

KAIJUDRAKKEN

Source: Homebrew, inspired by Godzilla.

A kaijudrakken is a gigantic bipedal reptile with the ability to breathe gouts of white-hot flame. Towering over the landscape, it destroys everything around it when aroused to anger. A kaijudrakken is a type of **gargantuan**.

Unlike most gargantua, a kaijudrakken often considers Humanoids to be threats despite their relatively tiny size. Thus, a kaijudrakken often goes on a tremendous rampage of extermination when it comes upon a city or town, not resting until it is driven off or until it has laid waste to the entire local population to ensure it isn't attacked.

Some say that the kaijudrakken are the product of mad wizardry gone awry, while others claim that they are a natural force roused from deep slumber by arrogant humans (or others) who provoked them into wakefulness. Whatever the case, when a kaijudrakken appears in an area, the wise flee as far and as fast as they can.

Looking for a Friend? On several occasions when a kaijudrakken appeared, a lone human, often a child, managed to befriend it, leading it away from people and back into isolation. This has led some sages to conclude that kaijudrakken are misunderstood, and if not greeted with violence, might be able to coexist with Humanoid peoples.

Kaijudrakken Challenge Rating: When assessing the Challenge Rating of a kaijudrakken, assume that its Stomp and Tail Sweep each target two creatures.

Kaijudrakken Treasure. A kaijudrakken cares nothing for treasure.

Kaijudrakken

Gargantuan Dragon, often neutral

Armor Class 18 (natural armor)

Hit Points 560 (32d20+224)

Speed 50 ft.

**STR 27 (+8), DEX 10 (+0), CON 24 (+7),
INT 5 (-3), WIS 15 (+2), CHA 12 (+1)**

Saving Throws Dex +8, Wis +10, Cha +9

Damage Immunities fire

Senses darkvision 300 ft., passive Perception 12

Languages -

Challenge 25 (75,000 xp) **Prof** +8

Immense. The gargantuan controls a 40' x 40' space in combat.

Legendary Resistance (3/day). When the gargantuan fails a save, it can choose to succeed instead.

Siege Monster. The gargantuan does double damage to objects and structures.

ACTIONS

Multiattack. The kaijudrakken makes three attacks: one with its Bite, one with its Stomp, and one with its Tail Sweep.

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. *Hit:* 34 (4d12+8) piercing damage.

Stomp. Melee Weapon Attack: +16 to hit, reach 20 ft., each creature in a 10' radius cylinder 40' high. *Hit:* 35 (6d8+8) bludgeoning damage.

Tail Sweep. Melee Weapon Attack: +16 to hit, reach 20 ft., each creature in a 20' cone. *Hit:* 30 (4d10+8) bludgeoning damage.

Breath Weapon (recharge 5-6). The gargantuan breathes fire in a 120' cone. Each creature in the cone must make a DC 23 Dexterity save, suffering 66 (12d10) fire damage on a failure or half that on a success.

LEGENDARY ACTIONS

The gargantuan can use 3 legendary actions, choosing from the options below. One legendary action can be used at a time and only at the end of another creature's turn. The gargantuan regains spent legendary actions at the start of its turn.

- **Rampage.** The gargantuan makes one Stomp or Tail Sweep attack that targets only a single structure or object.
- **Recharge.** The gargantuan rolls to recharge its breath weapon.
- **Roar.** The gargantuan unleashes a terrifying bellow. Each creature in a 50' cone must make a DC 19 Wisdom save or be frightened of the gargantuan until the end of the creature's next turn.

Kaijudrakken Stormbringer

The kaijudrakken stormbringer uses the Kaijudrakken stat block with the following changes.

- Instead of Damage Immunity to fire, it has Damage Immunity to lightning and thunder.
- Instead of fire, its Breath Weapon deals lightning damage.

The stormbringer has the following additional Trait.

- **Stormbringer.** The weather within 10 miles of the kaijudrakken is stormy, with high winds and significant precipitation.

KALA

Source: *2e Kara-Tur Monstrous Compendium Appendix.*

The kala are a race of savage humanoids who live in icy wastelands. They have earned a reputation for brutality and are well-known as ferocious flesh-eaters and cannibals. Generally hairless, a kala has pale yellow skin that is cold to the touch, dull black eyes, ears twice the size of a human's, and long snouts that dangle over their upper lips. Their fingers are tipped with deadly talons as sharp as a sword. Their feet are broad and flat, helping the kala to move over ice.

Kala are inured to the cold, and wear no more than a fur and leather loincloth even in blizzards.

Hungry Hunters. It is rare that kala get enough meat to avoid hunger for any length of time, so they spend much of their time roaming in search of prey, preferring Humanoid, and especially human, flesh when it is available. Many kala are skilled trackers, and some set cunning traps hidden in the snow to incapacitate or immobilize humans until the kala return and make the kill.

Small Families. Kala live in family groups that typically have between two and eight males, an equal number of females, and about half as many young. Typically, the largest male leads the group, but female kala leaders aren't unheard of. Kala mate seasonally, and don't form lasting pairs. Instead, when the mating season comes, the males compete for the most desirable females. Less desirable females become the caretakers for the young, and losing males are banished from the group, becoming bitter and dangerous roamers.

Kala Treasure. A group of at least four kala has a 25% chance each of having 2d10 x 25 ep, 1d10 x 10 gp, 1d12 pp, 2d6 gems, and 1d4 pieces of jewelry.

KALA PCS

A kala would be an unusual pc choice. Normally found only in remote areas, a kala that wandered away from its people and lacked their typical savagery would be an interesting pc.

High Level (11+): A kala's main advantages are its impressive physical ability scores and its bite's poison. These put it significantly above the starting damage output of standard pcs, and therefore, a kala is only suitable for starting with higher level characters.

KALA TRAITS

Kala pcs have the following racial traits.

Ability Score Adjustments. Your Strength score increases by 4, and your Dexterity and Constitution scores each increase by 2. Conversely, your Intelligence score decreases by 4.

Superhuman Potential. Your maximum Strength score is 22.

Subhuman Potential. Your maximum Intelligence score is 18.

Age. A kala is an adult by the age of 12, is old by about 40, and rarely lives past 60.

Size. You are Medium. A kala typically stands 6' to 7' tall and weighs 200 lbs to 400 lbs.

Natural Armor. You can figure your AC as 16 + your Dex bonus.

Natural Weapons. You have a natural claw attack that deals 1d8 slashing damage.

In addition, you have a natural bite attack that deals 1d4 piercing damage. When a creature takes damage from your bite, it must make a Con save, DC 8 + your Con bonus + your proficiency bonus, or be poisoned for 10 minutes.

While poisoned in this way, the creature is wracked by extreme pain. Each time it starts its turn and is conscious, it takes 11 (2d10) psychic damage. If this damage reduces the target to 0 hit points, it is unconscious but stable.

At the end of each of the creature's turns, it can repeat the save, ending the effect on itself on a success. However, if it fails three of these saves, it stops making saves to end the effect.

Hit Point Kicker. You start with 25 bonus hit points, in place of your racial Hit Dice.

Languages. You speak Common and Kala.

Kala

Medium Humanoid (Kala), often neutral

Armor Class 18 (natural armor)

Hit Points 115 (14d8+52)

Speed 30 ft.

**STR 17 (+3), DEX 15 (+2), CON 16 (+3),
INT 6 (-2), WIS 13 (+1), CHA 10 (+0)**

Skills Survival +3

Damage Immunities cold

Senses passive Perception 11

Languages Kala, Common

Challenge 4 (1,100 xp)

Prof +2

ACTIONS

Multiattack. The kala makes two Greatclub attacks. It can substitute a Claw attack for one or both of these.

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target must make a DC 13 Con save or be poisoned for 10 minutes.

While poisoned in this way, the creature is wracked by extreme pain. Each time it starts its turn and is conscious, it takes 11 (2d10) psychic damage. If this damage reduces the target to 0 hit points, it is unconscious but stable.

At the end of each of the creature's turns, it can repeat the save, ending the effect on itself on a success. However, if it fails three of these saves, it stops making saves to end the effect.

Kala Cave Dweller

The kala cave dweller uses the Kala stat block with the following changes.

- Its AC is 20 (natural armor).
- It has 156 hit points (16d8+84 Hit Dice).
- Its Challenge Rating is 6 (2,100 xp).
- Its proficiency bonus is +3.

Kala Ill-Breather

The kala ill-breather uses the Kala stat block with the following changes.

It has the following additional Action option.

- **Ill Breath (recharge 5-6).** The ill-breather exhales a 10' cone of foul vapor. Each creature in the cone must succeed on a DC 13 Con save or become diseased. While so diseased, the creature can't regain hit points magically, and the creature takes 7 (2d6) damage each time it completes a long rest.

Kala Sneak

The kala sneak uses the Kala stat block with the following changes.

- Its trained skills are Stealth +6, Survival +4.
- Its attack bonuses and save DCs increase by 1.
- Its Challenge Rating is 5 (1,800 xp).
- Its proficiency bonus is +3.

It has the following additional Trait.

- **Sneak Attack (1/turn).** If the kala hits a creature with a weapon attack when it has advantage against the creature, or if it doesn't have disadvantage and the target has another hostile creature within 5' of it and that creature isn't incapacitated, the kala can deal an extra 10 (3d6) damage.

KALAREEM

Source: *3e Fiend Folio*.

Among the few creatures known to come from the Plane of Mirrors are the **nerra**, strange humanoids with mirrored bodies. The kalareems are the brute warriors of nerra society. While most nerras are sneaky fighters, kalareem instead take a frontal role in combat, leading from the front and throwing themselves in the midst of their enemies.

When the nerra mount their periodic expeditions to probe the defenses of the World, it is the kalareem who lead the charge, and it is usually they who cover the eventual retreat.

Nerra appear as humanoids with mirrored skin. It is generally very difficult for a creature from the Prime Material Plane to recognize an individual nerra, though they often can tell the

subraces of kalareems, sillits, and varoots apart by virtue of their size and build. Any gear a nerra has that would, in a worldly creature, be made of metal is instead crafted from translucent, semi-reflective glass. To a non-nerra, such gear is all sharp edges and fragile to boot; it is completely useless in the hands of any creature other than a nerra.

A patrol of kalareem usually includes an equal number of kalareems and **varoots**.

Constellation Watchers. In the Plane of Mirrors, there are some mirror portals that are grouped into constellations, usually because they have something in common. A number of these constellations are watched over by nerra, either singly or in groups. Because time flows differently (if at all) in the Realm of Reflections, a nerra can sometimes watch entire generations pass, gathering a huge amount of information on a family, business, or area. A kalareem is often such a watcher, taking its mission to guard the constellation with a bit more of an enthusiasm for violence than most other nerra would feel.

Contrary by Nature. Nerra balance their morals and ethics on a knife's edge and are almost always contrary, condescending, and haughty. They prefer to disagree with creatures from the World, and rarely ally with them for any reason. Instead, nerra prefer to stick with other nerra, albeit nerra of any type.

A kalareem will often be contrary for the sake of being contrary, and might even provoke a fight with its obstinate behavior and ill manners.

Kalareem Challenge Rating. When evaluating the Challenge Rating of a kalareem, increase its effective AC by 2 because of its Spell Turning ability.

Kalareem Treasure. A kalareem typically carries 2d10 cp, sp, and gp.

A **troop** of two to eight kalareem also has a 25% chance each to have 1d6 gems, 1d3 pieces of jewelry, and 1 magic item.

A **patrol** of nine to 12 kalareem (usually also including an equal number of varoots) instead also has a 25% chance each to have 1d8 gems, 1d4 pieces of jewelry, 1 magic weapon, and 1 random magic item.

Kalareem

Medium Humanoid (Nerra), always neutral

Armor Class 14 (breastplate)

Hit Points 39 (6d8+12)

Speed 30 ft.

**STR 16 (+3), DEX 15 (+2), CON 15 (+2),
INT 10 (+0), WIS 14 (+2), CHA 10 (+0)**

Skills Athletics +5

Damage Vulnerabilities thunder

Damage Resistances cold, fire, lightning, radiant

Senses passive Perception 12

Languages Nerra, Common

Challenge 3 (700 xp) **Prof** +2

Reflective. If a creature's gaze would affect the nerra, it instead affects that creature.

Spell Turning. A spell that targets the kalareem instead targets its caster.

ACTIONS

Multiattack. The nerra makes two melee weapon attacks.

