

# EXPANDED CRYPTIDS PART 2



**HOMEBREW**

by Soniverse Labs

## WENDIGO

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Of all cryptids, the wendigo is probably the most dangerous and terrifying. Few humanoids have encountered this abomination and lived to tell the tale. Those who have describe an elusive undead that relentlessly hunts its quarry, taking the forms of its victims or leaving starving husks destined to hunger for eternity.

Although not much is understood about its true nature, this colossal undead seems to be driven by an insatiable hunger for the living.

### MYSTERIOUS ORIGINS

Nobody truly knows how a wendigo is created. It is suggested that they are the result of a failed necromantic ritual to reach lichhood. Although this ritual granted immortality, it has cursed them with an insatiable desire to consume the souls of other creatures. However, no matter how many souls are consumed by this entity, it can never be sated.

### ENDLESS HUNGER

Being in the presence of a wendigo is akin to facing the frigid hunger of death itself. Despite its endless appetite, the wendigo only hungers for the life force of humanoids leaving creatures such as beasts untouched.

For every humanoid the wendigo consumes, it is able to devour its soul and is capable of mimicking the voice and even the appearance of its victim. With each consumed soul, it grows larger and its emaciated form begins to fill in with rippling muscles. However, as the curse of its existence, it returns to its starved state at each dawn.

### SKINWALKER

Upon killing a humanoid, the wendigo completely devours its victim. Upon consuming a creature, the wendigo is able to acquire the voice, memories, or even the form of its victim. The wendigo uses this ability to find its new targets whether it be friends or family members of its victim often using their form to get close to their quarry. However, this knowledge fades at the start of each dawn as its hunger renews.

### CURSE OF THE WENDIGO

One of the deadliest abilities of the wendigo is its ability to curse creatures with its eternal hunger from a single touch. Creatures cursed by the wendigo are deprived of their vitality and have the inability sleep or heal as they are driven by an insatiable hunger. Cursed individuals have a ravenous appetite always wanting to eat but can never be satisfied. Despite their appetite, they begin to become emaciated and waste away.

When that creature dies while afflicted with this curse, it returns to life as a wendigo spawn cursed to hunger for eternity. The only known way to reverse this curse is to slay the wendigo that inflicted this curse.

## WENDIGO TACTICS

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Do not underestimate the wendigo's singular and nearly primal desire to satiate its appetite, for underneath its abominable form is a menacing intellect. Despite its sheer size, power, and endurance, the wendigo is an extremely elusive hunter using will use its ability to blend into the shadows and snow to gain the upper hand on its opponent.

### CHILLING DREAD

The wendigo embodies the chilling nature of death. For most individuals, the first (and often last encounter) with a wendigo is a chilling sense of fear that causes them to freeze up just moments before the wendigo tears them asunder.

However, this affinity to the cold causes the wendigo to be extremely sensitive to fire which will often force it to retreat. In the presence of an open flame, it will keep its distance or move on onto another target but will take the first opportunity to incapacitate or kill individuals wielding it.

### WENDIGO'S CURSE

If the target attempts to resist and begins to overwhelm or outnumber the wendigo, it is not afraid to make a hasty retreat. After all, all it needs to do is touch a creature to inflict its curse. Once cursed, it can track that creature at its leisure as it automatically knows the location of that creature.

### WENDIGO OBSESSION

The wendigo becomes obsessed with devouring a creature under its curse relentlessly hunting and stalking them. Although it is more than capable of fighting numerous foes at a time, it prefers to isolate its victims. Using mimicry, shapeshifting, and creative spells, it is able to isolate or misdirect its quarry to lead them to their doom.

### DISGUISED AMBUSER

Although wendigos tend to lurk in ancient forests or snowy wastes, they have been known to infiltrate into humanoid civilization to track a cursed target. This is especially dangerous as the wendigo will often resort to using the urban settlement as its new hunting grounds.

### SERIAL AMBUSER

Signs of a potential hunting wendigo are often confused for a serial killer as it is often hinted by numerous disappearances of connected individuals. However, the wendigo is intelligent enough to when to fade back into the wilderness before its true form is discovered, especially if its hunts attract the attention of wielders of divine magic such as paladins or clerics.

### WENDIGO HUSKS

Thanks to the nature of its curse, its victims must choose a fate encountering the wendigo again or starving to death only to rise as a wendigo husk. These individuals are mindlessly driven by their hunger attacking any humanoid in sight. Oftentimes, the rumored presence of these husks often hints at the presence of a wendigo in the vicinity.

# WENDIGO

Large Undead (shapechanger), varies

**Armor Class** 17 (Natural Armor)

**Hit Points** 159 (15d10+75)

**Speed** 40ft

**STR**    **DEX**    **CON**    **INT**    **WIS**    **CHA**

20 (+5) 14 (+2) 21 (+5) 18 (+4) 19 (+4) 21 (+5)

**Saving Throws** Str +10, Dex +7, Con +10, Int +9, Wis +9, Cha +9

**Skills** Intimidation +15, Perception +9, Stealth +12,

**Damage Resistances** bludgeoning, piercing, and slashing damage

**Immunities** Cold, Necrotic, Poison

**Condition Immunities** Charmed, Frightened, Poisoned

**Senses** darkvision 120ft., passive Perception 21

**Languages** can understand Common but cannot speak it.

**Proficiency Bonus** +5

**Challenge** 16 (15000 xp)

**Ceaseless Hunger** Whenever the wendigo reduces a creature to 0 hitpoints, that creature instantly dies. The wendigo regains 10 hitpoints and its hitpoint maximum increases by that amount. However, its hitpoint maximum resets at each dawn.

