[API for specific monster](https://api.open5e.com/monsters/?format=json&search=a-mi-kuk)

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"condition\_immunities":"paralyzed, restrained",

"senses":"darkvision 60 ft., tremorsense 30 ft., passive Perception 15",

"languages":"understands Common but can’t speak",

"challenge\_rating":"7",

"actions":[

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"name":"Multiattack",

"desc":"The a-mi-kuk makes two attacks: one with its bite and one with its grasping claw."

},

{

"name":"Bite",

"desc":"Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage.",

"attack\_bonus":8,

"damage\_dice":"2d6+5"

},

{

"name":"Grasping Claw",

"desc":"Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). The a-mi-kuk has two grasping claws, each of which can grapple only one target at a time.",

"attack\_bonus":8,

"damage\_dice":"3d8+5"

},

{

"name":"Strangle",

"desc":"The a-mi-kuk strangles one creature grappled by it. The target must make a DC 16 Strength saving throw. On a failure, the target takes 27 (6d8) bludgeoning damage, can’t breathe, speak, or cast spells, and begins suffocating. On a success, the target takes half the bludgeoning damage and is no longer grappled. Until this strangling grapple ends (escape DC 16), the target takes 13 (3d8) bludgeoning damage at the start of each of its turns. The a-mi-kuk can strangle up to two Medium or smaller targets or one Large target at a time."

}

],

"reactions":"",

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"legendary\_actions":"",

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{

"name":"Hold Breath",

"desc":"The a-mi-kuk can hold its breath for 30 minutes."

},

{

"name":"Fear of Fire",

"desc":"The a-mi-kuk is afraid of fire, and it won’t move toward any fiery or burning objects. If presented forcefully with a flame, or if it is dealt fire damage, the a-mi-kuk must succeed on a DC 13 Wisdom saving throw or become frightened until the end of its next turn. After it has been frightened by a specific source of fire (such as the burning hands spell), the a-mi-kuk can’t be frightened by that same source again for 24 hours."

},

{

"name":"Icy Slime",

"desc":"The a-mi-kuk’s body is covered in a layer of greasy, ice-cold slime that grants it the benefits of freedom of movement. In addition, a creature that touches the a-mi-kuk or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage from the freezing slime. A creature grappled by the a-mi-kuk takes this damage at the start of each of its turns."

}

],

"spell\_list":[

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"document\_\_title":"Tome of Beasts 2 OGL",

"document\_\_license\_url":"http://open5e.com/legal"

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[API for all monsters](https://api.open5e.com/monsters/?format=json)

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"subtype":"",

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"damage\_immunities":"cold",

"condition\_immunities":"paralyzed, restrained",

"senses":"darkvision 60 ft., tremorsense 30 ft., passive Perception 15",

"languages":"understands Common but can’t speak",

"challenge\_rating":"7",

"actions":[

{

"name":"Multiattack",

"desc":"The a-mi-kuk makes two attacks: one with its bite and one with its grasping claw."

},

{

"name":"Bite",

"desc":"Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage.",

"attack\_bonus":8,

"damage\_dice":"2d6+5"

},

{

"name":"Grasping Claw",

"desc":"Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). The a-mi-kuk has two grasping claws, each of which can grapple only one target at a time.",

"attack\_bonus":8,

"damage\_dice":"3d8+5"

},

{

"name":"Strangle",

"desc":"The a-mi-kuk strangles one creature grappled by it. The target must make a DC 16 Strength saving throw. On a failure, the target takes 27 (6d8) bludgeoning damage, can’t breathe, speak, or cast spells, and begins suffocating. On a success, the target takes half the bludgeoning damage and is no longer grappled. Until this strangling grapple ends (escape DC 16), the target takes 13 (3d8) bludgeoning damage at the start of each of its turns. The a-mi-kuk can strangle up to two Medium or smaller targets or one Large target at a time."

}

],

"reactions":"",

"legendary\_desc":"",

"legendary\_actions":"",

"special\_abilities":[

{

"name":"Hold Breath",

"desc":"The a-mi-kuk can hold its breath for 30 minutes."