Shard Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage, and the target takes a wound. At the start of its turn, the creature takes 3 (1d6) damage for each wound it has taken. At the end of each of its turns, the creature can make a DC 13 Constitution save, ending the effect on a success. The effect also ends if the creature receives any magical healing or a DC 13 Wisdom (Medicine) check.

If a creature is suffering from multiple wounds with different DCs, the highest DC applies.

Shard Dagger. *Melee or Ranged Weapon Attack:* +5 to hit (melee) or +4 to hit (ranged), reach 5 ft. or range 20/80 ft., one target. *Hit:* 5 (1d4+3) piercing damage, or 4 (1d4+2) piercing damage if

thrown, and the target takes a wound. At the start of its turn, the creature takes 3 (1d6) damage for each wound it has taken. At the end of each of its turns, the creature can make a DC 13 Constitution save, removing all wounds on a success. The effect also ends if the creature receives any magical healing or a DC 13 Wisdom (Medicine) check.

If a creature is suffering from multiple wounds with different DCs, the highest DC applies.

Shard Spray (3/day). The nerra unleashes a spray of glass shards in a 30' cone. Each creature in the cone must make a DC 10 Dexterity save, suffering 17 (5d6) slashing damage on a failure or half that on a success.

Spellcasting. The nerra casts the following spell using Charisma as the spellcasting ability.

1/day- *mirror image*.

BONUS ACTIONS

Mirror Jump (recharges after a short or long rest). The nerra steps into a mirror within 5' and emerges from another mirror within 1 mile. Alternatively, it can choose to remain on the Plane of Mirrors. If it is on the Plane of Mirrors, it can use this ability to transit to the Prime Material Planes, emerging from the mirror whose portal it moves through.

Kalareem Spy

The kalareem spy uses the Kalareem stat block with the following changes.

- It is also trained in Deception +2 and Stealth +4.
- Its Spellcasting Action includes the following additional options.
 - At Will- *disguise self*.

Kalareem Team Leader

Medium Humanoid (Nerra), always neutral

Armor Class 18 (plate)

Hit Points 91 (14d8+28)

Speed 30 ft.

**STR 18 (+4), DEX 15 (+2), CON 15 (+2),
INT 10 (+0), WIS 14 (+2), CHA 15 (+2)**

Skills Athletics +7

Damage Vulnerabilities thunder

Damage Resistances cold, fire, lightning, radiant

Senses passive Perception 12

Languages Nerra, Common

Challenge 7 (2,900 xp) **Prof** +3

Inspiring. Allied creatures within 30' that can see the team leader gain a +2 bonus to melee weapon damage rolls.

Reflective. If a creature's gaze would affect the nerra, it instead affects that creature.

Spell Turning. A spell that targets the kalareem instead targets its caster.

ACTIONS

Multiattack. The team leader makes three weapon attacks.

Shard Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage, and the target takes a wound. At the start of its turn, the creature takes 3 (1d6) damage for each wound it has taken. At the end of each of its turns, the creature can make a DC 15 Constitution save, ending the effect on a success. The effect also ends if the creature receives any magical healing or a DC 15 Wisdom (Medicine) check.

If a creature is suffering from multiple wounds with different DCs, the highest DC applies.

Shard Dagger. *Melee or Ranged Weapon Attack:* +7 to hit (melee) or +5 to hit (ranged), reach 5 ft. or range 20/80 ft., one target. *Hit:* 6 (1d4+4) piercing damage, or 4 (1d4+2) piercing damage if thrown, and the target takes a wound. At the start of its turn, the creature takes 3 (1d6) damage for each wound it has taken. At the end of each of its turns, the creature can make a DC 15 Constitution save, removing all wounds on a success. The effect also ends if the creature receives any magical healing or a DC 15 Wisdom (Medicine) check.

If a creature is suffering from multiple wounds with different DCs, the highest DC applies.

Shard Spray (3/day). The nerra unleashes a spray of glass shards in a 30' cone. Each creature in the cone must make a DC 13 Dexterity save, suffering 17 (5d6) slashing damage on a failure or half that on a success.

Spellcasting. The nerra casts the following spell using Charisma as the spellcasting ability.

1/day- *mirror image*.

BONUS ACTIONS

Bloodied Strike. If the nerra is bloodied, it makes one Shard Greatsword attack.

Mirror Jump (recharges after a short or long rest). The nerra steps into a mirror within 5' and emerges from another mirror within 1 mile. Alternatively, it can choose to remain on the Plane of Mirrors. If it is on the Plane of Mirrors, it can use this ability to transit to the Prime Material Planes, emerging from the mirror whose portal it moves through.

REACTIONS

Blinding Flash. If the nerra takes radiant damage, each creature within 10' that can see it must make a DC 13 Dex save or be blinded until the end of the nerra's next turn.

KALUK

Source: *2e Kara-Tur Monstrous Compendium Appendix.*

A kaluk is a powerful spirit that is a manifestation of avarice and greed, and acts to punish those who are gluttonous and overindulgent. It avoids large settlements, preferring to roam the wilderness searching for victims. It resembles an elephant that walks upright on its hind legs, with a cape of golden scales that brushes the ground. Its arms are humanoid, but with fingers too blunt and stubby to hold weapons or manipulate objects. Its ears are thin, like those of a hare, and its huge eyes are bulging and violet with black pupils. The kaluk's tusks are bright red.

“Give it All to Me!” When a kaluk encounters a victim, it demands that they give up all their coins, gems, and other treasure, though it has no interest in magic items that aren't bejeweled or made of precious materials. Even token resistance to the kaluk's demands is met with immediate and merciless violence.

A Symbol of Excess. Many cultures that have encountered kaluks use them as symbols of gluttony and self-indulgence, sometimes engraving its head on eating utensils, pottery, plates, or serving trays as a reminder to avoid eating and drinking too much. A few primitive humanoids have even managed to forge pacts with kaluks, serving as warlocks at the cost of self-abnegation and deprivation.

Only One Treasure. Kaluks eat most treasure, rather than collecting it. They have no interest in gold, gems, magic items, or precious art. The only material possession that a kaluk desires- and it is quite possible to bribe one with it- is fancy paper, embedded with gold leaf, called joss-paper. It takes an expert paper maker to craft a sheet of joss-paper, and it costs about 5 gp in materials. However, a kaluk will immediately break off combat if a piece is presented to it, seeking to negotiate for the paper rather than risking it being damaged in the fight. If it gains the joss-paper, it loses interest in the person from whom it came and attaches the paper to its cloak,

then seeks a stream, lake, mirror, or other reflective surface in order to admire its newly enhanced cloak.

Transformative Reproduction. Kaluk live about 500 years and don't reproduce biologically. Instead, when one nears the end of its life, it seeks out a suitably greedy and avaricious humanoid, often one who has been nominated by a member of the Celestial Bureaucracy. The kaluk places the victim in stasis and removes it to a secluded wooded area (able to do so through special dispensation from the Celestial Court itself). It then performs a lengthy ritual, taking a full day, at the end of which it attaches its tusks to the subject. The greedy creature then transforms into a new kaluk, and the old one dies, its flesh crumbling to dust in seconds, leaving behind only a pile of black bones. The new kaluk then solemnly buries the bones to complete the ceremony, using its tusks to dig a deep hole to honor its 'parent'.

Kaluk Treasure. A kaluk has a 20% chance of having 1d10 pieces of joss-paper, each worth 10 gp. The golden cloak it wears is worth 1d10 x 500 gp. Its tusks can each fetch up to 1,000 gp, and its arm or leg bone can be used as an ingredient in making a magical club or greatclub.

Kaluk

Large Fiend, always chaotic evil

Armor Class 12 (natural armor)

Hit Points 104 (11d10+44)

Speed 40 ft.

STR 23 (+6), DEX 8 (-1), CON 18 (+4),

INT 10 (+0), WIS 8 (-1), CHA 14 (+2)

Saving Throws Dex +1, Wis +1, Char+4

Skills Intimidation +4

Condition Immunities charmed, paralyzed, poisoned

Senses passive Perception 9

Languages Common

Challenge 4 (1,100 xp)

Prof +2

Speak With Animals. The kaluk can speak with and understand Beasts.

ACTIONS

Multiattack. The kaluk makes two Gore attacks against the same creature or against two creatures within 5' of each other.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) piercing damage.

Steam Breath (recharge 5-6). The kaluk exhales scalding hot steam in a 30' cone. Each creature in the cone must make a DC 14 Constitution save, suffering 14 (4d6) fire damage on a failure or half that on a success. In addition, a creature that fails the save is blinded until the end of the kaluk's next turn.

Stasis Touch (1/month). The kaluk touches a creature within its reach, which must succeed on a DC 12 Charisma save or be placed into stasis, unable to perceive, act, or be acted upon by others. The victim remains in stasis until a *dispel magic*, *remove curse*, or *freedom of movement* is cast upon it or until the kaluk uses this ability on it again.

Spellcasting. The kaluk casts the following spells, using Charisma as its spellcasting ability and requiring no material components (save DC 12):

At Will- *detect thoughts*, *see invisibility*
3/day- *stinking cloud* (centered on self),
suggestion.

KAMADAN

Location: *Tome of Annihilation*.

The kamadan is a strange creature that may be related to the displacer beast; however, sages hotly debate this. The kamadan resembles a leopard with from three to six snakes extending from its shoulders. This bizarre monster is actively malicious, and loves to toy with and terrify prey before slaying it.

Stalkers in the High Grass. Kamadan dwell in plains and savannahs, and prefer to stalk prey from tall grass, where they blend in very well. Although usually solitary, in areas full of dangerous creatures, several kamadan sometimes work together in loose **prides**, each picking a different victim but striking almost simultaneously. Each kamadan first uses its sleep breath, then moves to engage any foes still conscious before dragging off a meal. If a kamadan's prey promises to be an easy kill, the kamadan will often toy with it for hours before finally killing it and setting in to eat.

Violent Catfights. When kamadan encounter one another, they usually engage in a vicious fight to establish which is superior, though if one of the kamadan has significantly fewer snakes than the other, it is often easily cowed. Kamadan rarely share prey, even when they are in the same pride, unless the prey was formidable enough to require multiple members of the pride to bring down. They come together intentionally almost exclusively to mate, and even then only long enough for the male to fertilize the female.

Kamadan Treasure: Kamadan have large territories, rather than particular lairs, and so any treasure their victims have is scattered over a wide area and not usually found with the monster.

KAMPFULT

Source: 1e *Monster Manual 2*.

A kampfult is a creature that resembles a gray-colored, leafless tree, perhaps one that has been petrified. It haunts underground areas and mountainous chasms that are always sheathed in shadow, trying to capture or kill prey that doesn't realize that the kampfult is a threat until it's too late. Kampfult are solitary, but sometimes multiple kampfults will live within a few hundred yards of each other.

Fundamentally Cowardly. A kampfult is a coward at heart, and it won't usually attack a creature that is larger than itself unless it is starving. The creature prefers to attack from ambush, and if it can snag a straggler from a group, so much the better.

Kampfult Treasure: Kampfult tend to remain in roughly the same area, and treasure held by their victims might accumulate there over time. A Kampfult has a 25% chance each to have 1d100 x 10 cp, 1d20 x 10 sp, 1d10 x 5 ep, 2d10 x 5 gp, and 1d4 gems.

Kampfult

Medium Plant, usually neutral

Armor Class 16 (natural armor)

Hit Points 26 (4d8+8)

Speed 15 ft.

**STR 15 (+2), DEX 12 (+1), CON 14 (+2),
INT 6 (-2), WIS 12 (+1), CHA 6 (-2)**

Condition Immunities blinded, paralyzed, petrified

Senses blindsight 60 ft. (blind beyond this range), passive Perception 11

Languages understands Undercommon but can't speak

Challenge ½ (100 xp) **Prof** +2

Strangulation. Unless it is incapacitated, at the start of the Kampfult's turn, each creature grappled by it takes 9 (2d6+2) bludgeoning damage (no action required).

Vitals Protection. The Kampfult subtracts 2d6 from the severity of any critical hit on it.

ACTIONS

Tendrils. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage, and the target must succeed on a DC 12 Dexterity save or the Kampfult grapples it (escape DC 12).

The Kampfult has six tendrils and can grapple a creature with each one.

Kampfult Mugger

The Kampfult mugger uses the Kampfult stat block with the following changes.

