## Monster Creation

### Actions

***Amphibious assault (Recharge 5–6).***This creature can leap out of the water to attack creatures on the water's surface or hovering above it.  The creature uses the Dash action to move vertically upwards towards a target.  The target may be any creature or object floating on or flying up to 40 feet above the water's surface.  If the creature moves at least 20 feet before reaching the surface, it may launch itself from the water up to half the distance it traveled during its Dash action into the air.  The creature can then make a bite attack against the target. If the bite attack misses, the creature uses another attack against the same target, with the movement taken during this action counting as the movement requirement for that attack.  
  
***Blinding Fog.*** AOE: reach 200 ft. around, 100 ft. up, blinds all creatures within area of effect for 3 rounds, lasts 1 round.

***Bite.*** *Melee Weapon Attack:* **+14** to hit, reach 10 ft., one target. *Hit:* 19 (**2d10 + 8**) piercing damage.

**Charge.** If the creature moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 17 STR saving throw or be grappled. If the target is grappled, the creature can make one claw attack against it as a Bonus Action.

***Claw.****Melee Weapon Attack:***+12** to Hit**,**Reach 10ft., One Target, 23 (**2d8+7**) slashing damage.

***Crush.*** If this creature uses all of its movement to rise up on its hind legs. It can then use its action to slams its body in an area within 20 feet of its location that contains one or more other creatures. Each of those creatures must succeed on a DC 22 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 21 (**4d6 + 7**) bludgeoning damage **+ 21** (**4d6 + 7**) cold damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of this creature’s space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in this creature’s space.  
  
***Constrict.*** Melee Weapon Attack: **+4** to hit, reach 5 ft., one creature. Hit: 6 (**1d8 + 2**) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the creature can't constrict another target.

***Eat Memories.*** This creature targets one creature it can see within 5 feet of it. The target must succeed on a DC 15 Wisdom saving throw or take 18 (**4d8**) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the [*greater restoration*](https://www.dndbeyond.com/spells/greater-restoration) or [*heal*](https://www.dndbeyond.com/spells/heal) spell. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a **d4** and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the **d4** becomes a **d6**, the **d6** becomes a **d8**, and so on until the die becomes a **d20**, at which point the target becomes unconscious for 1 hour. The effect then ends.

When an this creature causes a target to become memory drained, this creature learns all the languages the target knows and gains all its proficiencies, except for any saving throw proficiencies.

***Extract Brain.*** Melee Weapon Attack: +17 to hit, reach 5 ft., one incapacitated humanoid grappled by this creature. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, this creature kills the target by extracting and devouring its brain.

***Freeze.*** If the this creature takes cold damage, it partially freezes; its speed is reduced by 10 feet until the end of its turn.

***Foment Madness.*** Any creature that isn’t a demon that starts its turn within 30 feet of the this creature must succeed on a DC 18 Wisdom saving throw, or it hears a faint buzzing in its head for a moment and has disadvantage on its next attack roll, saving throw, or ability check.

If the saving throw against Foment Madness fails by 5 or more, the creature is instead subjected to the [*confusion*](https://www.dndbeyond.com/spells/confusion) spell for 1 minute (no concentration required by this creature). While under the effect of that [*confusion*](https://www.dndbeyond.com/spells/confusion), the creature is immune to Foment Madness.

***Forgetfulness (Recharge 6).***This target targets one creature it can see within 60 feet of it. That creature must succeed on a DC 18 Intelligence saving throw or become [stunned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Stunned) for 1 minute. A [stunned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Stunned) creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is [stunned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Stunned) for the full minute, it forgets everything it sensed, experienced, and learned during the last 5 hours.

***Gore.*** *Melee Weapon Attack:* **+8** to hit, reach Grapple, one target. *Hit:* 29 (**3d10 + 8**) Piercing damage. If the creature succeeds on two Gore Attacks in the same round it will attempt to bit the target in half using its bite attack as a free action.  
  
**Hooves**. Reach: 5ft, Hits on a 2, Damage: 5 (**1d8**) Fire, take **1d6** fire damage per turn and ends on a 1.

***Howling Babble (Recharge 6).***Each creature within 30 feet of this creature that can hear itmust make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (**2d8 + 3**) psychic damage, and it is [stunned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Stunned) until the end of its next turn. On a successful save, it takes half as much damage and isn’t [stunned](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Stunned). Constructs and undead are immune to this effect.

