



REMOBRA

Remobra are classified as Flying Wyverns in the Old World but, have recently been reclassified as Snake Wyverns. The Remobra have evolved wings, which are fairly large in comparison to their body size in the Old World. Despite their wings being large, their legs are relatively weak and they can barely stand up with their legs. To avoid standing up, they spend most of their time in the air flying. It preys upon weakened animals, by using their poison to finish off their victim and letting it bleed to death.

REMOBRA

Medium wyvern (snake), unaligned

Armor Class 13
Hit Points 33 (6d8+6)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 10
Languages -
Challenge 1/2 (100 xp)

Actions

Multattack. The remobra makes two tail attacks.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Poison Spit. *Range Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 9 (2d8) poison damage.

WINGDRAKE

Wingdrakes that somewhat resemble certain species based on their environment. Wingdrakes from forests resemble certain species of rhamphorynchid pterosaur. They have parrot-like beaks, blue skin, and a long yellow-tipped tail. While wingdrakes of the desert resemble vultures in addition to pterosaurs. They have a large beak, a waddle hanging from their neck, light-brown skin, and a long tail. Others in a coral landscape resemble parrots or tapejarid pterosaurs. They have a light pink skin and wings with ribbon-like appendages hanging from them. In most other environments they resemble retro-style pterosaurs. They have pointed beaks filled with teeth and large draconic wings.

They are typically peaceful towards adventurers, and roam the skies landing only to rest. They live in small flocks, and if one individual goes somewhere, the others will follow. They are commonly used as beasts-of-burden by adventurers for traveling quickly.

WINGDRAKE

Medium wyvern (snake), unaligned

Armor Class 10
Hit Points 6 (1d8+2)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	3 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9

Languages -
Challenge 1/8 (25 xp)

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

Beast of Burden. The wingdrake has the same carrying capacity as a mule (480 lbs) when the cargo is tied to it by a rope or vine.

Actions

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





HYPNOCATRICE

Hypnogatrice is a large-sized Bird Wyvern covered in bright, colourful feathers. It has extremely powerful legs with large feet to deliver powerful kicks, and a hard, sharp beak. It is equipped with a sleeping sac that can put adventurers and other monsters to sleep and its small size and light weight allow it to move with speed and agility during battle. Despite its feathered appearance, Hypnogatrice flies using bat-like, membraned wings, leaving its feather arrangements strictly for display purposes. Hypnogatrice is not particularly aggressive or territorial, but will stand its ground if threatened. They are typically found in lush environments such as the forest or jungle, but have also been encountered in desolate environments such as the desert.

HYPNOCATRICE

Large wyvern (bird), unaligned

Armor Class 14 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	9 (-1)	10 (+0)	7 (-2)

Skills Athletics +6

Condition Immunities incapacitated

Senses passive Perception 10

Languages -

Challenge 4 (1,100 xp)

Actions

Multiattack. The hypnogatrice makes three attacks, two with its talons and one with its Peck attack.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 10 (2d6 + 3) bludgeoning damage.

Peck. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit* 12 (2d8 + 3) bludgeoning damage.

Sleep Gas. (recharge 5-6). The hypnogatrice spits out a bubble of sleeping gas to a location within 30 feet. Upon impact, the bubble bursts releasing the gas in a 5-foot radius around it. Each creature in that area must make a DC 12 Constitution saving throw or, they fall Unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Wing Attack (3/day). The hypnogatrice beats its wings. Each creature within 10 feet of the hypnogatrice must succeed on a DC 13 Dexterity saving throw or take 10 (2d6 + 3) bludgeoning damage and be knocked prone. The hypnogatrice can then fly up to half its flying speed.

PUKEI-PUKEI

Large wyvern (bird), unaligned

Armor Class 12 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	11 (+0)	10 (+0)

Saving Throws Con +4, Wis +2, Cha+2

Senses passive Perception 10

Languages -

Challenge 4 (1,100 xp)

Diet. A creature that is poisoned by the pukei-pukei suffers from an additional effects based on what its eaten. Roll 1d4, the number determines the additional condition of its poison. On a 1, stunned; On a 2, deafened; On a 3, paralyzed; On a 4, blinded.

Actions

Multiattack. The pukei-pukei makes two tongue attacks and one tail attack. It can replace any one of these with its poison spit attack.

