



THE POISONOUS DELTA

D&D HOMEBREW

A collection of homebrew monsters found in the Poisonous Delta



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PART 1

MONSTERS

HEMOVORIC VENOMITE

Crawling silently through the dark recesses of its domain, the Hemovoric Venomite is a small and sinister creature that belongs to the monstrosity category. With a predominantly red body adorned with bone-like features, this insidious predator strikes fear into the hearts of those unfortunate enough to encounter it. Its crawling form resembles a mite, equipped with multiple agile legs that scuttle with eerie precision, allowing it to navigate the most confined spaces effortlessly, whereas its flying form represents more that of a mosquito.

The very sight of the Hemovoric Venomite sends a shiver down the spine. Its grotesque visage features not one, but two mouths - a larger one positioned above the other. The larger mouth dominates its face, sporting skull-like or bone-like characteristics, while the smaller mouth lies beneath, ready to latch onto prey with razor-sharp precision. Bony mandible-like structures protrude from its head, adding to its macabre appearance. Its legs, too, are adorned with these bone-like features, giving the impression of an otherworldly creature emerging from the darkest depths.

But it is the Hemovoric Venomite's insatiable thirst for blood that truly sets it apart. With a predatory instinct honed to perfection, this crawling creature feeds on the life force of its victims. Its teeth-filled mouths or needle-like beak are specially designed to pierce flesh and draw forth the crimson essence that sustains it. While primarily a ground-dweller, the Hemovoric Venomite is a master of stealth, using its diminutive size and uncanny agility to stalk its prey undetected. It waits patiently, hidden in the shadows, before striking with ruthless efficiency.

Encounters with the Hemovoric Venomite are terrifying ordeals. The eerie silence is broken only by the soft scuttling of its legs as it closes in on its unsuspecting quarry. Its ability to blend seamlessly into the darkness and its relentless pursuit make it a formidable foe. Many have fallen victim to its vampiric nature, their life force drained away by the relentless feeding of this nightmarish creature.

Beware the Hemovoric Venomite, for it is a symbol of unyielding hunger and relentless predation, lurking in the deepest shadows, waiting for its next opportunity to sate its insatiable thirst for blood.

Do not underestimate a single mite, for within the shadows, many stalk silently, their bloodthirsty unyielding.



Variant: Winged Hemovoric Venomite

This black-red mosquito-like creature with tattered wings traded in its strong bony-like features and two mouths for a needle-like beak and red tattered wings with which it can fly.

Speed. 30 ft., fly 40 ft.

Flyby Attack. The Winged Hemovoric Venomite doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Sting. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage. On a successful sting attack, the target must make a DC 12 Constitution saving throw. On a failed save, the target takes 7 (2d6) poison damage and is infected with a disease (The disease's effects are at the DM's discretion).

HEMOVORIC VENOMITE

Small Monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Perception +2, Stealth +7

Senses Darkvision 60ft., Passive Perception 12

Languages Common, understands but doesn't speak any languages

Challenge 2 (450 XP)

Blood Drain. Whenever the Hemovoric Venomite makes a successful Bite or Sting attack it regains hitpoints equal to half the damage dealt by the attack.

Bone Armor. The bony features on its head and legs provide it with natural armor, granting it a +2 bonus to AC.

Shadow Cloak. When in dim light or darker areas the Hemovoric Venomite's presence becomes obscured from magical and non-magical senses alike. It gains advantage on saving throws against spells and effects that would reveal its location or presence through divination or scrying.

Skewering Mandibles. On a successful bite attack, the Hemovoric Venomite can attempt to skewer and impale the target. The target must make a DC 12 Dexterity saving throw or take an additional 5 (1d10) piercing damage.

ACTIONS

Twin Bite. The Hemovoric Venomite can attack with both its mouths, making two separate bite attacks targeting the same creature.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. On a successful bite attack, the target must make a DC 12 Constitution saving throw. On a failed save, the target takes an additional 4 (1d8) poison damage.

SCOURGE OF NECROSIS

Medium Swarm of Small Monstrosities, neutral evil

Armor Class 14 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

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

Senses Darkvision 60ft., Passive Perception 14

Languages -

Challenge 3 (700 XP)

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.

