

BOOK OF POST-CONJUNCTION PREDATORS

OR; A WITCHER'S BESTIARY.

CREDITS

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Inspired by the [Book of Beautiful Horrors](#) by /u/Regerem and the [Book of Marvelous Monstrosities](#) by /u/tomosr

If you're interested in the process, I'll be streaming my work on this project on my [Twitch Channel](#).

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CURSED ONES

ARCHEСПORE

Looks like a flower to me. A hideous, disgusting flower.

– Blasco Tennerbe, last words

Hiding in Plain Sight. Archespores look like gigantic, aesthetically unpleasing flowers with some of the traits of exceptionally cruel and bloodthirsty sundews. They are, however, far more dangerous than even the most colossal sundew. Their peculiar appearance makes them practically impossible to discern amidst other plants. By the time one draws close enough to realize what they are, it is often too late to flee.

Vine of Vengeance. When a particularly heinous crime is committed, ending in forgotten and unavenged death, an Archespore can grow over the grave of the victim. They are most often found in places which in the past saw pogroms, bloody rituals or cruel murders. They are fueled by the victim's desire for vengeance, and also quite literally fueled by the victim's remains. The plants can self-pollinate, leading to seeds spreading across fertile ground, particularly graveyards and overgrown ruins. These beasts try to take their vengeance on criminals, but they do not spare the lives of innocents who haplessly enter their territory.

ARCHEСПORE

Large plant, unaligned

Armor Class 15

Hit Points 136 (16d10 + 48)

Speed 0ft., burrow 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities fire, thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive perception 10

Languages --

Challenge 5 (1,800 XP)

False Appearance. While the archespose remains motionless, it is indistinguishable from a fern plant.

Plant Pods (1/turn). Once per turn when the archespose uses its burrow speed, it can use a reaction to leave a pod in the square it previously occupied, as with its Pod Growth action.

CRIMES ATONED

The curse of an Archespose is extremely difficult to lift, since it involves an investigation into the life of the presumably long dead victim. However, if one were to undertake such a task, bringing the murderer, or his descendants, to the Archespose would end the curse. One death for the lives of all the hapless wanderers.

Carnivorous Plantlife. All archespores fight using similar methods: attacking with powerful, jaw-like leaves. If their victim is out of reach, they can also spray caustic acid which, if it makes any contact whatsoever with the skin, can provoke a reaction similar to that caused by severe poisoning. Like other plants, all archespores are extremely vulnerable to fire, which is one of the most effective methods of fighting them. Silver also works well, as does any sort of shock wave. Archespores do not like strong vibrations, which cause them to flee underground at once. Due to the nature of their origins, oil damaging to cursed beings can also be useful against them.

Actions

Multiaction. The archespose makes two bite attacks or two poison spit attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage.

Poison Spit. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one creature. *Hit:* The target must make a DC 13 Constitution saving throw. On a failed save, the target takes 14 (4d6) acid damage and is poisoned until the end of its next turn. On a successful save, the target takes half as much damage and isn't poisoned.

Pod Growth. The archespose plunges its head into the ground, causing 1d4 pods to sprout up in unoccupied squares it chooses within 40 feet. The archespose cannot have more than five pods at any time.

Each pod has 15 AC, 5 hit points, immunity to psychic and poison damage, and vulnerability to fire and thunder damage. At the start of each of the archespose's turns, if a creature other than an archespose is within 5 feet of a pod, the pod explodes. Each creature in that area must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage and become stunned until the end of its next turn. If the pod is destroyed before it can explode it withers doing no damage.

STRIGA

I implore destiny to render the child born of your lechery as monstrous as you.

– Ostrit, courtier of King Foltest of Temeria

A Mother's Curse. There is not much known about the curse that turns females into striga, but it is not a curse intended for the victim; it is intended for the victim's mother, or in some cases her father. When the female child is born, she is not a normal child, but a hideous monster, and the birth results in fatal complications for the mother and her daughter. If the child is not dealt with properly, she will continue to grow wherever she is buried, and emerge in a few years with both a predatory instinct, and the size and skill to carry it out.

Built for Death. She is a foul, well-muscled monster that runs about on all fours. Her jaw extends from ear to ear, and her fingers end in claws capable of tearing a man to shreds. Her breasts and hair are the sole reminders that the striga is, in fact, a young girl possessed by an evil curse.

Night Hunter. The Striga is not only a nocturnal creature, but a lunar one, driven back into her sarcophagus by day, and emerging by night, driven by the full moon, to hunt and kill in the area near her tomb. She may be tolerant of nearby necrophages, as she devours the living, not the dead.

LIFTING THE CURSE

In order to lift the curse on a striga, someone must prevent the striga from returning to her coffin by the third crowing of the rooster. Then she would be cured, turning into an ordinary little girl. This is much easier said than done, as the Striga is a brutally fast and strong monster, and will do everything in her power to claw her way back to her resting place.