Tongue. Melee Weapon Attack. +5 to hit, reach 10 ft., one target. Hit 14 (2d10 + 3) piercing damage.

Tail. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit 12 (2d8 + 3) bludgeoning damage.

Poison Spit. Range Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 10 (3d6) poison damage and the target must pass a DC 13 Constitution saving throw, or become poisoned 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.

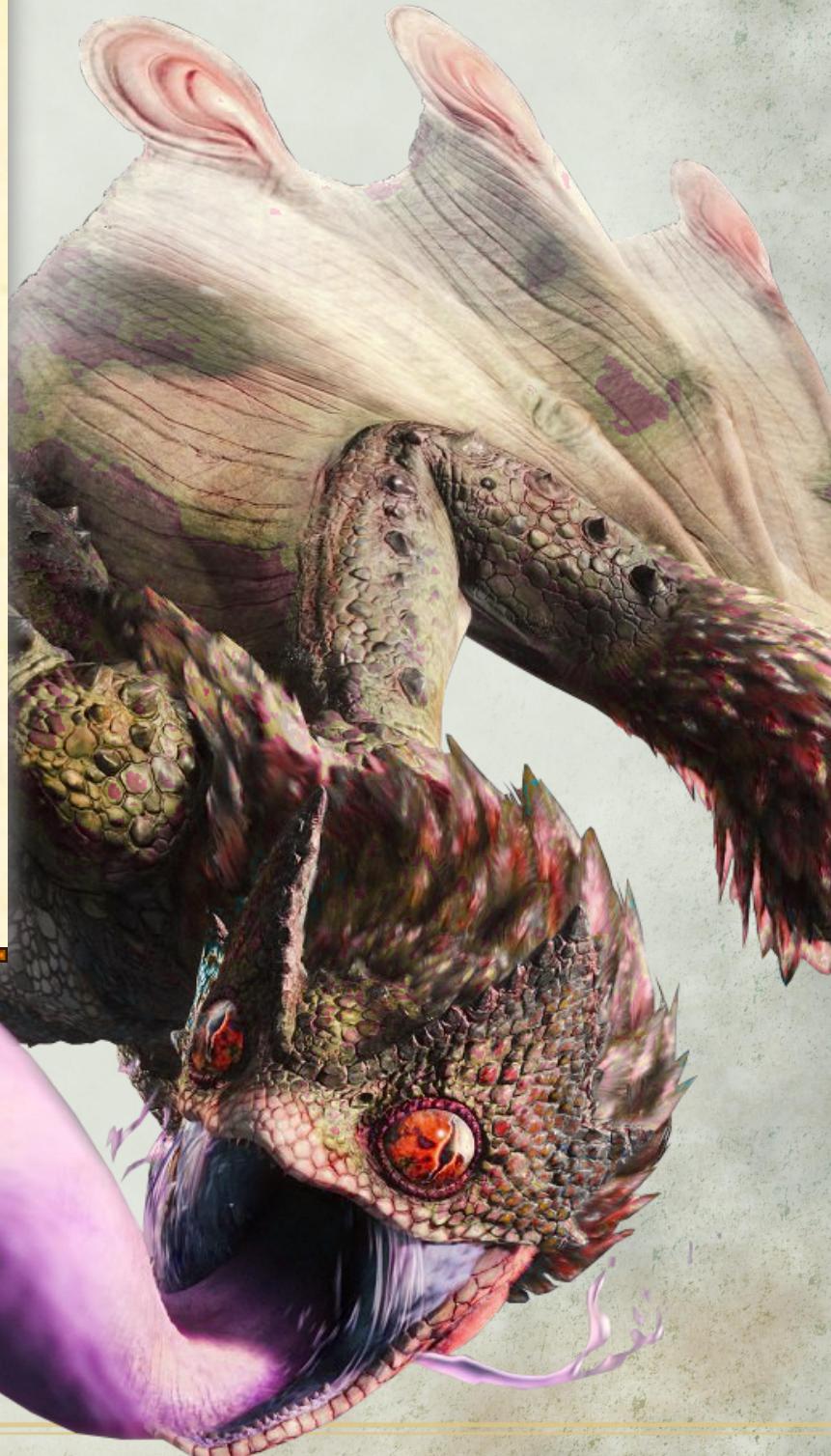
Poison Spray (Recharge 5-6). The pukei-pukei sprays poisonous gas from its tail in a 30-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, or become poisoned and take 27 (6d8) poison damage on a failed save, or half as much damage and are not poisoned on a successful one.

