

AFRICAN MONSTERS



Credits

AUTHORS: Ismael Alvarez, Eytan Bernstein, Adam Gonzales, Robert J. Grady, Stefan Huddleston, Jessica Jones, Will Ke, Michael Mifsud, Jason Nelson, Brandon O'Brien, Katherine Schuttler, Dedren Snead, Mike Welham

EDITING AND DEVELOPMENT: Jason Nelson

ARTISTS: Guillermo Cartay, Johnny Haxby, Herman Lau, Tanlynn Morgan, Beatrice Pelagatti, Arrahman Rendi, Bob Storrar, Cam Taylor, Timoslav Tikulin, Rian Trost

DESIGN AND LAYOUT: Craig Williams

CHIEF EXECUTIVE OFFICER: Jason Nelson

CHIEF STRATEGIC OFFICER: Shirline Wilson

Special Thanks to Our Black and African creative contributors to this bestiary:

Black (United States): Brandon O'Brien, Dedren Snead, Stefan Huddleston, Jessica Jones, Will Ke, Tanlynn Morgan, Katherine Schuttler

Kenya: Jane Waigwa

Nigeria: Gabriel Towolawi

South Africa: Jason Juta, Michael Mifsud, Raymond Minaar, Bob Storrar, Julie Withers

Zambia: Liam Bain, Dino Nzanga

Zimbabwe: Nathaniel Mada

Also special thanks to the Author of the Excellent Blog *A Book of Creatures*, Who Wished to Remain Anonymous but Provided Great Inspiration to Research More Deeply into the Mythology and Monsters of Africa!

About Legendary Games

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out and Make Your Game Legendary!

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First publication February 2025.
Printed in USA.



Legendary Games
524 SW 321st St.
Federal Way, WA 98023
makeyourgamelegendary.com

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What You Will Find Inside *African Monsters*

African Monsters is the latest specialty 5E bestiary from Legendary Games, bringing you richly detailed and evocatively described monsters for the new 2024 update of the 5th Edition of the world's most famous roleplaying game, drawing upon the myths and legends of the real world and throughout the history of RPGs. You can check out the fantastic flair of these monster accessories in the companion volumes *Asian Monsters*, *Mythos Monsters*, *Sea Monsters*, and more! This exciting monster supplement has been developed with care by our expert game designers including nearly 20 Black and African authors, artists, and creative consultants to bring you over 80 magnificent monsters from the myths and legends of Africa from Mali to Madagascar and South Africa to Sudan to enrich your 5E 2024 campaign!

This project is LIVE on Kickstarter beginning February 11, 2025, and we hope you enjoy this free preview and consider making a pledge to help this project become even bigger and better! In addition to offering our brand-new ***African Monsters*** bestiary as a standalone book, you also can get our **World of Monsters Bonus Bundle** that includes the new bestiary alongside ***Asian Monsters***, ***Latin American Monsters***, and ***Mediterranean Monsters***! These three volumes bring over 400 pages of incredible creatures from India to Korea, Morocco to Malta, and Puerto Rico to Paraguay, with creative teams totaling over 60 authors, artists, and consultants deeply rooted in the culture and history of each region! We are launching soon and hope you'll join us on our latest adventure and share this project with your friends and fellow 5E fans!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



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AMMUT

Ammuts have an unsettling grace to their movements, stalking with jarring yet fluid steps, as if all the animal likenesses it possesses are controlled by a chaotic, serpentine power. Their powerful reptilian mouths contain elongated teeth with jaws adorned by the shredded flesh of their victim's remains. Shadows swirl about from the hollows of their skull and capture no light or reflection. The ammut's inky black eyes are depthless, locking their gaze upon their prey with a transfixed fierceness as it weighs every transgression of the soul. Everyone has a moral deficit to answer for and no one is pure, and when an ammut catches the scent of iniquity it can focus on nothing else. There is no escaping their demand for ultimate judgment and their ravenous for a sinner's heart, and those whose hearts are devoured by an ammut are consumed in spirit as well as in body, obliterated as if they had never been. Ammut is virtually immortal, never succumbing to old age. A fully grown ammut is over 20 feet long and 10 feet high at the shoulder and weighs 5 tons.

Heart Eater. Through its massive, muscular torso, one can see the beating of the beast's heart; larger than it should be and so loud the noise of it collides inside the listener's skull, making it difficult to think of anything outside the pounding rhythm. Those hearing this frightful thrumming, even should they manage to escape the ammut's devouring jaws, are forever restless, with every quiet moment haunted by its dirge-like phantom pulse.

