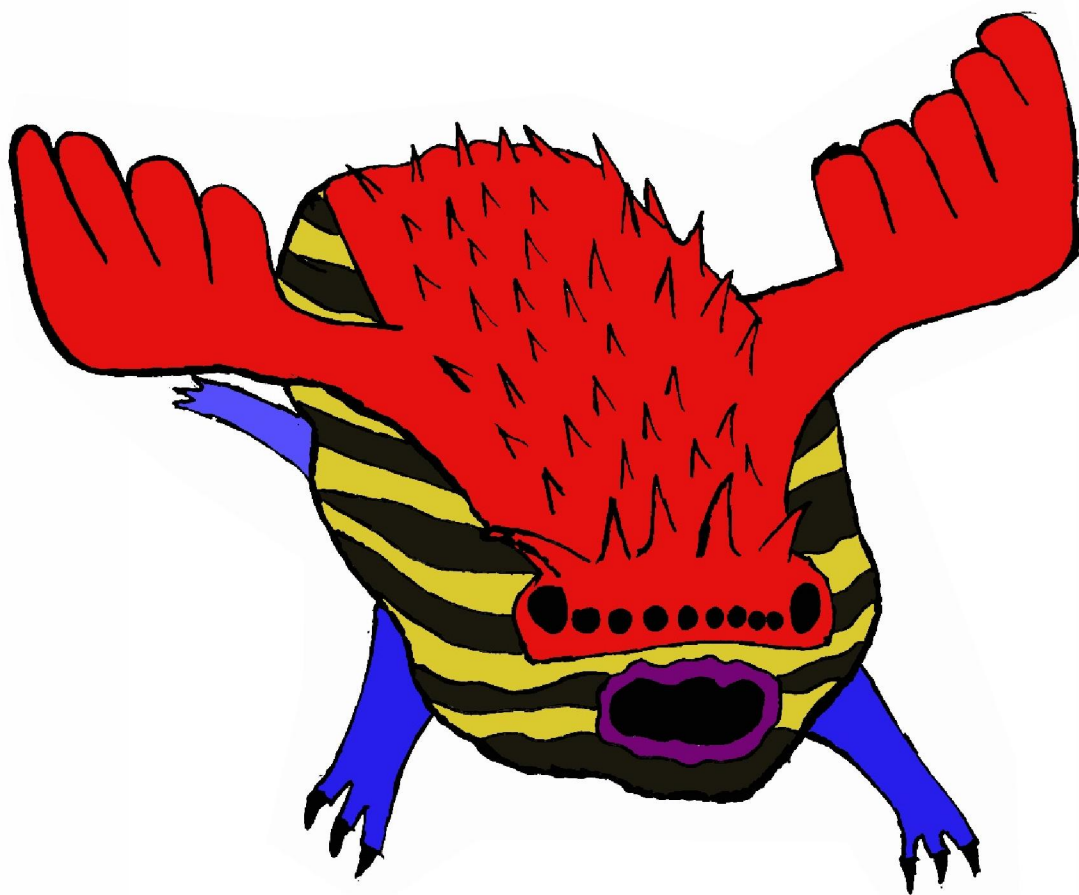


Monsters my Kid came up with



The Zombie Hornet Pufferfish



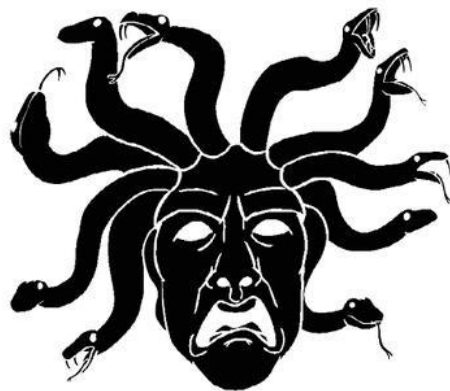
Gorgon Breath Games

The Zombie Hornet Pufferfish

A MONSTER DESIGNED FOR OGL-COMPATIBLE FANTASY ROLEPLAYING GAMES

Monster design by Audrey Shearer & Stew Shearer

Edited by Stew Shearer



GORGON BREATH GAMES

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Zombie Hornet Pufferfish

Small/Large beast, lawful neutral

Armor Class 12 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+4)	10(+0)	12(+2)	8(-2)	12(+1)	6(-3)

Saving Throws Dexterity +2

Skills Acrobatics, Perception

Senses Passive Perception 10

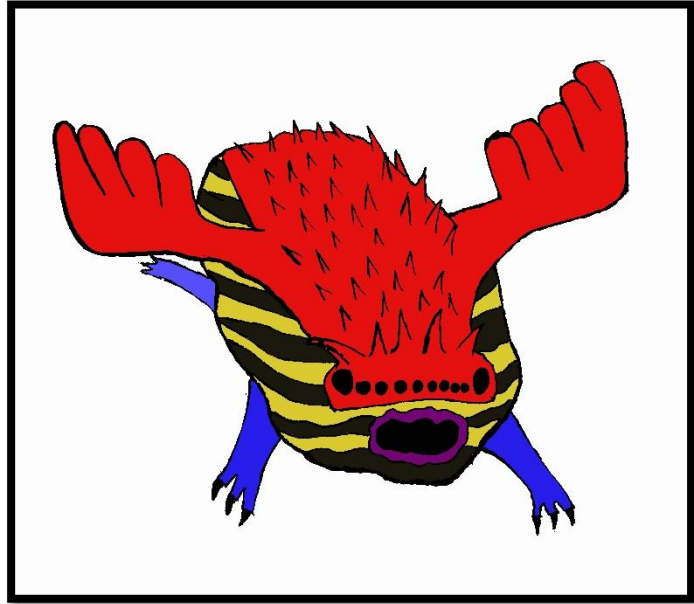
Languages Understands the language of its creator

Challenge 2 (450 XP)

Puff Up. If the Zombie Hornet Pufferfish falls below 10 Hit Points, it will use an action to “Puff Up.” It will become Large in size, gain 4d6 temporary Hit Points and add +2 to its AC and Strength bonus. It also adds 10 feet to its movement and gains access to the Roll attack.

Actions

Undead Bite. *Melee Weapon Attack.* +4 to hit, reach 5ft., one creature. Hit



(1d6+4) bludgeoning damage, +1 necrotic damage

Roll (Large Only). The creature curls into a ball and rolls around to attack its foes. It needs 10 feet of space directly in front of it to gain momentum. Any Medium or Small creature it hits for the remainder of its movement takes 1d6 damage.

Created by an evil wizard hoping to guard their lair, the Zombie Hornet Pufferfish is a hybrid monster designed to instill fear in all who cross its path.

In its normal state, it's roughly the size of a large dog. Even then, its abilities make it a force to be reckoned with. It combines the fortitude of the undead with the ability to fly and a nasty bite. When the Zombie Hornet Pufferfish feels threatened, it draws on the “puff” portion of its lineage, inflating to a larger size.

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