PUKEI-PUKEI

Pukei-Pukei slightly resembles a chameleon, and its eyes are similar to frogs. It has a pair of wings and is covered in green scales that vary in color throughout its body excluding its underbelly. Its underbelly is covered in white osteoderm-like protrusions. Despite being reptilian in nature, Pukei-Pukei has vibrant feathers around its neck and wings.

Pukei-Pukei is known to store the properties of its food within its mouth and tail before combining them with its own poison. By doing so, it can spew poison from its mouth and tail for protection. This poison varies depending on its previous meal.

Pukei-Pukei is known to bully smaller monsters, but will flee from larger ones.



QURUPECO

The Qurupeco resembles a large bird with Pterosaur-like features, such as a fanged beak and leathery wings. It is mainly green colored with some scales being tinted yellow, it also has a clump of iridescent purple feathers on its back between its shoulders. The Qurupeco has a short, stubby brown crest extending from the back of its head. It uses its masterful vocal mimicry abilities to call for aid from various monsters, as well as healing them and boosting their abilities. The Qurupeco's soft crest stretches over the top of its head and when calling opens out into the shape of a megaphone, amplifying its calls. Its most notable feature however is its bright red vocal sac which inflates when calling.

The Qurupeco also has a pair of thick, bulky growths on its wings which produce sparks when struck against each other, much like flints. It uses these to ignite its mucus, causing fiery explosions. Its tail is shaped like a fan and can unfold revealing brightly colored skin, most likely as a warning for any would-be attacker. The Qurupeco's feet seem to have only 3 frontal digits on each foot. It may also have a back digit, but its stubby appearance makes it look more like a heel. Its feet are also partially webbed.

QURUPECO

Large wyvern (bird), unaligned

Armor Class 17 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 30 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	7 (-2)	14 (+2)	16 (+3)

Saving Throws Cha +6

Skills Performance +6

Damage Resistances: fire

Senses passive Perception 12

Languages -

Challenge 6 (2,300 xp)

Sensitive Ears. The qurupeco ears are very sensitive, Thunder skills or spells used within 60 feet of the qurupeco cause it to be *Stunned* until the start of its next turn.

Innate Spellcasting: The qurupeco's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

- Cure Wounds
- Vicious Mockery
- Blade Ward

Actions

Multiaction The qurupeco makes three attacks, one with its Flint and two with its Peck.

Peck Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit* 12 (2d8 + 3) slashing damage.

Flint The qurupeco leaps 5 feet towards a target creature striking together its flint-like wingtips creating a small explosion. The target must make a DC 14 Dexterity saving throw, taking 11 (2d10) fire damage on failed save, or half as much on a successful one.

Call for Aid (1/day) The qurupeco calls out for assistance, roll a d6; If 1-2, 1d4 Jaggi appear; if 3-4, a Great Jaggi appears; if 5-6 a Royal Ludroth appears.

CRIMSON QURUPECO

Unlike the normal variety, this subspecies is red and blue in color. The electric flints are unique to this subspecies. They also call upon aid from much stronger monsters. A Crimson Qurupeco uses the same stats as a normal Qurupeco, except for the changes listed below:

- **Flint** damage is changed to lightning damage.
- **Call for Aid (1/day)**. The qurupeco calls out for assistance, roll a d6; If 1-2, a Royal Ludroth appears; if 3-4, a Rathian appears; if 5, a Nargacuga appears; if 6, a Deviljho appears.

The threat from this variant is increased due to the allies it can summon to its aid. It is not recommended to use this variant until the players are able to survive a CR 11 deadly encounter.





NAJARALA

Gargantuan wyvern (snake), unaligned

Armor Class 16 (natural armor)

Hit Points 159 (11d20 + 44)

Speed 50 ft., burrow 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	19 (+4)	10 (+0)	14 (+2)	9 (-1)

Saving Throws Wis +6 Cha +3

Skills Perception +10, Stealth +9

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages -

Challenge 9 (5,000 xp)

Magic Resistance. The najarala has advantage on saving throws against spells and other magical effects.

