the Monster Parts system, but it could be





useful in campaigns that feature a mix of magic items and monster parts items.

Character Level Requirement: Any character can invest monster parts into an item and raise its refinement level. However, if a character doesn't meet the level requirement for a particular refinement, they can't refine the item to that level. For instance, a 1st-level character can refine a magic weapon to the first refinement, but they can't refine magic armor to any of its refinements.

You can combine item creation and refinement into a single step. If you do so, simply pay the total value of both the initial item being created and the refinement. For instance, you could refine a set of manticores spikes into a magical war pick named Hotspur all in one step using 35 gp worth of monster parts (5 gp for the creation of the war pick and 30 gp for the first refinement).

REFINING WEAPONS AND HANDWRAPS

To refine a weapon, you need monster parts from a monster with a natural weapon, such as a claws or bite attack, that matches the weapon's damage type (bludgeoning, piercing, or slashing). If a weapon deals more than one of these damage types, you can use monster parts from monsters with natural weapons matching any of the weapon's different damage types. Refining a weapon grants a bonus to attack rolls and damage rolls.

Handwraps function similarly to weapons, except that they grant their bonus to attack and damage rolls with all of your unarmed attacks, such as natural weapons and unarmed strikes. Because they work with any sort of unarmed attack, you can use monster parts from a monster with any kind of natural weapon to refine handwraps.

REFINING ARMOR AND SHIELDS

You can use monster parts to refine a suit of armor or a shield, though shields take fewer parts to refine than armor. In order to be suitable for armor or a shield, a monster must have natural armor (if a monster has natural armor, "natural armor" is noted in parentheses after the monster's Armor Class value). The monster's body must provide suitable materials: skin for leather and hide armors, or components like bones or horns for shields and armor typically made of metal.

A shield or armor's refinement bonus is added to a creature's AC while they wear the armor or use the shield.

REFINING BRACERS

A character can use monster parts to create magic bracers (or gauntlets or gloves). In order to be suitable for bracers, a monster must have natural armor (if a monster has natural armor, "natural armor" is noted in parentheses after the monster's Armor Class value). Bracers are particularly good choices for characters that don't normally wear armor (such as wizards and monks). Magic bracers must be attuned to gain their refinement benefits, unlike most other items.

The refinement bonus of bracers is added to the wearer's AC, but only while the wearer is not wearing armor or using a shield.

REFINING SPELLCASTING FOCUSES

Spellcasting focuses vary by class but include amulets, crystals, emblems, musical instruments, orbs, reliquaries, rods, sprigs of mistletoe, staffs, totems, and wands.

Spellcasting focuses tend to be personal to their creator. Nearly any monster part can be incorporated in any focus: a bone could form a staff, a feather could top a wand, a preserved eye could be used as an amulet, and a lute could be strung with ligaments, hair, or spider silk. The player doing the refining should take the lead on describing the spellcasting focus.

When a player creates a spellcasting focus, they must specify its type (a +1 *holy symbol*, for example, or a +2 *musical instrument*). In order to benefit from a spellcasting focus's refinement or imbuements, a character must be attuned to the spellcasting focus and must have a class feature that allows them to use that type of item as a spellcasting focus. For instance, a cleric can use a holy symbol as a spellcasting focus, but a wizard can't. A character gains the item's benefits on any spell they can normally cast using this focus, and also for any spells that they cast directly from the item (such as a spell granted by the focus's imbuement).

A spellcasting focus's refinement bonus is added to spell attack rolls (but not damage rolls) made while wielding the focus.

REFINING STAVES

Just like any other kind of focus from the base crafting system, you can choose to build a magic staff normally using the monster part system. However, staves are a little different from other spellcasting focuses in that they can also be used as a weapon (a quarterstaff). A staff can potentially have two completely different sets of refinement and imbuement levels, one as a weapon and one as a spellcasting focus, and they use these item levels separately to determine any necessary DCs and other statistics.

EXAMPLE OF REFINING

The party's 7th-level fighter recently lost their favorite weapon, so they want to refine an amazing longsword from the claws of a wyvern the party just defeated (a medium encounter for three 7th-level adventurers). The party gathers 150 gp worth of parts from the wyvern, and the fighter convinces the other characters to let them keep the full amount so they can replace their weapon. Added to the wyvern parts they found earlier in the day, and the fighter has 315 gp worth of wyvern parts. Because the wyvern's claws deal slashing damage, the fighter can use the claws to refine their longsword. They combine the steps of creating a mundane longsword and refining the sword, so they pay the 15 gp for the longsword first and put the remaining 300 gp value into the longsword's refinement. The first 30 gp of the refinement makes the item magical and allows the fighter to add one imbued property. The longsword becomes a *wyvern claw longsword*, with 270 gp worth of monster

parts remaining. The fighter decides they want their longsword to gain the next refinement (costing 270 gp), so they apply the remaining monster parts to the longsword, turning it into a *+1 wyvern claw longsword*!

In addition, the fighter is particularly excited about adding an imbued property to the weapon, as the party also recently defeated several fire elementals. The fighter now has fiery plans for what comes next for their weapon (to see the fighter's next steps, check out Example of Imbuing on page 185).

SALVAGING & TRANSFERRING

Sometimes you'll come across refined items during your travels. When you do, you typically have a decision to make: do you salvage the item or decide to keep it and refine it further? Salvaging an item deconstructs the item into monster parts that can be used for the same type of refining or imbuing. When salvaging, you can extract 90 percent of the value of its refinement and imbued properties during a long rest. For example, a *+1 fire might (2) greataxe* with 300 gp worth of parts spent to refine it and 300 gp of parts spent to imbue its fire properties has a total value of 600 gp of parts. Salvaging would recover a total of 540 gp worth of monster parts. The salvaged 270 gp from the item's refinement could be used to refine a different slashing weapon, and the salvaged 270 gp from its fire properties could be used to imbue fire properties into a different item.

On the other hand, you might want to keep an item's refinement and imbued properties but transfer them to another item of the same type. For instance, a rogue who finds a morningstar might wish to transfer its refinement and imbued properties to a rapier. Transferring allows you to move the full value of one item's refinements and imbuelements onto another. To transfer the refinement value or an imbued property from one item of the same type (weapon, handwraps, armor, shield, bracers, or spellcasting focus) to another, first choose what to swap: the refinement value, the value of one or more of the imbued properties, or both. In order to successfully transfer refinement or imbuelements, the two items must have compatible requirements for the type of monster parts they need. For instance, you couldn't transfer refinement from a bludgeoning weapon to a slashing weapon because they have different requirements. If all these conditions are met, you can swap the refinements or imbued properties.

For our example rogue, if they had a *+1 cold might (2) rapier*, and they wanted to transfer the *+2* refinement from a *+2 morningstar* to the rapier and keep the rapier's imbued property, they could do so since both the rapier and the morningstar deal piercing damage. After a long rest and with the transfer complete, the rapier would become a *+2 cold might (2) rapier*, and the morningstar would become a *+1 morningstar*. On the other hand, if the fighter insisted that instead of transferring the refinement value to the rapier, the group should transfer the cold imbued property onto the morningstar, the morningstar would become a *+2 cold might (2) morningstar*.

VARIANT: REFINING SPECIFIC MAGIC ITEMS

Normally monster parts can only be used to make items with refinements and imbued properties as described in this chapter. However, it's possible that a character might learn the formula for making other 5E magic items, using monster parts instead of their normal ingredients. This is entirely at the discretion of the GM. This variant doesn't allow characters to make any magic items they want: instead, a formula for making a specific item can be given out as a form of treasure.

Typically, characters will learn the formula for making specific armors, weapons, shields, bracers, and spellcasting focuses using monster parts harvested from a certain creature. For instance, a character might learn how to use gorgon plates to create an item that mimics an adamantine breastplate, or dragon hide to create dragon scale mail. A character might even learn a more esoteric formula, allowing them to create a wondrous item or other magic item, such as using a lich's phylactery to create a *talisman of ultimate evil*.

A character can allocate monster parts towards the creation of a special item in the same way as refining monster parts into a mundane item. The prices for doing so are outlined on **Table 5** and are in keeping with the usual costs for crafting during downtime. Note that these prices are higher than the cost of refining an item since a specific item might have both a bonus and additional special abilities, like an item that has been both refined and imbued.

TABLE 5: COSTS FOR SPECIFIC MAGIC ITEMS

Magic Item Rarity	Monster Parts Cost
Common	100 gp
Uncommon	500 gp
Rare	5,000 gp
Very rare	50,000 gp
Legendary	500,000 gp

As an example, a character could use 50,000 gp of dragon parts to create a set of very rare dragon scale mail.

A character could also learn the formula for a consumable item such as a potion or an arrow. The cost for creating such an item would be the same as that listed on **Table 5** but would yield 2 (1d3) items. For instance, monster parts harvested from a troll could be used toward the creation of 1d3 uncommon *potions of greater healing*, or 5,000 gp of red dragon parts could be used to create a rare *flame tongue*. Other than creating a specific item rather than refining and imbuing a custom item, the rules work the same as for any other monster parts item.





IMBUING

Once you've refined an item and made it magical, you unlock the ability to imbue it with powerful unique abilities. Imbuing an item follows a process similar to refining: simply add monster parts that meet the requirements for the imbued property you want to add to the item.

IMBUING DETAILS

Unlike refining, which grants a set benefit depending on the item's type, you can choose from several imbued properties when you imbue an item. Each imbued property (good, fire, winged, and so on) has a list of six increasingly powerful benefits, called imbuements, which you can add to an item one by one. These properties and imbuements are listed in the next section, Imbued Properties.

Some imbued properties, like fire, can be added only to weapons, handwraps, and spellcasting focuses. Others, like wisdom, can be added only to armor, shields, bracers, and spellcasting focuses.

Some imbued properties have multiple upgrade paths, allowing you to customize your item to match your personal playstyle. Each upgrade path must be purchased separately at full price. For instance, the fire imbued property has three upgrade paths: magic, might,

and technique. When you choose the fire imbuement property, you must choose one of these upgrade paths. If the item can have two imbued properties, you can imbue an item with two upgrade paths from either the same imbuement property or a different one.

You can't use monster parts if they don't meet the requirements for the imbued property. For example, if you're imbuing a cold property, you can't use parts from a monster that doesn't have cold resistance or immunity or can't deal cold damage. Track the value invested into each imbued property and path separately from each other and separate from the monster parts you use to refine the item. Continue adding value to the imbued property as you use more parts to imbue the property, just like with refining. When you reach the values specified on **Table 6: Imbuement Costs**, the imbued property increases in power, granting increased benefits to the item. These benefits are cumulative, and you can keep adding value to increase the imbued property's level further and gain more benefits. You must pay for a lower benefit before you can gain a higher benefit.

While you don't need to be attuned to an item (except bracers and spellcasting focuses) to gain the benefit of refining, you do for imbued properties. Until you attune to an item, you don't gain the benefit of any of its imbuements.



TABLE 6: IMBUEMENT COSTS

Monster Parts Cost	Benefit	Character Level Requirement
50 gp	Imbuement 1	1
250 gp (300 gp total)	Imbuement 2	3
700 gp (1,000 gp total)	Imbuement 3	5
2,000 gp (3,000 gp total)	Imbuement 4	8
27,000 gp (30,000 gp total)	Imbuement 5	11
270,000 gp (300,000 gp total)	Imbuement 6	17

Monster Parts Cost: The Cost column shows the value of monster parts necessary to upgrade an item to a specific imbuement on a certain imbued property. The total value of monster parts required to gain the specified imbuement is in parentheses. For instance, turning a *+1 staff* with no imbued property into a staff with fire might imbuement 4 costs 3,000 gp (50 gp + 250 gp + 700 gp + 2,000 gp).

As with refinement, you can invest monster parts into an item without reaching an imbuement threshold. For instance, you could imbue 50 gp worth of monster parts into a wand that already had fire might imbuement 1. You'd still have a *fire might (1) wand*, but you'd only need 200 gp more monster parts (instead of 250 gp) to reach fire might imbuement 2.

Benefit: Each imbued property has a list of six imbuements you add to an item, in order, over the course of imbuing the item. Descriptions of each imbuement are found in the Imbued Properties section.

Character Level Requirement: Any character can invest monster parts into an item and raise its imbuement. However, if a character doesn't meet the level required for a particular imbuement, they can't imbue the item to that level. For instance, a 1st-level character can only imbue their *magic staff* to the first imbuement level, and an 8th-level character can imbue their magic sword to at most the fourth imbuement.

UPGRADE PATHS

Some imbued properties, especially imbued properties intended for weapons and spellcasting focuses based on a specific damage type or theme, have multiple upgrade paths. These upgrade paths reflect the different ways you can adjust the imbuing process. In general, when an imbued property has multiple paths, it will have three paths: magic (emphasizing thematic spells), might (emphasizing direct damage), and technique (emphasizing special effects). If a weapon is capable of holding multiple imbued properties, you can apply the same imbued property to the weapon multiple times so long as you choose a different upgrade path each time. Each time you do so, it uses up one of your item's slots for an imbued property.

IMBUING WEAPONS, HANDWRAPS, AND SPELLCASTING FOCUSES

A refined weapon, set of handwraps, or spellcasting focus can be imbued with one property of any imbuement level. A +3 weapon, handwraps, or focus can be imbued with up to two different imbued properties. These imbued properties can be in any combination of property and upgrade path, so long as they are allowed for the item in question. For instance, a weapon refined to +2 could be given two imbued properties, such as fire might and lightning might, or fire might and poison technique. It could not be imbued with Dexterity because that imbuement property can't be applied to weapons. An item can't gain the same upgrade path (such as fire might) more than once.

IMBUING ARMOR, BRACERS, AND SHIELDS

A refined suit of armor, set of bracers, or shield can be imbued with one property. Armor, bracers, and shields can't have more than one imbued property, unlike weapons and spellcasting implements.

EXAMPLE OF IMBUING

The party's 7th-level fighter just refined a *+1 wyvern claw longsword* out of wyvern parts (see Example of Refining on page 182). Realizing they could also imbue a property, they decided the only thing better than a *+1 wyvern claw longsword* is one that's on fire! Fortunately, the group recently defeated enough fire elementals to gain 600 gp worth of parts. Since the elementals have fire resistance/immunity or an attack or spell that deals fire damage (they have both!), the fighter imbues some of the parts into their longsword, choosing to imbue the property of fire. The fighter has three choices of path for this imbued property and chooses the path of might. Imbuing 300 gp of parts buys imbuement property 1 and 2 and lights the wyvern claw longsword aflame! The weapon gains the Fire Strike and Fire Critical abilities, allowing it to deal an extra 1 fire damage on a hit and an extra 1d6 fire damage on a critical hit. The final weapon is a *+1 fire might (2) wyvern claw longsword*. Furthermore, the fighter has 300 gp worth of fire elemental parts remaining, which they can invest in the sword for the future or use on a different item. It's usually easiest to invest the parts right away to make sure you remember to use them, so the fighter decides to invest them in the longsword, progressing it along to the next imbuement level.

Alternatively, the fighter could decide to spend the fire elemental parts to make the longsword a *+1 fire magic (2) longsword*, allowing it to cast *produce flame* and *burning hands*, or a *+1 fire technique (2) longsword* that can light objects and foes alike on fire with its Firestarter ability.