If someone did manage to lift the curse of the Striga, there is still a chance of a relapse, turning back into a striga. To prevent this, "cured" strigas are encouraged by experienced Witchers and Mages to wear an inclusion, to keep the monster at bay.

Stat block inspired by the Striga in the [Book of Marvelous Monstrosities](#) (p.47) by /u/tomosr.

STRIGA

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	6 (-2)	12 (+1)	5 (-3)

Skills Athletics +8, Acrobatics +8, Stealth +8

Saving Throws Dex +8, Con +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 11

Languages --

Challenge 13 (10,000 XP)

Home Ground. If the striga is within 500 feet of its burial place, it has advantage on attack rolls.

Feast. When the striga reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to feast on the creature. The target suffers 15 (3d10) piercing damage and the striga regains hit points equal to that amount.

Magic Weapons. The striga's weapon attacks are magical.

Actions

Multiattack The striga attacks twice with its claws, and once with its bite.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 5) piercing damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Headbutt. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit 13 (2d8+4) bludgeoning damage.

Legendary Actions

The striga can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary Actions are regained at the start of each turn.

Headbutt. The striga makes one headbutt attack.

Savage (Costs 2 Actions). The Striga leaps rapidly between all targets within a 10 foot radius of its location. Each creature within range must make a DC 18 Dexterity saving throw, taking 13 (2d8+4) slashing damage.

DRACONIDS

BASILISK

In memory of the noble knight Roderick, slain during a valiant struggle against a basilisk. Let's hope the beast choked on his bones.

— Gravestone inscription, Vizima cemetery.

Avian Draconids. Basilisks are Draconids with birdlike beaks, webbed wings, hooked talons, and crimson dewlaps.

Poison, not stone. Contrary to popular belief, basilisks cannot turn anything to stone with their gaze. That is small comfort, however, given that their acid, venom, claws and teeth provide them many other ways to kill.

Stealthy Hunters. Basilisks love dark, damp places such as cellars, caves and city sewers. They hunt by day, waiting patiently in hiding for their prey to come, then jump out in a flash to unleash a deadly attack.

BASILISK, COMMON

Medium dragon, unaligned

Armor Class 12

Hit Points 60 (9d8 + 16)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	2 (-4)	16 (+4)	7 (-2)

Skills Stealth +4, Perception +6

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed saving, and half as much on a successful one.

FORKTAIL

Forktails... Bah! Fuckers' tails're more like cleavers.

— Yavinn Buck, veteran of the Mahakaman Volunteer Regiment

Forktails owe their quaint name to the long sharp growths at the tip of their tails. A blow from this weapon can slice an oaken shield in two – along with the arm that was carrying it. Thus, though its name conjures images of cutlery, fighting a forktail is nothing like a dinner party and ends in death rather than dessert.

FORKTAIL

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

Unstable Wings. If the forktail takes damage while flying or hovering it must make a Constitution saving throw as if concentrating on a spell. On a failure, the forktail falls from the air, taking 3 (1d6) bludgeoning damage for every 10 feet it falls.

Actions

Multiaction. The forktail makes two attacks, one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) piercing damage.

Stinger. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing and the target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save or half as much on a successful one.

Inspired by the Forktail in the [Book of Marvelous Monstrosities](#) (p.25) by /u/tomosr

SLYZARD

Some peasants once offered me a king's ransom to slay a slyzard. A damned hefty purse, chock full o' gold... But I turned 'em down. Coin's no good if you're dead. And a slyzard, that's no fuckin' forktail.

– Zator, one of the Crinfrid Reavers

Fiery Flyers. Dracolizards are often mistaken for wyverns or forktails. Yet make no mistake, dracolizards are nasty, terribly dangerous beasts, and confusing them for wyverns will end very badly for the confuser. While a wyvern can tear apart and devour an untrained man in seconds, only a dracolizard can first bake him to a crisp with a waft of fiery breath.

Dracolizards like to disengage mid-fight to fly into the air and plummet down at high speed while spewing out balls of fire.

Death from Above. Dracolizards are keenly aggressive and attack from both ground and air. Their goal during a fight is to get close enough to their foe to injure it with a breath of fire or knock it down with a sonic blast. Like wyverns, dracolizard also attack with their tails, though they lack a venomous strike.

Range Hunters. Dracolizards make their homes in mountainous and forested environments hunting animals and humanoids alike. In most instances dracolizards are solitary creatures, but a dracolizard matriarch is capable of forming a unit of a few dracolizards.

SLYZARD

Large dragon, unaligned

Armor Class 17 (natural armor)

Hit Points 133 (14d10+56)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	5 (-3)	11 (+0)	6 (-2)

Saving Throws Dex +2, Con +5

Skills Perception +8, Stealth +4

Damage Immunities fire

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages –

Challenge 7 (2,900 XP)

Keen Hearing and Smell. The slyzard has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) piercing damage plus 6 (2d6) fire damage.