Surround. The najarala can freely enter a large or smaller creatures space. If the creature is within the inner space of the najarala it is surrounded. A surrounded creature is trapped (escape DC 17) by the najarala's body. A creature can also escape by flying or burrowing out of the area.

Squeeze. As a bonus action, the najarala can use its constrict against a grappled creature or one within the najarala's space.

Najarala is a large Snake Wyvern with bright green skin adorned with large orange-yellow plates on its back and tail. It has a long serpentine body with small though fully functional fore- and hindlimbs that aid it in moving around on uneven ground. Najarala are stealthy hunters that ruthlessly ambush their targets. It has a large beak-like mouth similar to that of a parrot. This beak is used to rip chunks of flesh from its prey and then swallow said chunks whole. While feeding on prey, it will use its arms to hold on to its prey while ripping off chunks of flesh.

The length of a Najarala surpasses some of the largest leviathans such as Agnaktor or Lagiacrus. As many would notice these creatures have short, yet powerful arms and legs. At first glance these limbs appear to be useless but in reality they enable the creatures to support itself when rearing up. Another fascinating feature is that the creature has a specialized organ on its back that is vibrated by air and creates unique sound waves. This auditory organ has a biological effect in the surrounding area. Najarala have beautiful plates on both its neck and tail that will rattle when upset, giving unwelcome creatures an early warning. The plates on its tail can be thrown at its enemies and will explode creating a loud burst of sound like a sonic bomb. This will stun both prey and enemies alike.

Actions

Multiaction. The najarala makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target. Or it makes two sonic scale attacks.

Beak. *Melee Weapon Attack.* +9 to hit, reach 10 ft., one target. *Hit* 23 (4d8 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw, or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. *Melee Weapon Attack.* +9 to hit, reach 15 ft., one target. *Hit* 27 (4d10 + 5) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature. *Hit:* 20 (4d8 + 2) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the najarala can't constrict another target.

Sonic Scale. *Range Weapon Attack.* +9 to hit, range 80/320 ft., one target. *Hit* 19 (4d6 + 5) force damage and the target must make a DC 16 Constitution saving throw or become deafened for 1 minute.

Sonic Blast (Recharge 5-6). The najarala exhales a blast of force in a 90-line. Each creature in the line must make a DC 16 Dexterity saving throw, taking 39 (11d6) force damage on a failed save, or half as much damage on a successful one.

NAJARALA

NEOPTERONS

Neopterons are insectoid monsters known for their rigid carapaces. These monsters can range in size from tiny to enormous, and some species can fly, while others cannot. Neopterons are situated in large groups rather than individually. Most carry poisonous stingers that can paralyze prey, and their bodies are made up of acidic substances. Their weak outer-shell structures means that they are easily damaged, making it difficult to obtain adequate materials from their remains. Their materials are often used to make very sharp weapons.

ALTAROTH

Insects that widely inhabit many areas. Noted for absorbing fruit, mushrooms and honey, then carrying them back to their nest. Materials can thus be collected from their swollen abdomens, whose color is related to what is being carried. Altaroth have large mandibles used for absorbing their favorite foods. To help them feed, special enzymes are used to digest these foods. The foods are changed before they're held in Altaroth's abdomen and brought back to the colony. Altaroth are quite fragile in nature.

ALTAROTH

Small monstrosity (neopteron), unaligned

Armor Class 12 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses passive Perception 8

Languages -

Challenge 0 (10 xp)

Actions

Corrosive Spit Range Weapon Attack. +2 to hit, range 20/40 ft., one target. Hit 2 (1d4) acid damage. If the creature is in either metal armor or has a metal shield being worn or carried, its takes a temporary -1 penalty to the AC it offers for 24 hours.

A **altaroth** is a nocturnal creature that can absorb mushrooms, berries, and other resources into the sacs on their backs. Alchemists and adventurers prize these creatures, for a altaroth sac contains a liquid said to cure any natural poison or disease. Though the sac is said to only hold its potency for ld6 days after the neopteron dies. Altaroth are most commonly found in forests and in mushroom groves.