Note that the fighter couldn't use the fire elemental parts to continue refining the longsword since a fire elemental's slam attack deals fire damage, and slashing damage is required to refine a longsword. It might be time for the party to seek out a nasty troll or other clawed beast!





IMBUED PROPERTIES

The following nine imbued properties are available when imbuing items with different kinds of monster parts, plus the properties from the first *Battlezoo Bestiary*, giving players a total of 37 imbued properties available.

USING AN IMBUED ITEM

To cast a spell or use an ability granted by an imbued property on a weapon, shield, or spellcasting focus, you must be holding the item. To cast a spell or use an ability granted by armor, bracers, or handwraps, you must be wearing the item. In either case, you need to attune to an item to use its imbued properties.

SPELLCASTING

Some imbued properties let you cast spells from the item. When you cast a spell from an item, the spell requires no components. It is cast with its normal casting time, range, and duration unless specified otherwise. You must concentrate if the spell requires concentration unless otherwise noted. The DC for such a spell is 8 + your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier. The attack bonus for such a spell is your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier.

Many imbued properties let you cast spells from the item and also give the item charges. To cast this spell from the item, you must expend a number of charges equal to the spell's level. You can expend additional charges to cast the spell at one level higher per additional charge, up to a maximum spell level of half your character level (rounded up). The item regains all expended charges daily at dawn. Charges gained from multiple imbued properties are added together, and any of the item's charges can be used to cast any spell from the item's imbued properties that require charges. For example, if your weapon has *fire magic 3* (6 charges) and *cold magic 3* (6 charges) properties, it has 12 total charges.

DAILY ABILITIES

If an imbued property specifies that you can cast a spell or use an ability a certain number of times per day, then all uses of the spell or ability refresh daily at dawn. In this case, the spell or ability requires no charges.

HITS AND CRITICAL HITS

Some imbued properties cause an effect on a hit or critical hit. In order for this effect to occur, the hit must be made by an attack using the weapon (if the item is a weapon), an unarmed attack (in the case of handwraps), or a spell using the item as a focus (if the item is a spellcasting focus). Extra damage dice that are dealt on a critical hit are not doubled; they are added after doubling.

DEALING DAMAGE

Some imbued properties cause an effect when you deal damage or when a creature takes damage. In order for this effect to occur, the damage must be dealt by an attack

using the weapon (if the item is a weapon), an unarmed attack (in the case of handwraps), or a spell using the item as a focus (if the item is a spellcasting focus).

Some imbued properties deal extra damage when you hit with a weapon or deal damage with a spell. A spell can't deal extra damage to a single creature more than once. For example, if you hit the same target multiple times with a single casting of *magic missile* or *scorching ray*, the target takes the extra damage only once, not once per missile or ray. Similarly, a creature caught in your *wall of fire* would take the extra damage when you first cast the spell, but it wouldn't take the extra damage again if it ended its turn inside the wall on a following round.

SAVING THROWS

Some imbued properties trigger a saving throw for an effect other than a spell. Just like for spells, the DC for saving throws or ability checks to negate, reduce, or end such effects is 8 + your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier.

Some imbued properties cause an effect when a creature fails or rolls a 1 on a saving throw against a spell. In order for this effect to occur, the spell must be cast using this item as a focus or cast from this item. If a creature succeeds on such a saving throw and takes half damage, any extra damage is halved as well.

IMBUED PROPERTIES

The **Imbued Properties Table** on page 207 lists all the imbued properties at a glance. This allows a player to plan their next monster parts item based on the monsters they've defeated. GMs can also use the table to quickly see what kinds of monsters allow for various imbued properties, or to determine which imbued properties the characters can pursue based on the monsters the GM, or a prewritten adventure, plans to use.

The requirement listed in the "monster parts requirement" column is only an abbreviation of the full requirement, which you can find by checking the full description of each individual imbued property. These descriptions include additional information, such as each property's imbue ment paths, and are presented alphabetically starting on the next page. You can also refer to these descriptions when creating new imbued properties of your own.

ARMOR IMBUED PROPERTY

The following imbued property is available for armor.

SPIKED

Type Armor or bracers

Parts The monster must have a reaction, bonus action, or passive ability that deals piercing or slashing damage.

Effect You imbue the armor with vicious spikes.

Imbue ment 1 The armor gains the ability **Extrude Spikes**. **Extrude Spikes** As an action, you cause vicious spikes to protrude from the armor. For 1 minute, a creature grappling you or grappled by you takes 1 piercing damage at the start of its turn, and a creature

that hits you with an unarmed strike or a natural weapon takes 1 piercing damage. You can use Extrude Strikes once per day.

Imbuement 2 Extrude Spikes's damage increases to 1d4 against a grappling or grappled creature.

Imbuement 3 You can use Extrude Spikes as a bonus action. Its damage increases to 2d4 against a grappling or grappled creature, or 1d4 against a creature that hits you with an unarmed strike or natural weapon.

Imbuement 4 You can use Extrude Strikes twice per day. Its damage increases to 2d6 against a grappling or grappled creature, or 1d6 against a creature that hits you with an unarmed strike or natural weapon.

Imbuement 5 The damage from Extrude Strikes increases to 4d4 against a grappling or grappled creature, or 2d4 against a creature that hits you with an unarmed strike or natural weapon. While Extrude Strikes isn't activated, a creature grappling or grappled by you takes 1d4 piercing damage at the start of its turn, and a creature that hits you with an unarmed strike or a natural weapon takes 1d4 piercing damage.

Imbuement 6 You can use Extrude Strikes as a reaction when you successfully grapple a creature or when you are grappled by a creature. The triggering creature is subjected to Extrude Strikes. The damage from Extrude Strikes increases to 4d6 against a grappling or grappled creature, or 2d6 against a creature that hits you with an unarmed strike or natural weapon.

SHIELD IMBUED PROPERTY

The following imbued property is available for shields.

MIRRORED

Type Shield

Parts The monster must have the Magic Resistance trait.

Effect You imbue the shield with reflective power.

Imbuement 1 While using this shield, you gain the Reflect reaction.

Reflect When a creature makes a ranged weapon attack against you and rolls 1 on the die, you can force the creature to reroll the attack, targeting itself.

Imbuement 2 You can use Reflect against ranged spell attacks as well as ranged weapon attacks. Additionally, when you would be subjected to a creature's Gaze trait, such as that of a basilisk or medusa, if you roll a natural 20, you can use the Reflect reaction to cause the creature to be subjected to the trait instead of yourself.

Imbuement 3 When Reflect forces a creature to reroll an attack, the creature must do so with advantage.

Imbuement 4 Three times per day, you can activate the Reflect reaction when a creature misses you with a ranged attack or when you succeed against a Gaze, not only when it rolls a 1 on the attack roll or you roll a 20 on your save.

Imbuement 5 Reflect is triggered when a creature makes a ranged attack against you and rolls a 5 or lower on the die and the attack misses you or when you roll a 16 or higher and succeed on a save against a Gaze.

Imbuement 6 Once per day, you can activate the Reflect reaction when a creature casts a spell that targets only you and you succeed on the spell's saving throw. You suffer no effects from the spell, and the triggering creature is targeted by the spell instead of you.

MASTER ALL 13 ELEMENTS

The weapon-imbued properties in this book cover 6 of the 13 elements in *Battlezoo Eldamon*. You can find the other seven elements in the original *Battlezoo Bestiary*: the negative property works for the death element, the positive property works for the life element, and all the rest have properties with names that are clearly connected to the element names.

WEAPON IMBUED PROPERTIES

The following imbued properties are available for weapons.

AIR

Type Focus, handwraps, or weapon

Parts The monster must speak Auran or have a flying speed.

Effect You imbue the item with slicing blades of wind.

PATH MAGIC

Imbuement 1 You can cast the *mage hand* cantrip at your level from the item. When you do so, the spectral hand appears as a Tiny whirlwind.

Imbuement 2 The item gains 2 charges. You can cast *gust of wind* from it.

Imbuement 3 The item gains 4 charges (6 total). You can cast *wind wall* from it.

Imbuement 4 The item gains 4 charges (10 total). You can cast *conjure minor elementals* from it (elementals that speak Auran only).

Imbuement 5 The item gains 6 charges (16 total). You can cast *cone of cold* from it.

Imbuement 6 The item gains 6 charges (22 total). You can cast *wind walk* from it.

PATH MIGHT

Imbuement 1 The item gains the ability Wind Critical. **Wind Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that moves it against its will, the target takes an extra 1d6 slashing damage.

Imbuement 2 The item gains the ability Wind Strike. **Wind Strike** When you hit with this item or move an unwilling creature with a spell, the target takes an extra 1 slashing damage.

Imbuement 3 When you deal damage to a creature with Wind Critical, you can move the creature up to 10 feet in a direction of your choice, including up.

Imbuement 4 The extra damage from Wind Strike increases to 1d4.

Imbuement 5 The extra damage from Wind Critical increases to 3d6.

Imbuement 6 The extra damage from Wind Strike increases to 1d8.

PATH TECHNIQUE

Imbuement 1 As a bonus action, you can create a magical puff of air centered on a point you can see within 60 feet of you. The gust disperses gas or vapor and extinguishes candles, torches, and similar unprotected flames within 10 feet of it.

Imbuement 2 The item gains the ability Wind Buffet. **Wind Buffet**



When you hit with this item or deal damage with a spell, you can move the target up to 20 feet in a direction of your choice, including up. You can use Wind Buffet three times per day, but only once per turn.

Imbuement 3 Ranged weapon attacks using ordinary, nonmagical projectiles have disadvantage against you. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.)

Imbuement 4 When you push a creature with Wind Buffet, the creature takes 1d6 damage for every 10 feet it moves.

Imbuement 5 You can use Wind Buffet five times per day, but only once per turn.

Imbuement 6 As a bonus action on each of your turns, you can fly up to half your speed. You fall if you don't end this movement on a solid surface and have no other way to fly.

DARKNESS

Type Focus, handwraps, or weapon

Parts The monster must have blindsight or an attack, spell, or ability that creates darkness.

Effect You imbue the weapon with creeping darkness.

PATH MAGIC

Imbuement 1 You can cast the *prestidigitation* cantrip at your level from the item. In addition to its other effects, you can use *prestidigitation* to end a cantrip that creates an area of light within 10 feet of you.

Imbuement 2 The item gains 2 charges. You can cast *darkness* from it. Casting *darkness* in this way doesn't require concentration.

Imbuement 3 The item gains 4 charges (6 total). You can cast *blindness/deafness* from it (blindness effect only).

Imbuement 4 The item gains 4 charges (10 total). You can cast *black tentacles* from it. When you cast this spell so that it overlaps an area of darkness, your *black tentacles* spell costs only 1 charge.

Imbuement 5 The item gains 6 charges (16 total). You can cast *cloudkill* from it, creating a black cloud instead of a yellow-green one. The cloud deals cold damage instead of poison damage.

Imbuement 6 The item gains 6 charges (22 total). You can cast *true seeing* from it.

PATH MIGHT

Imbuement 1 The item gains the ability Darkness Critical.

Darkness Critical When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that blinds a creature or includes it in a heavily obscured area that prevents it from seeing, the target takes an extra 1d6 cold damage.

Imbuement 2 The item gains the ability Darkness Strike. **Darkness Strike** When you hit with this item or cast a spell that blinds a creature or includes it in a heavily obscured area that prevents it from seeing, the target takes an extra 1 cold damage.

Imbuement 3 When you deal cold damage to a creature with Darkness Critical, it is blinded until the end of its next turn.

Imbuement 4 The extra damage from Darkness Strike increases to 1d4.

Imbuement 5 The extra damage from Darkness Critical increases to 3d6.

Imbuement 6 The extra damage from Darkness Strike increases to 1d8.

PATH TECHNIQUE

Imbuement 1 You gain darkvision out to a range of 30 feet. If you already have darkvision, its range increases by 30 feet.

Imbuement 2 The item gains the ability Darkness Shroud. **Darkness Shroud** When you hit with this item or cast a spell that blinds a creature or includes it in a heavily obscured area that prevents it from seeing, you can choose one creature you can see within 60 feet of you. That target must succeed on a Constitution saving throw or be wreathed in darkness until the end of its turn. While wreathed in darkness, a creature is blinded unless it has truesight. You can use Darkness Shroud three times per day, but only once per turn.

Imbuement 3 You gain resistance to cold damage. Cold damage dealt by this item ignores resistance to cold damage.

Imbuement 4 When you use Darkness Shroud, you can target up to three creatures.

Imbuement 5 You can use Darkness Shroud five times per day, but only once per turn.

Imbuement 6 Darkness Shroud has a duration of 1 minute. A creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.



EARTH

Type Focus, handwraps, or weapon

Parts The monster must speak Terran or have a burrowing speed.

Effect You imbue the weapon with churning earth.

PATH MAGIC

Imbuement 1 As an action, you can cause magical shards of stone to protrude from a horizontal surface of earth or stone, creating an area of difficult terrain in a 5-foot radius around a point you can see within 30 feet of you. The shards disappear after 1 minute.

Imbuement 2 The item gains 3 charges. You can cast *meld into stone* from it.

Imbuement 3 The item gains 4 charges (7 total). You can cast *stone shape* from it.

Imbuement 4 The item gains 4 charges (11 total). You can cast *conjure minor elementals* from it (elementals that speak Terran only).

Imbuement 5 The item gains 6 charges (17 total). You can cast *wall of stone* from it.

Imbuement 6 The item gains 6 charges (22 total). You can cast *move earth* from it.

PATH MIGHT

Imbuement 1 The item gains the ability Earth Critical. **Earth Critical** When you score a critical hit with this item, or when a creature in an area of difficult terrain rolls a 1 on a saving throw against a spell you cast while wielding this item, the target takes an extra 1d6 piercing damage.

Imbuement 2 The item gains the ability Earth Strike. **Earth Strike** When you hit with this item or cast a spell that targets a creature in an area of difficult terrain, the target takes an extra 1 piercing damage.

Imbuement 3 When you deal piercing damage to a creature with Earth Critical and the creature is standing on a surface made of earth or stone, spikes affix the creature to the ground. The first time the creature moves within the next minute, its speed is halved until the end of its turn.

Imbuement 4 The extra damage from Earth Strike increases to 1d4.

Imbuement 5 The extra damage from Earth Critical increases to 3d6.

Imbuement 6 The extra damage from Earth Strike increases to 1d8.

PATH TECHNIQUE

Imbuement 1 Your speed is not reduced by difficult terrain caused by nonmagical earth or stone.

Imbuement 2 The item gains the ability Stone Crust. **Stone Crust** When you hit with this item or cast a spell that deals piercing damage, you can choose one creature you can see within 30 feet of you. The target must succeed on a Constitution saving throw or its extremities partially petrify for 1 minute. While affected by Stone Crust, the creature's speed is halved. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. You can use Stone Crust three times per day, but only once per turn.

Imbuement 3 You gain resistance to piercing damage. Piercing damage dealt by this item ignores resistance to piercing damage.

Imbuement 4 A creature affected by Stone Crust makes weapon attacks with disadvantage.

