

Bestiary 2 - Playtesting 01

This is the first playtesting package for **Bestiary: Might & Madness**, the second monster book in the Bestiary series. This contains not only several stat blocks for new monsters, but also the new rules to play them. This pack focuses on mid-level monsters with new rules, especially aberrations that have psionic powers.

It doesn't hurt to remember that this material is being tested and that the final product will surely be a little different.

Statblock for 2024

Since the final product will likely be released after the D&D 2024 SRD is published (*or however it's going to be called*). Which means the stat block format will be updated to the new edition. It seems the monsters won't have many changes, and some of those changes had already been used in recent books. In this document we are using one small change that comes in the new edition:

Initiative: On the top right of the stat block there are three squares with numbers. CR is the Challenge rating of the monster; PROF. is the proficiency bonus of the monster, and INIT. is the initiative bonus of the monster, this last one has a Passive Initiative number in parentheses, so the game master don't have to roll initiative for the monsters, only the players characters.

There are a few more changes on stat blocks in the new edition of the game that we know of, but we are not applying them here, since they are mostly wording and we don't know if they are going to have a real effect on the game.

Saving Throws

When a creature has any proficiency on saving throws, it's marked by a circle on the right side of the ability score number. To calculate the saving throw bonus you just add the ability score bonus and the proficiency bonus that is on the top right of the stat block in the square PROF.

Monsters rarely have any saving throw proficiency and calculating the final bonus is too easy to make it worth noting it again, specially since most of the time it's just going to be the same bonus written twice (*just like in the preview of the 2024 stat block*).

Psionic Powers as Magic

This playtesting material considers that you are not using special psionic rules in your campaign, and Psionic are the same as Magic.

In the future we will release special rules for this monsters that you can use in your campaign, both for monsters and players that make

the psionics more complex, but also more interesting and different to magic.

Psionic Actions

Any character can use a psionic action during their turn, if they have one available, in addition to any other actions they have available.

Psionic Points

On the right side of the *Psionic Actions* title there is a number, that number is the amount of Psionic Points the creature has available. When a psionic action has a cost (in parenthesis after the action name), the creature must pay the cost with its remaining points, if it can't, the action can't be used. **Actions without a cost can be used at will.** All expended Psionic Points are regained when the creature finishes a short rest.

Manifesting

Only one creature has this feature in this playtesting. When you are not using the optional psionic rules, this is the same as Spellcasting. Psionic Powers are the same as Magic Spells, and Manifesting Ability is the same as Spellcasting Ability. The only difference is that instead of uses per day, the "spells" have costs in points, and the monster has a point pool to use them. This makes this monsters completely compatible with the base 5e game. But they will work even better with the Psionic system that will come in this book when finished.

Credits

Bestiary: Might & Madness, playtesting pack by ND Hobbies.

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Spiderblade

The spider blade is a special type of monster that powerful aberrations can use as weapons. In their normal form they look like spiders the size of a small dog.

STR

13 (+1)

DEX

18 (+4)

CON

14 (+2)

INT

16 (+3)

WIS

8 (-1)

CHA

15 (+2)

CR

5

PROF.

+3

INIT.

+4 (14)

Medium Aberration, Chaotic Evil

Armor Class 16 (natural armor)
Hit Point 104 (16d8 +32)
Speed 40 ft., climb 40 ft.

Skills Stealth +7, Perception +2
Condition Immunities Charmed; Frightened; Prone
Senses Darkvision 60 ft., Passive Perception 12
Languages Deep Speech, understands but can't speak Common

Traits

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

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (1d10+4) piercing damage

Tail Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.

Psionic Actions

Ego Whip *Ranged Psionic Attack:* +6 to hit, range 60 ft., one target. Hit: 7 (1d8+3) psychic damage.

Invisibility (2pp) The spiderblade becomes invisible until it attacks or casts a spell.

Bonus Actions

Psionic Sword. The spiderblade transforms itself into a Psionic Sword to be wielded by its master or back to its real form.