**Cryptic Nature** The wendigo is immune to the effects of divination spells. The wendigo leaves no tracks or scent for creatures to follow unless it chooses to.

**Frightening Presence** Any creature of the wendigo's choice within 60ft. must make a DC 18 Wisdom saving throw or become frightened for one minute. Creatures frightened in this manner are considered paralyzed for the duration. Creatures can repeat its saving throw at the end of its turns to end the effect upon a success. Upon a successful saving throw, creatures are immune to being frightened in this manner.

**Hungering Frost** Creatures the first enters or starts its turn within a 30ft. radius of the wendigo cannot recover hitpoints and takes 5 (1d8) necrotic damage + 5(1d8) cold damage.

**Life Sense** The wendigo can pinpoint the presence of a humanoid within 1 mile of it.

**Magical Attacks** The wendigo's attackers count as magical for the purpose of overcoming resistance.

**Magical Resistance** The wendigo has advantage on saving throws against spells and magical effects.

**Mimicry** The wendigo can mimic sounds you have heard, including voices. A creature that hears the sounds the wendigo makes can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

**Skinwalker** The wendigo can use its action to polymorph into a humanoid it has slain within the past 24 hours. It's statistics other than size remains the same in each form.

**Skulker** While in dim light, darkness, icy terrain, or obscured by ample plant life or snowfall, the wendigo can use its bonus action to Hide.

**Regeneration** At the start of each of its turns, the wendigo regains 30 hitpoints. It can only benefit from these features if it has at least 1 hitpoint or if it has not taken damage from fire damage on the previous round.

**Turn Resistance** The wendigo has advantage on any saving throw that turns the dead.

**Undead Fortitude** Upon dropping to 0 hitpoints, the wendigo can make a Constitution saving throw equal to half the damage of the killing blow (minimum 10). Upon a successful saving throw, the Wendigo regains 1 hitpoint. It cannot benefit from this feature if it took fire damage on its turn

**Wendigo's Curse** A cursed creature cannot regain hitpoints, benefit from a short or long rest, or can be affected by spells like *Lesser* or *Greater Restoration* unless the wendigo is slain. For the duration of this effect, the wendigo knows the exact location of that creature as long as it is on the same plane of existence.

Upon a successful saving throw, creatures are immune is immune to this effect for the next 24 hours.

Whenever the wendigo hits that creature with its Hungering Grasp, the wendigo regains a number of hitpoints equal to the necrotic damage dealt.

Cursed creatures reduced to 0 hitpoints while under the curse return to life as a wendigo spawn at the start of its next turn

## Actions

**Multiattack.** The wendigo can cast a spell and make two Hungering Grasp attacks on its turn

**Hungering Grasp Melee Weapon Attack:** +10, 10ft., one target. *Hit* 14 (2d8+5) slashing damage + 9(2d8) necrotic damage. Upon a hit, creatures must succeed a DC 18 Constitution saving throw. On a failed saving throw, it falls under the Wendigo's Curse.

**Hungering Gaze (Recharge 5-6)** One creature the Wendigo can see within 120ft. must succeed a DC 18 Constitution saving throw .

On a failed saving throw, that creature takes take 23 (5d8) necrotic damage + 23 (5d8) cold damage. This creature has its movement speed halved and its Strength or Dexterity based attacks deal half damage for one minute. It also has disadvantage on Strength or Dexterity ability checks and saving throws for the duration.

On a successful saving throw, that creature takes half damage and is unaffected. The wendigo recovers a number of hitpoints equal to half the damage dealt from this attack.

## Legendary Actions (3/turn)

**Shadow Shift(1 action)** The wendigo can move up to its movement speed to a spot that it can see within range.

**Skinshift(1 action)** The wendigo can change its appearance. This movement does not provoke opportunity attacks

## WENDIGO SPELLS

### SPELLCASTING

The wendigo is an 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The wendigo has the following spells prepared:

- **Cantrips(At Will)** Dancing Lights, Toll the Dead, Thaumaturgy
- **1st level Spells(4/slots)** Bane, Disguise Self, Frost Fingers, Hex
- **2nd level Spells(3/slots)** Darkness, Invisibility, Pass without a Trace, Phantasmal Force
- **3rd level Spells(3/slots)** Bestow Curse, Dispel Magic, Fear
- **4th level Spells(3/slots)** Blight, Hallucinatory Terrain, Phantasmal Killer, Sickening Radiance\*
- **5th level Spells(2/slots)** Cone of Cold, Enervation, Srying, Tree Stride
- **6th level Spells(2/slots)** Eyebite, Harm, Transport Via Plants
- **7th level Spells(1/slots)** Tether Essence
- **8th level Spells(1/slots)** Horrid Wilting

For the wendigo, the spell, Sickening Radiance, deals cold damage instead of necrotic damage. Otherwise, the spell effects remain exactly the same.

## WENDIGO SPAWN

*Medium Undead, varies*

**Armor Class** 15 (Natural Armor)

**Hit Points** 60(8d8+24)

**Speed** 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	8 (-1)	14 (+2)	16 (+3)

**Skills** Perception +5, Stealth +8

**Damage Resistances** bludgeoning, piercing, and slashing damage from non-silvered weapons

**Damage Immunities** Cold, Necrotic, Poison

**Condition Immunities** Charmed, Exhausted, Frightened, Poisoned

**Senses** darkvision 120ft., passive Perception 15

**Languages** Languages

**Proficiency Bonus** +3

**Challenge** 5(1800xp)

**Devour** The wendigo spawn can use its reaction to make an attack against a creature with 0 hitpoints. Upon a hit, that creature is killed and the wendigo spawn regains 10 hitpoints.