Imbuement 5 You can use Stone Crust five times per day, but only once per turn.

Imbuement 6 If a creature fails its saving throw against Stone Crust three turns in a row, it is petrified until the effect ends.

VARIANT: PERSONAL REFINING AND IMBUING

Sometimes the story you want to tell is less about building items from monster parts and more about characters who are permanently changed by their adventures and the creatures they encounter. In some cases, this might be visceral and material, such as a character who eats monster parts to gain the monster's power, but often the connection can be magical, emotional, or metaphysical. The undying hatred of the defeated demon lord or fey monarch or the love of the allied nymph queen or vampire count can both be powerful forces that change the character. In fact, these might be preferable to the narrative when it comes to determining rewards for nonviolent encounters. When using this variant, the characters themselves can be the target for refining and imbuing as if they were handwraps (for unarmed attacks), armor, or a spellcasting focus. In that case, decide what part of the character's body, mind, life force, or spirit is being refined or imbued, reduce the character's limit on attuned items by 1 (as if they were permanently attuning to an item), and then otherwise use the normal rules for refining and imbuing.

For example, blessings from a mated pair of giant eagles might imbue the party ranger with 50 gp worth of monster parts, enough to purchase level 1 of the Winged Imbuement. The ranger would mark the investiture, the same as if they were imbuing their armor. The ranger might grow vestigial wings. They would gain 1 charge, which they could use to cast magic spells from their imbuelements, and they would gain the ability to cast feather fall, targeting themselves only.

ELONGATING

Type Melee weapon

Parts One or more of the monster's attacks must have a reach of 10 feet or more.

Effect You imbue the weapon with the ability to elongate itself.

Imbuement 1 The weapon gains the ability Elongate. **Elongate** As a bonus action, you increase the reach of your weapon by 5 feet until the end of your turn.

Imbuement 2 When you use Elongate, you instead increase the range of your weapon by 10 feet.

Imbuement 3 When you use Elongate, you instead increase the range of your weapon by 15 feet.

Imbuement 4 Three times per day, you can use Elongate as part of a melee attack instead of as a bonus action. When you use Elongate, you instead increase the range of your weapon by 30 feet.

Imbuement 5 When you use Elongate, you instead increase the range of your weapon by 60 feet.

Imbuement 6 When you are not using the Elongate ability, your weapon's reach is extended by 5 feet.



LIGHT

Type Armor, bracers, focus, or shield

Parts The monster must have an attack, spell, or ability that creates light or deals radiant damage.

PATH MAGIC

Imbuement 1 You can cast the *dancing lights* cantrip from the item.

Imbuement 2 The item gains 2 charges. You can cast *guiding bolt* from it.

Imbuement 3 The item gains 4 charges (6 total). You can cast *daylight* from it.

Imbuement 4 The item gains 4 charges (10 total). You can cast *wall of fire* from it, dealing radiant instead of fire damage.

Imbuement 5 The item gains 6 charges (16 total). You can cast *true seeing* from it.

Imbuement 6 The item gains 6 charges (22 total). You can cast *sunbeam* from it.

PATH MIGHT

Imbuement 1 The item gains the ability Radiant Critical. **Radiant Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals radiant damage, the target takes an extra 1d6 radiant damage.

Imbuement 2 The item gains the ability Radiant Strike. **Radiant Strike** When you hit with this item or cast a spell that deals radiant damage, the target takes an extra 1 radiant damage.

Imbuement 3 When you deal radiant damage to a creature with Radiant Critical, the creature also sheds dim light in a 20-foot radius until the end of its next turn. While shedding light in this way, the creature can't benefit from invisibility and attacks against it are made with advantage.

Imbuement 4 The extra damage from Radiant Strike increases to 1d4.

Imbuement 5 The extra damage from Radiant Critical increases to 3d6.

Imbuement 6 The extra damage from Radiant Strike increases to 1d8.

PATH TECHNIQUE

Imbuement 1 You can cast the *light* cantrip from the item.

Imbuement 2 When you cast the *light* cantrip from the item, the object sheds bright light in a 40-foot radius and dim light for an additional 40 feet.

Imbuement 3 You gain resistance to radiant damage. Radiant damage dealt by this item ignores resistance to radiant damage.

Imbuement 4 When you cast the *light* cantrip from this item, you can see invisible creatures within the area of bright light.

Imbuement 5 When you cast the *light* cantrip from this item, the

light dispels any areas of magical darkness that overlap with it if they were created with a spell slot of 8th level or lower.

Imbuement 6 When you cast the *light* cantrip from this item, each creature of your choice that starts its turn within 5 feet of the source of the light must succeed on a Constitution saving throw or be blinded until the start of its next turn.

WATER

Type Focus, handwraps, or weapon

Parts The monster must speak Aquan or have a swimming speed.

Effect You imbue the weapon with flowing water.

PATH MAGIC

Imbuement 1 The item gains 2 charges. You can cast both *create or destroy water* and *thunderwave* at your level from the item. When you cast *thunderwave* from this item, the spell deals bludgeoning damage instead of thunder damage.

Imbuement 2 The item gains 2 charges (4 total). You can cast *water walk* from it.

Imbuement 3 The item gains 4 charges (8 total). You can cast *water breathing* from it.

Imbuement 4 The item gains 4 charges (12 total). You can cast *control water* from it.

Imbuement 5 The item gains 6 charges (18 total). You can cast *conjure elemental* from it (elementals that speak Aquan only).

Imbuement 6 The item gains 6 charges (24 total). You can cast *wall of ice* from it.

PATH MIGHT

Imbuement 1 The item gains the ability Crashing Wave Critical.

Crashing Wave Critical When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that moves it against its will, the target takes an extra 1d6 bludgeoning damage and is doused with water.

Imbuement 2 The item gains the ability Crashing Wave Strike.

Crashing Wave Strike When you hit with this item or cast a spell that deals bludgeoning damage, the target takes an extra 1 bludgeoning damage.

Imbuement 3 When you deal damage to a target creature with Crashing Wave Critical, you can also push it up to 15 feet directly away from you and knock it prone.

Imbuement 4 The extra damage from Crashing Wave Strike increases to 1d4.

Imbuement 5 The extra damage from Crashing Wave Critical increases to 3d6.

Imbuement 6 The extra damage from Crashing Wave Strike increases to 1d8.

PATH TECHNIQUE

Imbuement 1 You gain the ability to breathe water.

Imbuement 2 The item gains the ability Tide. **Tide** When you hit with this item or cast a spell that deals bludgeoning damage, a wave of water engulfs a 5-foot-radius sphere centered on a point you can see within 30 feet of you. Each creature in the area must succeed on a Strength saving throw or be knocked prone. You can use Tide three times per day, but only once per turn.

Imbuement 3 You gain resistance to bludgeoning damage. Bludgeoning damage dealt by this item ignores resistance to bludgeoning damage.

Imbuement 4 A creature that fails its saving throw against Tide





and that can't breathe water is suffocating for 1 minute. While suffocating, the target can't speak. It can repeat the saving throw against Tide at the end of each of its turns, ending the effect on itself on a success.

Imbuement 5 You can use Tide five times per day, but only once per turn.

Imbuement 6 When a creature suffocating from Tide moves more than half its speed, it must succeed on a Dexterity saving throw or fall prone.

WOOD

Type Focus, handwraps, or weapon

Parts The monster must have the plant type.

Effect You imbue the weapon with the vibrant life force of plants.

PATH MAGIC

Imbuement 1 You can cast the *shillelagh* cantrip at your level from the item.

Imbuement 2 The item gains 2 charges. You can cast *barkskin* from the item.

Imbuement 3 The item gains 4 charges (6 total). You can cast *plant growth* from it.

Imbuement 4 The item gains 4 charges (10 total). You can cast *tree stride* from it.

Imbuement 5 The item gains 6 charges (16 total). You can cast *wall of thorns* from it.

Imbuement 6 The item gains 6 charges (22 total). You can cast *transport via plants* from it.

PATH MIGHT

Imbuement 1 The item gains the ability **Thorn Critical**. **Thorn Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals piercing damage, the target takes an extra 1d6 piercing damage.

Imbuement 2 The item gains the ability **Thorn Strike**. **Thorn Strike** When you hit with this item or cast a spell that deals piercing damage, the target takes an extra 1 piercing damage.

Imbuement 3 When you deal damage to a creature with **Thorn Critical**, it is restrained until the end of its next turn.

Imbuement 4 The extra damage from **Thorn Strike** increases to 1d4.

Imbuement 5 The extra damage from **Thorn Critical** increases to 3d6.

Imbuement 6 The extra damage from **Thorn Strike** increases to 1d8.

PATH TECHNIQUE

Imbuement 1 Your speed is not reduced by difficult terrain caused by nonmagical plants.

Imbuement 2 You can cast *entangle* from the item twice per day.

Imbuement 3 You gain resistance to piercing damage. Piercing damage dealt by this item ignores resistance to piercing damage.

Imbuement 4 When a creature succeeds on a saving throw against an *entangle* spell cast from this item or successfully frees itself from the effects of that spell, its movement is halved until the end of its next turn.

Imbuement 5 You can cast *entangle* from the item three times per day.

Imbuement 6 When a creature first fails its saving throw against an *entangle* spell cast from this item, and at the start of each of its turns while restrained by that spell, the creature takes 2d10 piercing damage.





STRANGE & UNUSUAL CHARACTER OPTIONS

These pages will do little, I fear, to instill in you true comprehension of the peculiarities described therein. I know because I was once you. I longed to study the most unusual cases and explore the process by which we become... something more—something different. I read through clinical tomes explaining all the facts and figures, and, in the youthful academic bliss of my ignorance, I believed myself an expert on the matter. Played make-believe, more like, but I would only come to understand that later.

This book is not like those others. This story is not like the ones you have seen before. My reader, wise or foolish as you are, you will be following me on my own journey, and in so doing, you will understand a side of the process you could never know from dry academic dissertations alone. Instead, I invite you to experience the highs and lows, the excitement and the horror, and all the little details that make this what it is and that make me who I am. Perhaps then you won't make the same mistakes I did; you'll make different mistakes instead. Or if you do repeat my decisions, you'll do so with your eyes open, understanding exactly what you've chosen for yourself.

To begin, I'll ask you a question to get you thinking about the philosophical implications of the matter: why do we call someone in the throes of an aberrant transformative process an "aberrant soul?" Why not something more tethered to the body, such as an aberrant mutation or aberrant fleshwarp, or perhaps

a reference to a different intangibility, such as an aberrant mind or aberrant heart? Before you continue reading, make your own inference, think about how you would justify it, and then proceed further.

The truth is, the aberrations that have become a part of an aberrant soul are so anathematic to the very nature of mortality that it is our soul itself that is at risk from our exposure. This is not meant to be alarmist; somehow speaking about threats to souls always raises some hackles. Rather, it is a self-reflection grounded in analysis, inference, and data. To explain, allow me to give some examples from my own experience.

—From *Death of the Self or New Beginning?*, a psychological exploration of the aberrant soul transformation, written by the aberrant soul Xan

STRANGE AND UNUSUAL BACKGROUNDS

Some characters have already wandered far beyond the realm of the ordinary even before they begin their first adventure. The following backgrounds represent several such bizarre beginnings. Horror's godchild requires some buy-in from the GM and the rest of the group since the GM will need to insert a specific NPC, and so it is rare while the others are common, despite being so unusual.

ABDUCTED BY THE UNSEEN

The formative event in your life, whether during your childhood or your adulthood, was being abducted by them. You're not sure exactly who they are. All you know is that they were able to infiltrate your life easily enough to abduct you without any traces or clues, but then they released you some time later, with only a vague and hazy memory of your lost time. You might call your abductors something odd, like "The Unseen." Whether you're trying to move past your abduction or are obsessed with digging up details, your abduction has left you forever changed, and you are determined to protect others from sharing your fate.

Skill Proficiencies: Arcana, Insight

Languages: Deep Speech, Undercommon

Equipment: A diary filling with all sorts of bizarre conjecture and half-remembered experiences from the time of your abduction, a tentacled figurine made of an unknown red metal, a set of common clothes, and a belt pouch containing 10 gp.

FEATURE: ABERRANT SENSE

You can sense the presence of aberrations. You feel an odd sensation in your skin and in the back of your nose. You can detect the presence of aberrations within 500 feet, but not their distance or direction.

SUGGESTED CHARACTERISTICS

Those abducted by the unseen are often unable to live normal lives. Their days and nights are marked by intense paranoia, a fear of—or longing for—the day when *they* will return.

d8 Personality Trait

- 1 I am secretive about my own past and inquisitive about the pasts of others.
- 2 On clear nights, I can't stop myself from staring at one particular star.
- 3 I half believe that this life is a dream, from which I will soon awaken.
- 4 I am convinced that aberrant infiltration is behind every major event.
- 5 I talk in my sleep, uttering strange and unsettling phrases in Deep Speech that I don't remember come morning.
- 6 I am uneasy when there isn't a roof over my head, as it reminds me of my abduction.
- 7 I am obsessed with reverse-engineering half-remembered glimpses of aberrant technology or magic. If I can succeed, at least some good will come of my experiences, I'm sure of it!
- 8 I have been blessed with a greater understanding of the universe. This allows me to understand the hidden truths that no one else can.

d6 Ideal

- 1 **Protection.** I will shield others from suffering the same fate I endured. (Good)

- 2 **Subversion.** I will prepare the world for invasion, knowing that I will be rewarded for my services. (Evil)
- 3 **Moving On.** I must try to live my life; I can't be defined by one past event. (Neutral)
- 4 **Nihilism.** The gate has been opened, revealing that this world is nothing but a zoo. Seemingly important events are meaningless. (Chaotic)
- 5 **Defense.** The presence of outsiders is a violation of cosmic order and must be stopped. (Lawful)
- 6 **Information.** I must track down every scrap of information about abductions and similar events. (Any)

d6 Bond

- 1 Believing that loners are targeted for abduction, I am building a strong network of close friends.
- 2 Some day I wish to repay a debt of gratitude to the mysterious creature that helped me escape.
- 3 Local government officials all know me, though they may dismiss me as eccentric.
- 4 I have a network of correspondents all over the world, each with a similar story.
- 5 I haven't lost touch with the other person who shared my captivity.
- 6 I have a deep love for the people of this world and will do anything to preserve their ignorance of the eldritch horrors beyond reality.

d6 Flaw

- 1 I am slow to trust and ever ready for betrayal.
- 2 I hide my past, even when my hard-won abilities, such as my knowledge of strange languages, might be useful.
- 3 Whenever I try to write anything, I instead repeatedly copy the same odd phrase.
- 4 I am terrified of anything with more than four legs.
- 5 I don't trust anyone until I have counted their fingers.
- 6 I have a difficult time recognizing people unless I know them very well.

HORROR'S GODCHILD

There are some horrors in the multiverse better off unknown, which mortal beings weren't meant to see. Whether you wished upon an ill-fated star, your parents made nefarious bargains, or even for no apparent reason whatsoever, one of those horrors considers itself your godparent and is looking out for you in a way that is at least as likely to cause you strife as it is succor. More often, when your godparent gets involved, it's up to you to flatter them and keep them from unleashing some sort of cataclysmic fate on those who don't deserve it, while they might ignore the moments you were in true peril as a "learning experience" that will make you grow stronger.