***Tail.*** *Melee Weapon Attack:* **+14** to hit, reach 15 ft., one target. *Hit:* 17 (**2d4 + 8**) bludgeoning damage.  
  
***Trunk.*** Melee Weapon Attack: **+11** to hit, reach 15 ft., one target. Hit: 15 (**2d8 + 6**) bludgeoning damage and the target is grappled (escape 19).

***Tusk.*** *Melee Weapon Attack:* **+11** to hit, reach 10 ft., one target. *Hit:* 13 (**2d6 + 6**) piercing damage.

STOMP

***Stomp.*** *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 24 (**4d8 + 6**) bludgeoning damage.  
  
***Fling.*** One Large or smaller object held or creature grappled by this creature is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (**1d6**) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 21 Dexterity saving throw or take the same damage and be knocked prone.  
  
***Launch.*** This creature digs its shovel-like jaw into the ground under a creature or object. If it is a creature, they must make a DC 22 Dexterity saving throw or be tossed 30 feet up in the air and 15 feet away from this creature taking 10 (**3d6**) upon landing. If there is a creature in the location the target lands, they must make the same saving throw or take the same amount

Ram. If this creature moves at least 30 feet as part of its movement, it can then use this action to move into a cube, centered on the tip of this creature’s face, that contains one or more other creatures. Each creature in the area must succeed on a DC 23 Strength or Dexterity saving throw (target's choice) or take 30 (**6d6 + 9**) bludgeoning damage, and be stunned for 1 minute. On a successful save, the creature takes only half the damage, isn't stunned, and is pushed out of the megalodon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the megalodon's space. A creature stunned by this action can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success**.**

**Roar.**Ranged Natural Weapon Attack: **+5** to hit, range 30 ft. (**1d12+4)** thunder damage. On failing a DC 15 Wisdom Saving throw, they take (**1d6)** psychic damage and become frightened for 3 turns. On passing they take no damage and are not frightened.

***Rock.*** Ranged Weapon Attack: **+16** to hit, range 25/500 ft., one target. Hit: 6 (**1d20 + 100**) bludgeoning damage.

**Promote.** The creature can choose two lesser beings it can see. They transform into 1 challenge rating higher monsters.

***Quake.***The creature stomps one of its massive feet, causing the ground to shake around it. Each creature within 20 feet must make a DC 18 Dexterity saving throw or be knocked prone.

### Special Abilities

**AC Sacrifice:** This creature can sacrifice half its AC for two extra attack. They will have this new AC until start of its next turn.

***Acidic Blood.*** This creature has acidic blood, if a creature touches this creature’s blood then they take (**6d6**) acid damage. After this creature is bloodied melee attacks cause a blood spray in a 15-long line towards the direction it took damage from and creatures or things in that path must make a DC 22 dex save or suffer the damage from the acidic blood.

***Amphibious.*** This creature can breathe air and water.  
  
**Alpha:**This creature leads the pack without question. All other creatures that can see the creature get a **+3** to attack roles  
  
**Adaptor:**After taking damage from an attack it gains resistance to the type of damage that caused it on the beginning of it's turn for1d4 rounds  
  
***Armored. This creature is armored adding +2 to its AC until it is blooded.***  
  
**Ambusher.** In the first round of a combat, this creature has advantage on attack rolls against any creature it surprised.

**Antimagic Cone.** This creature’s opened eye creates an area of this creature, as in the *[antimagic field](https://www.dndbeyond.com/spells/antimagic-field)* spell, in a 150-foot cone. At the start of each of its turns, this creature decides which way the cone faces. The cone doesn’t function while the cretaure’s eye is closed or while this creature is [blinded](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Blinded).

**Astral Entity.**This creature can’t leave the Astral Plane, nor can it be banished or otherwise transported out of the Astral Plane.

**Bargain of Survival.** Creature will not chase invaders or the ones who do it harm but if you are about to die it might ask you to exchange it gold for your lives. it would want more gold depending on how much damage you did to it. The more do to it, the more it wants.  
  
***Blood Frenzy.*** This creature has advantage on melee attack rolls against any creature that doesn't have all its hit points.  
  
**Burrow.**On it's turn, if the creature hasn't moved it may use an action to burrow itself underground.   
  
***Bioluminescence.*** Creature emits dim light to a distance of 15 feet when in total darkness.

***Denticles.*** This creature’s skin is covered in razor sharp, tooth-like scales. A creature that touches this creature or hits it with a melee attack while within 5 feet of it takes 4 (**1d8**) slashing damage.  
  
**Dexterous Build**. Advantaged on Dexterity (Athletics) checks.

***Devil's Sight.*** Magical darkness doesn’t impede this creatures [darkvision](https://www.dndbeyond.com/compendium/rules/basic-rules/monsters#Darkvision).