While in Psionic Sword form, it has the following properties:

- The spiderblade counts as a magic weapon with a +1 bonus to attack and damage rolls.
- On a hit, the spiderblade deals 9 (2d8) slashing damage.
- After dealing damage to a creature, its wielder gains knowledge of its vulnerability. On subsequent hits against the target, the spiderblade's blade deals an additional 1d6 damage of the same type. If the creature has no vulnerabilities, the extra damage is psychic.

STR

13 (+1)

DEX

20 (+5)

CON

16 (+3)

INT

20 (+5)

WIS

8 (-1)

CHA

17 (+3)

CR

8

PROF.

+3

INIT.

+5 (15)

Medium Aberration, Chaotic Evil

Armor Class 17 (natural armor)
Hit Point 135 (18d8 +54)
Speed 40 ft., climb 40 ft.

Skills Stealth +8, Perception +2
Condition Immunities Charmed; Frightened; Prone
Senses Darkvision 60 ft., Passive Perception 12
Languages Deep Speech, understands but can't speak Common

Traits

Cocoon Corpse. When the spider begins its turn within 10 feet of a corpse, it can pick it up with its tail and use its psychic abilities to revive it as a puppet, capable of using all of its abilities.

Actions

Multiattack. The spiderblade makes two attacks: one with its Bite and one with its Tail Sting.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 16 (2d10+5) piercing damage

Tail Sting. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 12 (2d6+5) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one.

Psionic Actions

Ego Whip *Ranged Psionic Attack:* +8 to hit, range 60 ft., one target. Hit: 9 (1d8+5) psychic damage.

Invisibility (2pp) The spiderblade becomes invisible until it attacks or casts a spell.

Psychic Blast (4pp) Each creature within 10 feet of the spiderblade must make a DC 16 Charisma saving throw, taking 28 (8d6) psychic damage on a fail or half that damage on a success.

Bonus Actions

Psionic Sword. The spiderblade transforms itself into a Psionic Sword to be wielded by its master or back to its real form.

While in Psionic Sword form, it has the following properties:

- The spiderblade counts as a magic weapon with a +1 bonus to attack and damage rolls.
- On a hit, the spiderblade deals 9 (2d8) slashing damage.
- After dealing damage to a creature, its wielder gains knowledge of its vulnerability. On subsequent hits against the target, the spiderblade's blade deals an additional 1d6 damage of the same type. If the creature has no vulnerabilities, the extra damage is psychic.

Deadly Spiderblade

Small Aberration, Chaotic Evil

Armor Class 14 (natural armor)

Hit Point 85 (19d6 +19)

Speed 40 ft., climb 40 ft.

Skills Stealth +5, Perception +1

Condition Immunities Charmed; Frightened;

Prone

Senses Darkvision 60 ft., Passive Perception 11

Languages Deep Speech, understands but can't speak Common

CR

4

PROF.

+2

INIT.

+3 (13)

STR

11 (+0)

DEX

16 (+3)

CON

12 (+1)

INT

12 (+1)

WIS

8 (-1)

CHA

14 (+2)

Traits

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

Actions

Tail Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Psionic Actions

8

Ego Whip *Ranged Psionic Attack:* +3 to hit, range 60 ft., one target. Hit: 5 (1d8+1) psychic damage.

Invisibility (2pp) The deadly spiderblade becomes invisible until it attacks or casts a spell.

Bonus Actions

Psionic Sword. The deadly spiderblade transforms itself into a Psionic Sword to be wielded by its master or back to its real form.

While in Psionic Sword form, it has the following properties:

- The deadly spiderblade counts as a magic weapon with a +1 bonus to attack and damage rolls.
- On a hit, the deadly spiderblade deals 9 (2d8) slashing damage.
- After dealing damage to a creature, its wielder gains knowledge of its vulnerability. On subsequent hits against the target, the deadly spiderblade's blade deals an additional 1d6 damage of the same type. If the creature has no vulnerabilities, the extra damage is psychic.

Starkiller

Like the rest of the monsters in the playtesting material, more details about the starkillers lore will be in the books. But imagine if doppelganger came from the space and have psionic powers, but also, their true form is a 10-15 feet tall loosely human-shaped aberration.