Skill Proficiencies: Arcana, History

Languages: Two of your choice

Equipment: A signet ring that allies (and enemies) of your godparent recognize, a set of fine clothes, and a belt pouch containing 15 gp





FEATURE: AIDED RECALL

When you make an ability check to remember information, such as an Intelligence (History) check, the GM can choose to offer you advantage on the check, as if your godparent were aiding you with a fragment of otherworldly knowledge. If you accept the aid but fail the check, your godparent sends a torrent of alien information to try to “help you” that confuses and distracts you. For one minute, you make all ability checks with disadvantage.

SUGGESTED CHARACTERISTICS

Some people adopted by powerful beings chafe against the weight of expectations placed upon them, while others embrace the advantages offered by their position. Still others wholly reject their patron and even seek to destroy them. In any case, godchildren of horrors often define themselves by their relationship with their godparent.

d8 Personality Trait

- 1 I see my godparent’s interfering hand in every fortunate coincidence.
- 2 I am preparing for the day when I am forced to stand against my godparent to preserve the things I value.
- 3 Having been chosen by a higher power, I am unimpressed with noble and royal titles.
- 4 When great events come to pass, I always get the sense that I knew they were coming.
- 5 I try to avoid conflict: when people thwart me, I worry that my godparent will take matters into their own hands in a way that causes me more trouble.
- 6 I sometimes absentmindedly refer to myself in the third person or with the royal we.
- 7 Tainted by immortal knowledge, I often use strange sayings and metaphors.
- 8 I often argue with someone no one else can perceive.

d6 Ideal

- 1 **Responsibility.** I must use my powers to thwart my godparent’s destructive plans. (Good)
- 2 **Power.** Chosen by a mighty being, I am more important than other people. (Evil)
- 3 **Coexistence.** Powerful beings like my godparent are best appeased or ignored. (Neutral)
- 4 **Independence.** I want nothing to do with anyone else’s plans for my life. (Chaotic)
- 5 **Duty.** For whatever reason, I was chosen, and therefore I owe certain duties to my patron. (Lawful)
- 6 **Knowledge.** I am in a position to learn things that no other mortal knows. (Any)

d6 Bond

- 1 I will one day have the power to richly reward my deserving friends.
- 2 I must learn the true name of my godparent so that I can have power over them.
- 3 I remember the person who was chosen before me—and what happened to them when they disappointed my godparent.
- 4 My friends must be protected from otherworldly interference.

- 5 Perhaps a little boost from my patron will help my settlement or nation overcome some of the dangers that threaten it.
- 6 My old tutor was an agent of my godparent and stands ready to offer me help.

d6 Flaw

- 1 I take every opportunity to hint that I have powerful allies.
- 2 Like my godparent, I am incapable of breaking my word.
- 3 I am beginning to see troubling traits in myself—traits shared by my godparent.
- 4 I hold mortal lives cheap.
- 5 I rush into danger, knowing that an immortal ally is sure to bail me out of trouble.
- 6 I spend more time thinking about my grand plans than the safety of myself and my allies.

SCHOLAR OF THE UNUSUAL

The strangest and most bizarre occurrences are unsettling to most people, but to you, they are thrilling and unexplored mysteries just waiting for the right person to solve them... and that person is you! Whatever the oddity, you’re all too eager to study it, understand it, and chronicle it.

Skill Proficiencies: Arcana, History

Languages: Two of your choice

Equipment: A bottle of black ink, a quill, a dictionary to a language that doesn’t seem to exist, a dream journal that seems to be somewhat prophetic, a set of common clothes, and a belt pouch containing 10 gp

FEATURE: ODDITY LORE

You are well versed in mind-twisting secrets. You have advantage on Intelligence checks related to aberrations and their esoteric realms.

SUGGESTED CHARACTERISTICS

Scholars of the unusual often have a pet theory or two of their own that they’re trying to prove. While some scholars are associated with a reputable research organization, others have been kicked out of their institution, or have left of their own accord. Even those scholars of the unusual who aren’t pursuing a private obsession tend to collect eccentricities.

d8 Personality Trait

- 1 I have an academic obsession that I can’t help but work into every conversation.
- 2 I am convinced I possess cosmic secrets that the world is not ready to learn.
- 3 I carry an unidentified object I’m constantly fidgeting with.
- 4 I love leading people into a wider understanding of the multiverse.
- 5 I often speak in riddles or paradoxes.
- 6 I hold nearly all other scholars in contempt.
- 7 I speak with enthusiasm about menacing and often repulsive subjects.
- 8 My mind wanders when I’m asked to concentrate on unimportant things.

d6	Ideal
1	Sharing. Only by sharing the results of my research can the world be protected. (Good)
2	Transformation. I can unlock secrets that will allow me to transcend my mortality. (Evil)
3	Tolerance. Nothing is alien to me. (Neutral)
4	Oddity. I just love anything unusual and off-kilter. (Chaotic)
5	Order. We must categorize and study everything with the ability to intrude on our reality. (Lawful)
6	Secrecy. Secrets must be protected (mine, not other peoples'). (Any)

d6	Bond
1	I revere a mentor that the world misunderstands.
2	I will do anything to one-up the rival whose competing theory holds sway in academic circles.
3	I have devoted my life to finding a copy of a forbidden, perhaps mythical, book.
4	I can quote all the works of a long-dead scholar.
5	I owe more than I can repay to the disquieting informant who feeds me secrets.
6	I possess a trinket that speaks words only I can hear.

d6	Flaw
1	I hate to destroy anything truly unusual, even if it's trying to kill me.
2	I have developed a dependence on a strange substance that I believe sharpens my intellect (along with less-positive side effects).
3	I will do anything to learn a secret.
4	I value my research more than my life (or the lives of my allies).
5	I will not hesitate to steal an unusual tome or trinket.
6	No research methods are too experimental or dangerous for me.

TOUCHED BY THE BEYOND

Too often in your childhood, you gazed into the abyss, and eventually the abyss gazed back. Whatever form it took, you've experienced unusual occurrences and become inured to them. Your own gaze has now become unsettling to others, who see the echoes of the beyond deep within your eyes.

Skill Proficiencies: Arcana, Intimidation

Languages: Deep Speech, one additional language of your choice

Equipment: Dark glasses, a compass that points to a location other than north, a set of common clothes, and a belt pouch containing 10 gp

FEATURE: INTIMIDATING GAZE

When you are refused lodging, entry, or service by a creature that is not hostile, you can attempt an Intimidation check to make them change their mind. If the check fails, you don't harm your relationship with the creature.

SUGGESTED CHARACTERISTICS

Those touched by the beyond carry a bit of it with them. Although they can appear perfectly normal for a short time, most reveal their changed nature in offhand remarks and their fixed gazes at things only they can see. Often, such people frighten animals and small children, even as they bewilder others.

d8	Personality Trait
1	I rarely speak, communicating primarily with simple gestures and facial expressions.
2	I speak nearly constantly, keeping up a stream of seemingly ordinary smalltalk that is belied by my unsettling eyes.
3	I am terrified that the veil will part again, revealing things I don't want to see.
4	I am constantly writing gibberish in a tattered notebook.
5	I have no interest in social niceties.
6	I see heartbreaking beauty in ordinary objects and chance coincidences.
7	I am obsessed with the passage of time.
8	My wit can be biting.

d6	Ideal
1	Safeguarding. The world needs a sentry that can defend its borders. (Good)
2	Solipsism. Only I am fully real; others might just be figments of my imagination of no real importance. (Evil)
3	No Judgment. Mortal evil pales compared to the things I have seen. (Neutral)
4	Cosmic Horror. The universe is meaningless and doesn't care about us. (Chaotic)
5	Observation. By perceiving the world, we impose reality upon it. (Lawful)
6	Learning. Beyond what we know, there are mysteries to be uncovered. (Any)

d6	Bond
1	I am haunted by the memory of a luminous pair of eyes.
2	I read a book that opened my eyes to the worlds beyond; that book has since disappeared.
3	A secret society of guardians recruited me (or tried to recruit me) to battle the evils I have seen.
4	It was at the abandoned house of my missing relative that I found the rift.
5	I once glimpsed someone with eyes like mine, but I lost them in the crowd.
6	I wish to shield my friends from seeing what I have seen.

d6	Flaw
1	I constantly see semi-real beings that others don't perceive—and I often can't tell the difference between the real and semi-real.
2	I enjoy making other people squirm.
3	I have a disturbing habit, such as eating spiders.
4	I have a phobia of something relatively common, such as wheels.
5	I occasionally forget what I'm doing and wander off.
6	I have no notion of privacy.





ABERRANT SOUL FEATS

You might have made a choice, accepted something alien within you in exchange for the power you would gain, or decided to further your experiments by testing them on yourself. Perhaps it started as an accident after contact with an aberration, a strange idol, or a totem of corrupted lore. Maybe it's always been lurking somewhere inside you, ready to surface at the right moment. Whatever the case, your mind, body, soul, and life force have become corrupted by aberrant energies, slowly transforming you into an aberration through and through. The only way to avoid the slow descent into a completely alien monstrosity is to avoid progressing in the power you gained from being an aberrant soul... but can you resist that temptation?

Aberrant souls are sometimes seen as villains or dangerous monsters by society at large, but far more often they are tragic figures who never asked for what happened to them or made a decision without understanding the potential consequences.

On the other hand, those with strong enough wills can survive the process of becoming an aberration with enough of their personality intact that they can continue their relationships with others virtually unscathed. These well-adjusted aberrant souls don't understand what all the fuss is about. Nonetheless, many stories tell of aberrant souls whose bonds with others were shattered by their transformations, so even the most mild-mannered seeming aberrant soul could be one step away from a macabre aberrant awakening into a completely different persona.

Many of the special backgrounds from this chapter are especially fitting for an aberrant soul character, though aberrant souls can come from any background. If your character is exposed to aberrations during play in a significant fashion, such as if you were captured and had experiments performed on you, or if you were killed by an aberration and came back... different, your GM might allow you to instantly retrain some of your feats into aberrant soul feats to represent a sudden and explosive transformation.

The following feats can be selected by any character, at the GM's discretion. Characters who have been exposed to aberrations and aberrant energy are more likely to develop these feats, but they aren't limited to such characters alone.

ABERRANT SOUL TRANSFORMATION

Through accident or intent, you are slowly transforming into an aberration. Your metamorphosis grants you the following benefits:

- Your creature type is aberration, instead of humanoid.
- As a bonus action, you can transform one of your arms into a rubbery tentacle or back to its normal form. While one of your arms is a tentacle, it can hold objects normally. When you hit with an unarmed strike using your tentacle, you can deal bludgeoning damage equal to 1d6 + your Strength

THE LURE OF THE VOID

While the story of an aberrant soul is one of constant temptation, where the further power granted to you by the archetype leads you down an inevitable spiral toward your eventual corruption, on the mechanical side of things, the only effect is that you lose your humanoid nature (or other corresponding trait you possess if you aren't a humanoid) if you take too many feats. This allows you the maximum amount of flexibility in how harsh and unforgiving you want to be with your character's story. That way, you can use the aberrant soul archetype to play a light-hearted game where corruption is a narrative element acknowledged in the background that rarely presents a hardship, but you can also use the archetype to tell a grimmer story with travails and dangers that befall you as you slough off the trappings of your mortal life, never to regain them again.

You and your GM can work together to create further details to represent the specific story you wish to tell of your character's descent into an aberration. If you have *Battlezoo Ancestries: Dragons*, the void dragon subspecies has a similar tragic tale of corruption. This means that the void dragon subspecies synergizes particularly well with the aberrant soul archetype, so you might consider playing a void dragon aberrant soul.

modifier, instead of the normal damage of an unarmed strike. If you choose, you can use Dexterity instead of Strength for the attack and damage rolls for your tentacle.

- Even as your partially aberrant nature threatens to change you permanently from the inside, it also inures you to hostile aberrations and alerts you through a strange itch in your mind to other aberrations' movements. You have advantage on Wisdom (Perception) checks made to locate aberrations. In addition, when an aberration forces you to make a saving throw, you have advantage on the save.

ABERRANT ANATOMY

Prerequisites: Aberrant Soul Transformation feat

You can transform your body into an even more aberrant configuration with bizarre redundant parts, confusing vitals, and way too much acid everywhere. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You can cast the *alter self* spell. When you cast the spell in this way, the spell does not require components or concentration. Your spellcasting ability for the spell is Intelligence, Wisdom, or Charisma, chosen by you when you select this feat. Once you cast *alter self* in this way, you can't do so again until you finish a long rest.

- When you cast the alter self spell using this feat, you can maintain two options at a time (instead of only one) and can choose from the following additional options.
- Acid Skin. When a creature touches you or hits you with a melee attack while within 5 feet of you, that creature takes 1d6 acid damage.
- Darkvision. You gain darkvision out to a range of 30 feet. If you already have darkvision, its range increases by 30 feet instead.
- Piercing Resistance. You gain resistance to nonmagical piercing damage.

ABERRATION EMPATHY

Prerequisites: Aberrant Soul Transformation feat, proficient in Persuasion

Due to your corrupted soul, you have a kinship with aberrations, allowing you to influence and detect them more easily.

You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can make Charisma (Persuasion) checks to influence the behavior of aberrations, even if the aberration in question is mindless, if you don't share a language, or if the aberration's mindset is so alien that it's difficult for others to communicate with it at all. In addition, you can add double your proficiency bonus to all your Charisma (Persuasion) checks to influence the behavior of aberrations.
- The itching feeling in your mind and soul grows even stronger when other aberrations are nearby. You can sense the presence of aberrations within 30 feet of you, but not their distance or direction. An aberration using a disguise or otherwise trying to hide its presence must attempt a Charisma (Deception) or Dexterity (Stealth) check against your passive Wisdom (Perception) to conceal itself from you. If the aberration succeeds, it finds an effective way to elude you, and you can't sense it using this feat for 24 hours.

ABERRANT GRAPPLE

Prerequisites: Aberrant Soul Transformation feat

When you hit a Medium or smaller creature with an unarmed strike using your tentacle, you can use a bonus action to attempt to grapple the creature you hit with your tentacle. On a success, if the creature is more than 5 feet away from you, you can pull it up to 30 feet directly towards you.

Additionally, a creature grappled your tentacle takes bludgeoning damage equal to 1d6 + your Strength modifier at the start of each of its turns.

STRETCHING STRIKE

Prerequisites: Aberrant Soul Transformation feat

You transform more and more of your arm, shoulder, and torso into an aberration, stretching your tentacle out to a great distance to attack. You gain the following benefits:

- The reach of your unarmed strikes using your tentacle increases to 10 feet.
- You can further extend your tentacle for a brief moment, giving your tentacle a reach of 30 feet for one attack. At 16th level, you can extend your reach to 120 feet instead. You can use this ability a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.



APPENDIX

SUGGESTED MONSTER PARTS

We have compiled a list of the various monster parts you can gather from each monster outlined within this book. Feel free to show this list to the players after they defeat a creature so they can determine how to best use the parts to refine and imbue items. No roll is needed to determine what the parts can do. Using this list will significantly save time; otherwise you will need to present the stat block to the players and they'll have to spend time determining the possible components that can be salvaged from the monster.