Ammuts gain substance from the hearts of their victims. They are never satiated and have a relentless compulsion to prey upon those who deserve gruesome judgment. These called 'Eaters of Hearts' have no interest in mingling with their own kind and are loners by nature. All ammut is female but do not reproduce in any conventional sense, instead being created by the goddess Ma'at, the embodiment of order, balance, morality, and justice, from souls that have great spiritual yearnings unresolved from life. By the laws of Ma'at that rule mortals and immortals alike, she could not allow these souls to cross to the afterlife so unfulfilled, and in communion with the powers of death Ma'at recognized there would be no better judgment of one's actions than from those who still yearn for retribution. Souls transformed into ravening beasts become instruments of judgment and justice, devouring the hearts of those not pure enough to warrant continued existence in life or the afterlife. Their attributes are that of the most ferocious beasts: the powerful forelimbs of a lion, the giant maw of the crocodile, and the thunderous hindquarters of the hippopotamus.

Underworld Guardians. Ammut dwell underground and are drawn to thermal locations such as volcanic activity or fiery underground lakes. They are adept at burrowing to create a sheltered den in which to hide. They are also partially aquatic, often floating with only their black eyes breaking the surface to observe their surroundings. Although they represent judgmental annihilation, ammut is not truly evil creatures who can control their actions by choice. They are driven by an undying and unquenchable need to devour wrongdoing and to right the imbalance of actions and misdeeds unpaid.

Unfortunately, no mortal is truly without blemish, and over the long millennia ammut has heard every possible prevarication and rationalization to justify a mortal's action, to the point where few are willing to give a fair hearing to those crossing their path. Assuming all who come before them are already guilty, ammut is all too happy to dispense with judgment and jump straight to the execution.



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AMMUT

Huge Monstrosity, Neutral Evil

Armor Class 19

Initiative +1 (11)

Hit Points 322 (24d12 + 140)

Speed 30 ft., burrow 20 ft., swim 30 ft.

		MOD	SAVE			MOD	SAVE
STR	21	+5	+5	INT	16	+3	+3
DEX	13	+1	+1	WIS	19	+4	+4
CON	24	+7	+13	CHA	18	+4	+4

Skills Athletics +11, Intimidation +10, Religion +9, Perception +10, Survival +10

Resistances Bludgeoning, Piercing, and Slashing damage from nonmagical attacks

Immunities Necrotic, Poison; Frightened, Poisoned

Senses Darkvision 60 ft., Passive Perception 20

Languages Abyssal, Celestial, Infernal, Pharaonic

Challenge 17 (18,000 XP, PB +6)

TRAITS

Amphibious. The ammut can breathe air and water.

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

Soul Devourer. Constitution Saving Throw: DC 21, a creature reduced to 0 hit points by the ammut. *Failure:* The target dies and the ammut gains 10 temporary hit points.

Stench. Constitution Saving Throw: DC 21, creatures that start their turn within 20 feet of the ammut. *Failure:* Poisoned for 1 round. *Success:* The creature is immune to this ammut's stench for 1 hour.

Taste of Judgment. If a creature hit by the ammut's bite attack has its hit point maximum reduced as a result, the ammut can designate it as its quarry. The ammut always knows the direction and distance to its quarry provided the two are on the same plane of existence. This effect ends if the reduction to the creature's hit point maximum ends or if the ammut chooses another creature as its quarry.

ACTIONS

Multiattack. The ammut makes one bite attack and two claw attacks.

Bite. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. *Hit:* 49 (8d10 + 5) Piercing damage plus 14 (4d6) Necrotic damage, and the target must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the Necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Additionally, if the target is a Medium or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the ammut. A swallowed creature is Blinded and Restrained, it has total cover against attacks and other effects outside the ammut, and it takes 22 (4d10) Bludgeoning damage plus 14 (4d6) Necrotic damage at the start of each of the ammut's turns. The swallowed creature must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced as above. If the ammut takes 30 damage or more on a single turn from a creature inside it, the ammut must succeed on a DC 23 Constitution saving throw or regurgitate all swallowed creatures, which fall Prone in a space within 10 feet of the ammut. If the ammut dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting Prone.

Claws. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. *Hit:* 23 (4d8 + 5) Slashing damage.

Fear Cone (Recharge 5-6). Wisdom Saving Throw: DC 18, each creature in a 60-foot Cone. *Failure:* The target is Frightened. It can repeat the save each round at the end of its turn to end this condition; it automatically succeeds after 1 minute.