- It has 65 hit points (10d8+20 Hit Dice).
- Its Strength is 18 (+4).
- Its Strangulation trait deals 15 (2d10+4) damage.
- Its Tendril is +6 to hit and deals 8 (1d8+4) damage. Its escape DC is 14.
- Its Challenge Rating is 3 (700 xp).

The mugger has the following additional Action option.

- **Multiattack.** The mugger attacks twice with Tendril.

The mugger has the following Reaction option.

- **Bloodied Hurl (recharges after a short or long rest).** When the mugger becomes bloodied, it hurls one or more creatures it is grappling away. Each target lands prone in a space of the Kampfult's choice within 20' and must make a DC 14 Dex save, taking 14 (4d6) bludgeoning damage on a failure or half that on a success.

KAORTI

Source: 3e *Fiend Folio*.

Kaorti are the result of overly ambitious elven wizards seeking to learn too much about the Far Realm. Hailing from a future timeline in which the elven race is nearly extinct, the former elves have been twisted to the point of unrecognizability, both physically and mentally. The Far Realm corruption that has overtaken them has transformed them utterly, leaving twisted and unnatural entities in its wake that seek to twist others into more of them. Indeed, while the initial kaorti were elves, many of the ones that have been created since were originally of human, goblin, or other Humanoid stock.

Doomed by Hubris. The elves who became the first kaorti intended to explore the Far Realm for a few short hours, but their overconfidence was their doom. Time doesn't flow there as it does in the World. While less than a minute passed on the Prime Material Plane, the elves slipped through a horrifying seeming eternity in the Far Realm. Simultaneously and paradoxically, only moments after their arrival, they were absorbed into a nameless, inchoate entity that transformed them into kaorti. The elves went mad and forgot most of their knowledge of the World, traveling back through the portal that they had created to destroy it. Doing so stranded the kaorti on the Prime Material Plane, a realm that was now deadly to them. Most succumbed before the survivors managed to encyst themselves within an area of aberrant power, the first Black Cyst.

Now, mostly trapped on the Prime Material Plane, the kaorti have changed goals. Instead of seeking to destroy the world, they seek to corrupt and transform it, hoping to cause it to be swallowed up into the Far Realm, allowing them to go "home".

Black Cysts. The kaorti are harmed by exposure to the energies of the natural world. However, at the same time, the world is harmed by exposure to them. The confluence of such antithetical energies creates Black Cysts, intrusions of Far Realm energies into the material world. Such a cyst spreads misery and aberrant corruption through the world until it is destroyed. It is in these cysts that the kaorti forge their strange weapons and environment suits, as well as where they transform other humanoids into more kaorti.

The kaorti create Black Cysts by first capturing a remote fort, monastery, farmstead, or cave complex, then coating the walls, floors, and ceilings with the strange resin that they use in all their crafting. Once it has been sealed against intruding Prime Material Plane energies, the cyst becomes a refuge for the kaorti and any other creatures dependent on the weird energies of the Far Realm to survive. The interior of a cyst evolves over time, becoming more and more alien and hosting ever stranger monsters.

Vile Transformation. A humanoid captured by the kaorti is put through a torturous ritual that permanently transforms the creature into a kaorti. The ritual takes 8 hours, during which time at least one kaorti must keep its jaws locked on the victim. At the end of this time, the victim must succeed on a DC 15 Constitution save or become a kaorti. If it succeeds, it instead takes 10 (3d6) psychic damage and 10 (3d6) necrotic damage, and the kaorti can begin the process again. A victim who manages to resist multiple transformation attempts is likely to eventually die.

Kaorti Society. Kaorti greatly respect arcane casters, and powerful wizards are often the leaders of kaorti cysts. When their population reaches about 60, about two dozen will strike out to establish a new cyst elsewhere, expanding the influence and corruption of the Far Realm.

Kaorti Gear. Kaorti weapons and armor are constructed of a strange, alien resin. A non-aberration that attempts to carry of use kaorti gear finds it uncomfortable, and suffers 3 (1d6) psychic damage at the end of every ten minutes.

Resin Suit: A kaorti resin suit both protects its wearer from attacks and seals it away from the influence of the Prime Material Plane. It appears to be wrapped around the kaorti's body in a pattern similar to the bandages of a mummy, but is constructed of strips of alien resin. A resin suit is Medium armor that provides an AC of 15 + its wearer's Dexterity bonus.

Ribbon Dagger: A ribbon dagger is an exotic weapon consisting of a handle to which is affixed a flexible strip of resin approximately 1' long. While kaorti are proficient in the ribbon dagger, other creatures generally aren't.

Kaorti Challenge Rating. When assessing the Challenge Rating of a kaorti captivator, double its damage output for one round because of its Captivating Dance action.

Kaorti Treasure. A kaorti lair has a 45% chance each of having 1d20 x 25 gp, 1d4 mundane weapons, and 1d4 mundane pieces of armor, as well as a 20% chance having 1d4 potions.

KAORTI PCS

A kaorti that abandoned its fellows, perhaps retaining vestigial memories of its mortal life or a slight attachment to the Prime Material Plane, and one that had a reliable way to repair its resin suit, would be an interesting character to play. Its vulnerability to the World would make it very easy to die, however. Assuming the player was advised of the risks, a kaorti would be an acceptable character choice under limited circumstances.

Mid-Level (7+): A kaorti's innate spellcasting is roughly equivalent to that of a 3rd level spellcaster. Between that, its ability score adjustments, and its alien physiology, its packs an impressive array of advantages. Its Burned by the World Trait is a significant drawback, but doesn't negate its advantages. A kaorti is thus only suitable for inclusion with mid-level characters.

KAORTI TRAITS

Kaorti pcs have the following racial traits.

Ability Score Adjustments. Your Intelligence score increases by 4 and your Dexterity score increases by 2. Conversely, your Strength score decreases by 2.

Superhuman Potential. Your maximum Intelligence score is 22.

Age. A kaorti is born, or rather made, an adult. It can live up to another century or two, and never suffers from the vagaries of age.

Size. You are Medium. A kaorti typically stands 5' 4" to 6' 6" tall and weighs from 90 lbs to 180 lbs.

Special Equipment. You begin play with a resin suit and a ribbon dagger, both of which you are proficient in.

Burned by the World. If your resin suit is breached by taking at least 2 wear points, or if you are outside of an area tainted by Far Realms energies without a resin suit, at the end of each hour of exposure, you take 1d6 acid damage and gains one level of exhaustion. This time resets if the kaorti completes a short or long rest in a resin suit or Black Cyst.

Alien Physiology. You are immune to poison damage and the poisoned condition.

Spellcasting. You can cast each of the following spells once per day without requiring material components, using Intelligence as the spellcasting ability and requiring no material components: *alter self*, *color spray*, *enlarge/reduce* (reduce only), *ray of enfeeblement*, *spider climb*.

Languages. You speak Common, Deep Speech, and Kaorti.

Kaorti

Medium Aberration, usually neutral evil

Armor Class 17 (resin armor)

Hit Points 22 (5d8)

Speed 30 ft.

**STR 7 (-2), DEX 14 (+2), CON 11 (+0),
INT 16 (+3), WIS 11 (+0), CHA 12 (+1)**

Saving Throws Int +5, Cha +3

Skills Arcana +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Deep Speech, Kaorti

Challenge ½ (100 xp)

Prof +2

Burned by the World. If a kaorti's resin suit is breached by taking at least 2 wear points, or if the kaorti must exit its cyst without a resin suit, it takes 1d6 acid damage and gains one level of fatigue at the end of each hour of exposure. This time resets if the kaorti completes a short or long rest in a resin suit or Black Cyst.

ACTIONS

Multiattack. The kaorti makes two Ribbon Dagger attacks.

Ribbon Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage. This attack scores a critical hit on a 19-20. On a critical hit, the ribbon dagger does triple normal damage dice (instead of double) and gains a bonus of +2d6 to the severity roll.

Spellcasting. The kaorti casts one of the following spells using Intelligence as the spellcasting ability and requiring no components (save DC 13, +5 to hit with spell attacks):

1/day- *alter self, color spray, enlarge/reduce* (reduce only), *ray of enfeeblement, spider climb.*

REACTIONS

Feather Fall (1/day). If the kaorti falls, it magically slows its rate of descent to 60' per round for up to 1 minute, and if it lands during this time it takes no damage and can land on its feet.

Kaorti Captivator

The kaorti captivator uses the Kaorti stat block with the following changes.

- It has 54 hit points (12d8 Hit Dice).
- Its Intelligence is 18 (+4).
- Its Int save bonus is +6.
- Its Arcana bonus is +6.
- The save DC for its Spellcasting action is 14.
- Its Challenge Rating is 2 (450 xp).

The captivator has the following additional Action option.

- **Captivating Dance (recharge 5-6).** The kaorti moves its speed without provoking opportunity attacks. If it moves its full speed but ends in its starting space, each creature within 30' that can see the kaorti must make a DC 11 Wisdom save. A creature that fails its save is stunned until the beginning of the kaorti's next turn.

Kaorti Horror Caster

The kaorti horror caster uses the Kaorti stat block with the following changes.

- It has 36 hit points (8d8 Hit Dice).
- Its Challenge Rating is 1 (200 xp).

It has the following additional Action options.

- **Horridify (recharges after a short or long rest).** The kaorti targets up to two creatures it can see within 60'. Each target must make a DC 13 Wis save. A creature that fails takes 7 (2d6) psychic damage and is stunned until the end of its next turn on a failure.
- **Mind Rot.** One creature the kaorti can see within 30' must make a DC 13 Wis save, taking 3 (1d6) psychic damage and dropping whatever it is holding (not including a shield) on a failure.

It has the following additional Reaction option.

- **Repugnance.** When the kaorti becomes bloodied, each creature of its choice within 30' must make a DC 13 Wis save or be pushed 10'.

Kaorti Thrall

The kaorti thrall uses the Kaorti stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 20 xp.

It has the following additional Trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

Kaorti Weird Wizard

Medium Aberration, usually neutral evil

Armor Class 18 (resin armor)

Hit Points 90 (20d8)

Speed 30 ft., fly 60 ft.

**STR 7 (-2), DEX 16 (+3), CON 11 (+0),
INT 20 (+5), WIS 12 (+1), CHA 10 (+0)**

Saving Throws Dex +6, Con +3, Wis +4, Cha +3

Skills Arcana +8

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Deep Speech, Kaorti

Challenge 7 (2,900 xp) **Prof** +3

Bloodied Arcana. If the kaorti is bloodied, its save DCs increase by 2.

Burned by the World. If a kaorti's resin suit is breached by taking at least 2 wear points, or if the kaorti must exit its cyst without a resin suit, it takes 1d6 acid damage and gains one level of fatigue at the end of each hour of exposure. This time resets if the kaorti completes a short or long rest in a resin suit or Black Cyst.

ACTIONS

Ribbon Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage. This attack scores a critical hit on a 19-20. On a critical hit, the ribbon dagger does triple normal damage dice (instead of double) and gains a bonus of +2d6 to the severity roll.

Provocative Urge. The kaorti magically targets one creature it can see within 60', which must make a DC 16 Wis save, taking 45 (10d8) psychic damage on a failure or half that on a success. If it fails the save by 5 or more, it also uses its reaction to make a single melee weapon attack against a

random creature within its reach. If no creature is within its reach, it instead hurls each item it is holding (not including a shield) 2d4 x 5' away in a random direction. If no creature is within its reach and it isn't holding anything, it instead falls prone.

Warp Space. The kaorti magically distorts space and distance in a 30' cube centered on a point it can see within 120'. Each creature in the cube must make a DC 16 Cha save, taking 21 (6d6) force damage on a failure and half that on a success. The kaorti then teleports each creature that failed its save up to 30' to an unoccupied space it can see.

Spellcasting. The kaorti casts one of the following spells using Intelligence as the spellcasting ability and requiring no components (save DC 16, +8 to hit with spell attacks):

At Will- *alter self, detect magic, prestidigitation.*

2/day- *charm person, invisibility, standstill.*

1/day- *amorphous form, color spray, confusion, enlarge/reduce (reduce only), force shape, protection from energy, ray of enfeeblement.*

BONUS ACTIONS

Acid Emission. The kaorti emits a cloud of acidic gas, filling a 10' radius around itself. Each creature in the cloud must make a DC 11 Con save, taking 9 (2d8) acid damage on a failure.

Quickened Spell (recharge 5-6). The kaorti uses Spellcasting.