STR

12 (+1)

DEX

14 (+2)

CON

13 (+1)

INT

17 (+3)

WIS

11 (+0)

CHA

10 (+0)

CR

6

PROF.

+3

INIT.

+2 (12)

Large Aberration, Unaligned

Armor Class 14 (natural armor)

Hit Point 97 (15d10 +15)

Speed 30 ft.

Skills Arcana +6, Investigation +6, Medicine +3, Perception +3

Damage Vulnerabilities Necrotic; Psychic

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Blinded; Charmed; Frightened

Senses Darkvision 120 ft., Truesight 30 ft., Passive Perception 13

Languages Deep Speech, telepathy 120 ft.

Traits

Charge.

If the starkiller moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage.

Unusual Nature.

The starkiller doesn't require air, food, drink, or sleep.

Dread Aura

Any creature of the starkiller's choice that begins its turn within 30 feet of the The starkiller must make a DC 14 Wisdom saving throw or become charmed. A creature enchanted by this effect feels no pain when the The starkiller analyzes it, any attack made by the The starkiller to the creature is done with advantage, and this attack does not allow the target a new save. The creature can repeat the roll at the end of each of its turns, ending the effect on a success. A creature that succeeds on its save becomes immune to this effect for 24 hours.

Actions

Gore.

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d8+2) piercing damage.

Psionic Actions

12

Psychic Swipe.

Melee or Ranged Psionic Attack: +6 to hit, reach 5 ft. or range 80/320 ft., one creature. Hit: 13 (3d6+3) psychic damage. If this attack hits, the starkiller can either repeat this attack once against the same target or another creature within 60 feet of the first target, or use its Step Beyond Psionic Action, paying its cost as normal.

Step Beyond (2pp).

The starkiller teleports up to 30 feet to an unoccupied space it can see.

Bonus Actions

Change Shape.

The starkiller polymorphs into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, 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.

STR

13 (+1)

DEX

15 (+2)

CON

14 (+2)

INT

17 (+3)

WIS

12 (+1)

CHA

10 (+0)

CR

8

PROF.

+3

INIT.

+2 (12)

Large Aberration, Unaligned

Armor Class 14 (natural armor)

Hit Point 120 (16d10 +32)

Speed 30 ft.

Skills Arcana +6, Investigation +6, Medicine +4, Perception +4

Damage Vulnerabilities Necrotic; Psychic

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Blinded; Charmed; Frightened

Senses Darkvision 120 ft., Truesight 60 ft., Passive Perception 14

Languages Deep Speech, telepathy 120 ft.

Traits

Sneak Attack.

Once per turn, the starkiller deals an extra 14 (4d6) 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 starkiller that isn't incapacitated and the starkiller doesn't have disadvantage on the attack roll.

Unusual Nature.

The starkiller doesn't require air, food, drink, or sleep.

Dread Aura

Any creature of the starkiller's choice that begins its turn within 30 feet of the The starkiller must make a DC 14 Wisdom saving throw or become charmed. A creature enchanted by this effect feels no pain when the The starkiller analyzes it, any attack made by the The starkiller to the creature is done with advantage, and this attack does not allow the target a new save. The creature can repeat the roll at the end of each of its turns, ending the effect on a success. A creature that succeeds on its save becomes immune to this effect for 24 hours.

Actions

Arm Lance.

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 15 (3d8+2) slashing damage .

Psychic Swipe.

Melee or Ranged Spell Attack: +6 to hit, reach 5 ft. or range 80/320 ft., one target. Hit: 20 (5d6+3) psychic damage

Psionic Actions

16

Psychic Swipe.

Melee or Ranged Psionic Attack: +6 to hit, reach 5 ft. or range 80/320 ft., one creature. Hit: 20 (5d6+3) psychic damage. If this attack hits, the starkiller can either repeat this attack once against the same target or another creature within 60 feet of the first target, or use either the Step Beyond or Invisibility Psionic Action, paying its cost as normal.

Step Beyond (2pp).

The starkiller teleports up to 30 feet to an unoccupied space it can see.

Invisibility (3pp).

The starkiller turns invisible until it attacks, casts a spell, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the starkiller wears or carries is invisible with it.