The refinements and imbued properties listed in these stats blocks are a suggested starting point for each creature. However, there's a fair degree of judgment calls used in making certain decisions, so you and your group can and should adjust them depending on your group's preferences or needs. For example, when refining armor, you need to determine if a creature can provide the equivalent of cloth, leather, or metal. Dragons in this table provide any type of armor, as perhaps the wings could be used for cloth, the skin for leather, and the scales and bones for metal. But perhaps in your game you only want dragons to provide heavy armor. These are all judgment calls, so feel free to adjust, especially if your players have a good explanation of why they think the part should work for a different refining or imbuing option.

However, keep in mind that categories based directly on a monster's special abilities are less open to interpretation. And if you adjust any of these abilities from the stat blocks presented in this book, you should change the properties in turn. For example, if you want to change the ice zuggle into a fire zuggle, you should also replace the cold imbued property from the list of options with the fire imbued property.

Also note, these lists are derived from the original monster stat block and not any listed alternate abilities detailed in some monster descriptions. If you decide to utilize a variable version of a creature, or you change a creature to better suit your game, make sure to adjust their monster parts accordingly.

Of course, this is your game, and you can adjust these tables however you wish; you can even decide to throw out these requirements entirely! Whatever you choose, try to keep your decisions consistent for both yourself and your players.

CREATURE NAME CHALLENGE

Eligible Refinements Suggested refinements from the creature are listed here. You might determine the creature has additional refinements available or lacks any of these refinements.

Eligible Imbued Properties Suggested imbued properties from the creature are listed here. You might determine the creature has additional imbued properties available or lacks any of these imbued properties.

MONSTER PARTS

ABANDONED

CHALLENGE 1

Eligible Refinements weapons (bludgeoning), focus

Eligible Imbued Properties acid, bane, constitution, defense, elongating, energy resistant (necrotic, poison), poison, strength, wild

ADADA

CHALLENGE 20

Eligible Refinements weapons (piercing, slashing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties air, bane, chaotic, charisma, constitution, earth, elongating, energy resistant (radiant), spells, strength, thrown, water, wild, winged

AKAKY

CHALLENGE 1

Eligible Refinements focus

Eligible Imbued Properties acid, air, bane, charisma, cold, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, poison, thunder), fire, force, invulnerability, lightning, necrotic, poison, strength, thrown, thunder, wild, winged, wisdom

AMALGAMESS

CHALLENGE 10

Eligible Refinements weapons (bludgeoning, slashing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties bane, chaotic, charisma, constitution, defense, energy resistant (radiant), spells, spiked, strength, wild

ARRONGTATA COMMANDER CHALLENGE 1

Eligible Refinements focus

Eligible Imbued Properties bane, chaotic, constitution, defense, dexterity, energy resistant (radiant), strength, wild, wisdom

ARRONGTATA HAWK RIDER CHALLENGE 2

Eligible Refinements weapons (piercing), focus

Eligible Imbued Properties air, bane, chaotic, dexterity, energy resistant (radiant), intelligence, strength, thrown, wild, winged, wisdom

ARRONGTATA SWARM

CHALLENGE 4

Eligible Refinements focus

Eligible Imbued Properties bane, chaotic, constitution, dexterity, energy resistant (radiant), invulnerability, strength, wild, wisdom

ASKYRON

CHALLENGE 22

Eligible Refinements focus

Eligible Imbued Properties acid, air, bane, dexterity, earth, energy resistant (acid, radiant, poison), force, intelligence, poison, psychic, spells, strength, thrown, wild, winged

ATONING SPIRIT

CHALLENGE 4

Eligible Refinements weapons (bludgeoning), focus

Eligible Imbued Properties acid, air, bane, chaotic, cold, dexterity, earth, energy resistant (acid, cold, fire, lightning, necrotic, radiant, poison, thunder), fire, force, invulnerability, lightning, necrotic, poison, spells, thrown, thunder, water, wild, winged, wisdom

AUROPLASM **CHALLENGE 22**

Eligible Refinements weapons (bludgeoning), shield, bracers, focus
Eligible Imbued Properties bane, charisma, darkness, defense, elongating, energy resistant (radiant, fire, lightning), fire, intelligence, lightning, spells, strength, wild, wisdom

AYD-RAHIBA **CHALLENGE 10**

Eligible Refinements weapons (bludgeoning), focus
Eligible Imbued Properties bane, chaotic, dexterity, earth, energy resistant (radiant), invulnerability, strength, wild

BANNOG THIEF **CHALLENGE 4**

Eligible Refinements weapons (bludgeoning), focus
Eligible Imbued Properties bane, chaotic, defense, dexterity, energy resistant (radiant), wild, wisdom

BATHTUB OOZE **CHALLENGE 2**

Eligible Refinements weapons (bludgeoning), focus
Eligible Imbued Properties bane, darkness, dexterity, energy resistant (radiant), mirrored, necrotic, strength, water, wild, wisdom

BELL WALKER **CHALLENGE 10**

Eligible Refinements weapons (bludgeoning), armor (light, heavy), shield, bracers, focus
Eligible Imbued Properties bane, constitution, darkness, elongating, energy resistant (radiant), invulnerability, poison, strength, wild, wisdom, wood

BETWEEN **CHALLENGE 12**

Eligible Refinements focus
Eligible Imbued Properties acid, bane, chaotic, charisma, cold, darkness, dexterity, energy resistant (acid, cold, fire, lightning, poison, radiant, necrotic, thunder), fire, force, invulnerability, lightning, necrotic, poison, thunder, wild, wisdom

BLINK DRAKE **CHALLENGE 11**

Eligible Refinements weapons (bludgeoning, piercing), armor (light, medium, heavy), shield, bracers, focus
Eligible Imbued Properties air, bane, constitution, defense, dexterity, energy resistant (radiant), force, spells, thrown, wild, winged

BLOODSPORT REMNANT **CHALLENGE 10**

Eligible Refinements weapons (bludgeoning), armor (light, medium), shield, bracers, focus
Eligible Imbued Properties bane, charisma, constitution, defense, dexterity, energy resistant (necrotic, poison), invulnerability, poison, strength, wild

BOE ERCHITU **CHALLENGE 6**

Eligible Refinements weapons (piercing), armor (light, medium), shield, bracers, focus
Eligible Imbued Properties bane, charisma, constitution, energy resistant (radiant), invulnerability, light, strength, wild

BOG BOMBER **CHALLENGE 10**

Eligible Refinements weapons (bludgeoning, piercing), armor (light, medium, heavy), shield, bracers, focus
Eligible Imbued Properties bane, constitution, elongating, energy resistant (fire, radiant), fire, strength, wild

BOWLFISH **CHALLENGE ½**

Eligible Refinements weapons (piercing), focus
Eligible Imbued Properties bane, chaotic, charisma, constitution, dexterity, energy resistant (radiant), intelligence, spells, strength, wild, wisdom

BULBEKKEN **CHALLENGE 2**

Eligible Refinements weapons (slashing), focus
Eligible Imbued Properties acid, bane, chaotic, charisma, constitution, energy resistant (radiant), spells, strength, wild, wisdom

CADAVALIER **CHALLENGE 7**

Eligible Refinements weapons (bludgeoning, piercing), focus
Eligible Imbued Properties bane, constitution, dexterity, elongating, energy resistant (necrotic, poison), necrotic, poison, strength, wild, wisdom

CARNIVOROUS CHAPEAU **CHALLENGE ⅛**

Eligible Refinements weapons (bludgeoning), focus
Eligible Imbued Properties bane, constitution, dexterity, energy resistant (necrotic, poison, psychic, radiant), lawful, poison, psychic, strength, wild, wisdom

CASTER DETRITUS **CHALLENGE 8**

Eligible Refinements weapons (piercing, slashing), armor (light, medium), shield, bracers, focus
Eligible Imbued Properties bane, chaotic, charisma, constitution, dexterity, elongating, energy resistant (radiant), intelligence, invulnerability, spells, strength, wild

CATHARTIC WORM **CHALLENGE 9**

Eligible Refinements weapons (bludgeoning, piercing), armor (light, medium, heavy), shield, bracers, focus
Eligible Imbued Properties air, bane, constitution, defense, dexterity, elongating, energy resistant (radiant), strength, thrown, wild, winged

CAXIRUS **CHALLENGE 3**

Eligible Refinements weapons (piercing, slashing), armor (light, medium), shield, bracers, focus
Eligible Imbued Properties bane, chaotic, energy resistant (radiant), light, spells, strength, water, wild, wisdom

CELESTIAL GEOMETRY **CHALLENGE 8**

Eligible Refinements weapons (bludgeoning), armor (light, medium, heavy), shield, bracers, focus
Eligible Imbued Properties air, bane, cold, constitution, dexterity, energy resistant (cold, fire, lightning, necrotic, poison, psychic, radiant), fire, force, lawful, lightning, poison, psychic, spells, strength, thrown, wild, winged, wisdom





CHIRALUS **CHALLENGE 10**

Eligible Refinements weapons (slashing), focus
Eligible Imbued Properties air, bane, chaotic, charisma, constitution, defense, dexterity, energy resistant (radiant), psychic, thrown, wild, winged, wisdom

CHOSAINTOR **CHALLENGE 14**

Eligible Refinements weapons (slashing), armor (light, medium), focus
Eligible Imbued Properties bane, chaotic, charisma, dexterity, energy resistant (radiant), wild, wisdom

CHRONOCEROS **CHALLENGE 9**

Eligible Refinements weapons (bludgeoning, piercing), armor (light, medium), shield, bracers, focus
Eligible Imbued Properties bane, constitution, defense, energy resistant (radiant), invulnerability, strength, wild

CITRIC EVAPORITE **CHALLENGE ½**

Eligible Refinements weapons (bludgeoning), shield, bracers, focus
Eligible Imbued Properties bane, constitution, darkness, energy resistant (fire, lightning, psychic, radiant), fire, lightning, psychic, strength, wild, wisdom

CLOAKED CADAVER **CHALLENGE 6**

Eligible Refinements focus
Eligible Imbued Properties air, bane, constitution, defense, dexterity, energy resistant (necrotic, poison), necrotic, poison, thrown, wild, winged, wisdom

CONGEALED LAUGHTER **CHALLENGE 26**

Eligible Refinements weapons (piercing), shield, bracers, focus
Eligible Imbued Properties acid, air, bane, constitution, elongating, energy resistant (radiant), invulnerability, strength, thrown, wild, winged

CONTORTION CREEPER **CHALLENGE 10**

Eligible Refinements weapons (bludgeoning, piercing, slashing), focus
Eligible Imbued Properties bane, chaotic, charisma, constitution, dexterity, energy resistant (radiant), strength, wild

CONTORTION CROWN **CHALLENGE 16**

Eligible Refinements weapons (bludgeoning, piercing, slashing), armor (light, medium), shield, bracers, focus
Eligible Imbued Properties bane, chaotic, constitution, elongating, energy resistant (radiant), strength, wild

CONTORTION SWARM **CHALLENGE 11**

Eligible Refinements weapons (bludgeoning, piercing, slashing), focus
Eligible Imbued Properties bane, chaotic, constitution, dexterity, energy resistant (radiant), invulnerability, wild

CONVOLUTE KEYWEED **CHALLENGE 7**

Eligible Refinements weapons (slashing), armor (light), shield, bracers, focus
Eligible Imbued Properties bane, constitution, dexterity, energy resistant (radiant), wild, wood

COPPERSMYF **CHALLENGE 6**

Eligible Refinements weapons (slashing), armor (medium, heavy), shield, bracers, focus
Eligible Imbued Properties air, bane, charisma, constitution, defense, dexterity, energy resistant (necrotic, poison, radiant), force, lawful, poison, spells, strength, thrown, wild, winged, wisdom

CRYPTFOWL SWARM **CHALLENGE 2**

Eligible Refinements focus
Eligible Imbued Properties acid, air, bane, constitution, dexterity, energy resistant (radiant), thrown, wild, winged

CRYSTALLINE OWL **CHALLENGE 12**

Eligible Refinements weapons (slashing), focus
Eligible Imbued Properties air, bane, chaotic, charisma, constitution, defense, dexterity, energy resistant (fire, radiant), fire, intelligence, light, strength, thrown, wild, winged, wisdom

CUNOMAGLOS **CHALLENGE 1**

Eligible Refinements weapons (piercing, slashing), shield, bracers, focus
Eligible Imbued Properties bane, chaotic, charisma, dexterity, energy resistant (radiant), invulnerability, strength, wild

CURSE EATER **CHALLENGE 11**

Eligible Refinements weapons (piercing, slashing), focus
Eligible Imbued Properties bane, constitution, dexterity, energy resistant (radiant), force, invulnerability, strength, wild, wisdom

DEMON SHEPHERD **CHALLENGE 2**

Eligible Refinements weapons (bludgeoning, slashing), armor (light), shield, bracers, focus
Eligible Imbued Properties bane, chaotic, cold, constitution, energy resistant (cold, fire, lightning, poison, radiant), evil, fire, good, intelligence, invulnerability, lightning, mirrored, necrotic, poison, psychic, spells, strength, wild, wisdom

EBIRATH **CHALLENGE 4**

Eligible Refinements weapons (bludgeoning, slashing), armor (heavy), shield, bracers, focus
Eligible Imbued Properties bane, constitution, defense, elongating, energy resistant (radiant), invulnerability, spiked, strength, thunder, water, wild

EMPEROR SHARK PENGUIN **CHALLENGE 1**

Eligible Refinements weapons (slashing), focus
Eligible Imbued Properties bane, chaotic, cold, constitution, defense, dexterity, energy resistant (cold, radiant), spiked, strength, water, wild

ERYGLOID **CHALLENGE 16**

Eligible Refinements weapons (bludgeoning), focus
Eligible Imbued Properties acid, bane, charisma, constitution, darkness, energy resistant (acid, radiant), intelligence, mirrored, spells, strength, water, wild, wisdom

EUPHORIA OOZE **CHALLENGE 12**

Eligible Refinements weapons (bludgeoning), focus

Eligible Imbued Properties bane, constitution, darkness, energy resistant (radiant), invulnerability, strength, wild, wisdom

EXTRA TOE **CHALLENGE 10**

Eligible Refinements weapons (piercing), focus

Eligible Imbued Properties bane, constitution, defense, dexterity, energy resistant (radiant), wild, wisdom

EYE STALKER **CHALLENGE 22**

Eligible Refinements weapons (slashing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties bane, chaotic, constitution, darkness, dexterity, energy resistant (radiant), intelligence, strength, wild, wisdom

FALSE TARRASQUE **CHALLENGE 1**

Eligible Refinements weapons (bludgeoning, piercing, slashing), focus

Eligible Imbued Properties bane, chaotic, charisma, defense, dexterity, energy resistant (radiant), wild, wisdom

FEDDRY **CHALLENGE 2**

Eligible Refinements weapons (bludgeoning), armor (light), shield, bracers, focus

Eligible Imbued Properties charisma, constitution, defense, dexterity, energy resistant (radiant), lightning, strength, wild, wisdom