Swarming Overwhelm. When the swarm hits a creature with its bite attack, the target must succeed on a DC 12 Dexterity saving throw or become grappled (Escape DC 12). While grappled, the target takes 5 (2d4) piercing damage, or 2 (1d4) if the swarm has half of its hit points or lower, at the start of each of the swarm's turns. The swarm can grapple up to two Medium or four Small creatures at a time.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 0 ft., one target. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Distraction (Recharge 5-6). Each creature of the swarm's choice that is within 10 feet of the swarm and aware of it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the swarm's next turn.

The Scourge of Necrosis is a horde of countless Venomite Hatchlings, acting as a unified mass of tiny undead creatures. These vile creatures exhibit incredible coordination and ferocity in numbers. They skitter swiftly across any terrain, including vertical surfaces, overwhelming their victims with sheer numbers.

Individually, a Venomite Hatchling is weak, but their collective strength in a swarm is fearsome. Their sharp fangs inflict painful bites, causing the target to suffer from the relentless assault. The hatchlings possess an innate ability to distract foes, sending shivers of fear through their minds.

VENOMITE LAIR

The Hemovoric Venomite, a fearsome and macabre creature, dwells in the darkest corners of the world. This elusive and sinister predator possesses a unique and gruesome method of reproduction. Its lair, a scene straight out of a nightmare, reflects its eerie nature.

Entering the lair of the Hemovoric Venomite feels like stepping into a crypt of decay and death. The air is thick with the stench of rotting flesh, causing even the bravest souls to recoil in disgust. Walls, adorned with ancient cobwebs and shadows that dance ominously, that seem to whisper tales of the horrors that have unfolded within.

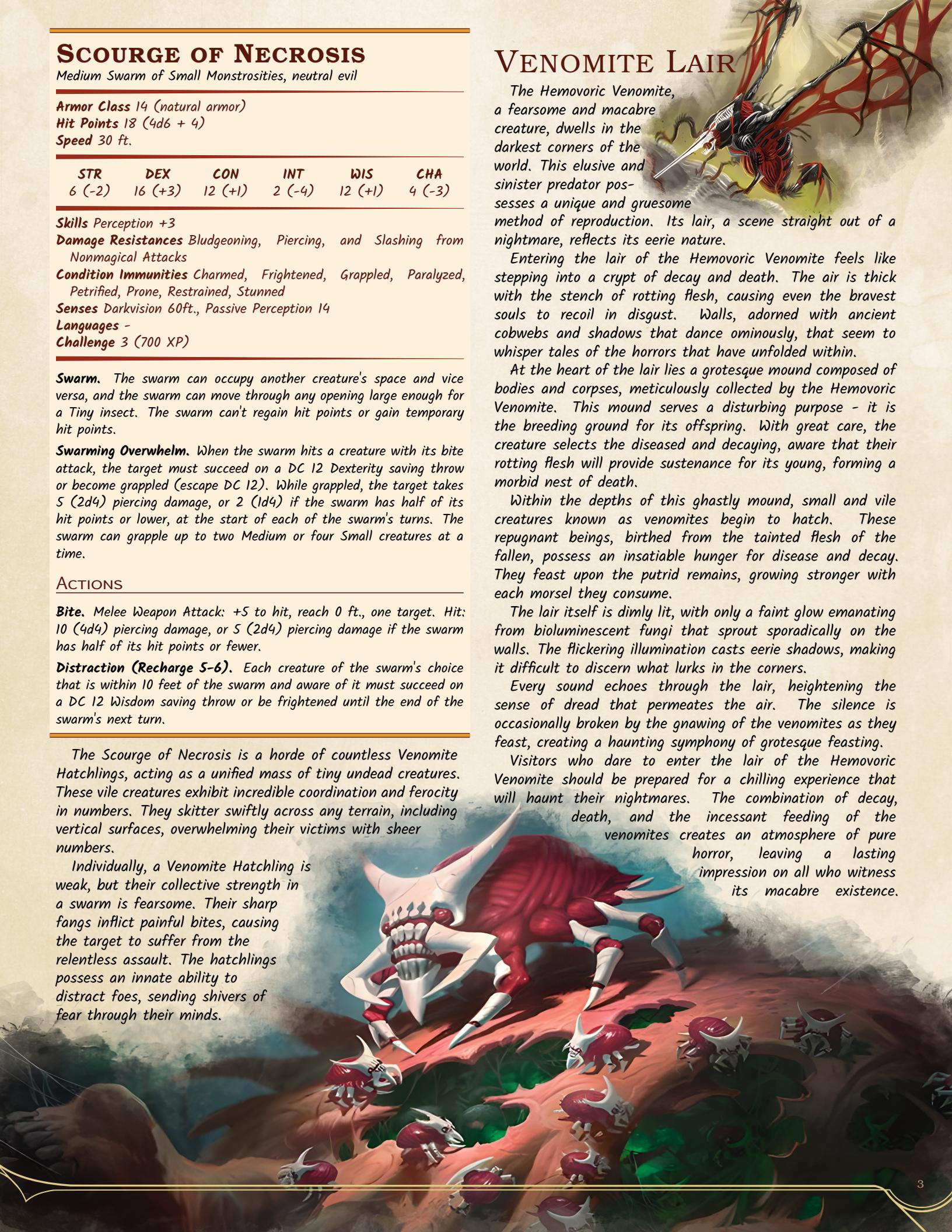
At the heart of the lair lies a grotesque mound composed of bodies and corpses, meticulously collected by the Hemovoric Venomite. This mound serves a disturbing purpose - it is the breeding ground for its offspring. With great care, the creature selects the diseased and decaying, aware that their rotting flesh will provide sustenance for its young, forming a morbid nest of death.