Spell Chain (recharge 5-6). If the kaorti used Provocative Urge or Spellcasting and targeted at least one creature with an effect, it targets one additional creature with that effect.

REACTIONS

Weird Step. When the weird wizard would take damage, it teleports 15' to a space it can see, interrupting the trigger. If it's no longer in range of the trigger, it doesn't take damage from it.

KAPPA

Source: *2e Oriental Adventures Monstrous Compendium Appendix.*

A kappa is a malevolent, diminutive humanoid with a strong resemblance to a turtle. Many sages speculate that they are distant cousins of **turtles**. However, the might of a kappa vastly exceeds its stature.

A kappa has a stooped posture and thick scales covering its back. Most kappa are green with yellow splotches, but some have other color schemes. A kappa has a pot belly with natural pouches near the base of the abdomen. Their fingers and hands are webbed. The creature's head has a bowl-like indentation that is filled with water. A typical kappa is 2' tall and weighs around 20 lbs.

Lake Dwellers. Kappa live in temperate, subtropical, and tropical lakes and rivers, often in a water-filled cave that is under a bridge or beneath a rock formation. They often dig holes for their treasure, covering the entrance with a rock. Kappa sometimes live alone, but often form small family groups that consist of two to six couples and a few young. Kappa feed on fish when they must, but prefer the flesh of cattle and humans, and especially of horses. They also have a love of cucumbers and melons and can sometimes be bribed with sufficient amounts of such foods.

Extremely Inconsiderate. A kappa is oblivious to the thoughts and feelings of others, even close relatives and its mate. It will almost never aid another creature unless it is confident that doing so will personally benefit it, such as by giving it treasure or food. A hungry kappa might even eat its own young. Kappas are extremely vain, and sometimes creatures can use flattery against them.

Lovers of Contests. Kappa love contests of strength, such as wrestling or finger wrestling contests. They sometimes offer a victim a chance to wrestle the kappa for its freedom, and usually honor such deals when the victim succeeds.

Head Bowl. The concave depression atop the kappa's head is usually full of water from its home lake. When it must, a kappa fills this bowl with other water. However, if it is empty, the kappa loses much of its strength. If a creature must negotiate with a kappa, emptying its head bowl is a sure way to give it pause.

Kappa Martial Arts. Each family of kappa has created, developed, and mastered their own unique form of martial arts. A kappa is surprisingly nimble and supple, despite its turtle-like body, and is capable of performing an impressive variety of moves, including those involving dodges, grapples, locks, and throws. Kappa families enjoy giving their styles and maneuvers highfaluting names, and often claim their traditions go back for generations when they were developed only in the last few years.

Some kappa martial artists develop their technique to an impressive degree, becoming masters of the art they practice. Such a kappa master might choose to challenge opponents to one on one duels for honor- a very unusual concern for kappa.

Kappa Treasure. Each kappa carries 1d6 cp and sp in its pouches.

The lair of a kappa has a 50% chance each of having 1d8 x 100 cp and sp, as well as 2d6 x 25 gp. It also has a 25% chance each of having 3d10 ep and 1d4 gems; and a 10% chance each of having 1 piece of jewelry and 1 random magic item.

The lair of two to six kappa instead has a 50% chance each of having 2d6 x 100 cp and sp, as well as 2d6 x 50 gp. It also has a 40% chance each of having 3d10 ep and 1d8 gems; and a 15% chance each of having 1d4 pieces of jewelry, 1 piece of magical jewelry, and 1 random magic item.

The lair of seven or more kappa instead has a 60% chance each of having 1d6 x 1,000 cp and sp, as well as 1d8 x 300 gp. It also has a 50% chance each of having 1d4 x 100 ep, 1d12 pp, and 2d10 gems; and a 15% chance each of having 1d8 pieces of jewelry, 1d3 pieces of magical jewelry, and 1 random magic item.

Kappa

Small Humanoid (Kappa), usually chaotic evil

Armor Class 18 (natural armor)

Hit Points 26 (4d6+12)

Speed 20 ft., swim 40 ft.

**STR 18 (+4), DEX 10 (+0), CON 16 (+3),
INT 7 (-2), WIS 10 (+0), CHA 8 (-1)**

Skills Athletics +6

Senses passive Perception 10

Languages Common, Kappa

Challenge 1 (200 xp) **Prof** +2

Amphibious. The kappa can breathe both water and air.

Head Bowl. The kappa's head bowl is hard but not impossible to empty. If the kappa falls prone, or if a creature grappling it succeeds on another grapple check against the kappa, or if the kappa falls unconscious, the kappa must make a DC 10 Dexterity save. If this fails, the bowl spills and is emptied of water.

If the bowl is empty, the kappa is poisoned, loses its regeneration trait, and suffers 1 point of damage at the start of each of its turns until it is filled with water.

Regeneration. If the kappa starts its turn with at least 1 hit point and has water in its Head Bowl, it regains 5 hit points.

ACTIONS

Multiattack. The kappa makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Kappa Lazy Lout

The kappa lazy lout uses the Kappa stat block with the following changes.

- It has 1 hit point (minion).
- If its head bowl is emptied, it falls to 0 hit points.
- It is worth 40 xp.

It has the following additional Trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

Kappa Martial Arts Master

The kappa martial arts master uses the Kappa stat block with the following changes.

- It has 78 hit points (12d6+36 Hit Dice).
- Its Multiattack Action allows it to make three Unarmed Strikes.
-
- Its Challenge Rating is 4 (1,100 xp).

It has the following additional Action option.

- **Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage.

It has the following additional Bonus Action option.

- **Throw.** If the kappa hit a Medium or smaller creature with an Unarmed Strike this turn, it forces the creature to make a DC 14 Str save. If it fails, the kappa slides it up to 15'.

Kappa Rancher

The kappa rancher is a rare thing- a kappa who might even coexist with other Humanoids nearby. It uses the Kappa stat block with the following changes.

- It is usually neutral.
- Its Intelligence and Charisma are 10 (+0).
- It has a Pitchfork attack that is identical to the kappa's Claws attack, except that it deals piercing damage.

It has the following additional Trait.

- **Good Neighbor.** The rancher has advantage on Charisma (Persuasion) checks made to interact with creatures that live within five miles of it.

It has the following additional Reaction option.

- **Talk Sense (1/day).** When the kappa takes damage, it attempts to defuse the situation. It makes a Charisma (Persuasion) check against the creature that attacked it.

Kappa Spirit Caller

Small Humanoid (Kappa), usually chaotic evil

Armor Class 18 (natural armor)

Hit Points 59 (9d6+27)

Speed 20 ft., swim 40 ft.

**STR 18 (+4), DEX 10 (+0), CON 16 (+3),
INT 7 (-2), WIS 14 (+2), CHA 8 (-1)**

Skills Athletics +6, Nature +0, Religion +0

Senses passive Perception 12

Languages Common, Kappa

Challenge 3 (700 xp) **Prof** +2

Amphibious. The kappa can breathe both water and air.

Head Bowl. The kappa's head bowl is hard but not impossible to empty. If the kappa falls prone, or if a creature grappling it succeeds on another grapple check against the kappa, or if the kappa falls unconscious, the kappa must make a DC 10 Dexterity save. If this fails, the bowl spills and is emptied of water.

If the bowl is empty, the kappa is poisoned, loses its regeneration trait, and suffers 1 point of damage at the start of each of its turns until it is filled with water.

Regeneration. If the kappa starts its turn with at least 1 hit point and has water in its Head Bowl, it regains 5 hit points.

ACTIONS

Multiattack. The kappa makes two Claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6+4) slashing damage.

Call Blood Spirit (recharges after a short or long rest). The kappa targets one creature it can see within 90', which must make a DC 12 Wis save. If it fails, it takes 10 psychic damage and a blood spirit appears within 5' of it. The blood spirit appears as a translucent, ghostly version of the target, covered in blood and bleeding from every part of its body.

The blood spirit remains within 5' of the target, moving with it, for as long as the kappa concentrates, up to 1 minute. The spirit is an object with AC 10 and 10 hp, and is immune to poison damage.

At the start of each of the target's turns, the blood spirit does 10 psychic damage to each non-kappa creature within 5'.

REACTION

Call Defender Spirit. When the kappa would take damage while it is bloodied, it calls up a defender spirit, gaining resistance to the triggering damage.

Kappa-Ti

A kappa-ti is a larger, stronger, and more agile variety of kappa. It grows to 5' in height and lacks the common kappa's shell. Kappa-ti are almost always encountered alone or with a mate, rather than in a family cluster. Common kappa find kappa-ti repulsive.

Medium Humanoid (Kappa), usually chaotic evil

Armor Class 16 (natural armor)

Hit Points 60 (8d8+24)

Speed 25 ft., swim 40 ft.

**STR 22 (+6), DEX 13 (+1), CON 16 (+3),
INT 7 (-2), WIS 10 (+0), CHA 8 (-1)**

Skills Athletics +8, Stealth +3

Senses passive Perception 10

Languages Common, Kappa

Challenge 4 (1,100 xp) **Prof** +2

Amphibious. The kappa-ti can breathe both water and air.

Head Bowl. The kappa-ti's head bowl is hard but not impossible to empty. If the kappa falls prone, or if a creature grappling it succeeds on another grapple check against the kappa, or if the kappa falls unconscious, the kappa must make a DC 10 Dexterity save. If this fails, the bowl spills and is emptied of water.

If the bowl is empty, the kappa is poisoned, loses its regeneration trait, and suffers 1 point of damage at the start of each of its turns until it is filled with water.

Regeneration. If the kappa starts its turn with at least 1 hit point and has water in its Head Bowl, it regains 5 hit points.

ACTIONS

Multiattack. The kappa-ti uses Claw twice.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) slashing damage.

Kappa-Ti Marauder

The kappa-ti marauder uses the Kappa-Ti stat block with the following changes.

- Its AC is 18 (natural armor + shield).
- It has 115 (14d8+52) hit points.
- Its Multiattack allows it to make three Greataxe or Javelin attacks.
- Its attack and skill bonuses increase by 1.
- Its Challenge Rating is 6 (2,300 xp).
- Its proficiency bonus is +3.

It has the following additional Action options.

- **Greataxe. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d12+6) slashing damage.
- **Javelin. Melee or Ranged Weapon Attack:** +9 to hit, reach 5 ft. or range 30/90 ft., one target. *Hit:* 9 (1d6+6) piercing damage.

It has the following additional Reaction options.

- **Brutal Victory.** When the marauder reduces a creature to 0 hit points, the marauder gains 15 temporary hit points.
- **Marauder's Move.** When an enemy the marauder can see within 10' makes an attack that doesn't include the marauder as a target, the marauder moves up to 15' to a space next to the triggering enemy.

Kappa Vampire

A kappa vampire is not undead, but rather a different strain of kappa that sucks the blood of its prey. A vampiric kappa is somewhat taller than a common kappa (though not as large as a kappa-ti) and its eyes glow with red fire. It has tougher, more resilient scales, and is significantly faster on dry land. It is also more clever than the rather dull-witted common kappas. A vampiric kappa preys on anything it can find, including other kappa, and while it might live with a mate, it never forms larger groups.

Small Humanoid (Kappa), always chaotic evil

Armor Class 20 (natural armor)

Hit Points 45 (7d6+21)

Speed 25 ft., swim 40 ft.

**STR 18 (+4), DEX 10 (+0), CON 18 (+4),
INT 10 (+0), WIS 10 (+0), CHA 10 (+0)**

Skills Athletics +6

Senses passive Perception 10

Languages Common, Kappa

Challenge 3 (700 xp) **Prof** +2

Amphibious. The kappa can breathe both water and air.

Head Bowl. The kappa's head bowl is hard but not impossible to empty. If the kappa falls prone, or if a creature grappling it succeeds on another grapple check against the kappa, or if the kappa falls unconscious, the kappa must make a DC 10 Dexterity save. If this fails, the bowl spills and is emptied of water.

If the bowl is empty, the kappa is poisoned, loses its regeneration trait, and suffers 1 point of damage at the start of each of its turns until it is filled with water.

Regeneration. If the kappa starts its turn with at least 1 hit point and has water in its Head Bowl, it regains 10 hit points.

ACTIONS

Multiattack. The kappa makes two Claw attacks and one Bite attack.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage, and the kappa grapples the target (escape DC 16). While grappled, the target is poisoned. If the kappa starts its turn with a creature grappled, it automatically hits that creature with its bite. The grapple ends if the kappa's head bowl is emptied.