FETCHFISHER BROOD SWARM **CHALLENGE 2**

Eligible Refinements focus

Eligible Imbued Properties bane, constitution, dexterity, energy resistant (radiant), invulnerability, strength, wild, wisdom

FETCHFISHER **CHALLENGE 1/8**

Eligible Refinements weapons (slashing), focus

Eligible Imbued Properties bane, constitution, dexterity, elongating, energy resistant (radiant), strength, wild, wisdom

FETH VELAUNT **CHALLENGE 1/4**

Eligible Refinements weapons (bludgeoning, piercing), armor (light), shield, bracers, focus

Eligible Imbued Properties bane, chaotic, cold, constitution, elongating, energy resistant (cold, radiant), psychic, strength, water, wild, wisdom

FETHROTTE **CHALLENGE 1/4**

Eligible Refinements weapons (piercing), focus

Eligible Imbued Properties acid, bane, cold, constitution, defense, dexterity, energy resistant (radiant), fire, lightning, poison, strength, thunder, wild

FOSTERKIN **CHALLENGE 7**

Eligible Refinements weapons (bludgeoning), armor (light), shield, bracers, focus

Eligible Imbued Properties bane, chaotic, charisma, energy resistant (radiant), spells, strength, wild, wisdom

FRAGMENTOR **CHALLENGE 2**

Eligible Refinements focus

Eligible Imbued Properties air, bane, chaotic, charisma, constitution, defense, energy resistant (radiant), invulnerability, strength, thrown, wild, winged

FRENZIED TRASHFIRE **CHALLENGE 4**

Eligible Refinements weapons (bludgeoning), armor (light), shield, bracers, focus

Eligible Imbued Properties bane, dexterity, energy resistant (fire, radiant), fire, spells, wild, wisdom

FURNACE NEWT **CHALLENGE 9**

Eligible Refinements weapons (piercing), focus

Eligible Imbued Properties bane, charisma, constitution, dexterity, energy resistant (fire, radiant), fire, strength, wild, wisdom

FURY SPHERE **CHALLENGE 2**

Eligible Refinements weapons (bludgeoning), armor (medium, heavy), shield, bracers, focus

Eligible Imbued Properties bane, constitution, energy resistant (necrotic, radiant), invulnerability, lawful, strength, wild

GASPER **CHALLENGE 12**

Eligible Refinements weapons (bludgeoning, piercing), armor (light), shield, bracers, focus

Eligible Imbued Properties air, bane, chaotic, charisma, constitution, darkness, defense, dexterity, energy resistant (radiant), strength, wild, wisdom

GASTROPHAGE **CHALLENGE 7**

Eligible Refinements weapons (piercing, slashing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties acid, bane, constitution, energy resistant (radiant), strength, wild

GLADELICH **CHALLENGE 8**

Eligible Refinements weapons (piercing), focus

Eligible Imbued Properties bane, cold, energy resistant (cold, necrotic), intelligence, invulnerability, necrotic, spells, wild, wisdom

GOBLIN CIRCUS TROUPE **CHALLENGE 1**

Eligible Refinements focus

Eligible Imbued Properties constitution, dexterity, energy resistant (radiant), strength, wild

GOLDEN COINIVORE SWARM **CHALLENGE 9**

Eligible Refinements focus

Eligible Imbued Properties bane, chaotic, constitution, dexterity, energy resistant (radiant), invulnerability, wild, wisdom

GOLDSMYF **CHALLENGE 12**

Eligible Refinements weapons (piercing), armor (medium, heavy), shield, bracers, focus

Eligible Imbued Properties bane, charisma, constitution, defense, dexterity, energy resistant (necrotic, poison, radiant), fire, lawful, poison, spells, strength, wild, wisdom





GOLEM OF WONDER **CHALLENGE 9**

Eligible Refinements weapons (bludgeoning, slashing), armor (medium, heavy), shield, bracers, focus

Eligible Imbued Properties bane, constitution, dexterity, elongating, energy resistant (necrotic, poison, psychic, radiant), force, invulnerability, lawful, lightning, mirrored, poison, psychic, strength, wild

GOREHED **CHALLENGE 9**

Eligible Refinements weapons (piercing, slashing), armor (light), focus

Eligible Imbued Properties bane, chaotic, charisma, constitution, dexterity, energy resistant (radiant), strength, water, wild

GREATER FETCHFISHER **CHALLENGE 6**

Eligible Refinements weapons (piercing, slashing), focus

Eligible Imbued Properties bane, constitution, dexterity, elongating, energy resistant (radiant), strength, wild

GROUNDGULLET **CHALLENGE 13**

Eligible Refinements weapons (bludgeoning), armor (light), shield, bracers, focus

Eligible Imbued Properties acid, bane, chaotic, constitution, darkness, earth, energy resistant (radiant), strength, wild

GUILLOTINE HEAD **CHALLENGE 6**

Eligible Refinements weapons (piercing), focus

Eligible Imbued Properties bane, constitution, earth, energy resistant (necrotic), intelligence, strength, wild, wisdom

GUILTBOUND **CHALLENGE 8**

Eligible Refinements weapons (bludgeoning), armor (light), shield, bracers, focus

Eligible Imbued Properties bane, charisma, constitution, elongating, energy resistant (necrotic, poison), necrotic, poison, strength, wild

GUNPOWDER BEAR **CHALLENGE 9**

Eligible Refinements weapons (piercing), focus

Eligible Imbued Properties bane, constitution, dexterity, energy resistant (necrotic, poison, radiant), fire, intelligence, lawful, poison, wild, wisdom

HANDLESS MAGE **CHALLENGE 11**

Eligible Refinements focus

Eligible Imbued Properties bane, charisma, constitution, dexterity, energy resistant (necrotic, poison, psychic), force, intelligence, poison, psychic, spells, wild, wisdom

HAUNTING SPOON **CHALLENGE 4**

Eligible Refinements weapons (bludgeoning), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties air, charisma, constitution, dexterity, energy resistant (necrotic, poison, radiant), lawful, poison, strength, thrown, wild, winged, wisdom

HEAT GLUTTON **CHALLENGE 11**

Eligible Refinements weapons (piercing, slashing), focus

Eligible Imbued Properties bane, cold, constitution, defense, dexterity, elongating, energy resistant (fire, radiant), fire, spiked, strength, wild

ICTIOCTOR **CHALLENGE 8**

Eligible Refinements weapons (slashing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties bane, chaotic, charisma, cold, constitution, dexterity, energy resistant (cold, fire, lightning, poison, radiant), evil, fire, force, good, intelligence, lightning, mirrored, poison, strength, water, wild

ILLICERU **CHALLENGE ¼**

Eligible Refinements weapons (bludgeoning, piercing), focus

Eligible Imbued Properties acid, bane, chaotic, charisma, constitution, darkness, dexterity, elongating, energy resistant (radiant), intelligence, strength, wild

IMAGINARY FRIEND **CHALLENGE 10**

Eligible Refinements focus

Eligible Imbued Properties acid, bane, cold, constitution, defense, dexterity, energy resistant (acid, cold, fire, lightning, poison, radiant, thunder), fire, force, invulnerability, lightning, poison, thunder, wild, wisdom

INKBLOT OOZE **CHALLENGE ½**

Eligible Refinements weapons (bludgeoning), focus

Eligible Imbued Properties bane, constitution, energy resistant (radiant), strength, wild, wisdom

IRON HOUNDMASTER **CHALLENGE 9**

Eligible Refinements weapons (bludgeoning, piercing), armor (heavy), shield, bracers, focus

Eligible Imbued Properties bane, constitution, dexterity, energy resistant (necrotic, poison, radiant), lawful, lightning, mirrored, poison, strength, wild, wisdom

JADRANI **CHALLENGE 2**

Eligible Refinements weapons (piercing, slashing), focus

Eligible Imbued Properties air, bane, chaotic, charisma, constitution, dexterity, elongating, energy resistant (necrotic, poison), intelligence, necrotic, poison, strength, thrown, wild, winged, wisdom

KAWAKAMI **CHALLENGE 5**

Eligible Refinements weapons (bludgeoning), focus

Eligible Imbued Properties acid, air, bane, charisma, cold, constitution, defense, dexterity, energy resistant (acid, cold, fire, lightning, poison, radiant, thunder), fire, force, intelligence, invulnerability, lightning, poison, spells, thrown, thunder, water, wild, winged, wisdom

KAYMAN BACOO **CHALLENGE 8**

Eligible Refinements weapons (piercing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties bane, chaotic, charisma, constitution, dexterity, energy resistant (radiant), intelligence, spells, wild, wisdom

KEENINGREED **CHALLENGE 3**

Eligible Refinements weapons (slashing), armor (light), shield, bracers, focus

Eligible Imbued Properties bane, charisma, constitution, dexterity, energy resistant (necrotic, radiant), intelligence, necrotic, spells, thunder, water, wild, wisdom, wood

KELPSTEED **CHALLENGE 16**

Eligible Refinements weapons (bludgeoning), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties bane, charisma, constitution, energy resistant (radiant), intelligence, poison, strength, water, wild, wisdom, wood

KEYWEED **CHALLENGE 9**

Eligible Refinements weapons (bludgeoning), focus

Eligible Imbued Properties bane, charisma, dexterity, energy resistant (radiant), wild, wisdom, wood

KOLUFS KRAFSÁ **CHALLENGE ½**

Eligible Refinements weapons (slashing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties constitution, defense, energy resistant (radiant), strength, wild

LANTERN LESHY **CHALLENGE 2**

Eligible Refinements weapons (bludgeoning, slashing), focus

Eligible Imbued Properties bane, charisma, constitution, dexterity, energy resistant (necrotic, poison), fire, light, poison, strength, wild, wisdom, wood

LIVING BONES **CHALLENGE 5**

Eligible Refinements focus

Eligible Imbued Properties bane, dexterity, energy resistant (poison, radiant), light, poison, radiant, strength, wild, wisdom

LIVING CONSTELLATION **CHALLENGE ½**

Eligible Refinements weapons (piercing), focus

Eligible Imbued Properties air, bane, chaotic, charisma, dexterity, elongating, energy resistant (fire, radiant), fire, invulnerability, psychic, spells, strength, thrown, wild, winged, wisdom

LIVING FIGMENT **CHALLENGE 2**

Eligible Refinements focus

Eligible Imbued Properties acid, air, bane, charisma, cold, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, poison, radiant, thunder), fire, force, invulnerability, lawful, lightning, necrotic, poison, psychic, thrown, thunder, wild, winged, wisdom

LIVING ORIGAMI **CHALLENGE 10**

Eligible Refinements weapons (slashing), focus

Eligible Imbued Properties bane, charisma, constitution, defense, dexterity, energy resistant (radiant), intelligence, strength, wild, wisdom, wood

LOREKITH **CHALLENGE 5**

Eligible Refinements focus

Eligible Imbued Properties bane, chaotic, charisma, cold, constitution, dexterity, energy resistant (radiant), intelligence, spells, wild, wisdom

LUCENT DEMONSHEEP **CHALLENGE ¼**

Eligible Refinements weapons (piercing), armor (light), shield, bracers, focus

Eligible Imbued Properties bane, chaotic, charisma, cold, dexterity, energy resistant (cold, fire, lightning, poison, radiant), evil, fire, good, invulnerability, lightning, poison, strength, wild, wisdom

MANY FACES **CHALLENGE 8**

Eligible Refinements weapons (piercing, slashing), armor (light), shield, bracers, focus

Eligible Imbued Properties air, bane, chaotic, charisma, dexterity, earth, energy resistant (radiant), intelligence, invulnerability, wild

MARAMACULA **CHALLENGE 1**

Eligible Refinements weapons (bludgeoning), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties acid, bane, charisma, dexterity, elongating, energy resistant (radiant), strength, water, wild

MEATMONGER **CHALLENGE 6**

Eligible Refinements focus

Eligible Imbued Properties bane, chaotic, energy resistant (radiant), intelligence, strength, wild

MEDDLING HANDS **CHALLENGE 1**

Eligible Refinements weapons (bludgeoning, piercing), focus

Eligible Imbued Properties bane, chaotic, dexterity, energy resistant (radiant), intelligence, invulnerability, spiked, strength, wild

MERCURIAL KNIGHT **CHALLENGE 18**

Eligible Refinements weapons (bludgeoning, slashing), shield, bracers, focus

Eligible Imbued Properties bane, constitution, defense, dexterity, energy resistant (necrotic, poison, radiant), invulnerability, lawful, poison, strength, wild

MIDNIGHT LILY **CHALLENGE 12**

Eligible Refinements weapons (piercing), armor (light), shield, bracers, focus

Eligible Imbued Properties bane, charisma, constitution, dexterity, energy resistant (radiant), invulnerability, spiked, wild, wood





MIRAGE CRAWLER **CHALLENGE 5**

Eligible Refinements weapons (bludgeoning), armor (medium, heavy), shield, bracers, focus

Eligible Imbued Properties acid, bane, chaotic, constitution, darkness, defense, earth, elongating, energy resistant (fire, radiant), fire, strength, wild, wisdom

MONEY-GRUBBER SWARM **CHALLENGE 1/8**

Eligible Refinements focus

Eligible Imbued Properties bane, charisma, dexterity, energy resistant (necrotic, poison), invulnerability, necrotic, poison, psychic, wild, wisdom

NAFIRUS **CHALLENGE 11**

Eligible Refinements weapons (bludgeoning, slashing), armor (light), shield, bracers, focus

Eligible Imbued Properties air, bane, chaotic, charisma, constitution, dexterity, energy resistant (radiant), spells, strength, thrown, thunder, wild, winged, wisdom

ODRAZU **CHALLENGE 13**

Eligible Refinements weapons (bludgeoning), focus

Eligible Imbued Properties air, bane, charisma, cold, dexterity, elongating, energy resistant (cold, fire, poison, radiant), evil, fire, good, intelligence, invulnerability, lawful, mirrored, poison, thrown, wild, winged, wisdom

OWLPACA **CHALLENGE 9**

Eligible Refinements weapons (piercing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties bane, constitution, dexterity, energy resistant (radiant), strength, wild, wisdom

PAINTBRUSH FOX **CHALLENGE 2**

Eligible Refinements weapons (piercing), focus

Eligible Imbued Properties bane, chaotic, charisma, dexterity, energy resistant (radiant), wild, wisdom

PLUG-TAILED WOLLY **CHALLENGE 1**

Eligible Refinements weapons (slashing), focus

Eligible Imbued Properties bane, chaotic, constitution, dexterity, earth, energy resistant (radiant), strength, water, wild, wisdom

POSSIBILITY GOLEM **CHALLENGE 1**

Eligible Refinements weapons (bludgeoning), armor (heavy), shield, bracers, focus

Eligible Imbued Properties bane, constitution, dexterity, energy resistant (fire, lightning, necrotic, poison, psychic, radiant), fire, force, invulnerability, lawful, lightning, mirrored, poison, psychic, strength, wild

PRECOGNATE **CHALLENGE 1/4**

Eligible Refinements weapons (slashing), focus

Eligible Imbued Properties bane, chaotic, defense, dexterity, energy resistant (radiant), strength, wild