BNAHABRA

Bnahabra are similar to the Vespid. Bnahabra fly in a similar fashion, but there are various subspecies of the Bnahabra which vary between the regions, each with distinctly colored wings. Bnahabra are often seen attached to the sides of the walls seemingly lifeless, until a adventurer is close enough - then they fly away or attack. Unlike the Vespid, Bnahabra can shoot a corrosive liquid which will reduce a adventurer's elemental resistance.



BNAHABRA

Small monstrosity (neopteron), unaligned

Armor Class 11 (natural armor)

Hit Points 5 (1d6 + 2)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages -

Challenge 1/4 (50 xp)

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

Actions

Corrosive Spray. Range Weapon Attack. +4 to hit, range 20/40 ft., one target. Hit 2 (1d4) acid damage. Roll 1d6, the number 1=fire; 2=poison; 3=lightning; 4=cold; 5=acid; 6=necrotic. Target creature is vulnerable to the damage type rolled for 1 hour.

Sting. Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit 1 piercing damage plus 7 (3d4) poison damage.

HORNETAUR

Hornetaurs sport a large horn for their size that may be used for defense. Their legs are strong, much like a Grasshopper's, so they can jump great distances. Their wings are sharp enough to cut human skin just by brushing against them. Hornetaurs will frequently attack the adventurer in groups, making it irksome to fight other monsters in the area. Hornetaur are ravenous eaters that can eat away whole fields in a day's time. They will pretty much eat everything in an area like a locust, causing major amounts of damage while doing so.

HORNETAUR

Tiny monstrosity (neopteron), unaligned

Armor Class 12 (natural armor)

Hit Points 4 (2d4 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	9 (-1)	3 (-4)	5 (-3)	3 (-4)

Skills Stealth +3

Senses passive Perception 7

Languages -

Challenge 1/4 (50 xp)

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

Actions

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



VESPOID

Tiny monstrosity (neopteron), unaligned

Armor Class 11 (natural armor)

Hit Points 5 (2d4)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages -

Challenge 1/4 (50 xp)

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

Actions

Sting. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit* 1 piercing damage plus 7 (3d4) poison damage. On hit target must make a DC 10 Constitution saving throw, or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success.

VESPOID

Vespoids are wasp-like insects roughly the size of a housecat. They have barbed stingers at the end of their abdomens, and fly using three pairs of wings. They are known to be a nuisance for adventurers, due to their stingers loaded with a neuro-toxin that can paralyze foes. Vespid are simple workers to a single large Vespid Queen. They come in two varieties. The small worker Vespid is charged with gathering food, maintaining the hive, and caretaking the queen and her eggs. The large, sturdier soldier vespids exist for the sole purpose of defending the queen. They will frequently attack any intruders, no matter how large or small. Their stingers don't penetrate the thick shells of most wyverns, but pose a significant deterrent to humans and Fanged Beasts alike.



VESPROID QUEEN

The Vespid Queen looks similar to the average Vespid but is several times larger, with a more pronounced abdomen and giant, rainbow coloured wings. She has a ridged exoskeleton covering her soft innards and she has a crown-like structure atop her head.

Vespid Queen rarely leave their nests as they send out workers to forage for food. They feed on smaller insects, birds, small mammals, lizards, and some vegetation. Whenever the queen does leave the nest she puts herself in serious danger as she can be preyed upon by creatures such as Gypceros, Yian Kut-Ku, Hypnogatrice, and Plesioth.

The Vespid Queen rarely does battle; when it does, it essentially performs the same attacks as Vespids with more power; however, it does possess an additional attack: it sprays body fluid at hunters that halves defense. It also produces a beating sound in order to command swarm of Vespid in battle. The queen spends a vast majority of her time staying within the nest and laying eggs.



VESPROID QUEEN

Medium monstrosity (neopteron), unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	13 (+1)	10 (+0)	12 (+1)	9 (-1)

Senses passive Perception 11

Languages -

Challenge 1 (200 xp)

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

Actions

Sting. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. Hit 1 piercing damage plus 11 (4d4) poison damage. On hit target must make a DC 11 Constitution saving throw, or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success.