REACTIONS

Bloodied Escape (1/day). When the kappa becomes bloodied, it releases any grappled creatures and moves its speed without provoking opportunity attacks.

KARATE ANDROID

Source: S3: *Expedition to the Barrier Peaks*.

A karate android helps humanoids to develop their martial arts techniques. Programmed with a variety of unarmed combat techniques, such an android ideally doesn't inflict lasting harm, but like all androids, if it develops a malfunction, it becomes a deadly and unpredictable threat.

Karate androids are almost never found outside of the crashed ship that bore them to Cydra.

Karate Android Challenge Rating. Since the karate android can stun an opponent that it hits twice, double the damage of one of its attacks each round.

Karate Android Treasure. A karate android collects no treasure.

Karate Android

Medium Construct (Android), usually neutral

Armor Class 18 (natural armor)

Hit Points 60 (11d8+11)

Speed 40 ft.

**STR 18 (+4), DEX 20 (+5), CON 12 (+1),
INT 11 (+0), WIS 10 (+0), CHA 10 (+0)**

Skills Acrobatics +7, Athletics +8, Insight +3,
Stealth +7

Damage Vulnerabilities lightning

Damage Resistances acid, fire

Damage Immunities cold, poison, psychic

Condition Immunities charmed, frightened,
paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages 3 alien languages

Challenge 7 (2,900 xp) **Prof** +3

Keen Senses. The android has advantage on Wisdom (Perception) checks based on sight or hearing.

Security Pass. The android has a built in frequency key that duplicates the effects of violet and yellow door key cards.

Short Circuit. When the android becomes bloodied, it suffers a random fault. Roll 1d6.

- 1-The android is stunned until the end of its next turn;
- 2-3: the android falls prone;
- 3: sparks erupt, dealing 1d6 lightning damage to a random creature within 5';
- 4-6: the android's speed falls to 0 until the end of its next turn.

Water Vulnerability. If a gallon or more of water is poured on an android, it suffers 5 (1d10) hit points of damage. Each time it starts its turn fully immersed in water, it suffers 22 (4d10) damage.

ACTIONS

Multiattack. The android makes three Slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage. If the android hits the same target twice on the same turn, the target must succeed on a DC 15 Con save or be stunned until the end of the karate android's next turn.

KELPIE

Location: *Tales from the Yawning Portal.*

Treasure. A kelpie's (usually underwater) lair has a 25% chance each to have 1d12 x 50 gp, 1d10 gems, and 1d6 pieces of jewelry; and a 10% chance each to have 2d10 x 100 cp, 1d10 x 100 sp, 1d20 x 10 ep, and 1d2 random magic items.

KELUBAR

Source: 1e *Monster Manual 2.*

Kelubar, also known as slime demodands, are the petty bureaucrats of **demodand** society, operating as intermediaries between the **shator** and the **farastu**, as well as serving as officers in the demodand armies, overseeing their tarry inferiors.

Kelubar are slime-coated and obese, weighing almost 500 lbs. A slime demodand is about 8' high and reeks with a strong, sickly scent. A kelubar has bat-like wings and skin that is leathery and dark, but the slime that coats it is a sickly green color, giving the hideous fiend an even more grotesque appearance.

Kelubar prefer duels of words over physical conflict, but they don't hesitate to employ violence when they feel it is warranted.

Kelubar Treasure. A kelubar or group of up to four of these fiends has a 75% chance each to have 2d6 x 1,000 gp, 2d6 x 100 pp, and 2d10 gems; and a 50% chance each to have 1d6 pieces of jewelry and 1d2 random magic items.

A **squad** of five to ten kelubar instead has a 90% chance to have 2d10 x 1,000 gp; a 75% chance each to have 1d6 x 500 pp, 2d10 gems, and 2d8 pieces of jewelry; and a 50% chance each to have 1d3 pieces of magical jewelry and 1d4 random magic items.

Kelubar

Medium Fiend (Demodand), always neutral evil

Armor Class 18 (natural armor)

Hit Points 112 (15d8+45)

Speed 40 ft.

**STR 20 (+5), DEX 13 (+1), CON 17 (+3),
INT 14 (+2), WIS 15 (+2), CHA 18 (+4)**

Saving Throws Dex +5, Con +7, Int +6, Wis +6, Cha +8

Skills Deception +8, Insight +6, Intimidation +8, Persuasion +8

Damage Resistances bludgeoning, piercing, and slashing that isn't magic

Damage Immunities acid, cold, fire, poison, psychic

Condition Immunities paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Demodand

Challenge 11 (7,200 xp) **Prof** +4

Sneak Attack (1/turn). If the demodand hits a creature that it has advantage against, or if the target has another enemy within 5' of it and that enemy isn't incapacitated, the demodand can deal an extra 14 (4d6) damage.

Stench. Any creature other than a demodand that starts its turn within 5 ft. of the demodand must succeed on a DC 15 Constitution save or be poisoned until the start of the creature's next turn. On a successful save, the creature is immune to the stench of that kelubar for 24 hours.

ACTIONS

Multiattack. The demodand makes two Claw attacks and one Bite attack.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage plus 11 (2d10) acid damage.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage plus 11 (2d10) acid damage.

Spellcasting. The demodand casts one of the following spells, using Charisma as its spellcasting ability and requiring no material components (spell attack bonus +8, save DC 16):

At Will- *clairvoyance, detect magic, fear, invisibility, tongues.*

3/day- *fog cloud, ray of enfeeblement.*

2/day- *acid fog, dispel magic.*

BONUS ACTIONS

Freedom of Movement. The demodand ends the grappled and restrained conditions on itself, as well as any reduction to its speed, slipping free of any restraints.

KENKU

Kenku in Cydra. Because of the limitations inherent in their Mimicry Trait, kenku are not suitable for use as pcs in Cydra. (See also TENGU.)

Kenku Treasure. A typical kenku carries 3d6 sp and 1d4 gp.

A **clan** of four to ten kenkus also has a 25% chance each to have 1d4 x 100 gp in assorted coins and 1d4 gems.

A clan of 11 to 40 kenkus instead has a 40% chance each to have 1d6 x 100 cp, 1d10 x 100 sp, 1d8 x 100 gp and 1d6 gems; plus a 25% chance each to have 1d20 x 5 ep and 1d10 pp.

A clan of 41 to 150 kenkus instead has a 60% chance each to have 1d6 x 1,000 cp, 1d10 x 250 sp, 2d12 x 100 gp and 1d10 gems; plus a 25% chance each to have 2d10 x 50 ep and 3d10 x 4 pp; and a 10% chance to have 2d4 random magic items.

KERCPA

Source: *2e Monstrous Compendium Annual Volume IV*.

Kercpa (singular and plural) are small, squirrel-like humanoids. Intelligent and curious, they are friendly but notorious for stealing small items. Most kercpa live in forests in the wilds of the world, but they can be found anywhere that squirrels can be found. In recent decades, several tribes of kercpa have migrated into the Feywild.

Surprisingly Civilized. An entire kercpa town can dwell in a single large tree. Thus, most creatures are unaware of how civilized they are. Kercpa wear clothes, use tools and weapons, have complex crafts, create music and art and have many other civilized trappings that often surprise larger creatures. When kercpa artifacts are found by larger creatures, they are often mistaken for toys.

Gifting and Stealing. Kercpa society places a high value on both gifting and stealing. When one kercpa gifts an object to another, the recipient is placed in the giver's debt. However, this is not a debt that can ever be repaid; instead, it is one thread of the relationship between the two. Mutual debts of gratitude between kercpa are a primary social glue for the creatures. On the other hand, kercpa delight in stealing things, not because of the value of the stolen object but for the joy of getting away with something. Since kercpa have a very transitory, ephemeral at best sense of property, such thefts are a normal part of kercpa society, but other creatures often misinterpret such mischief.

Little Scamps. Kercpa are mischievous pranksters who enjoy teasing other creatures and, while not fearless, often allow their sense of fun to get in the way of good sense. Easily distracted, prone to chatter and fond of food and drink, kercpa

are the life of any party that they are invited to- but may the gods help the hosts, as the silverware vanishes and someone shaves the cat.

Kercpa Allies. Kercpa rarely forge alliances with other races, but some befriend communities of **halflings** or **gnomes**, and a few befriend smaller Fey creatures like **brownies** or a **leprechaun**. Particularly warlike kercpa sometimes ride **dire squirrels** into battle.

The most fortunate kercpa form alliances with **treants**, sometimes even living in their branches.

Kercpa Treasure. Kercpa communities of up to 20 individuals (called a **scurry**) have a 20% chance each of having 3d10 cp, sp, ep and gp.

Groups of 21 to 100 (called a **dray**) have a 30% chance each of having 2d6 x 10 cp, sp, ep and gp.

Groups of 101 to 500 have a 50% chance each of having 1d10 x 50 cp, sp, ep and gp; and a 25% chance of having 3d10 pp.

KERCPA PCS

Kercpas are a fine choice for a pc, given the right type of player.

First Level (1+): A kercpa has several advantages, but its Tiny size makes it both more fragile and less damaging than a corresponding Medium or Small creature. These drawbacks are easily overcome with the right character class and build (e.g. a ranged rogue, a wizard, etc). It is suitable for starting groups.

KERCPA TRAITS

Kercpa pcs have the following racial traits.

Ability Score Adjustments. Your Dexterity score increases by 4 and your Charisma score increases by 1. Conversely, your Strength score decreases by 6.

Superhuman Potential. Your maximum Dexterity score is 22.

Subhuman Potential. Your maximum Strength score is 14.

Age. A kercpa is mature by 15 years of age, old by about 30, and usually dies before the age of 60.

Size. You are Tiny. A kercpa is usually about 15" to 20" tall, and weighs from 1 to 1 ½ lbs.

Because of your size, you can't use most normal gear. You can have special, Tiny versions of gear made for you.

You can use normal weapons only if they have the Light quality. In addition, you can use a weapon with neither the Light, Versatile, nor Heavy quality in both hands.

Speed. Your walking speed is 25', and you have a Climb speed of 20'.

Fragile. Whenever you gain a Hit Die, reduce the size of that Hit Die by one (from d12 to d10, from d10 to d8, etc).

Naturally Adroit. You are trained in Acrobatics and Sleight of Hand.

Scamper. You can Disengage or Dash as a bonus action.

Languages. You speak Common and Kercpa.

Kercpa

Tiny Humanoid (Kercpa), often chaotic neutral

Armor Class 14 (leather armor)

Hit Points 5 (2d4)

Speed 25 ft., climb 20 ft.

STR 2 (-4), **DEX** 17 (+3), **CON** 10 (+0),
INT 10 (+0), **WIS** 10 (+0), **CHA** 13 (+1)

Saving Throws Dex +5

Skills Acrobatics +5, Sleight of Hand +5

Senses passive Perception 10

Languages Common, Kercpa

Challenge ¼ (50 xp) **Prof** +2

Scamper. The kercpa can Disengage or Dash on its turn as a bonus action.

ACTIONS

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

Tiny Bow. *Ranged Weapon Attack:* +5 to hit, range 20/80 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Kercpa Swashbuckler

The kercpa swashbuckler uses the Kercpa stat block with the following changes.

- Its AC is 18 (leather and shield).
- It has 36 hit points (8d4+16 Hit Dice).
- Its Dexterity is 20 (+5) and its Constitution is 15 (+2).
- Its Tiny Sword and Tiny Bow Actions are both +7 to hit and deal 1d4+5 damage.
- Its Challenge Rating is 2 (450 xp).

It has the following additional Trait.

- **Swashbuckling Strike (1/turn).** If the swashbuckler hits with an attack and has no allies within 5' of the target, it deals an extra 7 (2d6) damage.

It has the following additional Action option.

- **Multiattack.** The kercpa makes two attacks.

KHARGRA

Source: 1e *Fiend Folio*.

A khargra is a monster from the Elemental Plane of Earth. It burrows through earth and stone seeking tasty gems and minerals to eat. It measures about 3' long and about 1' in diameter and forms a rough cylinder, with a gaping mouth at one end. Its body is finned, with trilateral symmetry and three grasping claws that it uses to hold tasty snacks close to it. A khargra doesn't eat meat, but will bite creatures that attack it.

Khargra Treasure. A dead khargra has a variety of small valuable minerals in its gullet. If harvested, these can be sold for 1d12 x 50 gp, and typically weigh about one pound for each 100 gp in value.