**Life Sense** The wendigo spawn can pinpoint the presence of a humanoid within 1 mile of it.

**Mimicry** The wendigo can mimic sounds you have heard, including voices. A creature that hears the sounds the wendigo makes can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

**Regeneration** At the start of each of its turns, the wendigo spawn regains 10 hitpoints. It can only benefit from these features if it has at least 1 hitpoint or if it has not taken damage from silvered weapons on the previous round.

**Skulker** While in dim light, darkness, icy terrain, or obscured by ample plant life or snowfall, the wendigo spawn can use its bonus action to Hide.

**Undead Fortitude** Upon dropping to 0 hitpoints, the wendigo can make a Constitution saving throw equal to half the damage of the killing blow (minimum 10). Upon a successful saving throw, the Wendigo regains 1 hitpoint.

### Actions

**Multiattack.** The wendigo spawn can make three hungering strikes

**Hungering Strikes** *Melee Weapon Attack:* +10, 10ft., one target. Hit 7 (1d8+2) slashing damage + 5(1d8) necrotic damage. Creatures must succeed a DC 14 Constitution saving throw or it cannot regain hitpoints until the end of its next turn.



## BUNYIP

The bunyip is a strange beast whose true form is not truly understood. The only consistent accounts of this creature seems to suggest an amphibious creature that is chimeric in its appearance.

### CHIMERIC NATURE

Although not confirmed, it is believed that the inconsistency regarding the bunyips true form is due to its ability to continually change its shape into a unique form each day. Therefore, it is believed that regions with sighting of numerous types of bunyips may actually be encountering the same creature.

### AQUATIC MASTERY

One of the common traits associated with all bunyip encounters is that it seems to possess the ability to control the water around it. It is able to use this ability to manipulate level of the swamps and streams in which it lives to trap prey or to make a quick escape when endangered.

### SUPERNATURAL ENDURANCE

Encounters with the bunyip seems to suggest that it is resistant to most forms of weaponry, mundane or magical. However a number of accounts seem to believe that it seems to have a slight aversion to silvered weaponry. This had led to the belief that the bunyip could be an primeval ancestor to creatures that inflicted therianthropy onto humanoids, thus explaining its ability to change its appearance each day.

## BUNYIP TACTICS

The bunyip is believed to be an apex predator capable of competing with megafauna much larger than it. Despite its varying appearance, its base attacks seem to be relatively consistent on its form.

Its primary hunting tactic seems to rely largely on brute force ensnaring creatures within its deadly claws to crush it with its powerful limbs

### WATER LOVER

The bunyip rarely strays far from its river home ambushing its prey from underneath the water. While near the river, it is also at its strongest as it is able to manipulate the tides to trap its opponents or to push it away with a surging tide of water.

### BERSERK FURY

When threatened, the bunyip will rather stand its ground rather than flee. When wounded, the bunyip simply becomes stronger and is capable of shrugging off the harshest of blows as it enters a brutal frenzy of teeth and claws.

Foolishly trespassing or encountering a bunyip can quickly lead to ones doom for the bunyip will pursue its opponent either until it or its quarry dies.

# BUNYIP

*Large Monstrosity, varies*

**Armor Class** 15 (Natural Armor)

**Hit Points** 126 (12d10+60)

**Speed** 30ft., 60ft. swim

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10(+0)	20 (+5)	3 (-4)	17 (+3)	12 (+1)

**Saving Throws** Str +10, Con+8

**Skills** Athletics +10, Stealth +8, Perception +7

**Damage Resistances** bludgeoning, piercing, and slashing damage from non-silvered weapons

**Damage Immunities** Acid, Poison

**Senses** darkvision 120ft., passive Perception 18

**Proficiency Bonus** +4

**Challenge** 12 (8400 xp)

**Amphibious** The bunyip can breath in air and in water

**Chimeric Form(1/day)** The bunyip can change its form to appear as any chimeric abomination. This appearance can take the form of multiple creatures at a time. Its form cannot develop features that its base statistics do not possess( for example it cannot grow wings). While in this form, it retains its original statistics.

**Cryptic Nature** The bunyip is immune to the effects of divination spells. The bunyip leaves no tracks or scent for creatures to follow unless it chooses to.

**Immutable Form** The bunyip is immune to any spell or effect that would alter its form unless it wishes to be affected by it.

**Feral Frenzy** If the bunyip starts its turn below half its hitpoint maximum, it has advantage on its attack rolls and cannot be charmed or frightened.

**Frightening Presence** Any creature of the bunyip's choice within 60ft. must make a DC 18 Wisdom saving throw or become frightened for one minute. Creatures can repeat its saving throw at the end of its turns to end the effect upon a success. Upon a successful saving throw, creatures are immune to being frightened in this manner.

**Magical Attacks** The bunyip's attacks count as magical for the purpose of overcoming resistance.

**Water Lurker** While underwater, the bunyip can use its bonus action to hide

**Wounded Fury** When the bunyip starts its turn below half its hitpoint maximum, it gains resistance to all damage.

**Innate Spellcasting** The bunyip's spellcasting ability is Constitution(spell save DC 17). The bunyip can innately cast the following spells with no material components.

- *At Will* Shape Water, Control Water, Create or Destroy Water, Tidal Wave

## Actions

**Multiattack.** The bunyip can use its Bite and two claw attacks on its turn

**Bite Melee Weapon Attack:** +10, 5ft., one target. *Hit* 20 (4d6+6) piercing damage

**Claw Melee Weapon Attack:** +10, 10ft., one target. *Hit* 15 (2d8+6) slashing damage. If the target is a Medium or smaller creature is is grappled (escape DC 18) by the bunyip. The bunyip can only grapple one creature at a time in this manner. The bunyip can use its Crushing Embrace as a bonus action against a grappled creature.