Fire Ball (Recharge 5–6). The slyzard spits a fireball at a 15-foot square it can see within 30 feet. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one

SLYZARD Matriarch

Huge dragon, unaligned

Armor Class 18 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	5 (-3)	15 (+2)	6 (-2)

Saving Throws Dex +5, Con +11
Skills Perception +12, Stealth +5
Damage Immunities fire
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 22
Languages -
Challenge 15 (13,000 XP)

Keen Hearing and Smell. The slyzard has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Multiaction. The slyzard can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage plus 6 (2d6) fire damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Frightful Presence. Each creature of the slyzard's choice that is within 120 feet of the slyzard and aware of it must succeed on a DC 17 Wisdom saving throw or become 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 slyzard's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The slyzard uses one of the following breath weapons.

Fire Ball. The slyzard spits a fireball at a 30-foot square it can see within 60 feet. Each creature in that area must make a DC 18 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Sonic Blast. The slyzard violently expels air in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature is pushed 60 feet away from the slyzard and knocked prone.

WYVERN

Most dangerous of all are the royal wyverns. Or, as they're called in some circles, the royal pains in the arse.

— Albina Tottelkampf, lecturer in natural sciences at Aretuza

Wyverns are often mistaken for dragons, and though they are much smaller than their more famous kin and do not breathe fire, they are likewise extremely dangerous monsters. Especially feared are the so-called royal wyverns who, like their namesake monarchs, are exceptionally ornery and extremely deadly.

WYVERN, ROYAL

Large dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 210 (20d10+100)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	20 (+5)	6 (-2)	17 (+3)	7 (-1)

Saving Throws Dex +8, Con +10

Skills Perception +13

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 23

Languages —

Challenge 14 (11,500 XP)

Flyby. The wyvern doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Multattack. The wyvern uses its Poison Breath, if available, and makes four melee attacks: one with its bite, two with its claws and one with its stinger.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. **Hit:** 14 (2d6 + 7) piercing damage.

Claws. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. **Hit:** 16 (2d8 + 7) slashing damage.

Stinger. Melee Weapon Attack: +12 to hit, reach 10 ft., one creature. **Hit:** 14 (2d6 + 7) piercing damage. The target must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Poison Breath (Recharge 5-6). The wyvern exhales poison in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

HYBRIDS

HARPY

Dream snatchers... The only harpy species to develop something resembling intelligence.

— Geralt of Rivia, c. 1271

Celaeno Harpies are much more intelligent than others of their kind, and have developed an intricate magic that allows them to record the dreams of humanoids and preserve them in mountain crystals, often called Dream Crystals, which they hoard in their lairs. They are also able to construct rudimentary magic projectors that allow the playback of recorded dreams. Why they collect these dreams and what they do with them, none know.

HARPY, CELAENO

Medium monstrosity, chaotic evil

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

Skills Stealth +3
Senses passive Perception 10
Languages Common
Challenge 1 (200 XP)

Actions

Multattack. The harpy makes two attacks: one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Steal Dream. The harpy targets a sleeping or unconscious creature within 50 feet of it, and uses its dream crystal to catch the target's dream, instantly recharging its Drain Dream trait. A protection from evil and good spell cast on the target prevents its dreams from being stolen, as does a magic circle. The dream is stored inside the dream crystal and the target gains no benefit from its rest, and it takes 11 (2d10) psychic damage.

Drain Dream (Recharge 6). The harpy consumes a stolen dream from its dream crystal and regains 11 (2d10) hit points.

DREAM CRYSTAL

Wondrous item, rare

This mountain crystal is capable of capturing dreams, which have magical properties.

A *dream crystal*, when found, has 1d4-1 charges for the following properties.

Dream Steal. As an action, you can attempt to capture the dream of a sleeping or unconscious humanoid within 50 feet of you. The target must make a DC 15 Wisdom saving throw. On a failure, the *dream crystal* absorbs the dream, gaining 1 charge. On a success, the creature is immune to the effects of the dream crystal for 24 hours. A *Protection from Evil and Good* spell cast on the target prevents its dreams from being stolen this way, as does a *Magic Circle*.

Using a Dream Crystal You can expend one charge from a *dream crystal* and use it to do one of the following:

- **Drain Life.** You siphon away the dream's essence and gain 1d10 temporary hit points.
- **Borrow Experience.** You can use a bonus action to bolster yourself with the dream's experience, making your next ability check or saving throw with advantage. If you don't use this benefit before the start of your next turn, it is lost.
- **Dream Retrieval.** You retrieve the dream with the encode thoughts, detect thoughts, or identify spells, and the dream comes to your mind as a waking vision. It is up to your GM to determine what the captured dream contains, and when you retrieve the dream you learn whether the contents of the dream are a memory, desire, fear, or nonsense.
- **Dream Projection.** You manifest the contents of the dream. You cast the *Major Image* spell (spell save DC 15) requiring no components, but the image created is dependent on the contents of the dream, determined by the DM. If the captured dream is a nightmare, you instead cast the *Phantasmal Killer* spell (spell save DC 15) requiring no components, except it targets all creatures in range.