***Dominate person:***The creature attempts to take over it's target. The target must succeed on a DC 25 wisdom saving throw if it succeeds this creature must concentrate can cannot take any other action or the spell is broken

***Dreadful.*** This creature can use a bonus action to appear dreadful until the start of his next turn. Each creature, other than a creature with this ability, that starts its turn within 10 feet of this creature must succeed on a DC 22 Wisdom saving throw or be [frightened](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Frightened) until the start of the creature’s next turn.

**Elusive.** If a creature takes an opportunity attack in this creature they have disadvantage on the attack.

***Enchanting Presence.*** Any *this creature* that starts its turn within 60 feet of the *this creature* must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes [charmed](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Charmed) by the *this creature* for 1 minute. On a successful save, the creature becomes immune to any *this creature’s*  Enchanting Presence for 24 hours.  
Whenever the *this creature* deals damage to the [charmed](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Charmed) creature, the creature can repeat the saving throw, ending the effect on itself on a success.

***Fey Step (Recharge 4–6).*** As a bonus action, the *this creature* can teleport up to 30 feet to an unoccupied space it can see.

**Frightful Presence.** Each creature of *this creature’s* choice that is within 120 feet of *this creature* and aware of it must succeed on a DC 15 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 *this creatures* Frightful Presence for the next 24 hours.  
  
***Facade.***While completely motionless, this creature is easily mistaken for part of its surroundings.

**Hivemind Swarm.** The swarm can morph into any form (within reason) so it can fit through (almost) any space  
  
***Mimicry.*** This creature can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.   
  
***Keen Senses:****This creature* has an advantage on all Wisdom (Perception) checks.  
  
***Thermal Blind-sight:*** *this creature* can detect any physical object in front of it that is not behind cover as long as that object's exterior surface is of a different temperature than the surrounding environment. Such objects that are cannot hide from *this creature.* This detection does not rely on vision or sight and illusions or effects that only alter the appearance AND not the physical shape of an object, like the seeming spell or invisibility, do not affect this detection.  
  
***Troop Transport.***This creature has a large carriage on its back. It holds room for 6 medium creatures. (Typically, archers) On each of this creatures turns, the archers unleash a volley upon their foes. Each archer makes a separate attack roll, one target, **+7** to hit. Hit: 8 (**1d8+4**) piercing damage.  
  
***Tunneler.*** This creature can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.  
  
**Standing Leap.** This creature can jump its full movement without the need to move, this movement does not consume its movement.

***Studied Linguist.***This creature understands and speaks one or two languages in addition to the ones it already knows.

***Survival Instinct:*** When *this creature* starts its turn with 100 hit points of fewer, it enters an adrenaline-fueled frenzy and gains a **+3** bonus to its AC, has advantage on Strength and Dexterity saving throws, and can make and additional melee attack as part of their attack action. This effect last until *this creature* is slain or regains all of its hit points.

***Sulfurous Impersonation.*** As a bonus action, this creature can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen. This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. This creature can impersonate **1d4 + 1**different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is this creature, meaning that this creature occupies its space and the simulacrum’s space simultaneously. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between this creature main body and the simulacrum. The simulacrum disappears if the tether is severed.

***Hatred of fire.*** Whenever this creature subjected to fire damage, it takes double damage but also gets a free move action and may use its trample action in doing such. It will never run through fire unless escaping it.  
  
**Improved Critical Chance.** **This creature scores a critical hit on 19 or 20.**

***Improved Critical Damage.* When this creature scores a critical hit it dose 3x damage instead of the normal 2x damage.**

***Immutable Form.*** *This creature* is immune to any spell or effect that would alter its form.

***Incorporeal Movement.***This creature can move through other creatures and objects as if they were difficult terrain. It takes 5 (**1d10**) force damage if it ends its turn inside an object.

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

***Labyrinthine Recall.*** This creature can perfectly recall any path he has traveled, and he is immune to the *[maze](https://www.dndbeyond.com/spells/maze)*spell.

**Naturally invisible.** This creature is under the effects of greater invisibility until it makes an attack.

***Nonlinear Being.*** This creature is from another plane outside of time. As such, they are immune to any linear time-related effects (eg. Haste, Slow, etc), have Advantage to save against Chronomancy spells (unless otherwise stated), and cannot be the originating cause of a temporal paradox. ***Magic Resistance.*** *This creature* has advantage on saving throws against spells and other magical effects.