Within the depths of this ghastly mound, small and vile creatures known as venomites begin to hatch. These repugnant beings, birthed from the tainted flesh of the fallen, possess an insatiable hunger for disease and decay. They feast upon the putrid remains, growing stronger with each morsel they consume.

The lair itself is dimly lit, with only a faint glow emanating from bioluminescent fungi that sprout sporadically on the walls. The flickering illumination casts eerie shadows, making it difficult to discern what lurks in the corners.

Every sound echoes through the lair, heightening the sense of dread that permeates the air. The silence is occasionally broken by the gnawing of the venomites as they feast, creating a haunting symphony of grotesque feasting.

Visitors who dare to enter the lair of the Hemovoric Venomite should be prepared for a chilling experience that will haunt their nightmares. The combination of decay, death, and the incessant feeding of the venomites creates an atmosphere of pure horror, leaving a lasting impression on all who witness its macabre existence.



PLAGUETOOTH SPINOX

Che murky and forsaken corners of the Poisonous Delta hide a monstrous embodiment of toxic fury and primal savagery - the Plaguetooth Spinox. Its immense form looms with an air of malevolence, its mottled sickly-green hide a canvas of grotesque bulges and swollen growths, each exuding an eerie luminescence that casts a ghostly glow upon the surrounding gloom. With predator's eyes both above and below its massive head, it surveys its domain with uncanny precision, a sentinel of chaos in a realm of shadows.

This ancient abomination is no relic of a bygone era, but a living nightmare shaped by the relentless grip of a toxic and chaotic environment. Its insatiable hunger is matched only by its malevolent cunning, honed through countless eons of hunting in the harshest of environs. When not submerged in the depths of inky waters, the Plaguetooth Spinox slinks into concealment amidst dense shrubs and towering trees, its hulking frame blending seamlessly into the looming darkness.

A master of ambush, the Spinox's primary tactic is a symphony of savagery. It emerges from the shadowy depths with breathtaking speed, jaws agape in a nightmarish visage. Its massive frame is propelled by raw, primal power, crashing forth in a torrent of violence that engulfs its prey. With frenzied bites and furious tail swipes, it enacts its relentless wrath, the touch of its toxic saliva inflicting both immediate and lingering harm. Those unfortunate enough to cross paths with the Plaguetooth Spinox soon learn to dread the sickly glow that precedes its assault, and the haunting silence that heralds its deadly arrival.

For within its sinister radiance lies a predatory cunning that belies its grotesque appearance. The Spinox knows the rhythm of its realm, the cadence of movement, the heartbeat of its victims. Its eyes never waver from its quarry, and its attacks are executed with terrifying precision, a testament to its mastery over the art of the ambush. And as its adversaries reel from the onslaught, they bear witness to the embodiment of relentless survival, a beast both ancient and unyielding, shaped by the very chaos that gave it life.

- M4RZ.



PLAGUETOOTH SPINOX

Huge Monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +6, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 60 ft., passive Perception 16

Languages -

Challenge 12 (8,400 XP)

Radiant Toxin. Any creature that starts its turn within 15 feet of the Plaguetooth Spinox must make a DC 16 Constitution saving throw or take 13 (3d8) poison damage and have its maximum hit points reduced by the same amount. This reduction lasts until the creature finishes a long rest. On a successful save, the creature takes half damage and suffers no reduction.