},

{

"name":"Fear of Fire",

"desc":"The a-mi-kuk is afraid of fire, and it won’t move toward any fiery or burning objects. If presented forcefully with a flame, or if it is dealt fire damage, the a-mi-kuk must succeed on a DC 13 Wisdom saving throw or become frightened until the end of its next turn. After it has been frightened by a specific source of fire (such as the burning hands spell), the a-mi-kuk can’t be frightened by that same source again for 24 hours."

},

{

"name":"Icy Slime",

"desc":"The a-mi-kuk’s body is covered in a layer of greasy, ice-cold slime that grants it the benefits of freedom of movement. In addition, a creature that touches the a-mi-kuk or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage from the freezing slime. A creature grappled by the a-mi-kuk takes this damage at the start of each of its turns."

}

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"size":"Huge",

"type":"monstrosity",

"subtype":"",

"group":null,

"alignment":"unaligned",

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"armor\_desc":"natural armor",

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"damage\_resistances":"cold",

"damage\_immunities":"",

"condition\_immunities":"",

"senses":"darkvision 60 ft., passive Perception 16",

"languages":"—",

"challenge\_rating":"7",

"actions":[

{

"name":"Multiattack",

"desc":"The aalpamac makes three attacks: one with its bite and two with its claws."

},

{

"name":"Bite",

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

"attack\_bonus":8,

"damage\_dice":"2d10+5"

},

{

"name":"Claws",

"desc":"Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.",

"attack\_bonus":8,

"damage\_dice":"2d6+5"

}

],

"reactions":"",

"legendary\_desc":"",

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"special\_abilities":[

{

"name":"Amphibious",

"desc":"The aalpamac can breathe air and water."

},

{

"name":"Distance Distortion Aura",

"desc":"The presence of an aalpamac distorts the vision of creatures within 60 feet of it. Each creature that starts its turn in that area must succeed on a DC 15 Wisdom saving throw or be unable to correctly judge the distance between itself and its surroundings until the start of its next turn. An affected creature has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight, and it can’t move more than half its speed on its turn. On a successful saving throw, the creature is immune to the aalpamac’s Distance Distortion Aura for the next 24 hours. Creatures with blindsight, tremorsense, or truesight are unaffected by this trait."

}

],

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"group":null,

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"armor\_desc":"natural armor",

"hit\_points":105,

"hit\_dice":"10d10+50",

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"condition\_immunities":"charmed, frightened",

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"languages":"understands all but can't speak",

"challenge\_rating":"5",

"actions":[

{

"attack\_bonus":9,

"damage\_dice":"3d8+6",

"desc":"Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage.",

"name":"Gore"

},

{

"desc":"The aatxe lowers its horns and paws at the ground with its hooves. Each creature within 30 feet of the aatxe must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the aatxe's Paw the Earth for the next 24 hours.",

"name":"Paw the Earth"

}

],

"reactions":"",

"legendary\_desc":"The aatxe 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 aatxe regains spent legendary actions at the start of its turn.",

"legendary\_actions":[

{

"desc":"The aatxe makes a Wisdom (Perception) check.",

"name":"Detect"

},

{

"desc":"The aatxe makes one gore attack.",

"name":"Gore (Costs 2 Actions)"

},

{

"desc":"The aatxe flares crimson with celestial power, protecting those nearby. The next attack that would hit an ally within 5 feet of the aatxe hits the aatxe instead.",

"name":"Bulwark (Costs 3 Actions)"

}

],

"special\_abilities":[

{

"desc":"If the aatxe moves at least 20 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 knocked prone.",

"name":"Charge"

},

{

"desc":"The aatxe can use an action to read the surface thoughts of one creature within 30 feet. This works like the detect thoughts spell, except it can only read surface thoughts and there is no limit to the duration. It can end this effect as a bonus action or by using an action to change the target. Limited Speech (Humanoid Form Only). The aatxe can verbally communicate only simple ideas and phrases, though it can understand and follow a conversation without issue.",

