

MONSTROUS MONOGRAPH

— MONSTROSITIES VOLUME 1 —



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WRITING AND GAME DESIGN
RDD Wilkin

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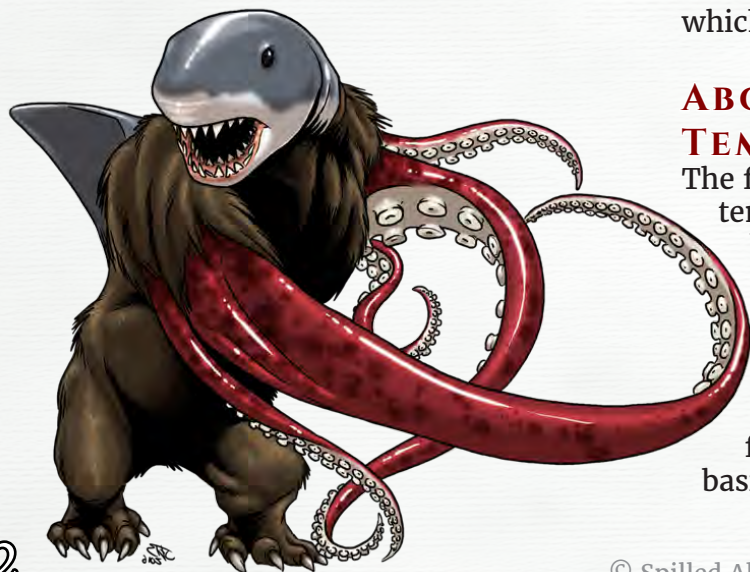
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ABOMINABLE BEAST

The essence of wizardry is the pursuit of power, and recorded history demonstrates that more often than not such a pursuit takes a wizard down paths better left untrodden. One area in which many wizards eventually dabble is the attempt to instill their guardian creatures, or even themselves, with the strengths and powers of other creatures. The labs of such transmuters are filled with the sad and tortured results of their ghastly experiments. Occasionally one of these bizarre monstrosities escapes their cage, or is deemed a success and let loose in the grounds of the wizard's lair as a deterrent to intruders.

Mismatched Monstrosities. Abominable beasts are freakish hybrids that possess physical parts and traits of two or more animals. They are creations of magic, either through deliberate experimentation or as the result of magical mishap. The majority die shortly after creation, but some combinations are able to survive, and occasionally thrive.



Arcane Guardians. Often created by wizards as part of experiments to create powerful weapons or bypass natural evolution, abominable beasts that are able to survive their freakish existence can sometimes serve their creator better alive than on the autopsy table, and are typically put to work as guardian creatures. They wander the expansive gardens around wizards' suburban mansions, mazes outside the towers of archmagi, and the labyrinthine tunnels of secret laboratories.

Nature and Nurture. If encountered in the wild after being created in a freak occurrence or having escaped the shackles of their creator, abominable beasts act like wild animals, although it cannot always be easily predicted which of its constituent beasts or which combination thereof will guide the creature's actions.

Abominable beasts put to work by their creators are sometimes left to their own devices but are just as often controlled in some fashion and therefore act out the will of their owner, whether it be through magical programming, some kind of control collar, or direct intervention by which the wizard takes control of the beast.

ABOMINABLE BEAST TEMPLATES

The following pages include a sampling of templates to apply to your abominable beasts. They should provide ample variety, and be easily reflavoured to represent alternative animals. With these examples in mind, it also shouldn't be too difficult to create additional templates using animals from Appendix A of the *MM* as your basis.

ABOMINABLE BEAST

Medium monstrosity, unaligned

Armor Class 12

Hit Points 75 (10d10+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive perception 11

Languages none

Challenge 2 (450 XP)

Hybrid Creature. Choose two or more of the abominable beast templates. The abominable beast gains traits associated with each template you choose. Any traits a template provides that are listed before the "Primary" or "Secondary" headings are always gained by the abominable beast. The abominable beast only gains features under the "Primary" heading if the template is being used as Primary template, and only gains features under the "Secondary" heading if the template is being used as Secondary template.

The Primary and Secondary templates determine the abominable beast's damage types as well as some of their special actions.

If an abominable beast gains the same feature from more than one template, it gains only the best version of that feature.

ACTIONS

Primary Attack. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) damage of a type determined by the abominable beast's Primary template.

Secondary Attack. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d6+5) damage of a type determined by the abominable beast's Secondary template.

ABOMINABLE BEAST, BADGER

Speed burrow 20 ft.

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

PRIMARY

Bite. The abominable beast's primary attack deals piercing damage.

Tremorsense. The abominable beast has tremorsense out to 30 ft.

SECONDARY

Claws. The abominable beast's secondary attack deals slashing damage.

ABOMINABLE BEAST, BEAR

Speed climb 20 ft. or swim 30 ft.

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

Predator. The abominable beast adds its Proficiency bonus (+2) to Wisdom (Perception) checks.

PRIMARY

Bite. The abominable beast's primary attack deals piercing damage.

Pounce. If the abominable beast moves at least 20 feet straight toward a creature and then hits it with its Secondary Attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the abominable beast can make one Primary Attack against it as a bonus action.

SECONDARY

Claws. The abominable beast's secondary attack deals slashing damage.

ABOMINABLE BEAST, EAGLE

Speed fly 30 ft.

Keen Sight. The abominable beast has advantage on Wisdom (Perception) checks that rely on sight.

Predator. The abominable beast adds its Proficiency bonus (+2) to Wisdom (Perception) checks.

PRIMARY

Beak. The abominable beast's primary attack deals piercing damage.

Charge. If the abominable beast moves at least 20 feet straight toward a target and then hits it with its Primary Attack on the same turn, the target takes an extra 9 (2d8) damage of the same type as the attack. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

SECONDARY

Talons. The abominable beast's secondary attack deals slashing damage.