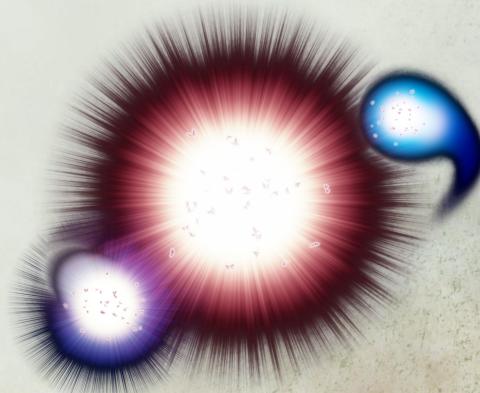
Corrosive Gas (Recharge 5-6). The vespid Queen releases a corrosive gas from her stinger in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save or half as much on a successful one. If a creature in that area has a nonmagical weapon made of metal, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

GREAT THUNDERBUG

Great Thunderbug are Thunderbug that have been living in a special environment, in most cases an Elder Dragon. From being in a special environment for so long, this Thunderbug has become giant, making it larger and brighter than other Thunderbugs. A Great Thunderbug's extracts still conduct electricity, even after dying.

Great Thunderbug can be seen most commonly and widespread in any location that is very warm and humid, and are known to feed on the electrical organs of other species, once the creature is dead.

Great Thunderbug are calm until threatened by a predator. In reality, there is only one Great Thunderbug in a swarm. Around this individual are smaller, normal Thunderbugs that are attracted to its glow. Due to the Great Thunderbug's glow, it becomes the leader of the Thunderbug swarm. By being together in a swarm, the Thunderbugs, along with their leader, the Great Thunderbug, are able to release powerful shocks that can actually paralyze threats quite easily. By swarming around a Great Thunderbug, the smaller Thunderbugs are able to generate a more powerful shock that is stronger than a regular Thunderbug's shock. The Great Thunderbug is always in the center of the swarm and if killed the other Thunderbugs will go their separate ways.



GREAT THUNDERBUG

Small monstrosity (neopteron), unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d6)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 1/4 (50 xp)

Actions

Shock *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit* 1 piercing damage plus 5 (2d4) lightning damage. On hit target must make a DC 10 Constitution saving throw, or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on itself on a success.

KONCHU

Konchu are highly adaptable and can be found in just about every type of environment. Interestingly, Konchu have a hard shell used for protection against threats. Konchu can curl themselves up into small balls, allowing them to roll around at high speeds. This adaptation can be used as both a means of escape and a form of attack. Konchu also possess powerful jaws used for grasping on to food. Variations of Konchu can have different colors depending on their environment, which they use as a form of camouflage to protect themselves from possible predators.

Konchu mostly stay hidden until they are threatened or smell food. Konchu will swarm around kills but they will wait until the predator is finished with that kill before feeding on the leftovers. When threatened, Konchu will attempt to frighten their attacker away by raising themselves on to their back feet and waving their fan-like pincers. If this does not work, they will proceed to launch themselves at their attacker in an attempt to tackle them. Oddly enough, some hunters have witnessed Konchu crawling on to the bodies of larger monsters and remaining there. This strange phenomenon seems to act as a natural form of armor for the large monsters on which the Konchu place themselves, making it difficult for hunters to damage the monster while it is covered in Konchu and their strong shells. It is uncertain whether this behavior is a sign of some sort of symbiotic relationship between Konchu and other monsters or not.



KONCHU

Small monstrosity (neopteron), unaligned

Armor Class 11 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Skills Stealth +4

Senses passive Perception 9

Languages -

Challenge 1/4 (50 xp)

Charge. If the konchu moves at least 20 feet straight toward a target and then hits it with a roll attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Actions

Roll. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit* 4 (1d6+1) bludgeoning damage.

Claw. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit* 5 (1d8+1) slashing damage.

SELTAS

Seltas is a large, mantis-like insectoid with a brightly-colored, highly-resistant exoskeleton, which is covered in spines and knobs. He has six legs, the foremost pair are armored and weaponized for combat, and a pair of collapsible wings. His head is hidden beneath a large, armored canopy that extends far beyond the rest of his upper body. He has a pair of compound eyes and powerful slicing mandibles. Seltas is the male counterpart to the Seltas Queen.

Seltas is predatory in nature, both large and powerful enough to prey on both hunters and small monsters alike. He is known to attack from the skies and use his weaponized forelimbs to attack. In addition, he is commonly known to attach himself to his massive female partner and transport her with his powerful wings.

