

# Additional Monsters

This section lists a few new creatures added to the game, including their stat blocks and descriptions.

## Kitsune

### KITSUNE

*Tiny Elemental, Neutral Good*

**Armor Class** 12

**Hit Points** 18 (4d8)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	8 (-1)	16 (+3)	13 (+1)

**Saving Throws** DEX +4, WIS +5

**Skills** [Investigation](#) +5, [Perception](#) +5, [Stealth](#) +4, [Survival](#) +5

**Senses** [Darkvision](#) 60 ft., [Passive Perception](#) 15

**Languages** Common (understands, but cannot speak), Primordial (understands, but cannot speak)

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

### Traits

**Elemental Affinity.** Kitsune from different elemental planes have ties to their particular homeland. When a feature refers to the damage type of the kitsune's elemental affinity, use the following references. For an air kitsune, the damage type is lightning; for earth, the damage type is bludgeoning; fire is fire, and water is cold.

**Death Burst.** When the kitsune dies, it explodes in a burst of elemental energy. Each creature within 5 feet of

it must then succeed on a DC 13 Dexterity saving throw. On a fail, the creature takes 3d8 damage of a type determined by its elemental affinity; on a success, they take only half damage.

**Elemental Resistance.** The kitsune has resistance to the damage type associated with its elemental affinity.

**Keen Senses.** The kitsune has advantage on Perception and Investigation checks involving sight, sound, or smell.

**Natural Helper (3/Day).** Whenever the kitsune takes the Help action, the assisted creature may add the kitsune's Wisdom modifier (+3) to the check.

### Actions

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage.

**Elemental Blast.** *Ranged Spell Attack:* +5 to hit, range 30 ft., one creature. *Hit:* 5 (1d4 + 3) damage of its elemental affinity's type.

**Glow.** The kitsune begins to glow with elemental energy; it sheds bright light for 15 feet and dim light for another 15 feet beyond that. This lasts until the kitsune uses this feature again to extinguish its glow.

### Bonus Actions

**Cunning Nature.** The kitsune can use a bonus action to take the Disengage or Help actions.

Kitsune are tiny, fox-like elementals with a penchant for being clever. Most kitsune have at least two large, bushy tails—one of the most notable differences that set them apart from true foxes; the other notable exception is their coloration, which varies based on the type of kitsune. Each kitsune has a core, similar to a gemstone, that is located either inside it or just on the surface of its head or chest; this core is imbued with energy from whichever elemental plane their powers originate from. The kitsune can tap into that power, and they have learned to use it in a variety of clever ways, from enhancing their senses

to lighting up their surroundings to firing a blast of pure elemental energy. When a kitsune dies, the energy remaining in their core erupts out of containment, disintegrating the kitsune and exploding into its surroundings before dissipating.

Kitsune spend much of their time not searching for food to do tasks they enjoy. For some, it involves collecting things that catch their eye and storing them in their den; others enjoy playing and being social with other creatures. Most kitsune, however, seem to enjoy helping others. Some scholars in Etokys have theorized that their elemental cores energize them mentally, encouraging them to be active and curious.

## Malacostra

### MALACOSTRA

*Small Beast, Unaligned*

**Armor Class** 16 (Shelled Defense)

**Hit Points** 31 (4d8 + 8)

**Speed** 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	4 (-3)	12 (+1)	5 (-3)

**Saving Throws** STR +5, CON +4

**Damage Resistances** Cold

**Condition Immunities** [Prone](#)

**Senses** [Darkvision](#) 120 ft., [Passive Perception](#) 11

**Languages** --

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

### Traits

**Amphibious.** The malacostra can breathe both air and water.

**Shelled Defense.** The malacostra has a shell covering its most vulnerable body parts. Its base AC is equal to 14 + its Dexterity modifier.

**Grappler.** The malacostra has advantage on attack rolls against creatures it is grappling.

### Actions

**Multiattack.** The malacostra makes two Punch attacks, two Pressure Blast attacks, or one of each, or it makes a single Tentacle Slam attack.

**Punch.** *Melee Attack Roll:* +5, reach 5 ft, one target. *Hit:* 7 (1d6 + 3) Bludgeoning damage.

**Pressure Blast.** *Ranged Attack Roll:* +5, range 15/30 ft, one target. *Hit:* 6 (1d4 + 3) Piercing damage.

**Tentacle Slam.** *Melee Attack Roll:* +5, reach 5 ft, one target. *Hit:* 12 (2d8 + 3) Bludgeoning damage, and the target is [grappled](#). If the malacostra is already grappling a creature with this ability, it cannot use its tentacle slam again until it is no longer grappling a creature.