ABOMINABLE BEAST, HORSE

Speed +10 ft.

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

PRIMARY

Hooves. The abominable beast's primary attack deals bludgeoning damage.

Trampling Charge. If the abominable beast moves at least 20 feet straight toward a creature and then hits it with its Primary Attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the abominable beast can make one Secondary Attack against it as a bonus action.

SECONDARY

Hooves. The abominable beast's secondary attack deals bludgeoning damage.

ABOMINABLE BEAST, OCTOPUS

Speed swim 30 ft.

Amphibious. The abominable beast can breathe air and water.

PRIMARY

Tentacles. The abominable beast's primary attack deals bludgeoning damage, and the target is grappled (escape DC 15). Until the grapple ends, the abominable beast can't use its tentacles on another target.

SECONDARY

Tentacles. The abominable beast's secondary attack deals bludgeoning damage.

ABOMINABLE BEAST, RHINO

Speed +10 ft.

PRIMARY

Charge. If the abominable beast moves at least 20 feet straight toward a target and then hits it with its Primary Attack on the same turn, the target takes an extra 9 (2d8) damage of the same type as the attack. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Gore. The abominable beast's primary attack deals bludgeoning damage.

SECONDARY

Trample. The abominable beast's secondary attack deals bludgeoning damage.

ABOMINABLE BEAST, SCORPION

Speed +10 ft.

PRIMARY

Sting. The abominable beast's primary attack deals piercing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

SECONDARY

Claw. The abominable beast's secondary attack deals bludgeoning damage.

ABOMINABLE BEAST, SHARK

Speed swim 30 ft.

Amphibious. The abominable beast can breathe air and water.

Predator. The abominable beast adds its Proficiency bonus (+2) to Wisdom (Perception) checks.

PRIMARY

Bite. The abominable beast's primary attack deals piercing damage.

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

SECONDARY

Thrash. The abominable beast's secondary attack deals bludgeoning damage.

ABOMINABLE BEAST, SPIDER

Speed climb 20 ft.

PRIMARY

Bite. The abominable beast's primary attack deals piercing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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

SECONDARY

Crush. The abominable beast's secondary attack deals bludgeoning damage.

ABOMINABLE BEAST, TIGER

Speed +10 ft.

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

Predator. The abominable beast adds its Proficiency bonus (+2) to Wisdom (Perception) checks.

PRIMARY

Bite. The abominable beast's primary attack deals piercing damage.

Pounce. If the abominable beast moves at least 20 feet straight toward a creature and then hits it with its Secondary Attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the abominable beast can make one Primary Attack against it as a bonus action.

SECONDARY

Claw. The abominable beast's secondary attack deals slashing damage.

ABOMINABLE BEAST, TOAD

Speed swim 30 ft.

Amphibious. The abominable beast can breathe air and water.

PRIMARY

Bite. The abominable beast's primary attack deals piercing damage, and the target is grappled (escape DC 15). Until the grapple ends, the abominable beast can't bite another target.

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

SECONDARY

Crush. The abominable beast's secondary attack deals bludgeoning damage.

ABOMINABLE BEAST, WOLF

Speed +10 ft.

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

Predator. The abominable beast adds its Proficiency bonus (+2) to Wisdom (Perception) checks.

PRIMARY

Bite. The abominable beast's primary attack deals piercing damage.

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

SECONDARY

Claw. The abominable beast's secondary attack deals slashing damage.

AMPHISBAENA

An amphisbaena resembles a snake with two heads and no tail. Its heads can act independently, but always in concert—they are never at odds with each other.

Dune Dwellers. While varieties of the species have occasionally been sighted elsewhere, they are most commonly seen in desert environments, where they are able to take advantage of a peculiar means of locomotion. When moving, amphisbaena undulate forward in a series of S-shaped curves, and they have no need for a turning circle, instead changing the “front” head when necessary. Desert amphisbaena have also learned to curl themselves into hoops, clasp their jaws together to make an upright ring. They then roll down sand dunes, the momentum from which can sometimes carry them great distances even across flatter ground. The sight of an amphisbaena rolling down the dunes would be comical, were it not highly likely that it is rolling right at you.

Highly Venemous. The poison carried by amphisbaena is potent and fast-acting. Being bitten by such a creature is generally fatal and even the toughest heroes would find its effect difficult to shrug off.

Uncaring Parents. Amphisbaena are solitary predators that meet only to mate. They are ovoviparous like rattlesnakes, developing their young in an egg inside their body. The young hatches within the amphisbaena’s body, and then emerge from the amphisbaena fully formed. As is typical for snakes, amphisbaena abandon their young to look after themselves.

AMPHISBAENA

Large monstrosity, unaligned

Armor Class 12

Hit Points 102 (12d10+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +3

Senses poison

Senses poisoned

Senses blindsight 10 ft., passive perception 15

Languages none

Challenge 5 (1,800 XP)

Rolling Charge. When the first turn of its movement is downhill, the amphisbaena rolls, doubling its movement speed until it reaches an uphill incline or its movement is interrupted by a barrier or an action such as attacking a creature.

If the amphisbaena rolls at least 20 feet straight towards a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the amphisbaena can make one constrict attack against it as a bonus action.

ACTIONS

Multiattack. The amphisbaena makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 12 (5d4) poison damage on a failed saving throw, or half as much on a success. If a target is hit by two of the amphisbaena’s bite attacks on the same turn, it also gains the poisoned condition on its second failed save. Once poisoned by the amphisbaena, the target may repeat its saving throw at the end of each of its turns, ending the condition on a success.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (1d8+4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the amphisbaena can’t restrict another target.



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