When he is forced to merge with Seltas Queen, he will struggle at first to escape. But when the merge has been completed, he will fight alongside Seltas Queen without question as if hypnotized. He won't even fight back when being eaten by his mate, indicating that Seltas Queen has full control of Seltas.

Seltas possess an organ within their body that produces a disgusting liquid. This liquid can be used as a weapon, and as a means of feeding, as the liquid is highly corrosive by itself. Seltas have a long, armored canopy that can be used to pierce through predators and prey alike, which is also able to pierce through rock with their powerful speed. The main weapon of the Seltas, his claws, are used as weapon and as tool to hold down and subdue prey.

SELTAS QUEEN

The Seltas Queen is a very large, beetle-like Neopteron with an armor-like exoskeleton covering its body. She is primarily a lustrous green color, but also features beige stripes and orange spines. She has six limbs, four of which make contact with the ground, the other two being used for digging and grasping prey. In addition, she has a long, segmented tail with a large pincer-like structure at the end. Seltas Queen is the female counterpart to Seltas, although she is physically very different.

These creatures are the largest known species of Neopteron to date. In fact, they are so heavy that whenever they walk the ground will shake. Seltas Queen have massive and powerful legs that end with two claws. These powerful limbs not only enable the giant insect to climb up rocky, uneven terrain, but greatly make the task of burrowing easy. The large pincers on the tail are mainly used for defense but, can also be used as another limb for both grabbing objects and prey alike. In its tail, there are specialized organs that produce pheromones that'll send a Seltas flying to a female's exact location. When the male is within range, the female will quickly grab it and inject a special pheromone-like substance that causes the male to cease struggling. The male is then under the female's complete control and will do whatever she requires of him. If in battle, both the male and female will fight as one, this makes fighting the deadly Seltas Queen even deadlier as the two Neopterons will fight as one. A Seltas Queen is also capable of spitting balls of high-pressureed watery mucus from its mandibles to slow down and injure prey.

Leading a mainly solitary lifestyle, Seltas Queen will only seek out the company of a Seltas if needed. Whether it be for food, mating, transportation, or added protection a Seltas Queen won't hesitate in releasing her specialized pheromones to bend a male to her will. Amazingly if in battle and in dire need of sustenance a Seltas Queen will not hesitate in violently killing and then eating her male counterpart to survive.



SELTAS

Medium monstrosity (neopteron), unaligned

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+2)	15 (+3)	15 (+2)	8 (-1)	9 (-1)	3 (-4)

Senses passive Perception 9

Languages -

Challenge 3 (700 xp)

Actions

Multiattack The seltas makes three attacks, two with its Claws and one with its tail.

Claws. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 3) piercing damage.

Tail. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage, or half as much damage on a successful one.

SELTAS QUEEN

Huge monstrosity (neopteron), unaligned

Armor Class 18 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 40 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	17 (+3)	10 (+0)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages -

Challenge 11 (7,200 xp)

Drone Slave. As a Bonus Action, the seltas queen can take a seltas as a drone slave. the seltas and the queen take up the same spaces (though they can be targeted separately) and the seltas queen gains a flying speed of 60 feet. The seltas must use its action every turn to hold onto the seltas queen.

Actions

Multiaction. The seltas makes two attacks, one with its claws and one with its horn. Or three water orb attacks.

Claws. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit* 16 (3d8 + 3) piercing damage.

Tail. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit* 22 (3d12 + 3) piercing damage. If the target is large or smaller, it is grappled (escape DC 14) and restrained until the grapple ends. The seltas queen cannot use her tail attack on another target until this grapple ends.

Water Orb. *Range Weapon Attack.* +8 to hit, reach 40/160 ft., one target. *Hit* 10 (3d6) cold damage.

Call for Aid (1/day). The seltas queen calls out for assistance, summoning 2 seltas to aid her.

Legendary Actions

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

Attack. The seltas queen makes one water orb attack.

Devour. The seltas queen eat a seltas that is within 5 feet of her, healing for the seltas remaining hit points.

Release Pheromones (Costs 2 Actions). The seltas queen releases a cloud of pheromones in a 100 foot sphere around her. The cloud remains until the end of the seltas queen next turn. All creatures in the area, except for the seltas queen and other seltas, have disadvantage on concentration checks while in the cloud. If a seltas is charmed in the area, it is no longer charmed.