Steal Dream ability needs testing and review, couldn't find a monster with a similar ability.

RIMPLER

"Take this peasant off me."

– An angry woman of Biecz, sat upon by a Rimpler

Nightmare Quick. The Rimpler has been described, by different sources, as a small fat boy, a gnome with a red cap, and a hideously hunched hag. In reality, the Rimpler is a creature resembling both a cat and a rat, and the discrepancy of its appearance is attributed to its incredible speed. It is difficult to see one clearly when it is moving, let alone to catch one and submit it to study.

Sleep Killer. Some believe Rimplers to be a kind of vampire that sucks the blood of drunkards while they sleep, but the truth is far more sinister; the Rimpler does not feed off of victims, it simply suffocates them in their sleep. Some believe it does this for sport, while others theorize that the Rimpler is similar to a necrophage, and feeds not on carrion, but draws sustenance from the moment of death itself.

Nuisances. Rather than fighting to defend itself, a Rimpler will simply flee if it feels threatened, and its speed makes its capture very unlikely. In dealing with a Rimpler, wise Witchers resort to using traps and cunning to stop the creature's escape. This is made all the more difficult by the fact that Rimplers are deft enough to pick locks.

RIMPLER

Small fiend, neutral

Armor Class 16

Hit Points 1

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	10 (+0)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +8, Perception +5, Sleight of Hand +8, Stealth +8

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 15

Languages --

Challenge 0 (10 XP)

Blurred Movement. Attack rolls against the rimpler have disadvantage unless the rimpler is incapacitated or restrained.

Evasion. If the rimpler is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Sleep Paralysis. The rimpler can end its turn in another creature's space.

Actions

Suffocate. The rimpler targets one sleeping creature in its space and sits on it, causing the creature to start suffocating (PHB p.183). The target cannot breathe as long the Rimpler remains in its space.

Inspired by the cut-content [Rimpler](#) for Witcher 3, and the Slavic folklore monster it is based on, [Gnieciuch](#).

SUCCUBUS

Again?! Good grief, woman, I'm spent...

– Lester of Smallton to a succubus, a few days before taking a vow of celibacy

Insatiable. Unlike other monsters, succubi and menads feel no desire to kill, do not crave human blood and usually do not, in fact, mean any harm at all. They are motivated by one thing and one thing only: an insatiable lust. They try in vain to slake this by engaging in sexual acts with any other humanoid species they encounter. While it must be admitted that their "victims" rarely put up much resistance, this does not mean succubi and menads do not present any danger: their never-ending advances, though pleasurable at first, have pushed more than one man to madness or even death.

Urban Prowlers. Succubi and menads usually can be found near human settlement, including small villages and populous cities. They prowl at night, though when stricken by serious need they will leave their lairs during the day as well. They shower their affections on men as well as women, the young as well as the old, the ugly as well as the beautiful. Some of them are particularly fond of pastors and other holy men, whose seduction they treat as a sort of game.

Bretheren of Chorts. Though succubi are peaceful by nature, when forced to fight they will defend themselves fiercely. One should thus not be fooled by their fair appearance – under the velvety skin of their arms lie muscles of iron, and a blow delivered with their rear, goat-like legs or the thick horns on their head can easily crush bone.

OPTIONAL: SPELLCASTING

Some Menads have learned to harness Chaos, and sling spells when the need to defend themselves arises. A spellcasting menad has the following additional trait:

Innate Spellcasting. The menad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The menad can innately cast the following spells, requiring no material components:

At will: *fire bolt*
2/day: *burning hands*
1/day each: *aganazzar's scorcher*, *scorching ray*

VARIANT: WINGED SUCCUBUS

Some Succubi, like Vara, fit the traditional D&D archetype for a Succubus. Consider using the stats for the **Succubus** (MM p.285) for such succubi.

MENAD

Medium fiend, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 4 (1,100 XP)

Actions

Multiattack. The menad makes two Ram attacks.

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 3) bludgeoning damage.

Charm. One humanoid the menad can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the menad's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this menad's Charm for the next 24 hours.

The menad can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining "Kiss". The menad kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

INSECTOID

AESCHNA

The swamp underfoot suddenly exploded with a powerful splash. Two long, mantis-like forelimbs bristling with spikes shot out from the murk. The monstrous, green hooks seized an unlucky footman, dragging him beneath the water's surface.

– An account of Queen Meve's journey to Angren

Aeschna or Glustyworp is a "a bumpy and rough-skinned monster four yards in length resembling a stump overgrown with algae and with ten paws and jaws like cut-saws". The "liquid manure" which forms much of the Pontar Delta suits it, especially with all the ships with livestock and people onboard.

Believed to not exist by scholars, as the Pontar Delta's pollution got worse, it became a feeding ground for aeschne, and with the constant food source via people and livestock on the boats along the river, they could grow incredibly big to the point pulling a cow off one of the ships was no issue.