## Bonus Actions

**Crushing Embrace** One creature grappled by the bunyip must succeed a DC 18 Strength saving throw. On a failed saving throw, that creature takes 22(4d10) bludgeoning damage and is restrained until the start of the bunyip's next turn. Creatures restrained in this manner cannot breathe or speak for the duration. On a successful save, creatures take half damage but are otherwise unaffected.



## MOTHMAN

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The mothman is a reclusive but extremely terrifying creature. Not much is known about it or its origins except for the fact that it seems to invoke existential dread in any creature that sees it.

### NOCTURAL SKULKER

The mothman seems to possess a close connection and darkness for all recorded encounters of the mothman seem to appear only at night. Firsthand accounts seem to suggest that it has the ability to snuff out nearly any presence of light and is able to blend into the shadows to escape from harm.

### MADDENING GAZE

The mothman is notorious for its ability to inflict madness on any creature that gazes into its eyes. The mere presence of this entity seems to drive all but the most strong-willed of creatures into a maddening fear.

Its bizarre mind seems to be completely unfathomable and it seems to possess the capability of reflecting psionic abilities and attacks back at its attackers.

However, its most frightening ability allows it to shatter the very minds of its foes, slowly wearing it down its will. Legends seem to suggest that given enough exposure to this madness is capable of killing a creature from the mental torment that creature undergoes.

## MOTHMAN TACTICS

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Legends seem to suggest the the mothman is not outwardly malevolent but rather extremely territorial. All accounts seem to suggest that individuals stumbled across a mothman stirring its into a menacing raging.

### GUARDED SECRETY

Any aggressive actions this creature takes seem to be initiated upon its discovery after which it relentlessly attempts to kill its foes. Many scholars have reason to believe that the mothman simply desires to be left alone and undiscovered and will do anything to keep existence a secret (including killing witnesses).

### ELUSIVE FIGHTER

The mothman rarely fights its enemy directly relying on stealth and psychic misdirection. It will use a wide variety of abilities to incapacitate its foes or cause them to fight imaginary enemies or even themselves. If the enemy appears to gain the upper hand, it will simply use its superior mobility and mastery of illusions to make its escape by misdirecting its opponents until the next window of opportunity presents itself.

### SHADOW WINGS

When antagonized, the mothman prefers to stay airborne using its unsurpassed flying speed to harry its foes. While its foes struggle to recover from its psionic abilities, it will dive bomb its opponents before flying back to the safety of the skies.

At times, it has even been known to use its four limbs to grasp targets dropping them from extreme heights.

### DESTROY WILLPOWER

When fighting multiple opponents, the mothman attempts to inflict fear or incapacitate as many creatures as it can with its spells or frightful presence. These abilities makes it easier for it to slowly wear down the willpower of its opponents eventually causing it to die from mental trauma.

### FEAR OF THE SUN

The mothman has one reliable fear which is sunlight, which can temporarily drive it off. However, if angry enough, it will only retreat to regroup and renew its attacks specifically against the wielder of sunlight. In the prelude hours of dawn, the mothman will cease any hostilities resorting to use the remaining vestiges of darkness to make its escape.

### CRYPTIC EXISTENCE.

Under most circumstances, the mothman will relentlessly fight to slay its pursuers as it wants to keep its existence a secret. However, if wounded or overwhelmed, it would simply retreat never to return to that location again for it may be better off to live in a new location that risk its own survival.

# MOTHPMAN

Medium Monstrosity, varies

**Armor Class** 17 (Natural Armor)

**Hit Points** 102 (12d10+36)

**Speed** 30ft., 120ft. fly

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19(+4)	16 (+3)	17 (+3)	19 (+4)	18 (+4)

**Saving Throws** Dex +8, Int +7, Wis +8, Cha +8

**Skills** Acrobatics +12, Stealth +12, Perception +8, Intimidation +12

**Damage Resistances** non-magical bludgeoning, piercing, and slashing damage

**Damage Immunities** Psychic

**Senses** magical darkvision 120ft., passive Perception 18

**Languages** can understand Common but cannot speak it.

**Proficiency Bonus** +4

**Challenge** 9 (5000 xp)

**Cryptic Nature** The mothman is immune to the effects of divination spells. The mothman leaves no tracks or scent for creatures to follow unless it chooses to.

**Flyby** The mothman can fly outside a creature's reach without provoking attack of opportunity.

**Frightening Presence** Any creature of the mothman's choice within 60ft. must make a DC 18 Wisdom saving throw or become frightened for one minute. Creatures frightened in this manner are under the effects of the *Confusion* spell. Creatures can repeat its saving throw at the end of its turns to end the effect upon a success. Upon a successful saving throw, creatures are immune to being frightened in this manner.

**Maddening Ward** When the mothman is forced to make a saving throw against an effect that deals psychic damage, or inflicts charm or fear, it automatically succeeds and takes no damage. It can force the caster to make a DC 16 Wisdom saving throw. On a failed saving throw, that creature suffers the effects of that attack instead.

**Magical Attacks** The mothman's attackers count as magical for the purpose of overcoming resistance.

**Magical Resistance** The mothman has advantage on saving throws against spells and magical effects.

**Shadowbringer** While at night, any bright light within 60ft. of the Mothman is turned into dim light and dim light is turned into magical darkness. This feature does not work during the day or in the presence of sunlight

**Shadow Cloak** While in dim light or darkness, attacks against the Mothman have disadvantage. Whenever it is fails a saving throw against an effect that deals damage, it takes half damage. Upon a successful saving throw, it takes none.

**Skulker** While in dim light or darkness, the mothman can use its bonus action to Hide.

**Skydive** If the mothman flies at least 60ft. down towards a target and makes a claw attack, it can deal an additional 21(6d6) damage.