Bonus Actions

Change Shape.

The starkiller polymorphs into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, 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.

Tarantuline

In the depths of the underground world live strange aberrations, of multiple eyes and drooling fangs filled with venom. Arachnoid beings that prowl the darkness, always looking for food, which they obtain brutally. These beings build their own weapons with their silk, the same silk that they also use to capture their victims. These armors are incredibly powerful, almost nothing can penetrate them, and although these armors are vulnerable to fire, their resistance to all other damage, including magical damage is legendary.

Tarantuline

Large Aberration, Unaligned

STR

16 (+3)

DEX

17 (+3)

CON

18 (+4)

INT

11 (+0)

WIS

12 (+1)

CHA

7 (-2)

CR

6

PROF.

+3

INIT.

+3 (13)

Armor Class 16 (natural armor)

Hit Point 114 (12d10 +48)

Speed 40 ft., climb 40 ft.

Skills Perception +4, Stealth +6

Condition Immunities Poisoned; Prone

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

Languages deep speech, telepathy 120 ft.

Traits

Silk Armor.

These Silk Armor makes the tarantuline resistant to bludgeoning, piercing, and slashing damage. Taking any type of fire damage removes Silk Armor and resistances.

Spider Climb.

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

Web Sense

While in contact with a web, the tarantuline knows the exact location of any other creature in contact with the same web.

Web Walker.

The tarantuline ignores movement restrictions caused by webbing.

Actions

Multiattack.

The tarantuline makes two attacks: one with its Bite and one with its Claw. It can replace one of those attacks with a Silk Webbing attack

Bite.

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8+3) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save and become poisoned until the end of its next turn.

Claws.

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) slashing damage.

Silk Webbing.

Ranged Weapon Attack: +6 to hit, range 60/120 ft., one target. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength saving throw, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 15; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Tarantuline Queen

Huge Aberration, Unaligned

STR

19 (+4)

DEX

14 (+2)

CON

21 (+5)

INT

14 (+2)

WIS

16 (+3)

CHA

11 (+0)

CR

9

PROF.

+4

INIT.

+2 (12)

Armor Class 18 (natural armor)

Hit Point 149 (13d12 +65)

Speed 40 ft., climb 40 ft.

Skills Perception +7, Stealth +6

Condition Immunities Poisoned; Prone

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 17

Languages common, deep speech, undercommon

Traits

Silk Armor

These Silk Armor makes the queen resistant to bludgeoning, piercing, and slashing damage. Taking any type of fire damage removes Silk Armor and resistances.

Spider Climb

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

Web Sense

While in contact with a web, the queen knows the exact location of any other creature in contact with the same web.

Web Walker

The queen ignores movement restrictions caused by webbing.

Actions

Multiattack

The queen makes two attacks: one with its Bite and one with its Claw.

Bite

Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 17 (3d8+4) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 21 (6d6) poison damage on a failed save and become poisoned during 1 hour.

Claw

Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (3d6+4) slashing damage.

Acid Spit (Recharge 5-6)

The queen spits acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

Tarantuline Eggs

A creature within 5 ft of the queen must make a DC 16 Constitution saving throw or be infected with tiny spiders that make their way inside her body, causing 9 (2d8) piercing damage at the start of each of its turns. Any creature can use an action to kill or remove this tiny spider with fire or a weapon that deals piercing damage, causing 1 damage of the appropriate type to the target. A creature reduced to 0 hit points by the tiny spider's piercing damage dies.

Legendary Actions

3

Attack

The queen makes one bite attack.

Move

The queen moves up to half its speed.

Silk Webbing (Costs 2 Actions)

Ranged Weapon Attack: +6 to hit, range 60/120 ft., one target. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 17 Strength saving throw, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 15; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Swarm of Tarantuline

Medium Aberration (of tiny aberrations), Unaligned

Armor Class 13 (natural armor)

Hit Point 39 (6d8 +12)

Speed 30 ft., climb 30 ft.

Damage Resistances Bludgeoning; Piercing; Slashing

Condition Immunities Charmed; Frightened; Grappled; Paralyzed; Petrified; Prone; Restrained; Stunned

Senses Darkvision 60 ft., Passive Perception 11

Languages --

CR

3

PROF.