"name":"Know Thoughts"

},

{

"desc":"The aatxe has advantage on saving throws against spells and other magical effects.",

"name":"Magic Resistance"

},

{

"desc":"The aatxe can use its action to polymorph into a Medium male 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.",

"name":"Shapechanger"

}

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"name":"Abbanith Giant",

"size":"Large",

"type":"giant",

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"group":null,

"alignment":"neutral",

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"armor\_desc":"natural armor",

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"senses":"tremorsense 120 ft., passive Perception 11",

"languages":"Giant, Terran",

"challenge\_rating":"3",

"actions":[

{

"name":"Multiattack",

"desc":"The abbanith giant makes two thumb claw attacks."

},

{

"name":"Thumb Claw",

"desc":"Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage.",

"attack\_bonus":7,

"damage\_dice":"2d6+5"

}

],

"reactions":[

{

"name":"Earth Counter (Recharge 6)",

"desc":"When a creature the abbanith can see within 30 feet of it casts a spell, the abbanith counters it. This reaction works like the counterspell spell, except the abbanith can only counter spells that directly affect or create earth or stone, such as stone shape, wall of stone, or move earth, and it doesn’t need to make a spellcasting ability check, regardless of the spell’s level."

}

],

"legendary\_desc":"",

"legendary\_actions":"",

"special\_abilities":[

{

"name":"One with the Earth",

"desc":"The abbanith giant can detect the flows and rhythms of the earth—including things that interfere with these rhythms, such as earthquakes and magical anomalies. As a result, the abbanith giant can’t be surprised by an opponent that is touching the ground. In addition, the giant has advantage on attack rolls against constructs and elementals made of earth or stone."

},

{

"name":"Siege Monster",

"desc":"The giant deals double damage to objects and structures and triple damage to objects and structures made of earth or stone."

}

],

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"document\_\_title":"Tome of Beasts 2 OGL",

"document\_\_license\_url":"http://open5e.com/legal"

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"name":"Aboleth",

"size":"Large",

"type":"aberration",

"subtype":"",

"group":null,

"alignment":"lawful evil",

"armor\_class":17,

"armor\_desc":"natural armor",

"hit\_points":135,

"hit\_dice":"18d10+36",

"speed":{

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"swim":40

},

"strength":21,

"dexterity":9,

"constitution":15,

"intelligence":18,

"wisdom":15,

"charisma":18,

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"dexterity\_save":null,

"constitution\_save":6,

"intelligence\_save":8,

"wisdom\_save":6,

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"perception":10,

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"languages":"Deep Speech, telepathy 120 ft.",

"challenge\_rating":"10",

"actions":[

{

"name":"Multiattack",

"desc":"The aboleth makes three tentacle attacks."

},

{

"name":"Tentacle",

"desc":"Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.",

"attack\_bonus":9,

"damage\_dice":"2d6",

"damage\_bonus":5

},

{

"name":"Tail",

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

"attack\_bonus":9,

"damage\_dice":"3d6",

"damage\_bonus":5

},

{

"name":"Enslave (3/day)",

"desc":"The aboleth targets one creature it can see within 30 ft. of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.\nWhenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth."

}

],

"reactions":"",

"legendary\_desc":"The aboleth 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 aboleth regains spent legendary actions at the start of its turn.",

"legendary\_actions":[

{

"name":"Detect",

"desc":"The aboleth makes a Wisdom (Perception) check."

},

{

"name":"Tail Swipe",

"desc":"The aboleth makes one tail attack."

},

{

"name":"Psychic Drain (Costs 2 Actions)",

"desc":"One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes."

}

],

"special\_abilities":[

{

"name":"Amphibious",

"desc":"The aboleth can breathe air and water."

},

{

"name":"Mucous Cloud",

"desc":"While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 ft. of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater."

},

{

"name":"Probing Telepathy",

"desc":"If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature."

}

],

"spell\_list":[

],

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