

TZAKANDI

Medium aberration (lizardfolk), neutral

Armor Class 15 (Natural Armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 13 (+1) | 17 (+3) | 14 (+2) | 16 (+3) | 15 (+2) |

Saving Throws INT +4, WIS +5, CHA +4

Skills Perception +3, Stealth +4, Survival +5

Senses Passive Perception 13

Languages Common, Draconic, Telepathy 60 ft.

Challenge 4 (1,100 XP)

Cold Blooded. If the tzakandi takes cold damage, it cannot make more than one attack on its next turn.

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

Actions

Multiattack. The tzakandi makes three attacks, one of which may be with its tentacles.

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

Tentacles. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) psychic damage and the target is grappled (escape DC 14).

Hooked Pike. Melee: +4 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) slashing damage. If the target is mounted, it must succeed on a DC 12 Dexterity saving throw or be dragged from its mount and takes an additional 3 (1d6) bludgeoning damage.

Extract Brain. Melee Weapon Attack: +4 to hit, reach 5 ft., one incapacitated humanoid grappled by the tzakandi. Hit: The target takes 33 (6d10) piercing damage. If this damage reduces the target to 0 hit points, the tzakandi begins to extract and devour the target's brain. At the beginning of the tzakandi's next turn, the target dies and the tzakandi gains 20 temporary hit points.

Haywire Spit (Recharge 5-6). The tzakandi spits a globule of psychoactive acid. One creature within 30 ft. must succeed on a DC 13 Constitution saving throw or take 14 (4d6) acid damage and be Stunned until the end of the tzakandi's next turn.

Reactions

Telekinetic Outburst. As a reaction to being reduced below 49 hit points, the tzakandi lashes out telekinetically. Each creature within 20 ft. must succeed on a DC 13 Strength saving throw or be knocked prone.

TZAKANDI LORE

History DC 15: Tzakandi, lacking the telepathic capacity of their illithid counterparts, cannot easily maintain a constant connection to an Elder Brain to ensure their loyalty. Rather, they imprint on the first Illithid they see, developing bond of unshakeable loyalty and following the commands that illithid relays from the Elder Brain.

History DC 20 When a tzakandi's bonded illithid dies, the tzakandi often soon follows it. Tzakandi that do not are known to attach themselves to other illithids, or even non illithid creatures in a similar fashion.

Nature DC 10: Tzakandi are formed from lizardfolk subjected to ceremorphosis, leading some to believe that the illithid insistence that the process is only possible with mammals to aesthetic preference, rather than anything biological.

Nature DC 15: Tzakandi display a wide range of outcomes from the ceremorphosis process, some growing two long tendrils from the back of their heads, others displaying the more traditional illithid arrangement of four tendrils spilling out from where the mouth would once have been.

Nature DC 20: Tzakandi are formed from tadpoles that display unusual aggression or attachment, traits usually considered unbecoming of an illithid that would ordinarily relegate those tadpoles to be resorbed by the elder brain.

Religion DC 15: Unlike most illithid-kin, tzakandi are prone to bouts of religious fervor. Mind flayers periodically find the need to stamp out tzakandi cults on general principle, despite the fact that their object of worship is the elder brain, more often than not.



UCHUULON LORE

Arcana DC 15: Uchuulon, like their chuul relatives, have weak latent psionic powers. When distressed, they release an uncontrolled burst of psychic energy that is particularly unpleasant for psychically sensitive creatures.

History DC 15: Uchuulons can innately sense magic. Those attempting to avoid their notice are advised to leave their magic items behind, or otherwise mask their presence.

History DC 20: Uchuulons are the result of incomplete ceremorphosis, tadpoles implanted in mature chuul and killed by its natural defenses before the process is complete.

Nature DC 10: Uchuulon produce a thick mucous that covers their shells, imbued with a powerful paralytic that helps the slower chuuls subdue prey.

Nature DC 15: The translucent shells of uchuulon are much softer and more flexible than that of the common chuul. If a bright light is held up to them, the individual ganglia that form up the uchuulon's nervous system can be seen spreading beneath the surface.



UCHUULON

Large aberration, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 97 (13d10 + 26)

Speed 20 ft., swim 30 ft..

