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[The wyste is the monster that single-handedly ruined a one shot. I was running a pickup game for out of town friends who were coming to visit, and decided on running “And Madness Followed” from [Dungeon 134](#), a Cthulhu Mythos themed adventure for 9th level characters. The very first encounter is with a bunch of mutated townsfolk and two wystes. The townsfolk were easy, but the two (CR 5!) wystes rapidly ate all but one of the characters. 15 foot reach on 7 attacks is brutal. So this wyste is rather more appropriately powered for its CR]

Wyste

This pale worm-like creature has a corona of tentacles, each ending in a hook, surrounding a ravenous maw.

Wystes are mutant vermin created from magical and alchemical runoff. As such, they can be found anywhere pollution can be found, from the depths of the earth to the sewers of major cities. Their bodies are infused with all matter of reagents and solutions, granting them resistance to harmful energies and the ability to spew sticky, foul-smelling slime in order to entangle their prey.

Wystes are barely intelligent, but recognize each other and do not attack others of their own kind. They are hardly cooperative hunters—if a pod of wystes engages in combat, each attacks the closest or most aggravating opponent to itself, rather than cooperating or focusing their efforts. Whether wystes are capable of reproducing directly, or if new wystes are just created anew from fresh mutations, is something of a mystery. There are those that claim that the wyste is a larval form, and they metamorphose into flying, vaguely insectile horrors to breed and disperse. Such rumors are as of yet unfounded. A wyste reaches five feet around at its thickest point and grows to about 20 feet long.

Wyste CR 5

XP 1,600

N Large aberration

Init +3; **Senses** blindsight 120 ft., Perception +6

Defense

AC 18, touch 8, flat-footed 18 (-1 size, -1 Dex, +10 natural)

hp 51 (6d8+24)

Fort +6, **Ref** +1, **Will** +5

DR 5/piercing; **Immune** gaze attacks, poison, visual spells and effects; **Resist** acid 10, cold 10, fire

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Offense

Speed 15 ft., swim 40 ft.

Melee tentacles +7 (2d6+6 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rake (bite +6, 1d10+4), spew slime

Statistics

Str 18, **Dex** 9, **Con** 19, **Int** 1, **Wis** 10, **Cha** 4

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 17

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus (tentacles)

Skills Perception +6, Stealth +4

SQ no breath

Ecology

Environment any land or underground

Organization solitary, pair or pod (3-12)

Treasure incidental

Special Abilities

Spew Slime (Su) As a standard action once every 1d4 rounds, a wyste can vomit up slime in a 30 foot line. All creatures in the line must succeed a DC 16 Reflex save or be entangled for 1 minute. Any creature that becomes entangled must also succeed a DC 16 Fortitude save or be sickened for 1 minute. The slime cannot be scraped off, but can be removed with at least a gallon of strong alcohol or a flask of *universal solvent*.

Tentacles (Ex) A wyste makes a single attack with all of its tentacles as a primary natural weapon.