AESCHNA

Huge monstrosity, unaligned

Armor Class 14

Hit Points 85(9d12 + 17)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5

Senses passive Perception 10

Languages --

Challenge 5 (1,800 XP)

Amphibiousness. The aeschna can breathe both air and water.

Freedom of Movement. The aeschna can move its full movement speed when grappling a creature.

Actions

Multattack. The aeschna makes two weapon attacks, only one of which can be a bite.

Claws. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The aeschna has two claws, each of which can grapple a creature.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 5) piercing damage

ARACHAS

Wanderin' through a bog and think ya hear somethin' move where ya don't see anythin'? Just lay down and play dead. Probably an arachas, and that spells trouble for you.

– Rodolf Kazmer

Arachas are indeed very dangerous ambush predators. They stalk the swamps and flood plains of the Continent, primarily along the Pontar and the Yaruga, and they apply a sort of camouflage to hide their entire massive body from sight.

However this camouflage isn't magical. An arachas hides its body inside a hollowed-out log or giant shell that matches the environment it lives in. Arachasae are perfectly capable of seeing you if you stand still, and doing so will make you a perfect target. Hunting arachasae prefer to sneak up as close as they can while camouflaged and then pounce on their prey. If the prey notices the arachas and runs, it will shoot sticky webbing at the target to immobilize it before pouncing. Once locked in melee combat an arachas will try to claw the opponent to death, often blocking attacks with its hard pincers and trying to pin their opponent.

VARIANT: ARMORED ARACHAS

An Armored Arachas gains the following additional traits:

Hardened Shell. If the arachas does not use a bite attack on its turn, it gains a +2 bonus to AC until the end of its next turn.

Charge. If the arachas moves at least 10 feet straight toward a target and then hits it with a bite 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 18 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ARACHAS

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 124 (13d8+52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+3)	4 (-3)	17 (+3)	5 (-4)

Saving Throws Str +4, Con +7

Skills Stealth +8, Perception +6

Condition Immunities poisoned

Senses passive Perception 16

Languages --

Challenge 6 (2,300 XP)

Terrain Camouflage. The arachas has advantage on Dexterity (Stealth) checks made to hide in forested terrain.

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

Actions

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 5) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). Ranged Weapon Attack: +9 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 18 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

VARIANT: VENOMOUS ARACHAS

A Venomous Arachas gains the following additional trait:

Virulent Venom. If the arachas deals poison damage to a creature, the target's hit point maximum is reduced by an amount equal to the poison damage taken. The reduction lasts until the target finishes a short or long rest, unless the target is poisoned.

BARBEGAZI

What moments before looked like round rocks among the stalagmites now stared at him with enormous, bright, menacing eyes.

– The storyteller

Barbegazi are monsters which resemble dirty, hairy rocks. Unlike rocks though, they also have very sharp teeth and are capable of imitating human speech. They live in the deepest depths of mines and caves, often the same locations where one might also find vespertyls.

BARBEGAZI

Small monstrosity, chaotic evil

Armor Class 17

Hit Points 26 (4d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	9 (-1)	14 (+2)	11 (+0)

Skills Perception +4, Stealth +2

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 14

Languages Understands common but only speaks through the use of its Mimicry trait

Challenge 1/4 (50 XP)

False Appearance. While the barbegazi remains motionless, it is indistinguishable from a small boulder.

Mimicry. The barbegazi can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Rolling Charge. If the barbegazi rolls at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Not sure about the False Appearance ability, needs review.

BARBEGAZI, SWARM

Large swarm of small monstrosities, chaotic evil

Armor Class 17

Hit Points 210 (28d8+84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Skills Perception +4, Stealth +2

Condition Immunities charmed, frightened, grappled, paralyzed, poisoned, petrified, prone, restrained, stunned

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 14

Languages Understands common but only speaks through the use of its Mimicry trait

Challenge 3 (700 XP)

Mimicry. The swarm can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Rolling Charge. If the swarm rolls at least 20 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Crowd Shape. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for an individual creature.

Swarm. When the swarm is reduced to 0 Hit points, it spawns 1d4 barbegazi in unoccupied spaces within 5 feet of it. If there are no unoccupied spaces, the barbegazi do not spawn.

Actions

Multiattack The swarm makes two attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 15 (2d12 + 3) piercing damage.

Inspired by the Swarm rules in *Grit and Glory* by Apostol Apostolov (p.67)

BLOEDZUIGER

Our path leads through the Marshy Range! And there, master, dread awaits! There, master, prowl brucolacs, leaf-noses, endriagas, inogas and other filth!

– A beekeeper to a Witcher

Foul Feasters. Bloedzuiger lurk in muddy waters and surface only when attracted by the presence of warm-blooded creatures. They are slow and grotesque, causing terror among peasants because they pour digestive juices over the wounds of those who are still alive and then dine on their half-digested insides.