## SPELLCASTING

The mothman is an 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The mothman has the following spells prepared:

**Cantrips(At Will)** Minor Illusion, Prestidigitation, Thaumaturgy

**1st level Spells(4/slots)** Cause Fear, Color Spray, Sleep

**2nd level Spells(3/slots)** Blur, Mirror Image, Pass without a Trace, Phantasmal Force

**3rd level Spells(3/slots)** Enemies Abound, Fear, Hypnotic Pattern

**4th level Spells(3/slots)** Confusion, Phantasmal Killer

**5th level Spells(2/slots)** Dream, Insect Plague, Misdread, Synaptic Static

## Actions

**Multiattack.** The mothman can cast a spell and make four claw attacks on its turn.

**Claw Melee Weapon Attack:** +8, 5ft., one target. *Hit* 7 (1d6+4) slashing damage.

**Gaze of Madness(Recharge 5-6)** Creatures within a 30ft. radius of the Mothman must succeed a DC 16 Wisdom saving throw. On a failed saving throw, creatures take 14(4d6) psychic damage, has its Wisdom score increases by 4(1d6), and is considered stunned and incapacitated until the end of its next turn.

On a successful saving throw, creatures take half damage and are unaffected.

Creatures frightened by the Mothman or under one of its spell effects automatically fail this saving throw.

Creatures can have the ability scores fully restored upon using *Greater Restoration* or completing a long rest.

# JACKELOPE

*Tiny Fey, varies*

**Armor Class** 15 (Natural Armor)

**Hit Points** 13 (3d4+3)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-3)	20 (+5)	12 (+1)	8 (-1)	15 (+2)	16 (+3)

**Skills** Acrobatics +9, Perception +6

**Damage Resistances** bludgeoning, piercing, and slashing damage from non-silvered weapons,

**Damage Immunities** Cold, Fire, Lightning, Necrotic

**Condition Immunities** Poisoned

**Senses** magical darkvision 120ft., passive Perception 15

**Languages** Languages

**Proficiency Bonus** +3

**Challenge** 1 (200xp)

**Charge** If the jackelope moves at least 20ft. in a straight line and make a gore attack against a creature on the same, turn, it can deal additional 7 (2d6) piercing damage.

**Cryptic Nature** The jackelope is immune to the effects of divination spells. The jackelope leaves no tracks or scent for creatures to follow unless it chooses to.

**Evasive** The jackelope can move outside a creature's reach without provoking opportunity attack

**Fey Ancestry** The jackelope has advantage on saving throws against charm, fear, or being put to asleep against its will

**Fiendish Nature** The jackelope is also considered as a fiend.

**Keen Senses** The jackelope has advantage on Perception checks that rely of sight, sound, or smell.

**Magical Attacks** The jackelope's attacks count as magical for the purpose of overcoming resistance.

**Magic Resistance** The jackelope has advantage on saving throws against spells and magical effects

**Mimicry** The jackelope can mimic sounds you have heard, including voices. A creature that hears the sounds the jackelope makes can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

**Nimble** The jackelope can move through the space of a creature at least one size larger than it without expending any additional movement

**Powerful Leap** The jackelope can spend any amount of its movement speed to jump vertically by that amount.

## Actions

**Bite** *Melee Weapon Attack:* +5, 5ft., one target. Hit 10 (2d4+5) piercing damage .

**Gore** *Melee Weapon Attack:* +5, 5ft., one target. Hit 8 (1d6+5) piercing damage .

## JACKELOPE

Jackelopes are peculiar creatures that resemble antlered rabbits. However, despite their appearance, they possess a unique bloodline for they are an interesting hybrid between fey and fiends. It is believed that jackelopes were common rabbits that evolved into something more due to continued exposure to both the Feywild and were later exposed to the conditions of the Abyss.

### DUAL NATURE

This rare form of magical evolution not only granted has them a wide array of defenses to enable them to live in such environments, they are able to understand and even mimic speech. Additionally, they seem to take on the characteristics of both of their respective planes as they can be tend to be rather sadistically playful.

### ELDER JACKELOPE

Thanks to their magical adaptation, jackelopes have been known to live for centuries and continue to grow. Given enough time, it can grown into a Elder Jackelope that can grow to the size of a house.

Elder jackelopes are seemingly worshipped by their lesser kin who serve as its minions bringing it food and acting on its behalf. They are particularly lazy and rarely leave their home unless absolutely necessary, oftentimes when challenged by another elder jackelope.

### ALCOHOLIC ADDICTION

For unknown reasons, jackelopes have an affinity for any form of ale or alcoholic drink. Because of this, they can prove to be quite a nuisance to nearby settlements as they commonly raid taverns in packs to steal their wares and will become extremely violent against those who attempt to stop them.

### JACKELOPE TACTICS

Their magical exposure has altered their physiology to the degree wherein they are now rather carnivorous. Using their intelligence and talents for mimicry, they are able to lure prey to their doom.

Although jackelopes tend to hunt relatively small prey, given enough numbers, they have been known to target larger creatures such as humanoids.



## ELDER JACKELOPE

*Huge Fey, varies*

**Armor Class** 18 (Natural Armor)

**Hit Points** 69(6d12+36)

**Speed** 60ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	22 (+6)	2 (-5)	15 (+2)	21 (+5)

**Skills** Acrobatics +9, Perception +6

**Damage Resistances** bludgeoning, piercing, and slashing damage from non-silvered weapons,

**Damage Immunities** Cold, Fire, Lightning, Necrotic

**Condition Immunities** Poisoned

**Senses** magical darkvision 120ft., passive Perception 15

**Languages** Languages

**Proficiency Bonus** +3

**Challenge** 6 (2300xp)

**Charge** If the jackelope moves at least 30ft. in a straight line and make a gore attack against a creature on the same, turn, it can deal additional 20(3d12) piercing damage. If the target is a creature, it must succeed a DC 14 Strength saving throw or be knocked prone on a failed save. The jackelope can use its bonus action to make a bite attack against a prone creature.