+2

INIT.

+2 (12)

STR

3 (-4)

DEX

15 (+2)

CON

14 (+2)

INT

1 (-5)

WIS

12 (+1)

CHA

1 (-5)

Traits

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

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

Web Sense While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

Actions

Sticky Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. Hit: 16 (4d6+2) piercing damage, or 9 (2d8) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 12 Strength saving throw or be grappled by the swarm until the end of the target's next turn.

Rock Worm

This type of monstrosity inhabits mountain ranges and, in general, stony environments often dwelling underground. They have stone-like skin on the top side of their body, used by the worms for both camouflage and protection. Their skin not only looks like stone is also hard, but since the worm only has this type of skin on their topside, they tend to roll up to protect themselves, forming a giant stone wheel when they do so. They rely on their camouflage to eat, since they are ambushers who merge with the landscape to pounce on the first living thing passing nearby.

STR

21 (+5)

DEX

9 (-1)

CON

17 (+3)

INT

3 (-4)

WIS

10 (+0)

CHA

4 (-3)

CR

9

PROF.

+4

INIT.

-1 (9)

Rock Worm

Huge Monstrosity, Unaligned

Armor Class 17 (natural armor)

Hit Point 133 (14d12 +42)

Speed 50 ft., burrow 30 ft.

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

Damage Vulnerabilities Thunder

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Damage Immunities Acid; Poison

Condition Immunities Blinded; Petrified; Prone

Senses Blindsight 60 ft. (blind beyond this radius), Tremorsense 60 ft., Passive Perception 14

Languages --

Traits

Earth Glide.

False Appearance.

Actions

Multiattack.

Bite.

Tail.

Roll.

STR

19 (+4)

DEX

9 (-1)

CON

15 (+2)

INT

3 (-4)

WIS

10 (+0)

CHA

4 (-3)

CR

5

PROF.

+3

INIT.

-1 (9)

Rock Wormling

Large Monstrosity, Unaligned

Armor Class 16 (natural armor)

Hit Point 105 (14d10 +28)

Speed 50 ft., burrow 30 ft.

Skills Perception +3, Stealth +2, Survival +3

Damage Vulnerabilities Thunder

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Acid; Poison

Condition Immunities Blinded; Petrified; Prone

Senses Blindsight 60 ft. (blind beyond this radius), Tremorsense 60 ft., Passive Perception 13

Languages --

Traits

Earth Glide.

False Appearance.

Actions

Multiattack.

Bite.

Constrict.

Roll.

Great Rock Worm

Gargantuan Monstrosity, Unaligned

Armor Class 18 (natural armor)

Hit Point 203 (14d20 +56)

Speed 50 ft., burrow 30 ft.

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

Damage Vulnerabilities Thunder

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Damage Immunities Acid; Poison

Condition Immunities Blinded; Petrified; Prone

Senses Blindsight 60 ft. (blind beyond this radius),

Tremorsense 60 ft., Passive Perception 15

Languages --

CR

13

PROF.

+5

INIT.

-2 (8)

STR

24 (+7)

DEX

7 (-2)

CON

18 (+4)

INT

3 (-4)

WIS

10 (+0)

CHA

4 (-3)

Traits

Earth Glide. The rock worm can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

False Appearance. While motionless and merged with stone, the rock worm is indistinguishable from a normal rock.

Actions

Multiattack. The rock worm makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 29 (4d10+7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the rock worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the rock worm's turns.

If the rock worm takes 30 damage or more on a single turn from a creature inside it, the worm regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 25 (4d8+7) bludgeoning damage.

Roll. The rock worm uses its action to roll itself into a giant stone wheel. Until unrolled, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws, except for creatures that attack it from his inside. While in this form, The rock worm is prone, its speed is 0 and cannot increase, it has disadvantage on Dexterity saving throws, it cannot take reactions, and the only action it can take is a bonus action to unroll himself.