PROSELYTIZER **CHALLENGE 14**

Eligible Refinements weapons (slashing), focus

Eligible Imbued Properties bane, charisma, cold, defense, dexterity, energy resistant (cold, radiant), evil, good, invulnerability, wild, wisdom

PSYCHIC RAT KING **CHALLENGE 4**

Eligible Refinements weapons (piercing), focus

Eligible Imbued Properties bane, chaotic, energy resistant (psychic, radiant), intelligence, invulnerability, psychic, spells, wild, wisdom

PSYCHOGENIC LAGOMORPH **CHALLENGE 16**

Eligible Refinements weapons (piercing), focus

Eligible Imbued Properties air, bane, charisma, constitution, defense, dexterity, energy resistant (radiant), intelligence, psychic, spells, thrown, wild, winged, wisdom

Q-METAL MORPHOID **CHALLENGE 14**

Eligible Refinements weapons (bludgeoning, piercing, slashing), armor (heavy), shield, bracers, focus

Eligible Imbued Properties bane, constitution, defense, dexterity, earth, elongating, energy resistant (fire, poison, radiant), fire, invulnerability, poison, strength, wild

RIBCAGE VINE **CHALLENGE 8**

Eligible Refinements weapons (piercing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties bane, cold, constitution, defense, dexterity, energy resistant (cold, lightning, necrotic, poison), invulnerability, lightning, necrotic, poison, strength, wild, wood

SALIRUS **CHALLENGE 10**

Eligible Refinements weapons (piercing), focus

Eligible Imbued Properties bane, chaotic, constitution, dexterity, energy resistant (radiant), intelligence, light, spells, wild, wisdom

SAMARAN **CHALLENGE 15**

Eligible Refinements weapons (bludgeoning), focus

Eligible Imbued Properties bane, charisma, constitution, dexterity, energy resistant (radiant), intelligence, wild, wisdom, wood

SAVALIR **CHALLENGE 4**

Eligible Refinements weapons (slashing), focus

Eligible Imbued Properties acid, bane, chaotic, cold, constitution, dexterity, energy resistant (acid, radiant), fire, intelligence, lightning, spiked, strength, wild, wisdom

SCYPHOZOID EYE **CHALLENGE 5**

Eligible Refinements weapons (bludgeoning), shield, bracers, focus

Eligible Imbued Properties acid, air, bane, chaotic, charisma, constitution, defense, elongating, energy resistant (acid, psychic, radiant), invulnerability, psychic, spells, strength, thrown, wild, winged, wisdom

SECRADOW **CHALLENGE 1/4**

Eligible Refinements focus

Eligible Imbued Properties bane, chaotic, charisma, defense, dexterity, energy resistant (necrotic, radiant), intelligence, necrotic, strength, wild

SHRIEKING AUGER **CHALLENGE 10**

Eligible Refinements weapons (piercing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties bane, constitution, dexterity, energy resistant (radiant), strength, wild, wisdom

SILKWURM **CHALLENGE 13**

Eligible Refinements weapons (piercing), armor (medium, heavy), shield, bracers, focus

Eligible Imbued Properties bane, constitution, dexterity, earth, elongating, energy resistant (necrotic, poison, radiant), lawful, poison, spiked, strength, wild

SILVERSMYF **CHALLENGE 8**

Eligible Refinements weapons (piercing), armor (medium, heavy), shield, bracers, focus

Eligible Imbued Properties bane, charisma, cold, defense, dexterity, energy resistant (necrotic, poison, radiant), lawful, poison, spells, strength, wild

SORROW PORTRAIT **CHALLENGE 6**

Eligible Refinements weapons (bludgeoning), focus

Eligible Imbued Properties air, bane, charisma, constitution, dexterity, energy resistant (necrotic, radiant), invulnerability, lawful, psychic, strength, thrown, wild, winged, wisdom

SPELLFILCHER **CHALLENGE 12**

Eligible Refinements focus

Eligible Imbued Properties air, bane, chaotic, charisma, constitution, defense, dexterity, energy resistant (radiant), intelligence, spells, thrown, wild, winged, wisdom

SQUICHLEK **CHALLENGE 1**

Eligible Refinements weapons (bludgeoning, piercing), focus

Eligible Imbued Properties air, bane, chaotic, charisma, constitution, dexterity, energy resistant (radiant), strength, thrown, wild, winged

STAR WYRM **CHALLENGE 2**

Eligible Refinements weapons (piercing, slashing), armor (light, medium, heavy), shield, bracers, focus

Eligible Imbued Properties air, bane, charisma, constitution, darkness, defense, elongating, energy resistant (necrotic, radiant), fire, necrotic, strength, thrown, wild, winged

STICK TONGUE **CHALLENGE 24**

Eligible Refinements weapons (bludgeoning, slashing), armor (medium), shield, bracers, focus

Eligible Imbued Properties acid, bane, constitution, defense, dexterity, elongating, energy resistant (radiant), strength, wild, wisdom

STILTWALKER **CHALLENGE 4**

Eligible Refinements weapons (bludgeoning), armor (medium), shield, bracers, focus

Eligible Imbued Properties bane, constitution, dexterity, energy resistant (radiant), strength, wild

SUSURRATION **CHALLENGE 12**

Eligible Refinements weapons (slashing), focus

Eligible Imbued Properties air, bane, charisma, constitution, darkness, dexterity, energy resistant (necrotic, poison), necrotic, poison, psychic, strength, thrown, wild, winged, wisdom

TAHAGATA **CHALLENGE 1**

Eligible Refinements weapons (slashing), focus

Eligible Imbued Properties bane, chaotic, charisma, constitution, defense, dexterity, energy resistant (radiant), intelligence, invulnerability, strength, wild, wisdom

TELEPATHIC EARWIG SWARM **CHALLENGE 5**

Eligible Refinements focus

Eligible Imbued Properties bane, chaotic, charisma, constitution, darkness, dexterity, energy resistant (radiant), intelligence, invulnerability, psychic, spells, strength, wild, wisdom

TESTUDAN **CHALLENGE 6**

Eligible Refinements weapons (bludgeoning, piercing, slashing), armor (light, medium, heavy), shield, bracers, focus

Eligible Imbued Properties bane, charisma, constitution, defense, dexterity, energy resistant (radiant), invulnerability, poison, strength, water, wild

THICKET URCHIN **CHALLENGE 5**

Eligible Refinements weapons (bludgeoning, piercing), armor (light, heavy), shield, bracers, focus

Eligible Imbued Properties bane, constitution, elongating, energy resistant (psychic, radiant), poison, psychic, strength, wild, wood

THOUSAND SKINS **CHALLENGE 4**

Eligible Refinements weapons (slashing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties bane, chaotic, constitution, defense, dexterity, elongating, energy resistant (radiant), mirrored, strength, wild

THUNDERHEAD WILLOW **CHALLENGE 24**

Eligible Refinements weapons (bludgeoning, slashing), shield, bracers, focus

Eligible Imbued Properties bane, constitution, dexterity, energy resistant (lightning, radiant), fire, invulnerability, lightning, strength, thunder, wild, wisdom, wood

TIDRAGAT **CHALLENGE 16**

Eligible Refinements weapons (slashing), armor (light, medium, heavy), shield, bracers, focus

Eligible Imbued Properties bane, charisma, dexterity, energy resistant (radiant), intelligence, spells, wild

TIME GOLEM **CHALLENGE 25**

Eligible Refinements shield, bracers, focus

Eligible Imbued Properties air, bane, constitution, dexterity, elongating, energy resistant (force, necrotic, poison, radiant), force, invulnerability, lawful, poison, strength, thrown, wild, winged





TREE OF EYES **CHALLENGE 9**

Eligible Refinements weapons (bludgeoning, piercing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties bane, charisma, constitution, elongating, energy resistant (radiant), force, invulnerability, poison, strength, wild, wood

TWISTWERE WOLF **CHALLENGE 2**

Eligible Refinements weapons (piercing, slashing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties bane, constitution, defense, dexterity, energy resistant (radiant), invulnerability, spiked, strength, wild

UNSCALED TYRANT **CHALLENGE 10**

Eligible Refinements focus

Eligible Imbued Properties bane, charisma, constitution, defense, dexterity, energy resistant (necrotic), intelligence, invulnerability, necrotic, spells, wild

VASPERTIL **CHALLENGE 11**

Eligible Refinements focus

Eligible Imbued Properties bane, chaotic, defense, dexterity, energy resistant (radiant), evil, good, necrotic, spells, strength, wild, wisdom

VENGEWHISPER **CHALLENGE 10**

Eligible Refinements focus

Eligible Imbued Properties acid, air, bane, charisma, cold, dexterity, energy resistant (acid, cold, fire, lightning, necrotic, poison, thunder), fire, force, intelligence, invulnerability, lightning, necrotic, poison, spells, thrown, thunder, wild, winged, wisdom

VILE ASCENDER **CHALLENGE 5**

Eligible Refinements weapons (slashing), focus

Eligible Imbued Properties bane, chaotic, dexterity, energy resistant (radiant), spells, wild, wisdom

WACKADODO **CHALLENGE 5**

Eligible Refinements weapons (piercing, slashing), focus

Eligible Imbued Properties bane, charisma, dexterity, elongating, energy resistant (radiant), spiked, strength, wild

WADIRUS **CHALLENGE ¼**

Eligible Refinements weapons (bludgeoning, piercing), focus

Eligible Imbued Properties bane, chaotic, charisma, constitution, dexterity, elongating, energy resistant (poison, radiant), intelligence, poison, spells, strength, water, wild, wisdom

WANDERING PLAGUE **CHALLENGE 9**

Eligible Refinements weapons (bludgeoning), focus

Eligible Imbued Properties bane, constitution, darkness, earth, energy resistant (necrotic, radiant), necrotic, strength, wild, wisdom

WANNABE KNIGHT **CHALLENGE 13**

Eligible Refinements weapons (piercing, slashing), focus

Eligible Imbued Properties bane, constitution, darkness, elongating, energy resistant (radiant), strength, wild

WAR TORTOISE **CHALLENGE 8**

Eligible Refinements weapons (bludgeoning, piercing), armor (medium, heavy), shield, bracers, focus

Eligible Imbued Properties acid, bane, charisma, constitution, dexterity, energy resistant (radiant), intelligence, strength, wild, wisdom

WHORL OOZE **CHALLENGE 10**

Eligible Refinements weapons (bludgeoning), focus

Eligible Imbued Properties bane, constitution, darkness, defense, energy resistant (radiant), psychic, strength, wild

WILDCAT GORGER **CHALLENGE 6**

Eligible Refinements weapons (piercing, slashing), armor (light, medium), shield, bracers, focus

Eligible Imbued Properties acid, bane, constitution, energy resistant (radiant), strength, wild

WRITER'S BLOCK **CHALLENGE 4**

Eligible Refinements weapons (slashing), focus

Eligible Imbued Properties bane, chaotic, charisma, constitution, dexterity, energy resistant (radiant), intelligence, psychic, wild, wisdom

XOTLXOTL **CHALLENGE ¼**

Eligible Refinements focus

Eligible Imbued Properties acid, bane, chaotic, charisma, constitution, defense, dexterity, energy resistant (acid, poison, radiant), intelligence, strength, water, wild, wisdom

ZAKURAK **CHALLENGE 30**

Eligible Refinements weapons (bludgeoning, piercing, slashing), armor (light, medium, heavy), shield, bracers, focus

Eligible Imbued Properties air, bane, charisma, constitution, dexterity, elongating, energy resistant (radiant), evil, force, good, psychic, spells, spiked, strength, thrown, wild, winged, wisdom

ZWEIBLADE GUARDIAN **CHALLENGE 9**

Eligible Refinements weapons (slashing), armor (heavy), shield, bracers, focus

Eligible Imbued Properties bane, constitution, defense, dexterity, energy resistant (necrotic, radiant), invulnerability, necrotic, psychic, radiant, wild



IMBUED PROPERTIES

This table lists all the imbued properties available to players from both *Battlezoo Bestiary* books at a glance. The requirement listed in the “monster parts requirement” column is only an abbreviation of the full requirement,

which you can find by checking the full description of each individual imbued property. These descriptions include additional information, such as each property’s imbue ment paths.

Name	Type	Monster Parts Requirement	Book
Acid	Focus, handwraps, or weapon	Resists or deals acid damage	<i>Battlezoo Bestiary</i>
Air	Focus, handwraps, or weapon	Speak Auran or have flying speed	<i>Strange and Unusual</i>
Bane	Handwraps or weapon	Bane creature type	<i>Battlezoo Bestiary</i>
Chaotic	Focus, handwraps, or weapon	Aberration, demon, or fey	<i>Battlezoo Bestiary</i>
Charisma	Armor, bracers, focus or shield	Charisma highest or second highest	<i>Battlezoo Bestiary</i>
Cold	Focus, handwraps, or weapon	Resists or deals cold damage	<i>Battlezoo Bestiary</i>
Constitution	Armor, bracers, focus or shield	Constitution highest or second highest	<i>Battlezoo Bestiary</i>
Darkness	Focus, handwraps, or weapon	Blindsight or attack, spell, or ability creates darkness	<i>Strange and Unusual</i>
Defense	Melee weapon or handwraps	Reaction triggered by attack or damage	<i>Battlezoo Bestiary</i>
Dexterity	Armor, bracers, focus or shield	Dexterity highest or second highest	<i>Battlezoo Bestiary</i>
Earth	Focus, handwraps, or weapon	Speak Terran or burrowing speed	<i>Strange and Unusual</i>
Energy Resistant	Armor, bracers, focus or shield	Resists chosen damage type (or for radiant, construct or living creature; or for necrotic, construct or undead)	<i>Battlezoo Bestiary</i>
Elongating	Melee weapon	Melee attack with 10 feet or more	<i>Strange and Unusual</i>
Evil	Focus, handwraps, or weapon	Fiend or celestial	<i>Battlezoo Bestiary</i>
Fire	Focus, handwraps, or weapon	Resists or deals fire damage	<i>Battlezoo Bestiary</i>
Force	Focus, handwraps, or weapon	Resists or deals force damage, Etherealness, or Incorporeal Movement	<i>Battlezoo Bestiary</i>
Good	Focus, handwraps, or weapon	Celestial or fiend	<i>Battlezoo Bestiary</i>
Intelligence	Armor, bracers, focus or shield	Intelligence highest or second highest	<i>Battlezoo Bestiary</i>
Invulnerability	Armor or bracers	Resists bludgeoning, piercing, slashing	<i>Battlezoo Bestiary</i>
Lawful	Focus, handwraps, or weapon	Celestial, construct, devil	<i>Battlezoo Bestiary</i>
Light	Focus, handwraps, or weapon	Attack, spell, or ability creates light or deals radiant damage	<i>Strange and Unusual</i>
Lightning	Focus, handwraps, or weapon	Resists or deals lightning damage	<i>Battlezoo Bestiary</i>
Mirrored	Shield	Magic Resistance trait	<i>Strange and Unusual</i>
Necrotic	Focus, handwraps, or weapon	Resists or deals necrotic damage	<i>Battlezoo Bestiary</i>
Poison	Focus, handwraps, or weapon	Resists or deals poison damage	<i>Battlezoo Bestiary</i>
Psychic	Focus, handwraps, or weapon	Resists or deals psychic damage	<i>Battlezoo Bestiary</i>
Radiant	Focus, handwraps, or weapon	Resists or deals radiant damage	<i>Battlezoo Bestiary</i>
Spell	Focus	Spellcasting monster	<i>Battlezoo Bestiary</i>
Spiked	Armor or bracers	Deals piercing or slashing damage through reaction, bonus or passive action	<i>Strange and Unusual</i>
Strength	Armor, bracers, focus or shield	Strength highest or second highest	<i>Battlezoo Bestiary</i>
Thrown	Thrown weapon	Flying speed	<i>Battlezoo Bestiary</i>
Thunder	Focus, handwraps, or weapon	Resists or deals thunder damage	<i>Battlezoo Bestiary</i>
Wild	Focus, handwraps, or weapon	Any	<i>Battlezoo Bestiary</i>
Water	Focus, handwraps, or weapon	Speak Aquan or swimming speed	<i>Strange and Unusual</i>
Winged	Armor or bracers	Flying speed	<i>Battlezoo Bestiary</i>
Wisdom	Armor, bracers, focus or shield	Wisdom highest or second highest	<i>Battlezoo Bestiary</i>
Wood	Focus, handwraps, or weapon	Plant	<i>Strange and Unusual</i>

Type: This lists the types of item that can possess the imbued property. Normally this will be some subset of armor, bracers, handwraps, shield, spellcasting focus, and weapon, but sometimes the requirements are even more specific, such as thrown applying only to thrown weapons.