ACTIONS

Multiattack. The Plaguetooth Spinox makes two attacks: one with its Bite and one with its Tail Slam.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage plus 4 (1d8) poison damage. The target must succeed on a DC 16 Constitution saving throw or become poisoned until the end of its next turn.

Tail Slam. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

LEGENDARY ACTIONS

The Plaguetooth Spinox can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The Spinox regains spent legendary actions at the start of its turn.

Rapid Snap. The Plaguetooth Spinox makes a Bite attack.

Tail Swipe. The Plaguetooth Spinox makes a Tail Slam attack.

Radiox Burst (Costs 2 Actions). The Plaguetooth Spinox releases a burst of toxic radiation. All creatures within 30 feet of the Spinox must make a DC 18 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

TOXICORE BASILISK

fearsome reptilian abomination, the Toxicore Basilisk possesses a bionic appearance with scales resembling polished steel. These metallic plates reflect light in a mesmerizing display, giving the creature an otherworldly, almost mechanical aura. Its massive form, accentuated by a vivid green hue that seems to pulsate with an eerie glow, instills both awe and dread in those who behold it.

Toxic Emanation. Known throughout the land for its toxic nature, the Toxicore Basilisk has the unique ability to generate a highly potent black ichor. This toxic substance not only eats away at the very fabric of the environment, leaving a trail of decay and corruption, but also possesses hazardous properties that pose a grave threat to any living beings it touches. The mere proximity to this creature can leave a lasting impact, its very presence tainting the air with darkness.

Lethal Variations. Within the Toxicore Basilisk species, two distinct adult variations exist, each with its own terrifying attributes. The first variation, often referred to as the Bladed Basilisk, resembles a nightmarish fusion of a Tyrannosaurus and an insect. Jagged and imposing blades extend from its body and head, serving as deadly weapons that strike fear into the hearts of its adversaries. With a lightning-fast charge, the Bladed Basilisk unleashes a barrage of devastating attacks, utilizing its razor-sharp blades to slice through even the toughest defenses.

In stark contrast, the second variant, known as the Insectoid Basilisk, takes on the form of a massive insect with an elongated body. Its steel-like exoskeleton glistens with an uncanny sheen, while scythe-like appendages extend from its head and limbs. Agile and nimble, the Insectoid Basilisk swiftly maneuvers across the battlefield, delivering precise and lethal strikes with its deadly scythes. It leaves behind a trail of devastation, deep wounds marking its path.

Even in its infant stage, the Toxicore Basilisk commands attention. Known as the Toxicore Hatchling Salamanderids, these young creatures bear the resemblance of salamanders, yet possess insect-like mandibles on their heads. Though not as developed as their adult counterparts, these hatchlings display remarkable tenacity and a penchant for delivering painful bites. They possess an instinctual ability to defend themselves, ensuring their survival from an early age.

Unyielding Dread. Protected by its formidable steel-like scales, the Toxicore Basilisk presents an imposing challenge for any who dare to face it. Its toxic abilities, coupled with its lethal prowess and bionic appearance, make it a force to be reckoned with. Legends and cautionary tales abound, warning of the devastation left in the wake of this monstrous creature's path.



TOXICORELING

Small Abomination, chaotic evil

Armor Class 14 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 30 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +6

Senses Darkvision 60ft., passive Perception 13

Languages -

Challenge 1/2 (100 XP)

Amphibious. The Toxicore Hatchling can breathe both air and water.

Evasive Maneuvers. The Toxicore Hatchling can take the Dodge action as a bonus action on its turn.

Nimble Escape. The Toxicore Hatchling can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Toxic Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Venomous Tail Whiplash. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 3 (1d6) poison damage.

Toxic Spittle (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 5 (1d4 + 3) acid damage plus 3 (1d6) poison damage.





SCYTHERA

Large Abomination,

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +5, Stealth +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Darkvision 60ft, passive Perception 15

Languages -

Challenge 6 (2,300 XP)

Steelhide. The Scythera Basilisk has resistance to piercing, slashing, and bludgeoning damage from nonmagical attacks that aren't silvered.

Keen Senses. The Scythera Basilisk has advantage on Wisdom (Perception) checks that rely on sight or smell.

Toxic Ichor. A 10-foot radius around the Scythera Basilisk is filled with a toxic ichor. Any creature that starts its turn within this radius must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The Scythera Basilisk makes two scythe attacks or one Scythe attack and one Poisonous Sting attack.