Spideragge

Spideragge are a weird species of gigantic aberrations that come from time to time to our dimension, changing their surroundings into places of chaos and madness using their weird mental magic. Like most aberrations, spideraggies come from a distant dimension that is behind the limits of ours. What differentiate them from other travelers of the far realm is their purpose. Spideraggies dedicate most of their time in our dimension to reproduce, in a parasitary manner.

STR

19 (+4)

DEX

16 (+3)

CON

15 (+2)

INT

18 (+4)

WIS

12 (+1)

CHA

7 (-2)

CR

8

PROF.

+3

INIT.

+3 (13)

Spideragge

Large Aberration, Chaotic Evil

Armor Class 16 (natural armor)

Hit Point 135 (18d10 +36)

Speed 40 ft., climb 40 ft.

Skills Perception +4, Stealth +6

Condition Immunities Poisoned; Prone

Senses Darkvision 120 ft., Blindsight 30 ft., Passive Perception 14

Languages Deep Speech, Undercommon

Traits

Spider Climb.

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

Web Sense

While in contact with a web, the spideragge knows the exact location of any other creature in contact with the same web.

Web Walker.

The spideragge ignores movement restrictions caused by webbing.

Actions

Multiaffack.

The spideragge makes three attacks: one with its bite and two with its claws.

Bite.

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save and become poisoned until the end of its next turn.

Claws.

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) slashing damage.

Web (Recharge 5-6).

Ranged Weapon Attack: +6 to hit, range 60/120 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength saving throw, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Innate Spellcasting.

The spideragge casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):
At will: Misty Step
3/day each: Invisibility, Web

STR

21 (+5)

DEX

16 (+3)

CON

17 (+3)

INT

19 (+4)

WIS

12 (+1)

CHA

6 (-2)

CR

12

PROF.

+4

INIT.

+3 (13)

Spideragge Queen

Gargantuan Aberration, Chaotic Evil

Armor Class 18 (natural armor)

Hit Point 202 (15d20 +45)

Speed 50 ft., burrow 30 ft., climb 50 ft.

Skills Perception +5, Stealth +7

Condition Immunities Blinded; Poisoned; Prone

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 15

Languages Deep Speech, Undercommon

Traits

Spider Climb.

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

Web Sense

While in contact with a web, the queen knows the exact location of any other creature in contact with the same web.

Web Walker.

The queen ignores movement restrictions caused by webbing.

Actions

Multiaffack.

The queen makes three attacks: one with its bite and two with its claws.

Bite.

Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 18 (3d8+5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save. If the poison damage reduces the target to 0 hit points, the target is dead and becomes the repository for the queen's eggs, which will hatch into a swarm of spideraggies in 1d4 days.

Claws.

Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 15 (3d6+5) slashing damage.

Web.

Ranged Weapon Attack: +7 to hit, range 60/120 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength saving throw, bursting the webbing on a success.

Innate Spellcasting.

The queen casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 16):
At will: Invisibility, Misty Step
3/day each: Web, Hallucinatory Terrain

Legendary Actions

Reel (Cost 1 Action).

The queen pulls a creature grabbed by her web attack up to 60 feet directly toward herself.

Bite (Cost 1 Action).

The queen makes one bite attack.

Spellcasting (Costs 2 Actions).

The queen cast one of her spells.

Swarm of Spideragge

Medium Aberration (of tiny aberrations), Chaotic Evil

Armor Class 12

Hit Point 5 (1d8 +1)

Speed 20 ft., climb 20 ft.

Damage Resistances Bludgeoning; Slashing; Piercing

Condition Immunities Charmed; Frightened; Grappled; Paralyzed; Petrified; Prone; Restrained; Stunned

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 8
Languages --

CR

3

PROF.

+2

INIT.

+2 (12)

STR

13 (+1)

DEX

14 (+2)

CON

12 (+1)

INT

8 (-1)

WIS

6 (-2)

CHA

5 (-3)

Traits

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

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 the swarm of spideragge. The swarm can't regain hit points or gain temporary hit points.

Web Sense While in contact with a web, the swarm of spideragge knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm of spideragge ignores movement restrictions caused by webbing.