Khargra

Small Elemental (Earth), always neutral

Armor Class 17 (natural armor)

Hit Points 39 (6d8+12)

Speed 20 ft., burrow 30 ft.

**STR 15 (+2), DEX 15 (+2), CON 15 (+2),
INT 5 (-3), WIS 11 (+0), CHA 10 (+0)**

Damage Immunities cold, fire, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 2 (450 xp) **Prof** +2

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

ACTIONS

Multiattack. The khargra makes one attack with its Claws, then one attack with its Bite.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* The khargra grapples the target (escape DC 12). While the khargra has the target grappled in this way, it has advantage on Bite attacks against the target.

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

KI-RIN

Location: *Volo's Guide to Monsters.*

Source: *1e Monster Manual.*

Ki-rin are a race of aerial creatures that resemble luminous golden bison with a single spiraling horn, similar to that of a unicorn. As beautiful as a sunset, a ki-rin's mane and tail are a darker gold than the rest of its body, its horn and

hooves are golden pink and its eyes are violet. The intact skin of a ki-rin is highly valuable to certain unsavory collectors.

Ki-rin are always male; the females, who are far more powerful and even more rare than the already extraordinarily rare ki-rin, are known as **t'uen-rin**.

A Response to Evil. When the first evil was spawned in the primordial multiverse, it provoked a reaction from the planes themselves. This reaction took many forms, one of which was the generation of the ki-rin, spawned from the accreting Upper Planes. These creatures are wholly opposed to evil and especially to **demons** of all sorts. They are generally helpful to good-aligned creatures, but are merciless when it comes to destroying evil.

Benevolent Helpers. When a ki-rin comes upon a person in need, it sometimes offers that person aid. Ki-rin might rescue a shipwreck victim, fight off attacking monsters, carry a lost individual back to its home, fetch food and drink for a caravan short on supplies or otherwise help the unfortunate. Ki-rin are good-natured, and if one does not aid a person in need, it is almost always pursuing a more important and time-sensitive goal.

Lofty and Arrogant. Ki-rin are lofty creatures who usually consider themselves to be far above mortals. Thus, despite their good nature, they often disregard the wishes of "lesser" beings and may use humans or other short-lived natural beings as pawns with which to oppose the forces of evil- regardless of the danger to those pawns or their loved ones.

Ki-Rin Treasure. The lair of one or more ki-rin has a 65% chance each to have 1d10 x 1,000 gp, 2d12 x 100 pp, 2d6 pieces of jewelry, and 1d4 random magic items.

KIGRID

Source: *3e Lords of Madness*.

A kigrid is a stocky quadrupedal subterranean hunter that moves in a way reminiscent of some kind of big cat. The kigrid has short, muscular legs, stone-gray fur, a flat, broad head mounted on a thick neck, and a set of long jaws full of small, sharp teeth.

From the Illithid Home World. Kigrids are a predatory creature from the home world of the **mind flayers**, though they have escaped into the Underdark of the Prime Material Plane, where even a single kigrid can pose a threat to a large territory. This makes it one of a category of creatures known as **illithidae**.

Deadly Intelligence. A kigrid is a cunning hunter that will attempt to trick its prey into a dead end passage, to the edge of a cliff, or otherwise into a tactically inferior position before making its move. Kigrids often hunt in **packs** numbering up to eight, and they work well together, though not with the same level of coordination as a wolf or similar creature; perhaps a kigrid's tendency to put its own interests above that of the rest of the pack preclude it.

Kigrid Treasure. Kigrids don't collect treasure, and rarely remain in one area for long in order to avoid raising significant hunting parties out to kill it.

Kigrid

Medium Aberration (Illithidae), usually neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8+18)

Speed 40 ft.

**STR 17 (+3), DEX 13 (+1), CON 14 (+2),
INT 7 (-2), WIS 12 (+1), CHA 11 (+0)**

Saving Throws Int +0, Wis +3, Cha +2

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Undercommon

Challenge 3 (700 xp) **Prof** +2

Keen Senses. The kigrid has advantage on scent-based Wisdom (Perception) checks.

ACTIONS

Multiattack. The kigrid makes three attacks: one with its Bite and two with its Claws.

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

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

Spellcasting (Psionics). The kigrid psionically casts one of the following spells using Charisma as its spellcasting ability, requiring no components (save DC 10):

At will- *comprehend languages*.

3/day- *detect thoughts, hold monster*.

BONUS ACTION

Rake. If it hits the same creature with both Claws, the kigrid makes two more Claw attacks against that target. Each does an extra 5 (2d4) poison damage on a hit.

KILL KITTEN

Source: *Arduin Grimoire*.

Kill kittens exactly resemble normal, relatively harmless kittens, but are actually bundles of furious death. They act like cute, helpless, hungry waifs, meowing pitifully when humanoids approach, only to use their magically sharp claws to tear would-be rescuers to bits.

Cruel and Capricious Creators. At least five different original lineages of kill kittens have been spawned over the centuries, each by different creators. In each case, the creature or group that engineered the kill kittens had a cruel and malicious sense of humor and a sly appreciation for the appeal that the kittens would have to creatures unaware of their true nature. Kill kittens were originally made to serve as guardians or traps in dungeons, but have since escaped to the wild

and spread throughout the world. When they interbreed with normal cats, the offspring are usually normal, albeit aggressive and wily, cats; however, sometimes a kill kitten will emerge, even generations later.

Insane Combat Abilities. A kill kitten's deadliness is absurd, compared to its cute appearance. Its fangs and claws are harder than steel, and each swipe delivers a venom of terrific power. Though a solitary kill kitten is fairly easy to slay, they often appear in groups large enough to form swarms, in which case the danger they represent grows enormously.

Slayers of Large Prey. A kill kitten can bring down shockingly large prey. Sometimes, the clearest sign that kill kittens have moved into an area is the sudden appearance of large animal carcasses with only tiny amounts of meat eaten. A kill kitten can easily bring down cattle, tree sloths, or other creatures that, at first glance, seem absurdly large and tough.

Kill Kitten Encounter Design. When using kill kittens, bear in mind that they have extremely low hit points and very high damage for their level. This means that, if they lose initiative, they may all die without acting, but if they win, they might drop (or even kill) a pc or two before the pcs even get to go. Their damage output means that you should be very careful when using them against lower level pcs.

Naturally, most kill kitten encounters begin with the kittens acting cute and attempting to lure creatures into picking them up. However, when a group has encountered them before and is wary of their outward appearance, a kill kitten encounter is likely to work better if the kill kittens arrive in staggered waves or from different directions, so that a single *fireball* or other area spell can't destroy them all.

A kill kitten swarm alleviates many of these concerns, since its durability means that it has far less of a glass jaw and it is therefore far less of a 'glass cannon'.

Kill Kitten Treasure. Kill kittens usually wander a fairly small territory, in which any treasure carried by their victims can be found. A group of kill kittens usually claims a territory of a few square miles. Once their tendency to kill everything depletes the area of prey, the kittens wander on to a new territory. In such a case, their treasure is left behind.

A group of up to four kill kittens has a 30% chance each to have 2d10 x 20 cp, sp, and gp, as well as 1d12 x 10 ep; a 20% chance each to have 1d4 gems and 1d4 pieces of jewelry; and a 10% chance to have 1d4 potions (1-4), 1d3 scrolls (5-8), or 1 random magic item (9-10).

A group of five to twelve kill kittens instead has a 35% chance each to have 2d4 x 100 cp, sp, and gp, as well as 1d6 x 50 ep; a 25% chance each to have 1d8 gems and 1d6 pieces of jewelry; and a 15% chance to have 1d8 potions (1-4), 1d6 scrolls (5-8), or 1d2 random magic items (9-10).

A group of 13 or more kill kittens, or a group including one or more swarms of kill kittens, instead has a 50% chance each to have 1d8 x 250 cp, sp, and gp, as well as 1d6 x 100 ep; a 30% chance each to have 2d6 gems and 2d4 pieces of jewelry; and a 20% chance to have 2d4 potions (1-3), 1d6 scrolls (4-6), or 1d3 random magic items (7-10).

Kill Kitten

Tiny Monstrosity (Cat), always chaotic neutral

Armor Class 13

Hit Points 10 (4d4)

Speed 30 ft.

STR 4 (-3), **DEX** 16 (+3), **CON** 10 (+0),
INT 6 (-2), **WIS** 11 (+0), **CHA** 18 (+4)

Skills Deception +7, Perception +3

Senses darkvision 60', passive Perception 13

Languages -

Challenge 5 (1,800 xp)

Prof +3

Deadly. When it attacks with its natural weapons, the kill kitten scores a critical hit on a 19-20 and gains a bonus of +2d10 to critical severity.

Evasion. If the kill kitten succeeds on a Dexterity save for half damage, it instead takes no damage from the triggering effect. If it fails such a save, it takes half damage instead of full damage from the triggering effect.

Keen Senses. The kill kitten has advantage on Wisdom (Perception) checks based on hearing, sight, or smell.

ACTIONS

Multiattack. The kill kitten makes one attack with its Bite and one attack with its Claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target. *Hit:* 9 (1d12+3) piercing damage, and the target must make a DC 11 Constitution save, suffering 22 (4d10) poison damage on a failure, or half that on a success.

Claws. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target. *Hit:* 12 (2d8+3) piercing damage, and the target must make a DC 11 Constitution save, suffering 22 (4d10) poison damage on a failure, or half that on a success.

Kill Kitten Swarm

Medium Swarm of Tiny Monstrosities (Cat, Swarm), always chaotic neutral

Armor Class 13

Hit Points 65 (10d8+20)

Speed 30 ft.

**STR 8 (-1), DEX 16 (+3), CON 14 (+2),
INT 6 (-2), WIS 11 (+0), CHA 18 (+4)**

Damage Resistances bludgeoning, piercing, and slashing

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

Skills Deception +7, Perception +3

Senses darkvision 60', passive Perception 13

Languages -

Challenge 7 (2,900 xp)

Prof +3

Deadly. When it attacks with its natural weapons, the kill kitten scores a critical hit on a 19-20 and gains a bonus of +2d10 to critical severity.

Evasion. If the kill kitten succeeds on a Dexterity save for half damage, it instead takes no damage from the triggering effect. If it fails such a save, it takes half damage instead of full damage from the triggering effect.

Keen Hearing, Smell, and Vision. The kill kitten has advantage on Wisdom (Perception) checks based on hearing, sight, or smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny kitten. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Swarm of Claws and Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 30 (5d10+3) piercing damage, plus 33 (6d10) poison damage.

KILLER WHALE

Location: *Monster Manual* p331.

Killer Whales in Cydra. In Cydra, make the following changes to the killer whale's stat block.

- Its Intelligence is 10 (+0).
- It speaks Aquan and Whale.

Killer Whale Treasure. Killer whales don't typically gather treasure.

KNIGHT

Location: *Monster Manual* p347.

Knight Treasure. A knight encountered without other knights has a 50% chance to carry treasure. If it does, it has 2d10 each sp, ep, and gp; has a 50% chance each to have 1d6 pp and 1d3 potions; and has a 10% chance each to have a magic weapon or piece of magic armor.

A **band** of two to six knights instead has a 40% chance each to have 1d10 x 100 sp, 1d6 x 50 ep, 1d10 x 25 gp, and 1d6+2 potions; and a 20% chance each to have 2d12 pp, 1d2 pieces of magic armor, and 1d2 magic weapons.

An **order** of seven to 50 knights instead has a 50% chance each to have 1d8 x 1,000 xp, 1d10 x 1,000 ep, 1d10 x 1,000 gp, 1d10 art objects, and 2d6+2 potions; a 30% chance each to have 1d8 x 100 pp, 1d12 gems, 1d4 pieces of magic armor, and 1d6 magic weapons; and a 10% chance to have 1d2 random magic items.

KOALINTH

Location: *Ghosts of Saltmarsh* (koalinth, koalinth sergeant).

Koalinth Treasure. A koalinth typically carries 2d10 sp and 2d8 gp.

The lair of a **tribe** of from 20 to 80 koalinths has a 75% chance each to have 1d10 x 200 gp in assorted coins and gems and 2d6 x 100 gp in trade goods that can survive underwater. In addition, there is a 10% chance for 1 random magic item that can survive underwater.