**Cryptic Nature** The jackelope is immune to the effects of divination spells. The jackelope leaves no tracks or scent for creatures to follow unless it chooses to.

**Evasive** The jackelope can move outside a creature's reach without provoking opportunity attack

**Fey Ancestry** The jackelope has advantage on saving throws against charm, fear, or being put to asleep against its will

**Fiendish Nature** The jackelope is also considered as a fiend.

**Keen Senses** The jackelope has advantage on Perception checks that rely of sight, sound, or smell.

**Legendary Resistances(3/day)** If the jackelope fails a saving throw, it can choose to succeed.

**Magical Attacks** The jackelope's attacks count as magical for the purpose of overcoming resistance.

**Magic Resistance** The jackelope has advantage on saving throws against spells and magical effects

**Mimicry** The jackelope can mimic sounds you have heard, including voices. A creature that hears the sounds the jackelope makes can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

### Actions

**Multiattack** The jackelope can make a bite and a kick attack on its turn.

**Bite** *Melee Weapon Attack:* +6, 5ft., one target. Hit 13 (4d4+3) piercing damage .

**Kick** *Melee Weapon Attack:* +6, 5ft., one target. Hit 12 (2d8+3) bludgeoning damage . If the target is a creature, it must succeed a DC 14 Strength saving throw or fall prone.

**Gore** *Melee Weapon Attack:* +6, 5ft., one target. Hit 16 (2d12+3) piercing damage .

### Legendary Actions(3/turn)

**Dash (1 action)** The jackelope can move up to its movement speed to a spot that it can see within range.

**Resilience(1 action)** The jackelope can end one condition or spell effect on itself.

**Terrible Screech(3 actions)** Creatures within 30ft. of the jackelope must succeed a DC 16 Wisdom saving throw or become frightened until the end of its next turn.



## MANHUNTER TREE

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The manhunter tree is arguably the most powerful of all known cryptids. Despite its name, the manhunter tree is actually a demon that originates from the Abyss. It is believed that manhunter tree seeds were brought by demons from the Abyss to be grown on the Material Plane.

### SOUL FEEDER

Despite its appearance as a tree, it does not require sustenance as most plants. Instead, it feeds upon the life force from the souls of living creatures. Although it preferred prey is the life force of sentient creatures such as humanoids, it is able to sate its appetite by consuming animals. Creatures devoured by the tree are unable to be revived in any manner as its soul is trapped until the tree is slain.

### CRUEL TRICKSTER

Despite its appearance, the manhunter tree is extremely intelligent and can be especially cruel and twisted in its tactics. Upon each creature it consume, it is capable of mimicking that creature's voice using it to lure more victims within its grasp. Numerous accounts have even reported that its trunk seems to show to twisted and gnarled faces of each individual it consumes

### FLORAN DISGUISE

Due to its limited mobility, the manhunter tree wishes to conceal its true identity as much as possible as it relies on its unassuming form to take advantage of its opponents. It is able to mask its aura as a fiend to resemble that of a plant. This magical mask seems to be able full various forms of divination that reveals the true of such a creature.

However, there are ways to counter this defense as the tree is still susceptible to effects that specifically weakens fiends such as *Protection from Good and Evil*.

### SERVANT VINES

Just as a normal tree, the manhunter tree does not have the luxury of moving or pursuing its prey. Instead, it can create small "tree" that it can control that patrols the nearby vicinity of the tree. These "trees" are actually colossal vines that are able to ensnare unsuspecting prey bringing it to the tree's full form wherein it can consume it.

### ABYSSAL REBIRTH

If a Manhunter tree is slain on the Material Plane, a single manhunter tree seed begins to sprout in the Abyss taking years to regrow.

Once full regrown, the tree often retains the memories of all the victims it devoured in its previous life. To fully slay this entity, the seed must be destroyed on the Abyss releasing all the souls of the devoured creature.

These seeds are often found in "gardens" dedicated to these tree for whenever they die on another plane waiting for demons to collect them and redistribute them to the multiverse.

## MANHUNTER TREE TACTICS

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The manhunter tree primarily relies on its manhunter vines to find and kill any potential prey to bring it towards its main body. As the tree is acutely aware of its nearby surroundings, it prefers to keep its enemies away from its true body and will continually spawn more manhunter vines to its quarry.

If a creature manages to distinguish its true form from the rest of the forest, the tree itself is more than capable of defending itself sending storms of needles at attackers from a distance or using its massive boughs to constrict any creature in range.

Any creature trapped in the clutches of its boughs are quickly consumed into its fiendish maw were it is shredded to pierces.

# MANHUNTER TREE

*Gargantuan fiend, varies*

**Armor Class** 15 (Natural Armor)

**Hit Points** 264(16d20+96)

**Speed** 0ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	21 (+5)	20 (+5)	23 (+6)

**Skills** Athletics +17, Perception +10, Deception +16

**Damage Resistances** bludgeoning, piercing, and slashing damage from non-silvered weapons,

**Damage Immunities** Cold, Fire, Lightning, Poison, Necrotic

**Condition Immunities** Charmed, Blinded, Frightened, Stunned, Paralyzed, Poisoned

**Senses** magical darkvision 120ft., tremorsense 120ft., passive Perception 21

**Languages** Languages

**Proficiency Bonus** +6

**Challenge** 20 (25000xp)

**Cryptic Nature** The manhunter tree is immune to the effects of divination spells. The jackelope leaves no tracks or scent for creatures to follow unless it chooses to.