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

Poisonous Sting. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage plus 7 (2d6) poison damage. The target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Venomous Burst (Recharge 5-6). The Scythera Basilisk releases a burst of toxic energy in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

BLADESCALE BASILISK

Huge Abomination, chaotic evil

Armor Class 16 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	7 (-2)

Skills Perception +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Darkvision 60ft, passive Perception 14

Languages -

Challenge 9 (5,000 XP)

Steelhide. The Bladescase Basilisk has resistance to piercing, slashing, and bludgeoning damage from nonmagical attacks that aren't silvered.

Keen Senses. The Bladescase Basilisk has advantage on Wisdom (Perception) checks that rely on sight or smell.

Blade Armor. Whenever a creature hits the Bladescase Basilisk with a melee attack while within 5 feet of it, the attacker takes 7 (2d6) slashing damage.

ACTIONS

Multiattack. The Bladescase Basilisk makes two claw attacks and one bite attack.

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) slashing damage plus 10 (3d6) poison damage. The target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Razor Gale (Recharge 5-6). The Bladescase Basilisk whips its tail in a wide arc, sending forth a flurry of razor-sharp scales. Each creature within a 20-foot cone must make a DC 16 Dexterity saving throw, taking 28 (8d6) slashing damage on a failed save, or half as much damage on a successful one.

Razor Bash (Recharge 5-6). The Bladescase Basilisk charges forward in a straight line, bashing everything and everyone in its path. Each creature in a 60-foot line must make a DC 16 Dexterity saving throw, taking 28 (8d6) bludgeoning damage and being knocked prone on a failed save, or half as much damage on a successful one.



VISHGRAZ, THE TOXICORE BASILISK

Huge Abomination, chaotic evil

Armor Class 20 (natural armor)

Hit Points 300 (24d12 + 144)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Dex +6, Con +11, Wis +8

Skills Perception +12

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft., Passive Perception 22

Languages Common

Challenge 20 (25,000 XP)

Legendary Resistance (3/Day). If Vishgraz fails a saving throw, it can choose to succeed instead.

Steelhide. Vishgraz has resistance to piercing, slashing, and bludgeoning damage from nonmagical attacks that aren't silvered.

Keen Senses. Vishgraz has advantage on Wisdom (Perception) checks that rely on sight or smell.

Toxic Aura. Any creature that starts its turn within 10 feet of Vishgraz must make a DC 20 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. Vishgraz can make two Scythe Slash attacks and one Vicious Maw attack.

Scythe Slash. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) slashing damage plus 24 (7d6) poison damage. The target must succeed on a DC 20 Constitution saving throw or be poisoned for 1 minute. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Vicious Maw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 17 (3d6 + 7) slashing damage, or 28 (6d6 + 7) slashing damage if creature is already poisoned.

Corrosive Breath (Recharge 5-6). Vishgraz exhales a 60-foot cone of corrosive gas. Each creature in that area must make a DC 20 Dexterity saving throw, taking 42 (12d6) acid damage and 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.



LEGENDARY ACTIONS

Vishgraz 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. Vishgraz regains spent legendary actions at the start of its turn.

Toxic Spew. Vishgraz targets a point it can see within 60 feet of it. The area becomes heavily obscured in a 20-foot radius until the end of Vishgraz's next turn. Each creature that starts its turn in that area takes 10 (3d6) poison damage.

Terrifying Gaze. Vishgraz fixes its gaze on a creature within 30 feet of it that can see it. If the target can see the basilisk's eyes, it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The frightened 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 Terrifying Gaze of all Toxicore Basilisks for the next 24 hours.

Tail Sweep (Costs 2 Actions). Vishgraz sweeps its tail in a 20-foot cone. Each creature in that area must succeed on a DC 20 Dexterity saving throw or be knocked prone.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Vishgraz takes a lair action to cause one of the following effects:

- The area becomes filled with a thick toxic mist, creating heavily obscured conditions. Each creature that is not a Toxicore Basilisk must make a DC 18 Constitution Saving Throw or is poisoned for 1 minute.
- Poisonous vines erupt from the ground, creating difficult terrain. Each creature that is not a Toxicore Basilisk must make a DC 16 Constitution Saving Throw or is poisoned for 1 minute.
- The ambient temperature rises dramatically, causing all creatures in the area to make a DC 15 Constitution saving throw or take 14 (4d6) fire damage.



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