***True Polymorph:****This creature attempts to change the form of the target, the target needs to succeed an DC25 wisdom saving throw if the target fails this creature changes the targets form the target cannot change to anything larger than it or to anything that has a challenge rating higher than 9 this is a concentration spell . If the creature concentrates for more than an hour the spell is permanent*  
  
**Unstoppable:** *This creature* cannot be stopped or slowed by almost any means magical or otherwise. It moves over difficult terrain as if normal, climbs at normal speed and is immune to all slowing and paralysis effects, can break through walls of rock or steal as easy as walking.

***Undead Fortitude.*** If damage reduces the creature to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the creature drops to 1 hit point instead.

***Trample:****When walking this creature may move over any creature Size Normal or Smaller and perform a trample attack for free.***Teleportation.**This creature can teleport 120 feet.***Pack Tactics***: This creature has advantage on an attack roll against a creature if at least one of the creatures allies is within 5 feet of the creature and the ally isn’t incapacitated.

***Regeneration.****This Creature regains 20 hit points at the start of its next turn.****Siege Monster.*** This creature deals double damage to objects and structures.  
  
***Rage.***When this creature falls below half hp it goes in to a mindless rage. It has advantages on save throws, resistance to bludgeoning, piercing, and slashing damage from non-magical attack, and it has advantage on attack rolls.

***Rejuvenation of Minions.*** While its master lives, a destroyed this creature gains a new body in **1d10** hours, with all its hit points. The new body appears within 1 mile of this creatue’s master.

***Running Leap.*** With a 10-foot running start, this creature can long jump up to 25 feet.

***Rotting Presence.*** When any creature that isn’t a demon starts its turn within 30 feet one or more of this creature type, that creature must succeed on a DC 13 Constitution saving throw or take **1d6** necrotic damage plus 1 necrotic damage for each of this creature type within 30 feet of it.

***Shadow Stealth.*** While in dim light or darkness, this creature can take the [Hide](https://www.dndbeyond.com/compendium/rules/basic-rules/combat#Hide) action as a bonus action.

**Shake Off (Costs 2 Actions).** This creature thrashes around in an attempt to throw any object or creature that is on its body. Each creature on this creature must make a DC 20 Strength or Dexterity saving throw (creature's choice), or be thrown off the creature taking 21 (**6d6**) fall damage upon hitting the ground.

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

**Swallow.** The creature makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the creature, and it takes 28 (**8d6**) acid damage at the start of each of the megalodon's turns. If this creature takes 30 damage or more on a single turn from a creature inside it, the creature must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the megalodon. If the megalodon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

***Spectral Duplicate (Recharges after a Short or Long Rest).*** As a bonus action, this creature creates one spectral duplicate of itself in an unoccupied space it can see within 60 feet of it. While the duplicate exists, this creature is unconscious. This creature can have only one duplicate at a time. The duplicate disappears when it or this creature drops to 0 hit points or when this creature dismisses it (no action required).

The duplicate has the same statistics and knowledge as this creature, and everything experienced by the duplicate is known by this creature. All damage dealt by the duplicate’s attacks is psychic damage.

***Water Form.*** This creature can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

***Web Sense.*** While in contact with a web, this creature knows the exact location of any other creature in contact with the same web.

***Web Walker.*** This creature ignores movement restrictions caused by webbing.

### Reactions

**Adaptable.** Every round in combat the creature gains a +1 to the initiative as it learns and better understands the tactics and actions of its enemies.   
  
**Critical Immunity:** This creature is immune to critical hits.

***Deadly Reach.*** In response to a visible enemy moving into its reach, this creature makes one claw attack against that enemy. If the attack hits, this creature can make a second claw attack against the target.

***Foster Peace.*** If a creature charmed by this creature hits with an attack roll while within 60 feet of this creature, this creature magically causes the attack to miss, provided this creature can see the attacker.  
  
**Parry.** The creature adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.  
  
**Shield Parry.** As long as it has its shield this creature may add 6 to its AC against one melee attack that would hit it. To do so, the creature must-see the attacker and be wielding a melee weapon. (If this is a powered effect from the creature describe the absorption effect)

**Planner Anchor:** This creature is immune to effects causing plane shifting.

**Poison reproduction.** When this creature is affected with poison, it can store the poison to use later. This can be used an unlimited amount of times  
  
**Poison Spray.**When this creature is hit with a melee attack, it can release a poison it has stored in a 5 ft area of gas. Everything touched by the gas is now affected by the poison. This can be done twice a day.  
  