**Grasping Vines** Whenever a creature first enters within 30ft. of the manhunter tree, it can use its reaction to make an attack against that creature.

**False Appearance** While motionless, the manhunter tree is indistinguishable from a normal tree

**Floran Persona** The manhunter tree is able to hide its true nature against effects that would reveal its nature as a fiend, such as Divine Sense or Primeval Awareness. Instead, its aura registers as a Plant.

**Floran Nature** The manhunter tree is also considered as a fiend.

**Legendary Resistance(3/day)** If the manhunter tree fails a saving throw, it can choose to succeed. Upon using this feature, it can regrow an additional vine.

**Magical Attacks** The manhunter tree's attacks count as magical for the purpose of overcoming resistance.

**Magic Resistance** The manhunter tree has advantage on saving throws against spells and magical effects

**Mimicry** The jackelope can mimic sounds you have heard, including voices. A creature that hears the sounds the jackelope makes can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

**Reactive** The manhunter tree can take a reaction at the end of each of its turns.

**Regeneration** If the manhunter tree has at least 1 hitpoint, it regains 30 hitpoints at the start of each of its turns.

**Tangled Roots** Creatures of the manhunter tree's choice within 30ft. of it must treat that area as difficult terrain

## Actions

**Constricting Vine** *Melee Weapon Attack*: +6, 30ft., all targets in range. Hit 20 (2d12+7) bludgeoning damage +14(4d6) piercing damage. If the target is a Large or smaller creature, it is grappled and restrained by the tree (escape DC 21).

As a bonus action, the manhunter tree reel in a creature up to 30ft. and can make a devouring trunk attack against a creature grappled in this manner.

Creatures constricted by the vines takes 14(4d6) piercing damage at the start of each of its turns

**Needle Storm** *Ranged Weapon Attack*: +6, 120/480ft., all targets in range. Hit 18 (2d10+7) piercing damage. This attack can hit 4 times against the same target or against different creatures.

**Vine Command** The manhunter tree can command two man-eating vines to move up to its movement speed and make an attack against a creature within range.

**Summon Manhunter Vines(Recharge 5-6)** The manhunter tree can summon 3 (1d4) manhunter vines in an unoccupied spot within 120ft. of the tree. These vines act on initiative count 20 (losing all ties) and act as allies to the manhunter tree.

## Bonus Actions

**Devouring Trunk** *Melee Weapon Attack*: +13, 5ft., one Large or smaller grappled creature. Hit 34 (6d8+7) piercing damage. Upon a hit, the creature is swallowed. A swallowed creature must be blinded, restrained, and cannot breathe and takes 21 (6d6) piercing damage at the start of each of its turns.

Whenever the tree takes damage from a swallowed creature, it must succeed a Constitution saving throw with a DC equal to half the damage dealt(minimum 10) to escape. Upon a failed saving throw, the tree regurgitates all swallowed creatures in a space within 5ft. of the tree.

If the tree dies, creatures can use 20ft. of its movement speed to exit the tree prone.

If a creature is reduced to 0 hitpoints while swallowed, it dies and cannot be revived by any means short of a *Wish* spell or fully killing the manhunter tree.

## Legendary Actions(3/turn)

**Vine Shift(1 action)** The manhunter tree can move a manhunter vine up to 30ft. to a spot within range.

**Resiliency(1 action)** The manhunter tree can end one condition or spell effect on itself

**Vine Strike(2 action)** The manhunter tree can grow 1 man-eating vine



## MANHUNTER VINE

*Huge fiend, varies*

**Armor Class** 15 (Natural Armor)

**Hit Points** 76(8d12+24)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	1 (-5)	10 (+0)	17 (+3)

**Skills** Athletics +10, Perception +3

**Damage Resistances** bludgeoning, piercing, and slashing damage from non-silvered weapons,

**Damage Immunities** Cold, Fire, Lightning, Poison, Necrotic

**Condition Immunities** Charmed, Blinded, Frightened, Stunned, Paralyzed, Poisoned

**Senses** magical darkvision 60ft., tremorsense 60ft., passive Perception 13

**Languages** Languages

**Proficiency Bonus** +3

**Challenge** 6 (2300xp)

**Cryptic Nature** The man-hunter vine is immune to the effects of divination spells. The vine leaves no tracks or scent for creatures to follow unless it chooses to.

**Grasping Vines** Whenever a creature first enters within 30ft. of the manhunter vine, it can use its reaction to make an attack against that creature.

**False Appearance** While motionless, the manhunter vine is indistinguishable from a normal tree

**Floran Persona** The manhunter vine is able to hide its true nature against effects that would reveal its nature as a fiend, such as Divine Sense or Primeval Awareness. Instead, its aura registers as a Plant.

**Floran Nature** The manhunter vine is also considered as a fiend.

**Magical Attacks** The manhunter vine's attacks count as magical for the purpose of overcoming resistance.

**Magic Resistance** The manhunter vine has advantage on saving throws against spells and magical effects

**Reactive** The manhunter vine can take a reaction at the end of each of its turns.

**Regeneration** If the manhunter vine has at least 1 hitpoint, it regains 10 hitpoints at the start of each of its turns.

### Actions

**Constricting Vine** *Melee Weapon Attack*: +7, 15ft., one target. Hit 13 (2d8+4) bludgeoning damage +7(2d6) piercing damage. If the target is a Large or smaller creature, it is grappled and restrained by the manhunter vine (escape DC 15).