In a tribe that numbers from 81 to 400 koalinths, there will be 3d6 x 500 gp in coins and gems and 2d10 x 200 gp in trade goods that can survive underwater. In addition, there is a 25% chance that the tribe has 1d6 art objects that can survive underwater, a 20% chance that it has 1d4 magic weapons (1-4) or armor (5-6), and a 10% chance for 1d4 random magic items that can survive underwater.

KOALINTH PCS

In a group of aquatic pcs, a koalinth would stand out as unusual, just as a goblinoid would in a group of elves, dwarves, and humans. A player ready to deal with the social consequences of being a member of a widely-hated race could do worse than to play a koalinth in an underwater campaign.

Because they are amphibious, a koalinth might be an interesting character in an above-water campaign as well.

Low Level (3+): A koalinth's Martial Advantage is the equivalent of a 3rd level rogue's Sneak Attack ability. Its ability to breathe water is a marginal increase in its racial power, but the Martial Advantage is where the koalinth really shines. This makes the koalinth suitable for joining 3rd level groups.

KOALINTH TRAITS

Koalinth pcs have the following racial traits.

Ability Score Adjustments. Your Strength score increases by 2 and your Constitution score increases by 1.

Age. A koalinth is mature by 10 years of age, old by about 30, and usually dies before the age of 45.

Size. You are Medium. A female koalinth is usually 5' 10" to 6' 6" in height and typically weighs between 125 lbs and 300 lbs. Males are slightly larger, usually standing 6' to 7' in height and typically weighing 150 lbs to 500 lbs.

Speed. Your walking speed is 30', and you have a Swim speed of 20'.

Darkvision. You have darkvision to 60'.

Amphibious. You can breathe both air and water.

Martial Advantage. Once per turn, you can deal an extra 7 (2d6) damage to a creature you hit with a weapon attack if that creature is within 5' of an ally and that ally isn't incapacitated.

Languages. You speak Goblin and your choice of Aquan or Common.

KOBOLD

Location: *Monster Manual*, *Volo's Guide to Monsters* (kobold dragonshield, p165; kobold inventor, p166; kobold scale sorcerer, p167), *Icewind Dale: Rime of the Frostmaiden* (icewind kobold, icewind kobold zombie, kobold vampire spawn).

Kobolds are crafty and shifty creatures. Though by far the majority of them are unremarkable specimens lost in the masses, they appear in such numbers that the occasional exceptional individual arises. Even entire orders, such as dragonshields or Yips, sometimes arise.

Kobolds in Cydra. In Cydra, some kobolds have the following additional option, which is typically available as **both an Action and a Bonus Action** when a kobold has it.

- **Shift.** The kobold moves 5' without provoking opportunity attacks.

Kobold Treasure. A kobold usually carries 2d10 cp and 1d8 sp.

The lair of a group of at least 50 kobolds has a 40% chance of having 2d6 x 10 gp in trade goods; a 25% chance each to have 1d6 x 50 cp, 1d10 x 20 sp, 2d6 x 5 ep and 3d10 gp; and a 10% chance of having 1d4 potions.

The lair of a group of at least 200 kobolds instead has a 90% chance of having 2d8 x 50 gp in trade goods; a 50% chance each of having 1d10 x 100 cp, sp and ep, plus 1d6 x 100 gp; a 30% chance of having 1d8 potions and a 10% chance each of having 1d4 scrolls and 1d2 random magic items.

KOBOLD PCS IN CYDRA

A kobold pc in Cydra has the option to take the Shifty option, above, in place of the standard Beg, Cower, and Grovel option.

Kobold Dragonshield Trainee

Small Humanoid (Kobold), often lawful evil

Armor Class 16 (leather armor, shield)

Hit Points 27 (6d6+6)

Speed 30 ft.

**STR 13 (+1), DEX 16 (+3), CON 12 (+1),
INT 8 (-1), WIS 7 (-2), CHA 8 (-1)**

Saving Throws Str +3

Senses Darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge ½ (100 xp) **Prof** +2

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

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

Shift. The kobold moves 5' without provoking opportunity attacks.

BONUS ACTIONS

Shift. The kobold moves 5' without provoking opportunity attacks.

REACTIONS

Parry. If an enemy hits one of the kobold's allies that is within 5' with a weapon attack, the kobold can use its reaction to interpose its shield, adding 2 to the ally's AC against the triggering attack.

KOCHO

Source: Homebrew.

A kocho is a flightless bird capable of carrying a human-sized creature as a mount. It has a vicious temper and is dangerous to those that annoy it, sometimes including its rider or other nearby mounts. Kocho are closely related to a number of other species, including **terror birds**, **axe beaks**, and **birds of Pandos**.

Purchasing a Kocho. A kocho usually costs about 250 gp and is widely available. Tack and harness for a kocho costs the same as for a horse, but it must be fed meat, costing 1 ep per day's worth of feed.

Kocho Treasure. Kocho don't collect treasure.

Kocho

Medium Beast (Bird), always unaligned

Armor Class 12 (armor)

Hit Points 39 (6d8+12)

Speed 40 ft.

**STR 15 (+2), DEX 15 (+2), CON 14 (+2),
INT 2 (-4), WIS 15 (+2), CHA 10 (+0)**

Senses passive Perception 12

Languages -

Challenge ¼ (50 xp) **Prof** +2

Sturdy Mount. A kocho can serve as a mount for a creature of its size.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

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

KOLYARUT

Source: 3.5e *Monster Manual*.

A kolyarut looks like a mechanical, red-skinned humanoid dressed in ornate golden armor (which is a built-in part of the creature) and a flowing golden robe. It acts to ensure that contracts are carried out and bargains are kept. Anyone who reneges on a deal risks the ire of a kolyarut.

A kolyarut is one of a category of extraplanar enforcers called **inevitables** that hail from Mechanus, seeking to ensure that cosmic rules are not broken. A kolyarut's specific purpose is to enforce the inevitability of punishment for breaking an oath or contract. While not every broken promise has a kolyarut manifest to punish the one who broke it, a few do.

Kolyarut Treasure. A kolyarut has a 50% chance of bearing a magic weapon.

Kolyarut

Medium Construct (Inevitable), always lawful neutral

Armor Class 19 (natural armor)

Hit Points 97 (15d8+30)

Speed 25 ft.

**STR 14 (+2), DEX 13 (+1), CON 15 (+2),
INT 10 (+0), WIS 17 (+3), CHA 16 (+3)**

Saving Throws Str +5, Dex +4, Int +3, Cha +6

Skills Investigation +3, Insight +6, Perception +6, Survival +6

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing damage that isn't magic or adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 90 ft., passive Perception 16

Languages Abyssal, Celestial, Infernal, and the native language of its first target

Challenge 8 (3,900 xp) **Prof** +3

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

Regeneration. The inevitable regains 5 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The inevitable makes three attacks with its Longsword. It can replace one of these attacks with a Vampiric Touch or Enervation Ray, if available.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage if used in both hands.

Enervation Ray (Recharge 5-6). *Ranged Spell Attack:* +6 to hit, range 60', one target. *Hit:* 27 (6d8) necrotic damage, and the target must succeed on a DC 14 Constitution saving throw. If it fails, its maximum hit points are reduced by the damage dealt until the target completes a long rest.

Vampiric Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (6d6) necrotic damage, and the kolyarut regains half that many hit points.

Spellcasting. The inevitable casts one of the following spells, using Wisdom as the spellcasting ability and requiring no material components (save DC 14):

At Will- *discern lies, disguise self, hold person, locate creature, suggestion.*

REACTIONS

Bloodied Reprisal (1/day). When the inevitable becomes bloodied, it makes one Longsword attack. If it hits the creature that bloodied it, the inevitable deals an extra 22 (4d10) psychic damage.

KOPRU

Source: 3e *Monster Manual II*.

A kopru is a strange creature resembling no other known thing. It combines the features of several familiar creatures into one monstrous form. Its body is vaguely eel-like, but ends in three long, flexible, barbed flukes. Its torso is nearly human in appearance, and it has two arms that end in webbed claws. It has no neck; instead, like a fish, its head grows directly from its trunk. It has huge, unblinking, fish-like eyes. Its mouth is surrounded by four small tentacles- an oddity that has led to some speculation that the koprus are distantly related to illithids.

A Fallen Civilization. Long ago, the koprus had a large, mysterious undersea civilization. For reasons unknown to surface scholars, their society grew more degenerate over time, falling into decline. Now the only traces of it are undersea ruins and a few scattered outposts hidden in deep lakes or underground waterways or seas.

What koprus remain tend to stick to tropical waters, steaming swamps, or partially-flooded underground areas heated by geothermal activity or magic. They tend to avoid areas dominated by civilization, preferring to pick off solitary sentient beings who have ventured into the wild areas they haunt.

Koprus have a special hatred for elves and other creatures that can't be easily charmed. After all, if it can't be easily controlled, better to kill it than to let it go free.

Koprus view Humanoids as brutes to toy with and control. They prefer to strike when their would-be victim is at its most vulnerable, perhaps immediately following another combat or while it sleeps.

Degenerate Gods. The kopru have temples and places of worship to mysterious, strange, and sometimes even aberrant deities. Some venerate **aboleths**, serving as minions in the slime lords' Byzantine schemes. Others follow demon princes, especially **Dagon** or **Demogorgon**, or the fallen archdevil **Scylla**. Still others worship even stranger, long-forbidden entities whose very form can drive lesser beings mad. Rare indeed is the

group of kopru who do not worship some kind of depraved, foul being, emulating its worst traits amongst themselves.

Savage Matriarchs. A group of kopru is ruled over by a vicious and powerful matriarch who dispenses life and death at her whim. Rarely, a group of resentful males will instigate a coup, but inevitably, remaining females again assume control in a fairly short while.

On very rare occasions, an especially powerful matriarch will gather the koprus from a wide area in hopes of re-establishing the kopru dominance that she fantasizes the race once had. Such an ambitious matriarch usually ends up alerting human, merfolk, or some other hostile population, who inevitably send expeditions to break the kopru alliance before it can become a true threat.

Kopru Treasure. A kopru typically carries 2d10 gp and 1d4 pp.

The lair of a **colony** of up to two dozen kopru also has a 50% chance each to contain 1d12 x 500 gp, 1d10 x 10 pp, and 2d8 gems.

Kopru

Medium Monstrosity, usually chaotic evil

Armor Class 12

Hit Points 36 (8d8)

Speed 5 ft., swim 40 ft.

**STR 15 (+2), DEX 14 (+2), CON 11 (+0),
INT 11 (+0), WIS 12 (+1), CHA 10 (+0)**

Saving Throws Int +2, Wis +3, Cha +2

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Kopru

Challenge ½ (100 xp) **Prof** +2

Amphibious. The kopru can breathe both air and water.

ACTIONS

Multiattack. The kopru makes three attacks: one with its Tail, one with its Claws, and one with its Bite.

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

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

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

Dominate Person (1/day). The kopru chooses one Humanoid it can see within 180 ft. and attempts to magically dominate it. The target must make a DC 10 Wisdom save, becoming charmed by the kopru on a failure. The domination lasts as long as the kopru concentrates on it, to a maximum of 9 days. At that point, concentration is no longer required, and the victim remains charmed until freed or until the controlling kopru dies.

Each time the kopru or its allies harm the target, the target can repeat the save with advantage, ending the effect on a success.

BONUS ACTIONS

Master's Command. While it has a creature charmed, the kopru can telepathically seize control of the target. It chooses the target's action, bonus action, and movement on its next turn.

Kopru Lackey

The kopru lackey uses the Kopru stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 20 xp.

The lackey has the following additional Trait.

- **Minion.** A missed attack never damages a minion, and a successful save prevents all damage the minion would take from an effect.

Kopru Matriarch

The kopru matriarch uses the Kopru stat block with the following changes.

- It has 72 (16d8) hit points.
- Its Charisma is 17 (+3).
- Its Cha save is +5.
- Its Dominate Person has a save DC of 13.
- Its Challenge Rating is 1 (200 xp).

The matriarch has the following additional Reaction option.

- **Defend Me!** When a creature attacks the matriarch, one allied kopru within 10' that isn't incapacitated uses its reaction to move within up to its speed to a space within 5' of the attacker. The ally becomes the target of the triggering attack.

KORRED

Location: *Volo's Guide to Monsters.*

A korred is a wild, unpredictable fey creature that loves to dance. Its long hair tends to thicken and knot in dreadlocks, and korred famously weave their hair into ropes, snares, clothes and other items. These creatures are clever and capricious, and love forcing other creatures to dance with them. Korred have a strong affinity for stone.