***Push/pull reversal.*** When this creature is hit by an attack that pushes or pulls it this creature can choose to remain put and instead move the attacker by that amount instead.

***Press the advantage.*** When a creature is shoved within 10 feet of this creature this creature can immediately attack it.  
  
**Mechanical Auto-Shield.** Roll a (1d6) on a 6 this shield can automatically move into place to block incoming damage so long as it has access to a magical power core. The shield can absorb up to 40 damage before breaking. On a 6 (1d6) the shield can draw 20 points of magical power from a power core to magically recharge and heal itself of 20 points of damage. If the shield breaks it releases a blast in all directions with a 20-foot diameter hitting anyone in range for (4d10) damage and destroying the shield.  
  
**Split.** When a creature that is Medium or larger is subjected to lightning or slashing damage, it splits into two new creatures if it has at least 10 hit points. Each new creature has hit points equal to half the original pudding's, rounded down. New creatures are one size smaller than the original creature.

**Invisibility (cost 2 actions):** This creature casts the invisibility spell

***Incorporeal Form.***As a reaction this creature can take an incorporeal form, this creature must succeed on a DC 16 Dexterity saving throw, if successful this creature becomes incorporeal and any attacks made against it are considered a miss.  
  
**Instinctive Charm.** When a creature within 60 feet of this creature makes an attack roll against it, and another creature is within the attack’s range, the attacker must make a DC 19 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including this creature or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacker is immune to this creatures Instinctive Charm for 24 hours.  
  
**Unnerving Mask**. When a target creature this creature can see starts its turn within 30 feet of this creature, this creature can create the illusion that it looks like one of the target creature's departed loved ones or bitter enemies. If the target creature can see this creature, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

### Legendary Actions

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

***A Mother's Call.*** (2 actions) This creature can call **1d4** Smaller versions of itself into combat. Each of these creatures has 1/4th the hp, and attack damage of this creature with no legendary actions or reactions. The creatures appear anywhere on the battlefield.  
  
**Boulder Roll** (Costs 2 legendary actions). At the beginning or end of its turn this creature rolls itself into a rocky boulder and bowls in a straight line up to 60 ft. unless at a downward incline, (90 ft.). All creatures caught in the line must make a DC17 dexterity saving throw, taking 23 (**4d8 + 4**) bludgeoning damage on a failed save, or half on a successful one.  
**Clairvoyance.**The hyper sensitivity of this creature helps it to read the movements of its enemies, and it can use its reaction in response to a character’s movement to take an action before its enemy does. The enemy must perform its action to the best of its ability as it intended.   
 ***Evasive Maneuvers.*** This creature moves up to its speed without provoking opportunity attacks.

***Pounce.*** The creature jumps up to 40ft. Any creature within the space this creature lands in must succeed a DC 20 Dex save or take 30(10D6) bludgeoning damage and be knocked prone. Targets take half on a success and are not knocked prone.

***Instinctive Charm.***When a creature within 60 feet of the this creature makes an attack roll against it, and another creature is within the attack’s range, the attacker must make a DC 19 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including this creature or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacker is immune to the this creatures Instinctive Charm for 24 hours.

***Poison spray (costs 2 actions).***This creature spits poison out in a 30ft cone. Each creature must make a DC 20 dexterity saving throw. On a failure they must make a DC 22 constitution saving throw taking **12d8** on a failure or half as much on a success.

***Teleport (Costs 2 Actions).*** This creature teleports to a space up to **+ 60** ft.  
  
Quirks

***Hydrophobic.***This creature will not willingly move through wet ground or come in contact with water.  If the worm comes in contact with water, it must use its reaction to immediately move no less than 30 feet away from the source of water or the point of contact.

## Legendary Encounters

Ancient River Guardian <https://www.dndbeyond.com/monsters/408589-ancient-river-guardian-construct-legendary>  
Deathclaw - <https://www.dndbeyond.com/monsters/408332-deathclaw-legendary>  
Frogemeth - Dead  
Gorx The Corpse Keeper <https://www.dndbeyond.com/monsters/408232-gorx-the-corpse-keeper>  
The Juggernaut <https://www.dndbeyond.com/monsters/408185-juggernaut-legendary>  
Gnomarian Machination <https://www.dndbeyond.com/monsters/408403-gnomarian-machination-legendary>  
Thorx - Dead  
Uzolo - <https://www.dndbeyond.com/monsters/408528-the-uzolo-legendary>  
Maliki The Troll Crusher - <https://www.dndbeyond.com/monsters/408660-miliki-the-troll-crusher-legendary>  
Tentacle beast -   
Unbridled -