SPIDERS

As the corruption spread across the Estate, its malefic influence turned many mostly harmless creatures into monstrous beasts. The Spiders being an excellent example of this. Once upon a time, these arachnids were a small, native species that solely preyed upon other small insects and arachnids. However, as the corruption took hold, it caused them to grow to immense size and enhanced their innate abilities and strength which has allowed them to prey on larger game, including humans. Unlike most other spiders, which are solitary hunters, these ones are highly social and often hunt in groups.



WEBBER

Webbers are widely considered to be the females of their species due to their more washed out colors and markings. Instead of generating venom, the females are capable of producing webbing which they can use to create their nests and to catch prey.

SPITTER

Spitters are widely considered to be the males of their species, due to their bright colors and spiked abdomens. Unlike the females, which are capable of producing webbing, the males are able to spit blobs of caustic venom from their mandibles with deadly accuracy.



WEBBER

Small beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	2 (-4)	10 (0)	3 (-4)

Skills Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception

10

Languages -

Challenge 1/4 (50 XP)

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

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage.

Web (Recharge 4-6). The Webber fires a web at a creature within 40 ft. of itself. The target must succeed on a DC 11 dexterity saving throw or is restrained by webs. As an action, the restrained target can make a DC 11 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).

SPITTER

Small beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	2 (-4)	10 (0)	3 (-4)

Skills Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception

10

Languages -

Challenge 1/4 (50 XP)

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

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage.

Spit Venom. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 7 (2d6) poison damage.

SNAKES

These exotic creatures hail from the warm lands far beyond the Estate. These ruthless creatures dominate a hostile environment of heat and sand, growing into relentless killers that stalk their prey across the dunes.

How these creatures ended up in the Estate is a mystery. Perhaps a reckless collector had some of their specimens escape into the wilds. But perhaps these scaled beasts came of their own volition. Pursuing an alluring prey of beauty that escaped their fangs once at a great price. They never could forget their prey, and neither could their prey forget the snake's fangs.



PLISKIN

small beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	2 (-4)	12 (+1)	3 (-4)

Skills Stealth +4

Senses blindsight 10 ft. passive Perception 11

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage plus 7 (2d6) poison damage.
The target must make a DC 11 Constitution saving throw taking the poison damage on a failed saving throw, and half as much on a successful one.

Venomous Gleek. The pliskin spits deadly poison at a creature it can see within 30 feet of itself. The target must succeed on a DC 11 Dexterity saving throw or take 7 (2d6) poison damage.

RATTLER

small beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	2 (-4)	12 (+1)	3 (-4)

Senses blindsight 10 ft. passive Perception 11

Languages -

Challenge 1/2 (100 XP)

ACTIONS

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

Warning Rattle. The rattler begins to rattle its tail and takes a defensive stance until the beginning of its next turn. While the Rattler is in this stance, any enemy creature that starts its turn within 20 feet of the rattler or enters the area for the first time during its turn, must make a DC 11 Wisdom saving throw. On a failure a creature has disadvantage on any attack rolls that do not target the rattler until the end of the rattler's next turn. Creatures that can't see and hear the rattler, and that are immune to being frightened are not affected.

REACTIONS

Lashing Bite. When an enemy creature within 5 feet of the rattler makes an attack while the rattler rattles its tail, the rattler makes a bite attack against that creature. To do this the rattler must see the enemy.



ADDER

Large beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	2 (-4)	11 (+0)	3 (-4)

Senses blindsight 10 ft. passive Perception 11

Languages -

Challenge 1 (200 XP)

Two Heads. The adder has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) piercing damage.

Quills. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 8 (1d10 + 3) piercing damage. The target must succeed on a DC 12 Constitution saving throw or is poisoned until the end of its next turn.

Adder's Fang. The adder fires a poison loaded dart at a creature within 60 feet of itself that it can see. The creature must succeed on a DC 12 Dexterity saving throw or is hit by the poison dart and suffers 3 (1d6) piercing damage. The creature takes 5 (2d4) poison damage at the beginning of each of its turns for one minute or until a creature spends an action to remove the dart from its body.

Molt (1/Long Rest). The adder sheds its skin and regains 9 (2d8) hit points. It also ends any lasting effect or condition of non-magical origin that is affecting the Adder, such as Alchemist's Fire or poison.