Battle is a Dance. When korred fight, they treat battle as a dance, laughing and singing as they attack, twirling and constantly doing little steps and jigs. They will often call out lewd rhymes and bawdy jokes aimed at their foes while they fight.

Drawn into the Dance. Korred have great festivals where they dance and celebrate merrily. It is said that those who interrupt the dance are magically drawn into the celebration and dance themselves literally to death.

Some scholars have noted the similarity between those who dance themselves to death and those drawn into the **Wild Hunt**. Whether there are any true connections between the Wild Hunt and the korred remains an unanswered mystery.

Korred Allies. Korred are often friendly with many creatures of elemental earth, including **earth elementals, galeb duhr, bowlers, gargoyles, stone spikes, and xorn**. They don't usually get along with **dao**, however, finding the earth genies too serious for the korreds' taste.

Korred also frequently have ties with a variety of Fey creatures. **Leprechauns** enjoy joining them in their dances and in sporting with other creatures. **Oreads** are particular favorites of the korred, given that they are both creatures of stone and Fey folk in one. Otherwise, the more flighty and playful the Fey, the more likely a korred is to enjoy its company. **Jinxers, beard haunts, buckawns, atomies**, and other similar Fey tend to enjoy the company of korreds, and sometimes beard haunts will even inhabit a korred's beard. Indeed, the korred are one of the few creatures that tolerate and even enjoy a beard haunt's presence.

Korred Treasure. Korred pouches contain hair, shears and other items. If these items are sprinkled with holy water, they will turn to gold, yielding treasure worth 5d4 x 10 gp. Korred otherwise rarely carry any treasure, though if at least four are encountered together there is a 5% chance each that they will have 1d6 pieces of jewelry and 1 piece of magical jewelry.

Some magic items related to dancing might require parts harvested from korreds; for instance, one recipe for the ink to make a scroll of *Otto's irresistible dance* might call for the blood of a korred.

Korred Dancer

Small Fey, often chaotic neutral

Armor Class 11

Hit Points 55 (10d6+20)

Speed 30 ft.

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

Saving Throws Dex +3, Int +4, Wis +4, Cha +3

Skills Acrobatics +3, Athletics +5, Performance +3

Condition Immunities exhaustion

Senses passive Perception 12

Languages Sylvan

Challenge 2 (450 xp) **Prof** +2

Magic Resistance. The korred has resistance to saves against spells and other magic effects.

ACTIONS

Multiattack. The korred makes two melee attacks.

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage.

Hair Snare. *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target. *Hit:* The target is restrained (escape DC 13). It can also escape by dealing 5 points of slashing or fire damage to the snare, which is AC 10.

Laugh (recharges after a short or long rest). Each creature of the korred's choice within 60 ft. of it must make a DC 11 Wisdom save or be stunned for 1 minute (save ends). A creature that makes its save, or for whom the effect ends, is immune to the laugh of all korreds for 24 hours.

Spellcasting. The korred casts one of the following spells, using Wisdom as its spellcasting ability and requiring no material components (save DC 12, +2 to hit with spell attacks):

At Will- *stone shape, stone tell, transmute rock.*

BONUS ACTIONS

Fighting Dance. If the korred moves at least 10' while adjacent to a creature, it makes up to two melee attacks against that target.

Stone Door. The korred steps into a stone surface at least 3' in diameter and emerges from another stone surface at least 3' in diameter within 90'.

KRAKEN

Source: *Monster Manual.*

Kraken Treasure. A kraken's lair usually contains 4d12 x 10,000 gp in assorted coins and gems and 2d12 art objects that can survive underwater. In addition, there is a 75% chance of 1d6+4 random magic items.

KRAKEN PRIEST

Location: *Volo's Guide to Monsters* p215.

Kraken Priest Treasure. A kraken priest usually carries 1d6 x 10 each sp and ep, as well as 5d10 gp. It also has a 20% chance to have 1d3 pieces of jewelry; and a 10% chance each to have 1d2 potions and 1 random magic item.

The lair of a group of four to ten kraken priests also has a 50% chance each of having 1d6 x 100 cp, sp, and gp; a 35% chance each of having 1d10 x 50 ep, 1d4 gems, and 1d4 art objects; a 25% chance of having 1d10 x 25 gp in trade goods; and a 10% chance each to have 1d4 scrolls and 1d2 random magic items.

The lair of 11 or more kraken priests has a 50% chance each of having 1d6 x 1,000 cp, sp, and gp; a 35% chance each of having 1d10 x 100 ep, 1d8 gems, and 1d4 art objects; a 25% chance of having 1d4 x 100 gp in trade goods; and a 10% chance each to have 2d4 scrolls, 1 rod et al, piece of magic jewelry, and 1d4 random magic items.

KRAKENTUA

Source: *2e Kara-Tur Monstrous Compendium Appendix.*

The krakentua is among the most fearsome of all monsters. Towering up to 100' high, constantly wreathed in red mist that oozes from its pores, the krakentua is a horrifying danger to all creatures near it. It has the body of a human, albeit with leathery, dark green skin, but its head is a huge, seven-tentacled mass similar to an octopus. It has huge red eyes with black pupils.

Without Redeeming Features. A krakentua is malevolent and remorseless. It has an insatiable appetite for destruction and seeks to enslave other creatures, all of whom it considers to be inferior to it. The krakentua treats other creatures as tools, toys, or food, caring nothing at all for them. It prefers to deal with any opposition or problem by destroying it, laying waste to the countryside for miles around if necessary.

A Grisly Trail. When on land, a krakentua leaves a horrific trail behind it- a mass of dead octopuses, squid, and cuttlefish. It is easy to track a krakentua, should someone prove foolish enough to wish to do so.

Treasure. Krakentua care nothing for treasure, and don't gather any.

Krakentua

Gargantuan Fiend, always chaotic evil

Armor Class 18 (natural armor)

Hit Points 460 (40d20+40)

Speed 50 ft., swim 40 ft.

STR 25 (+7), DEX 10 (+0), CON 13 (+1),

INT 17 (+3), WIS 14 (+2), CHA 16 (+3)

Saving Throws Dex +7, Con +8, Int +10,

Wis +9, Cha +10

Skills Arcana +10, Intimidation +10, Religion +10

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages all languages

Challenge 21 (33,000 xp)

Prof +7

Amphibious. The krakentua breathes both air and water.

ACTIONS

Multiattack. The krakentua makes four Tentacle attacks and two Slam attacks.

If it is bloodied, it instead makes six Tentacle attacks and two Slam attacks.

Tentacle. Melee Weapon Attack: +14 to hit, reach 40 ft., one target. *Hit:* 23 (3d10+7) bludgeoning damage, and the target must make a DC 22 Dexterity save or be grappled by the krakentua. While grappled in this way, the creature is restrained. The krakentua has seven tentacles and can grapple one creature in each. While it is grappling a creature with a tentacle, it can't attack other creatures with that tentacle.

Slam. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. *Hit:* 17 (3d6+7) bludgeoning damage.

Breath Weapon. The krakentua breathes out a cloud of foul red mist in a 50' cube adjacent to it. The cloud remains in place for 1 minute and its area is lightly obscured. Once per turn, a creature that enters or starts its turn in the cloud takes 13 (3d8) poison damage. A *gust of wind* will disperse the mist in its area.

BONUS ACTIONS

Spit Cherry Milk. The krakentua spits a stream of milk at a creature within 100'. The target must make a DC 16 Dexterity save, being blinded for 1 minute (save ends) on a failure.

Tentacle Slide. Each creature grappled by the krakentua must make a DC 22 Str save. The krakentua slides a creature that failed its save up to 20', or a creature that made its save up to 10'.

KRENSHAR

Source: 3e *Monster Manual*.

A krenshar is a catlike predator with the strange ability to peel the skin back from its face, revealing a visage of bone and muscle and terrifying prey. Typically four to five feet in length and about 175 lbs, krenshar dwell in forests, both sexes joining in the hunt.

Rarely Domesticated. Krenshars are very social amongst their own kind, and some attempts at domesticating them have been made. Almost all have failed, but occasionally, if a creature gets a krenshar cub and raises it from a very young age, it might succeed. In such a case, a krenshar can make a loyal and fierce companion. However, it can never be trusted around other animals, or even around others of the same race as its master, always seeing them more or less as prey.

Pack Hunters. Krenshar are excellent pack hunters, using solitary scouts to drive prey into the waiting clutches of the pride. The gruesome visage ability of the krenshar is an excellent tool for them in these hunts, for it helps them to herd their targets in the desired direction.

Krenshar Treasure. Krenshar don't collect treasure and rarely even have lairs.

Krenshar

Medium Beast, always neutral

Armor Class 13 (natural armor)

Hit Points 18 (4d8)

Speed 40 ft.

**STR 11 (+0), DEX 14 (+2), CON 11 (+0),
INT 6 (-2), WIS 12 (+1), CHA 13 (+1)**

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge ½ (100 xp)

Prof +2

Keen Senses. The krenshar gains advantage on Wisdom (Perception) checks relying on sight or smell.

ACTIONS

Multiattack. The krenshar attacks once each with its Bite and its Claws.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Gruesome Visage. The krenshar pulls the skin back from its head, revealing the muscles and bone beneath, and emits a terrific screech. Each creature within 30' of the krenshar must make a DC 11 Wisdom saving throw or be frightened for 1 minute (save ends). In addition, a creature that fails its save is pushed 10' from the krenshar.

KRUTHIK HIVE LORD

Location: *Mordenkainen's Tome of Foes* p212.

Kruthik Hive Lord Treasure. Kruthiks don't usually collect treasure.

KUO-TOA

Source: *Monster Manual*.

Kuo-Toa Treasure. Kuo-toa collect treasure, but the prevalence of insanity in the race means that some kuo-toa collect very odd treasure indeed. Half the time, an encountered kuo-toa has bizarre items that are worthless to others as its treasure, including amphibian eggs, slime, algae, fish bones, eyes or organs, small weirdly-shaped sculptures, jars of sand or mud, collections of scales, claws, teeth, or similar parts, etc. The other half of kuo-toa typically carry 1d10 cp, 1d8 sp and 1d6 gp.

The lair of at least ten kuo-toa additionally is also 60% likely to contain 1d10 x 100 gp in assorted coins; 30% likely to contain 1d8 gems; 15% likely to contain 1d6 potions; and 10% likely to contain 1d6 art objects.

The lair of at least 40 kuo-toa is instead also 60% likely to contain 1d10 x 500 gp in assorted coins; 30% likely to contain 2d8 gems; 25% likely to contain 2d6 potions; and 20% likely each to contain 1d10 art objects and 1d4 random magic items.

If the lair contains at least 120 kuo-toa, it is instead 85% likely each to contain 2d6 x 250 gp in trade goods and 3d6 x 1,000 gp in assorted coins; 65% likely to contain 2d6+4 potions; 40% likely each to contain 2d8 art objects and 1d6+1 random magic items; and 30% likely to contain 3d8 gems.

KYUSS WORM

Source: 1e *Fiend Folio* (son of Kyuss worm; first stated independently in 3e *Age of Worms* Adventure Path).

A Kyuss worm is a fat, wriggling, undead worm. Created by the legendary figure Kyuss to act as a vector for undeath, a Kyuss worm that gets on the skin of a creature burrows into it, makes its way to the brain, and slays the creature, transforming it into a **spawn of Kyuss**.

Kyuss worms are almost never found by themselves. Instead, they are found crawling all over the body of a spawn of Kyuss or some other servant of the Wormgod. On very rare occasions, a Kyuss worm grows into an **overworm**.

Kyuss Worm Treasure. By itself, a Kyuss worm doesn't collect treasure.

Kyuss Worm

Tiny Undead (Worm), always chaotic evil

Armor Class 6

Hit Points 1 (1d4-4)

Speed 1 ft.

STR 2 (-4), **DEX** 2 (-4), **CON** 2 (-4),
INT 2 (-4), **WIS** 2 (-4), **CHA** 2 (-4)

Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 6

Languages -

Challenge 0 (10 xp)

Prof +2

Vulnerabilities. If the Kyuss worm is targeted by an effect that cures a disease or removes a curse, or if it is touched by holy water or silver, the worm dies.

ACTIONS

Infest. The worm leaps at a creature within 5', which must make a DC 6 Dexterity save or the worm lands on the creature's skin. While on its skin, the worm can be killed by normal means or scraped off using an action. Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.