Acid Defense. Bloedzuigers do not usually need to chase their victims, hence their thick, elephant-like legs. The spikes on their forelimbs prevent their victims from escaping. The insides of their barrel-shaped bodies are a dangerous weapon in themselves, as their digestive fluids are a mixture of strong acids. Woe to those who decide to gut the monster.

BLOEDZUIGER

Large monstrosity, unaligned

Armor Class 13

Hit Points 66 (6d10 + 18)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities blinded, poisoned

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 13

Languages Abyssal, Aquan, Common

Challenge 4 (1,100 XP)

Keen Smell. The bloedzuiger has advantage on Wisdom (Perception) checks that rely on smell.

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

Death Burst. When the bloedzuiger dies, it explodes in a burst of acidic juices. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 9 (2d8) acid damage plus 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. The bloedzuiger makes two attacks, only one of which can be a bite attack.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. **Hit:** 6 (1d8 + 2) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one paralyzed target. **Hit:** 4 (1d4 + 2) piercing damage, and 10 (3d6) acid damage. The bloedzuiger regains hit points equal to the amount of acid damage taken.

EYEHEAD

Don't provoke it. Don't let its apparent sluggishness deceive you. It isn't aggressive, but it moves like lightning.

– Geralt of Rivia

Eyehead is a post-conjunction monster with four pairs of thin legs, a segmented body, eyes mounted on stalks, and resemble dead logs. There is no known antidote for their venom. Despite being non-aggressive, eyeheads are considered a dying relic, with few of them still existing in the world. While the creature doesn't have any ears, it can "hear" with its entire body, making it very sensitive to sounds.

EYEHEAD

Large beast, unaligned

Armor Class 15

Hit Points 45 (7d10 + 7)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses passive Perception 9

Languages --

Challenge 2 (450 XP)

False Appearance. While the Eyehead remains motionless, it is indistinguishable from a mossy log.

Sonic Sensitivity. If the eyehead takes thunder damage, it is frightened until the end of its next turn.

Actions

Multiattack. The eyehead makes two claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

ENDREGA

Endregas are forest creatures that resemble arachnids. They are especially fond of flood-plains, as moisture and tall grass suit them. These monsters, like arachnids, hatch from eggs. Impregnated queens lay the eggs in cocoons which hang from trees in areas known as nests. The lesser creatures zealously guard their queens, as colonies depend on them for survival.

ENDREGA DRONE

Lazy, good-for-nothing men are sometimes called drones. That's an insult to endrega drones, who at least get off their arses to fight.

– Evelyn Harker, herbalist

Endrega males – called 'drones' – are gluttonous creatures whose only aim in life is to eat, fight and reproduce. Yet when venturing outside their nests, these aggressive hunters attack any and every creature they come across.

ENDREGA DRONE

Small beast, unaligned

Armor Class 12
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	2 (-4)	10 (+0)	4 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Pack Tactics. The endrega has advantage on an attack roll against a creature if at least one of the endrega's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. **Hit:** 1 piercing damage plus 2 (1d4) poison damage.

Quills. The endrega shoots out poisonous quills in 25 foot radius. Each creature in that radius must make a DC 12 Dexterity saving throw or take 4 (2d4) poison damage.

ENDREGA WORKER

I thought the workers were harmless. I thought wrong.

– Janne the Gimp, trapper.

Workers are the most numerous, and thus the most frequently encountered, caste of endrega. Within the colony their duty lies in building nests and cocoons, acquiring food and caring for eggs and larvae. When threatened they will summon warriors to aid them, yet if forced to defend themselves they will – and do so surprisingly well.

ENDREGA WORKER

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 20 (3d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	3 (-4)	12 (+0)	4 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP)

Pack Tactics. The endrega has advantage on an attack roll against a creature if at least one of the endrega's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 2 (1d4) piercing damage plus 3 (1d6) poison damage.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** The target must make a DC 13 Constitution saving throw, taking 6 (2d6) poison damage on a failed save, or half as much on a successful one.

ENDREGA QUEENS

An endrega queen is so similar to an arachas that many academics believe the two species may be related, with many thinking that arachasae mutated from endrega.

When you get to the depth of an endrega nest you can use the stats for an [Arachas \(p. 13\)](#) to represent an Endrega Queen.

ENDREGA WARRIOR

Scared of these endregas, are you? Just wait till you see the warriors.

– Klaus Altman, forester

Endless waves of endrega workers are enough to overcome most attackers, but when confronting more dangerous foes, endrega colonies unleash their larger, stronger members – the so-called warriors. This caste lives only to fight, and gets ample opportunity to do so while defending the colony's borders or conquering new territory.

ENDREGA WARRIOR

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 73 (7d10 + 35)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	4 (-3)	15 (+2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 13 (2d12) poison damage

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 13 (2d12) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful Saving Throws, the Effect ends and the creature can heal normally.

FRIGHTENER

"What have I done?"