**Retreat.** The malacostra retreats into its shell; its AC increases by 4 and it gains advantage on Strength and Constitution saving throws. While in its shell, it cannot move, it has disadvantage on Dexterity saving throws, and it cannot take any reactions or actions until it emerges from its shell as a bonus action.

### Bonus Actions

**Emerge.** While the malacostra is in its shell, it can use a bonus action to emerge from its shell, ending all the effects of the Retreat action.

Malacostra are small aquatic monsters typically found not far offshore in shallow ocean biomes. Resembling an odd combination of a hermit crab, an octopus, and a scorpion if it had been an aquatic race, the malacostra make up for their lack of mental ability with solid defenses and a surprising amount of offensive tools, allowing them to be noteworthy predators in the shallow ocean biomes they frequent.

Their main body is located within a large shell, similar to a hermit crab, with only their hermit crab-like head and various appendages sticking out. They generally have 4 to 6 tentacles visible at any given time, which they primarily use for movement and to interact with the world. They also have three specialized appendages—a pair of short, rigid, shrimp-like “arms” in front, and a tail in the back; all three are covered in shell, much like a crab. It uses its front arms to batter its foes with rapid strikes, driven by a complex assortment of muscles in its shelled appendages. It uses a similar mechanism in its tail to clamp down water or air within its shell and propel it at speeds fast enough to pierce targets that manage to evade its grasp. While most malacostra spend their entire lives underwater, they occasionally venture onto land, either in search of new prey or out of curiosity. Oddly enough, although they are slow, the malacostra have no other issues on land, being fully capable of breathing air as easily as they breath underwater.

In the world of Etokys, malacostra are occasionally trained as guard animals in some aquatic societies. Some Otarii even keep them as pets, decorating their shells and treating them as beloved family members. Scholars have questioned the origins of the race; while the malacostra seem to be regular animals, their odd assortment of mismatched traits seemingly stolen from other aquatic predators often leads to questioning of what could have possibly given rise to something that needed the punch of a mantis shrimp, the range of a pistol shrimp, the defenses of *many* shelled species, and the flexibility and utility of an octopus? And *why* can they breathe on land?

## **Pest Slime**



## PEST SLIME

*Tiny Ooze, Unaligned*

**Armor Class** 12 (Amorphous Defenses)

**Hit Points** 36 (4d10 + 16)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	18 (+4)	8 (-1)	11 (+0)	9 (-1)

**Saving Throws** STR +5, CON +6

**Damage Vulnerabilities** Thunder

**Damage Resistances** Acid, Bludgeoning, Lightning, Piercing, Poison, Slashing

**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

**Senses** Blindsight 15 ft., Passive Perception 10

**Languages** --

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

### Traits

**Acidic Body.** Creatures that are grappled by the slime or that grapple it take 4 (1d6) acid damage at the start of their turn.

**Amorphous Defenses.** The slime's body allows it to add its Constitution modifier to its AC (already factored into the stat block). However, critical hits bypass its natural defenses, ignoring resistances to its damage types.

**Mutable Shape.** The slime can squeeze through gaps as small as one inch wide. Additionally, it can grapple a number of creatures equal to its Constitution modifier (4) at any given time.

**Resilient Form.** The slime is more resilient to non-mundane effects. It has advantage on saving throws against spells and other magical effects.

### Actions

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 3) bludgeoning damage, and the hit creature is grappled.

**Wild Lash.** The pest slime lashes out indiscriminately, targeting up to 4 creatures within 5 feet. Each creature must make a DC 13 Dexterity saving throw or become grappled.

### Reactions

**Opportunity Attack.** When a creature moves out of its reach, the pest slime can use its **Pseudopod** action against it as a reaction.

Pest slimes are tiny oozes that often cause problems for ordinary people. A typical pest slime is almost entirely translucent, with a light blue coloration; this is rarely seen, however, as their coloration is easily affected by their environment or the latest “foods” they have eaten. They can feed off of nearly any food, as well as most organic materials like wood or bone. Unlike most other creatures of their type, pest slimes seem to have some basic cognitive abilities, which they use to solve problems they encounter rather than just mindlessly oozing along. Pest slimes can be found throughout the world, in a variety of environments; their resilience and determination to cause problems often draws comparison to rats, hence their name.

Another similarity to rats is that some individuals in the world of Etokys decide to keep them and raise them. When properly cared for, the acidity of a pest slime’s body can be lowered to a relatively safe level based on its diet and mental state; a stable, well-fed pest slime can be safely handled by those it trusts. Some mages even take on pest slimes as familiars—some cite its mutable body being helpful for getting

into places and its acidity for being able to eat almost anything, while others enlist them for their resilience to effects both magical and mundane.