Actions

Nesting Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, the swarm of spideragge burrow into its body, and the creature takes 3 (1d6) piercing damage at the start of each of its turns. Any creature can use an action to kill or remove the scarabs with fire or a weapon that deals piercing damage, causing 1 damage of the appropriate type to the target. A creature reduced to 0 hit points by the swarm's piercing damage dies.

Sharkin

The Sharkin is an amphibious monstrosity with psychic abilities that inhabit certain places of the sea, often coastal lines because of its hybrid respiration. They are mad cultists devoted to old sea gods that almost never answer their prayers. They do a lot of sacrifices and rituals, often using mortal lives as a gift to their gods. When the gods do answer, strange phenomena happen near their towns and nests, affecting near shores.

Sharkin

Medium Monstrosity, Neutral Evil

STR

18 (+4)

DEX

13 (+1)

CON

16 (+3)

INT

14 (+2)

WIS

10 (+0)

CHA

6 (-2)

CR

4

PROF.

+2

INIT.

+1 (11)

Armor Class 17 (natural armor)

Hit Point 97 (13d8 +39)

Speed 20 ft., swim 40 ft.

Skills Athletics +6, Perception +2, Stealth +3

Damage Resistances Psychic

Condition Immunities Charmed

Senses Darkvision 120 ft., Passive Perception 12

Languages Common, Deep Speech, telepathy 120 ft.

Traits

Amphibious.

Psychic Awareness.

Actions

Bite.

Claw.

Psionic Actions

Psychic Blast (3pp).

Psionic Sharkin

Medium Monstrosity, Neutral Evil

STR

12 (+1)

DEX

14 (+2)

CON

14 (+2)

INT

16 (+3)

WIS

10 (+0)

CHA

8 (-1)

CR

4

PROF.

+2

INIT.

+2 (12)

Armor Class 12

Hit Point 84 (13d8 +26)

Speed 20 ft., swim 40 ft.

Skills Arcana +5, History +5, Investigation +5

Damage Resistances Psychic

Condition Immunities Charmed

Senses Darkvision 120 ft., Passive Perception 10

Languages Common, Deep Speech, telepathy 120 ft.

Traits

Amphibious.

Psychic Awareness.

Actions

Dagger.

Psionic Actions

Psionic Burst.

Psychic Blast (3pp).

Reactions

Psychic Deflection.

Elder Sharkin

Large Monstrosity, Neutral Evil

Armor Class 17 (natural armor)

Hit Point 127 (15d10 +45)

Speed 20 ft., swim 50 ft.

Skills Athletics +7, Arcana +7, Insight +4, Perception +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks; Psychic

Condition Immunities Charmed

Senses Darkvision 120 ft., Passive Perception 14

Languages Common, Deep Speech, telepathy 120 ft.

CR

6

PROF.

+3

INIT.

+1 (11)

STR

19 (+4)

DEX

12 (+1)

CON

16 (+3)

INT

18 (+4)

WIS

12 (+1)

CHA

9 (-1)

Traits

Amphibious. The elder sharkin can breathe both air and water.

Psychic Awareness. The elder sharkin can sense the presence of any creature within 60 feet of it that has an Intelligence score of 3 or higher, even if they are hidden or invisible.

Actions

Multiattack. The elder sharkin makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) piercing damage

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 11 (2d6+4) slashing damage

Psionic Actions

16

Psychic Blast (3pp). The elder sharkin releases a burst of psychic energy in a 10 foot radius centered on it. Each creature in that area must make a DC 14 Strength saving throw or take 17 (5d6) psychic damage and be pushed 10 feet and prone. If the save succeeds, the creature takes half damage and no other effects.

Manifesting. The elder sharkin manifest one of the following powers, using Intelligence as the manifesting ability (save DC 15):

[minor illusion](#) (at will), [mirror image](#) (2pp), [hypnotic pattern](#) (3pp), [major image](#) (3pp), [programmed illusion](#) (6pp)

Bonus Actions

Tactical Telepathy (Recharges after a Short or Long Rest). The elder sharkin telepathically communicates with up to three Sharkin allies within 60 feet of it. The targeted allies gain advantage on their next attack roll or ability check.