– Dagobert Sulla, creator of the Frightener

The frightener is a desert dwelling monster resembling a preying mantis. Its thick carapace is extremely durable, and its size and strength enable it to easily overpower smaller creatures. Even witches prefer to avoid fighting this beast if they can. Fortunately, this overgrown insect is sensitive to loud noises which deafen it and render it defenceless.

FRIGHTENER

Huge monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	10 (+0)	15 (+2)	19 (+4)

Saving Throws Str +14, Con +13, Wis +8

Skills Athletics +14, Perception +14

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities exhaustion, frightened, poisoned, prone

Senses darkvision 120 ft., passive Perception 24

Languages --

Challenge 17 (18,000 XP)

Legendary Resistance (3/day). If the frightener fails a saving throw, it can choose to succeed instead.

Sonic Sensitivity. If the frightener takes thunder damage, it has disadvantage on attack rolls and Wisdom (Perception) checks until its next turn.

Regeneration. The frightener regains 20 hit points at the start of its turn if it has at least 1 hit point. If the frightener takes thunder damage, this trait doesn't function at the start of the frightener's next turn.

Actions

Multiaction The frightener can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. **Hit:** 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 15 (2d6 + 8) slashing damage, and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the frightener's choice that is within 120 feet of the frightener and aware of it must succeed on a DC 18 Wisdom saving throw or become 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 frightener's Frightful Presence for the next 24 hours.

Legendary Actions

The frightener 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 dragon regains spent legendary actions at the start of its turn.

Detect. The frightener makes a Wisdom (Perception) check.

Wing Attack (Costs 2 Actions). The frightener beats its wings. Each creature within 15 feet of the frightener must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The frightener can then fly up to half its flying speed.

IDR

Idr were a series of creatures created by the mage Idarran of Ulivo, insectoid like monsters made by magical mutation and various genetic experiments.

Idrs had a long, flat, gray, segmented body with many limbs to help it move. It was also covered in small hair-like feelers and bristles to detect far off vibrations, allowing it to hone in on possible prey. These were so sensitive that it could detect individual targets out of a group and allowed it to plan its attack accordingly. For attacking purposes, an idr had razor-sharp mandibles as well as pincers.

IDR

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	16 (+3)	12 (+1)	10 (+0)	7 (-2)

Saving Throws Dex +8

Skills Stealth +5

Senses tremorsense 120 ft., passive Perception 10

Languages --

Challenge 5 (1,800 XP)

Actions

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

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the idr can't bite another target.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the idr. **Hit:** 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

KRALLACH

Krallach, also called cockroach hound or roach hound, is a species akin to improved idrs bred and used by rogue mages. These Idr were further enhanced with metal blades and armored elements.

IDR, KRALLACH

Medium monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 105 (14d8+42)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	16 (+3)	12 (+1)	10 (+0)	7 (-2)

Saving Throws Dex +8, Con +6

Skills Stealth +5

Senses tremorsense 120 ft., passive Perception 10

Languages --

Challenge 7 (2,900 XP)

Actions

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

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 23 (3d12 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the idr can't bite another target.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the idr. **Hit:** 17 (2d12 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

KOSCHEY

Death. I'd call it death.

The koshchey is created through Alzur's Double Cross, a vile ritual known to some sorcerers. It is a member of that infamous group of gigantic beasts that can cause destruction on a massive scale while killing droves of people. Neither a crab nor a spider, it is tough as nails. Even a witcher might find the soft meat inside hard to get at.

KOSCHEY

Huge monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 290 (16d12+96)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throw CON +11, WIS +4

Damage Immunities bludgeoning, piercing, slashing from nonmagical attacks that aren't silvered

Senses passive Perception 9

Languages --

Challenge 14 (11,500 XP)

Legendary Resistance (3/day). If the koshchey fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The koshchey makes two attacks, only one of which can be a bite.

Claws. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 19 (3d6 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature grappled by the koshchey. Hit: 22 (3d8 + 9) piercing damage.

Lift. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 38 (6d6 + 18) piercing damage, and the creature is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the koshchey can't attack another target.

Legendary Actions

The koshchey 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 koshchey regains spent legendary actions at the start of its turn.

Move. The koshchey moves up to its speed.

Claws (Costs 2 actions). The koshchey makes one claw attack.

RUEHIN

No one has ever entered that forest and lived to tell the tale...

LOPUSTRE

The lopustre is an amphibious insectoid can be found commonly along deep shores or larger lakes and rivers. It's not naturally aggressive but can become incredibly territorial as it ages. These creatures can be fast swimmers underwater but suffer from limited manoeuvrability whilst on dry land.

LOPUSTRE

Large monstrosity, neutral

Armor Class 17 (natural armor)

Hit Points

Speed 15 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	3 (-4)	12 (+1)	3 (-4)

Skills Stealth +2

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Amphibious. The lopustre can breathe air and water.

Chameleon Carapace: The lopustre can alter the pigmentation of its shell to match its surroundings, giving it advantage on Dexterity (Stealth) checks.