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 10 (+0) | 15 (+2) | 9 (-1) | 11 (+0) | 5 (-3) |

Skills Athletics +5, Perception +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 14

Languages Deep Speech

Challenge 3 (700 XP)

Amphibious. The uchuulon can breathe air and water

Sense Magic. The uchuulon senses magic within 120 feet of it. It can't be surprised by creatures carrying magic items.

Translucent Shell. While the uchuulon is illuminated in bright light, attacks made against the uchuulon score a critical hit on an 18-20.

Paralytic Mucous. A creature that hits the uchuulon with a melee attack must succeed on a DC 12 Constitution saving throw or have its movement speed reduced by 10 ft. for the next minute. A creature that has its movement speed reduced to 0 in this way is Paralyzed for the next minute.

Actions

Multiattack. The chuul makes two melee attacks, one of which it may replace with a use of its Tentacles.

Seizer Claw. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) piercing damage and the target is grappled (escape DC 13) and dragged up to 5 feet towards the uchuulon. The uchuulon can grapple only a single target at a time.

Crusher Claw. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 13 (3d6 + 3) piercing damage and the target must succeed on a DC 13 Constitution saving throw or suffer disadvantage on attack rolls that use Strength until it completes a short or long rest.

Tentacles. One creature grappled by the chuul must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While Poisoned in this way, the target has its movement speed reduced by 10 and repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Slippery Deflection. As a reaction to being hit with a melee attack, the uchuulon halves the attacks damage against it.

Psychic Static (1/day). As a reaction to being reduced below 49 hit points, the chuul forces each creature within 10 feet of it to succeed on a DC 12 Intelligence saving throw or take 11 (2d10) psychic damage. A creature with telepathy makes this saving throw at disadvantage.

UROPHION LORE

History DC 20: Despite being of near equal intelligence and capability as their true Illithid kin, urophions are treated as little better than thralls in Illithid society, relegated to guarding little-traveled passages.

Nature DC 15: The ceremorphosis process converts the stony skin of the roper into something thinner, denser, and more flexible, allowing the urophion a greater range of movement. It also appears to act as a mild psychic dampener, diminishing the urophions innate telepathic abilities while also providing it a layer of protection against psychic assaults.

Nature DC 20: Because of their natural psychic resistance, urophions maintain only a tenuous connection to their controlling Elder Brain, often leading to garbled or misunderstood commands.



UROPHION

Large aberration, lawful evil

Armor Class 18 (Natural Armor)

Hit Points 161 (19d10 + 57)

Speed 20 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 13 (+1) | 16 (+3) | 17 (+3) | 16 (+3) | 15 (+2) |

Skills Perception +6, Stealth +5

Senses Darkvision 60 ft., Passive Perception 16

Damage Resistances Lightning, Psychic

Languages Common, Deep Speech, Undercommon, Telepathy 5 ft.

Challenge 8 (3,900 XP)

False Appearance. While the urophion remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The urophion can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the urophion, which can extrude a replacement tendril on its next turn. A tendril can also be broken as an action with a successful DC 15 Strength check.

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

Voice of Many Mouths. The urophion's mouth is incapable of speech. When it speaks, it does so through the mouths of each creature it has grappled.

Actions

Multiattack. The urophion makes six stupefying tendril attacks, up to one of which it may replace with its Bite, Reel, or Extract Brain.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) piercing damage. This attack is made with advantage against a grappled creature. On a critical hit, the target is Stunned until the end of the urophion's next turn.

Stupefying Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 15). A creature that starts its turn grappled by one or more tendrils has its Intelligence score reduced by 7 (2d6) until the grapple is released. A creature that has its Intelligence reduced to 0 in this way is Stunned until the grapple is released.

Reel. The urophion pulls each creature grappled by it up to 25 feet straight toward it.

Extract Brain. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the urophion. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the urophion begins to extract and devour the target's brain. At the beginning of the urophion's next turn, the target dies and the urophion gains 40 temporary hit points.

Haywire Mind Blast (Recharges when the urophion uses its Extract Brain). The urophion magically emits psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 14 Intelligence saving throw or take 21 (4d8 + 3) psychic damage and subtract 1d6 from attack rolls and saving throws it makes for the next minute.

An affected creature repeats this saving throw at the end of each of its turns, ending the effect on itself on a success.