Monster Part Requirements: These are the requirements that determine whether a monster’s parts can be used to imbue the imbued property into an item. If the requirements list resistance to a specific damage type, a monster with immunity to that same damage meets the requirements as well.

Book: The book which contains the full rules for the imbue ment.



CREATURES BY TYPE

The following lists organize the creatures by their major types, subdivided by challenge.

ABERRATION

Challenge ¼ xotlxoti; **Challenge ½** bowlfish; **Challenge 1** contortion swarm, emperor shark penguin; **Challenge 2** contortion creeper, squichlek; **Challenge 4** bannog thief, gorehed, precognate, writer's block; **Challenge 5** telepathic earwig swarm; **Challenge 6** eye stalker, secradow, tahagata; **Challenge 7** fragmentor; **Challenge 8** caster detritus, golden coinivore swarm, groundgullet; **Challenge 9** chiralus, feth velaunt, gasper; **Challenge 10** amalgamess, ayd-rahiba, living constellation, mirage crawler, savalir; **Challenge 11** illiceru; **Challenge 12** between, contortion crown, fosterkin; **Challenge 13** meddling hands, scyphozoid eye; **Challenge 14** psychic rat king; **Challenge 18** many faces; **Challenge 20** adada

BEAST

Challenge 4 twistwere wolf

CONSTRUCT

Challenge ¼ carnivorous chapeau; **Challenge ¼** haunting spoon; **Challenge ½** gunpowder bear; **Challenge 1** mercurial knight; **Challenge 2** coppersmyf; **Challenge 5** living figment; **Challenge 6** silversmyf; **Challenge 8** iron houndmaster; **Challenge 9** fury sphere, goldsmyf, zweiblade guardian; **Challenge 11** golem of wonder; **Challenge 12** silkwurm, sorrow portrait; **Challenge 14** celestial geometry, possibility golem; **Challenge 26** time golem

DRAGON

Challenge 1 tidragat; **Challenge 9** cathartic worm; **Challenge 10** bog bomber; **Challenge 11** blink drake; **Challenge 24** star wyrm

ELEMENTAL

Challenge 1 furnace newt; **Challenge 8** frenzied trashfire; **Challenge 9** kawakami; **Challenge 15** q-metal morphoid

FEY

Challenge ¼ false tarrasque; **Challenge ½** chosaintor; **Challenge 1** arrongtata hawk rider, crystalline owl, lorekith, paintbrush fox, spellfilcher; **Challenge 2** arrongtata commander, bulbekken; **Challenge 3** kayman bacoo; **Challenge 4** arrongtata swarm, atoning spirit; **Challenge 5** meatmonger, salirus, wadirus; **Challenge 8** caxirus; **Challenge 9** nafirus; **Challenge 10** vile ascender; **Challenge 16** cunomaglos; **Challenge 25** thousand skins

FIEND

Challenge 2 odrazu; **Challenge 3** ictioctor; **Challenge 6** lucent demonsheep; **Challenge 10** demon shepherd, vaspertil; **Challenge 16** proselytizer; **Challenge 30** zakurak

HUMANOID

Challenge ¼ feddry; **Challenge 5** kolufs krafsa; **Challenge 6** goblin circus troupe

MONSTROSITY

Challenge ¼ extra toe; **Challenge 1** owlpaca; **Challenge 2** fethrotte, imaginary friend, ; **Challenge 4** cryptfowl swarm, fetchfisher brood swarm, stick tongue; **Challenge 5** wackadodo; **Challenge 6** boe erchitu, chronoceros, wildcat gorger; **Challenge 7** fetchfisher; **Challenge 8** psychogenic lagomorph, shrieking auger, war tortoise; **Challenge 9** gastrophage; **Challenge 10** heat glutton; **Challenge 11** greater fetchfisher; **Challenge 12** curse eater, maramacula, stiltwalker; **Challenge 22** askyron, ebirath; **Challenge 24** testudan

OOZE

Challenge 2 bathtub ooze; **Challenge 2** erygloid, euphoria ooze; **Challenge 5** inkblot ooze; **Challenge 9** wandering plague; **Challenge 10** whorl ooze; **Challenge 11** citric evaporite; **Challenge 13** wannabe knight; **Challenge 16** congealed laughter; **Challenge 22** auroplasm

PLANT

Challenge ¼ living origami, samaran; **Challenge ½** kelpsteed; **Challenge 2** keyweed, midnight lily; **Challenge 7** keeningreed; **Challenge 8** tree of eyes; **Challenge 9** thunderhead willow; **Challenge 10** bell walker; **Challenge 11** convolute keyweed; **Challenge 16** thicket urchin

UNDEAD

Challenge ¼ money-grubber swarm; **Challenge ¼** guillotine head; **Challenge ½** lantern leshy; **Challenge 1** abandoned, akaky; **Challenge 2** living bones, unscaled tyrant; **Challenge 4** ribcage vine; **Challenge 5** susurrantion; **Challenge 7** cadavaler; **Challenge 9** handless mage; **Challenge 10** bloodsport remnant, cloaked cadaver, guiltbound; **Challenge 11** vengewhisper; **Challenge 13** gladelich; **Challenge 16** jadrani



CREATURES BY CHALLENGE

The following tables present every single creature stat block that can be found in *Battlezoo Bestiary: Strange and Unusual*. These creature stat blocks are organized

by challenge. Each entry also details the creature's prize ranking; its type, and its page number.

Creature	Prize	Challenge	Type	Page
Carnivorous Chapeau	Copper	1/8	construct	32
Extra Toe	Copper	1/8	monstrosity	52
Money-Grubber Swarm	Copper	1/8	undead	115
False Tarrasque	Silver	1/4	fey	54
Feddry	Copper	1/4	humanoid	55
Guillotine Head	Silver	1/4	undead	73
Haunting Spoon	Silver	1/4	construct	77
Living Origami	Copper	1/4	plant	102
Plug-Tailed Wolly	Copper	1/4	fey	118
Samaran	Silver	1/4	plant	126
Xotlxtl	Copper	1/4	aberration	167
Bowlfish	Copper	1/2	aberration	29
Chosaintor	Copper	1/2	fey	36
Gunpowder Bear	Copper	1/2	construct	75
Kelpsteed	Platinum	1/2	plant	92
Lantern Leshy	Silver	1/2	undead	98
Abandoned	Copper	1	undead	10
Akaky	Copper	1	undead	12
Arrongtata Hawk Rider	Copper	1	fey	14
Contortion Swarm	Platinum	1	aberration	40
Crystalline Owl	Copper	1	fey	44
Emperor Shark Penguin	Copper	1	aberration	49
Furnace Newt	Copper	1	elemental	63
Lorekith	Silver	1	fey	103
Mercurial Knight	Silver	1	construct	107
Owlpaca	Copper	1	monstrosity	116
Paintbrush Fox	Copper	1	fey	117
Spellfilcher	Copper	1	fey	137
Tidragat	Copper	1	dragon	147
Arrongtata Commander	Silver	2	fey	15
Bathub Ooze	Silver	2	ooze	22
Bulbekken	Gold	2	fey	30
Contortion Creeper	Platinum	2	aberration	41
Coppersmyf	Platinum	2	construct	132
Erygloid	Copper	2	ooze	50
Euphoria Ooze	Silver	2	ooze	51
Fethrotte	Copper	2	monstrosity	60
Imaginary Friend	Copper	2	monstrosity	81
Keyweed	Platinum	2	plant	93
Living Bones	Copper	2	undead	99
Midnight Lily	Copper	2	plant	108
Odrazu	Grand	2	fiend	110
Squichlek	Gold	2	aberration	138
Unscaled Tyrant	Silver	2	undead	156
Ictioctor	Silver	3	fiend	79
Kayman Bacoo	Silver	3	fey	91
Arrongtata Swarm	Gold	4	fey	16
Atoning Spirit	Copper	4	fey	18
Bannog Thief	Copper	4	aberration	21
Cryptfowl Swarm	Copper	4	monstrosity	43
Fetchfisher Brood Swarm	Platinum	4	monstrosity	56





Creature	Prize	Challenge	Type	Page
Gorehed	Copper	4	aberration	71
Precognate	Silver	4	aberration	120
Ribcage Vine	Silver	4	undead	125
Stick Tongue	Copper	4	monstrosity	140
Twistwere Wolf	Copper	4	beast	155
Writer's Block	Silver	4	aberration	166
Inkblot Ooze	Silver	5	ooze	82
Kolufs Krafsa	Silver	5	humanoid	97
Living Figment	Copper	5	construct	101
Meatmonger	Silver	5	fey	106
Salirus	Platinum	5	fey	85
Susurration	Silver	5	undead	142
Telepathic Earwig Swarm	Copper	5	aberration	143
Wackadodo	Copper	5	monstrosity	160
Wadirus	Platinum	5	fey	84
Boe Erchitu	Copper	6	monstrosity	27
Chronoceros	Copper	6	monstrosity	37
Eye Stalker	Copper	6	aberration	53
Goblin Circus Troupe	Silver	6	humanoid	68
Lucent Demonsheep	Copper	6	fiend	104
Secradow	Copper	6	aberration	129
Silversmyf	Platinum	6	construct	133
Tahagata	Grand	6	aberration	111
Wildcat Gorger	Copper	6	monstrosity	165
Cadavaliar	Gold	7	undead	31
Fetchfisher	Platinum	7	monstrosity	57
Fragmentor	Grand	7	aberration	112
Keeningreed	Platinum	7	plant	94
Caster Detritus	Gold	8	aberration	33
Caxirus	Platinum	8	fey	86
Frenzied Trashfire	Silver	8	elemental	62
Golden Coinivore Swarm	Copper	8	aberration	69
Groundgullet	Copper	8	aberration	72
Iron Houndmaster	Copper	8	construct	83
Psychogenic Lagomorph	Copper	8	monstrosity	123
Shrieking Auger	Gold	8	monstrosity	130
Tree of Eyes	Silver	8	plant	149
War Tortoise	Copper	8	monstrosity	163
Cathartic Worm	Copper	9	dragon	34
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Feth Velaunt	Gold	9	aberration	59
Fury Sphere	Copper	9	construct	64
Gasper	Gold	9	aberration	65
Gastrophage	Silver	9	monstrosity	66
Goldsmymf	Platinum	9	construct	134
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Kawakami	Silver	9	elemental	90
Nafirus	Platinum	9	fey	87
Thunderhead Willow	Gold	9	plant	146
Wandering Plague	Gold	9	ooze	161
Zweiblade Guardian	Silver	9	construct	169
Amalgamess	Copper	10	aberration	13
Ayd-rahiba	Copper	10	aberration	20
Bell Walker	Copper	10	plant	23
Bloodsport Remnant	Copper	10	undead	26
Bog Bomber	Copper	10	dragon	28
Cloaked Cadaver	Copper	10	undead	39

Creature	Prize	Challenge	Type	Page
Demon Shepherd	Copper	10	fiend	47
Guiltbound	Gold	10	undead	74
Heat Glutton	Copper	10	monstrosity	78
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Vile Ascender	Copper	10	fey	159
Whorl Ooze	Gold	10	ooze	164
Blink Drake	Copper	11	dragon	25
Citric Evaporite	Silver	11	ooze	38
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Maramacula	Copper	12	monstrosity	105
Silkwurm	Copper	12	construct	131
Sorrow Portrait	Copper	12	construct	136
Stiltwalker	Copper	12	monstrosity	141
Gladelich	Copper	13	undead	67
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Cunomaglos	Copper	16	fey	45
Jadrani	Copper	16	undead	89
Proselytizer	Copper	16	fiend	121
Thicket Urchin	Silver	16	plant	145
Many Faces	Platinum	18	aberration	153
Adada	Copper	20	aberration	11
Askyron	Gold	22	monstrosity	17
Auroplasm	Silver	22	ooze	19
Ebirath	Copper	22	monstrosity	48
Star Wyrn	Silver	24	dragon	139
Testudan	Copper	24	monstrosity	144
Thousand Skins	Platinum	25	fey	154
Time Golem	Copper	26	construct	148
Zakurak	Copper	30	fiend	168





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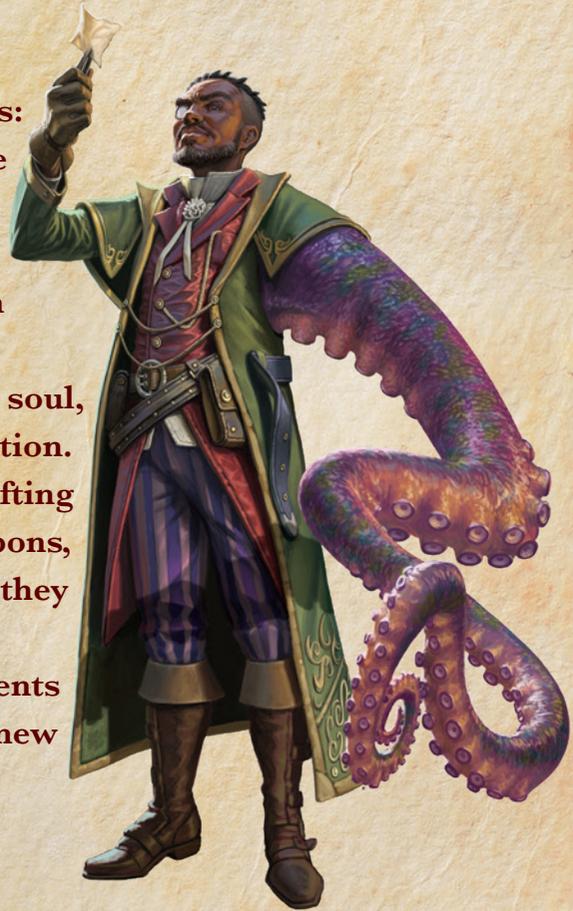
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