False Appearance. While the lopustre remains motionless underwater, it is indistinguishable from a boulder or reef formation.

Actions

Multattack. The lopustre makes two attacks with its claws.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The lopustre has two claws, each of which can grapple only one target.

Eject Young (Recharge 5-6). The lopustre jettisons juvenile larva in a 15 foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 15 (3d10) poison damage on a failed save, or half as much on a successful one.

Inspired by the cut content [Lopustre](#) for TW3, and the version presented in the *Unofficial Witcher Monsterbook for The WitcherTRPG* by /u/thehuntedsnark. Unsure how to calculate CR for the Summoner variant.

VARIANT: CRAYFISH SUMMONING

Sometimes lopustre larvae are ready to hatch when it ejects them in defense. A lopustre "summoner" has the following additional trait:

Larva Spawn. (1/day) When the lopustre deals damage with its Eject Young action, it can use a reaction to attempt to hatch its young.

The lopustre has a 25 percent chance of summoning 1d4 **giant crayfish** (*TfYP* p.235).

A summoned crayfish appears in an unoccupied space within 15 feet of its summoner, acts as an ally of its summoner, and can't summon other crayfish. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

SAND MONSTER

Sand monsters are venomous beasts which are known to live in the Korath desert. They have squat cylindrical trunks, covered with dirty grey bristles and have nasty hooks with which to grab their prey. Their manner of hunting is antlion-like, burrowing into the sand and creating sinkholes for the unwary. As the unwitting creature falls into the trap, the monster then sucks their victims dry of any moisture, be it blood or water.

SAND MONSTER

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 0 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	5 (-3)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4

Senses tremorsense 60 ft., passive Perception 9

Languages None

Challenge

Desert Creature. The sand monster can only use its burrow speed in sand.

Actions

Multattack. The sand monster makes two attacks: one with its claws and one with its bite.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** Hit: 19 (3d6 + 9) bludgeoning damage, and the target is grappled (escape DC 19). The sand monster has two claws, each of which can grapple only one target.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target grappled by the sand monster. **Hit:** Hit: 22 (3d8 + 9) piercing damage and 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the sand monster regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Sand Trap. If the sand monster has not moved since its last turn, it can draw in the sand around it in a 40 foot radius. Each creature in that area must make a DC 19 Dexterity saving throw or be moved 15 feet toward the sand monster. The sand monster can then make a melee attack as a bonus action against any creature within reach.

YGHERN

Among the fascinating flora and fauna of the duchy of Toussaint, one also encounters creatures of the decidedly unpleasant sort, such as giant centipedes. Not only do these beasts look hideous to the eye, they can do colossal damage to the flesh as well. I decidedly advise against them.

– "A Visit to Toussaint," one of the many guides authored by Peterin Safles

Giant centipedes, also known as "yghern" in Elder Speech, are about twelve feet in length with dark brown chitinous armor. They are very dangerous and tend to wrap themselves around their victims before poisoning them.

YGHERN

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 5 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +9

Senses passive Perception 10

Languages --

Challenge 5 (1,800 XP)

Actions

Multattack. The yghern makes two attacks: one with its mandibles and one with its bite.

Mandible. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 14 (2d8 + 5) piercing damage and the target is, and the target is grappled (escape DC 16). The yghern can only have one creature grappled this way.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature grappled by the yghern. **Hit:** 21 (3d10 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a successful one.

The Yghern should be more powerful. Needs to be scaled up, or a scaled up version for the Pale Widow.

ZEUGL

The zeugl is the best example of a monster that has grown accustomed to human settlements. The beast feeds on the waste and filth produced by the city, so it need not hunt or fight to survive. It simply grows and gradually becomes a danger to people. This shows how detrimental continued degradation of the natural environment can be in the long run. Therefore, I implore the reader: respect nature.

– The Disease of Civilization, author unknown

ZEUGL

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 5 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	5 (-3)	13 (+1)	6 (-2)

Saving Throws Con +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that are not silvered

Condition Immunities poisoned, prone

Senses darkvision 120 ft., passive Perception 11

Languages --

Challenge 5 (1,800 XP)

Stench. Any creature other than the zeugl that starts its turn within 5 feet of the zeugl must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all zeugls for 1 hour.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The zeugl has two tentacles, each of which can grapple one target.

Tentacle Slam. The zeugl slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the zeugl's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

To-Do

INSECTOIDS

RUEHIN

SELKIEMAW

NECROPHAGES

HANGED MAN

WATER HAG

WIGHT

OGROIDS

TROLL

OSNIAK

RELICTS

AGUARA

BELT

THE CARETAKER

HRIKKA

KAYRAN

MAMUNE

SHAELMAAR

WEEPER

WENDIGO

GERNICHORA

SPECTER

BARGHEST

DRAUGIR

HELLHOUND

UMBRA

VAMPIRE

PLUMARD

HUMANOID

MUTANT

NYMPH

VODYANOY

WITCHER

OTHER

DAGON

GAUNTER O'DIMM