Creatures constricted by the vines takes 7(2d6) piercing damage at the start of each of its turns



## VOID JELLYFISH

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The void jellyfish is probably the most misunderstood of cryptids as few actually understand what it is or its motives. In fact, its name may not be entirely accurate for it is based off the very few clear accounts to describe it.

### MYSTERIOUS SIGHTINGS

Most accounts associated with the void jellyfish are accompanied with unexplained sounds or lights in the light sky. Although most of these effects could be replicated via magical effects, none of these effects seem to be generated by arcane means as numerous methods to detect or even counter them seems to have no effect.

### OTHERWORLDLY DEFENSE

All sightings associated with the jellyfish seem to reveal that it has the ability to move at unnatural speeds and seemingly defying our common understanding of physics.

These entities seems to surround themselves with a field that seems to weaken and even reflects magical effects. Whenever directly targeted or tracked, these entities seem to disappear in the blink of an eye or even temporarily phase out of existence.

If truly threatened, they seem to possess powerful mastery of gravity and is able to disintegrate any creature in its path with dazzling beams of energy.

### OTHERWORLDLY KIDNAPPING

Many experts believe that these entities have traveled to each of the planes seemingly searching for something. The true motives of this investigation is still unclear and some believe they vary depending on the sightings as there may be multiple factions of these entities.

Numerous eyewitnesses claimed they were taken in a flash a light and transported to an alien environment and then returned hours or days later. However, some accounts have even suggested creatures have been abducted and never returned.

## VOID JELLYFISH TACTICS

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In combat, void jellyfish are a complete enigma and are completely unpredictable. In most circumstances when encountered, they will simply teleport or shift to another plane of existence.

### PLANE SHIFT

Sometimes first contact is quite intriguing to them and they will attempt to abduct targets using their teleportation beam. These beams will take its victims to demiplane created by the jellyfish or its allies or it'll simply transport creatures to another plane for unknown purposes.

### LAST RESORT

Only in the most extreme circumstances, wherein it cannot escape or its objective are seriously threatened by a creatures actions) is will use its plasma beam and mastery of gravity to obliterate its opponents. If overwhelmed, it will use its teleportation beam to transport creature to a harmful plane, such as the plane of fire.

Thankfully, it seems the the goals for the void jellyfish do not seem to be directly hostile (at the moment), so these tactics typically are not used until absolutely necessary. They seem to be content to observing and temporarily abducting creatures before vanishing in a blink of the eye.



## VOID JELLYFISH

*Gargantuan Aberration, varies*

**Armor Class** 17 (Natural Armor)

**Hit Points** 120(8d20+40)

**Speed** 60ft. fly(hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	24 (+7)	19 (+4)	21 (+5)

**Skills** Arcana +13, Acrobatics +10, Investigation +13, Perception +12

**Damage Resistance** Cold, Force, Poison, Radiant, damage from spell effects

**Condition Immunities** Blinded, Charmed, Prone, Poisoned

**Senses** truesight 120ft., passive Perception 22

**Languages** 120ft., Telepathy

**Proficiency Bonus** +4

**Challenge** 9 (5000xp)

**Alien Nature** The void jellyfish's spells do not count as spells for the purpose of an *Antimagic Field*, *Detect Magic*, *Counterspell*, *Dispel Magic* or similar effects that work specifically for spells and magical effects.

**Antimagic Dampener** The void jellyfish has advantage on saving throws against spell effects. Upon a failed saving throw, the jellyfish takes half damage. On a successful saving throw, the jellyfish takes no damage and redirects the spell back at the caster.

**Cryptic Nature** The void jellyfish is immune to the effects of divination spells. The void jellyfish leaves no tracks or scent for creatures to follow unless it chooses to.

**Displacement Field** The void jellyfish projects a magical illusion that makes its appearance hard to decipher. Attacks against the Void Jellyfish have disadvantage.

**Immutable Form** The void jellyfish is immune to any spell or effect that would alter its form unless it wishes to be affected by it.

**Unusual Appearance** The void jellyfish does not require to breathe, eat, or sleep.

**Innate Spellcasting** The Void Jellyfish's spellcasting ability is Charisma(spell save DC 17). The void jellyfish can innately cast the following spells with no material components.

**At Will** Arcane Gate, Dancing Lights, Dimension Door, Invisibility, Legend Lore, Plane Shift(Self), Scrying, Reverse Gravity, Teleport(Self)

### Actions

**Plasma Beam** Creatures in a 120ft. long and 20ft. wide column originating from under the Void Jellyfish must succeed a DC 17 Dexterity saving throw. On a failed saving throw, creatures take 18(4d8) radiant + 18(4d8) force damage. Upon a successful saving throw, creatures take half damage. If a creature is reduced to 0 hitpoints, it is disintegrated and turned to ash.

**Teleportation Beam** Creatures in a 120ft. long and 20ft. wide column originating from under the Void Jellyfish must succeed a DC 17 Charisma saving throw. On a failed saving throw, creatures are transported to a different plane of the Void Jellyfish's choice or its own personal demiplane.

A creature can only leave the jellyfish's demiplane only by using magic that enables planar travel. The demiplane resembles a location of the jellyfish's choice roughly 1000ft. in diameter and a ceiling 100ft. high. It contains any object or creature transported in this manner.

The void jellyfish can't be harmed from within the demiplane. If the jellyfish dies, the demiplane disappears and everything inside it appears around the corpse. the demiplane is otherwise indestructible.

Objects of the jellyfish's choice that are fully enclosed within this beam are automatically transported.

### Bonus Action

**Dimension Shift** The void jellyfish can use its reaction to teleport 60ft. to a spot that it can see within range.

### Reaction

**Reality Phase** When the void jellyfish is targeted with an attack or spell effect, it can use its reaction to phase into another plane becoming immune to all damage until the end of the attacker's turn.

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