Reverberating Roar (Recharge 5-6). Constitution Saving Throw: DC 21, each creature in a 30-foot Cone. *Failure* 72 (16d8) Thunder damage and Deafened 1 hour. *Success:* Half damage and not deafened.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the ammut take a legendary action listed below. Each action expends one use; it regains all uses at the start of its turn.

Heart eater. Constitution Saving Throw: DC 21, a Humanoid critically hit by the ammut. The target has Advantage on the save if wearing medium or heavy armor (or an unarmored AC of 16 or higher). *Failure:* The ammut tears out the creature's heart. The target dies instantly and the ammut gains 10 temporary hit points.

Move. The ammut moves up to its speed without provoking opportunity attacks.

Shed Skin. The ammut causes its skin to tear open and slough off its body in shreds. This ends any Grappled, Paralyzed, or Restrained conditions suffered by the ammut. In addition, each creature that can see it must succeed on a DC 18 Wisdom saving throw or become Frightened until the end of the creature's next turn.

Beyond Judgment (Recharge 5-6). If the ammut is cursed or Charmed, it can redirect the effect to the creator of the effect (which gets a saving throw against the same DC) and end the effect on itself.

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BULGU

A bulgu is an enormous figure, with four glowing eyes, an axe-shaped face, and stumpy, log-like arms and legs. It eats humanoid creatures. Despite its brute appearance and habits, it possesses intelligence and eldritch cunning. Although it is possible to communicate with it, it would take great power to hold it at bay long enough to have a conversation, and what it had to say could be more unsettling and dangerous than useful. It has a number of magic powers. Elders of its kind might be even more powerful.

Ravager. A bulgu is terrifying and loathsome, burying its wedge-shaped, toothed skull into opponents, while battering them with its arms. It leaves only scraps behind from its victims, along with considerable gore.

Secret Keepers. A bulgu has means, both magical and mundane, of acquiring the secrets of its targets. Not satisfied with slaughter, it sometimes engages in blackmail, harassment, and unspeakable torture. Once it chooses a victim, even the victim's whole family or village could be in danger.

BULGU

Huge Aberration, Neutral Evil

Armor Class 17

Initiative +2 (12)

Hit Points 204 (24d12 + 48)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE
STR	25	+7	+7	INT	15	+2	+2
DEX	12	+1	+1	WIS	18	+4	+4
CON	15	+2	+2	CHA	13	+1	+1

Skills Arcana +6, Intimidation +5, Investigation +7, Perception +9, Stealth +5

Immunities Charmed, Frightened

Senses Darkvision 120 ft., Passive Perception 19

Languages Abyssal, Common, Deep Speech

Challenge 9 (5000 XP, PB +4)

TRAITS

Keen Hearing. The bulgu has Advantage on Wisdom (Perception) checks that rely on hearing.

Magic Resistance. The bulgu has Advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The bulgu makes one bite attack and two slam attacks.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage.

Slam. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Spellcasting. The bulgu casts one of the following spells, requiring no material components, (spellcasting ability Wisdom, spell save DC 16):

At Will: Mage Hand, Message

3/Day Each: Telekinesis

1/Day Each: Arcane Eye, Arcane Lock, Clairvoyance, Knock, Locate Object, Nondetection, See Invisibility

1/Week Each: Alarm, Glyph of Warding, Locate Creature



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EMELA-NTOUKA

The emela-ntouka is one of the most unnerving tropical river monsters to be found wherever large enough prey is available. Its massive body is covered in translucent white scales that do little to hide its internal organs from sight. An emela-ntouka stands on four short yet powerful legs with just the slightest bit of webbing running the length of each, and two beady eyes sit on opposite sides of its head, just behind and below a long horn pocked with tiny holes. An emela-ntouka can grow up to 15 feet long and 7 feet from hoof to shoulder, and shoulder and can weigh up to 3 tons.

River Feaster. Despite being a clumsy swimmer, the emela-ntouka makes its home at the bottom of muddy rivers. Although it will feed on vegetation to supplement its diet, an emela-ntouka's main food source is red meat. Unable to rip, tear, or chew at flesh with its relatively small mouth, the emela-ntouka's horn serves as its primary intake for food. When hungry, it will lumber out of the water in search of prey. The emela-ntouka's favorite strategy is to charge forward and thrust its horn into the belly of its target. Powerful muscles will pull the prey's innards through tiny holes in the horn, making it easy to digest, and depositing the gut-slurry in one of the emela-ntouka's two stomachs. After feeding, the emela-ntouka will retreat back to the bottom of its river.

Unrivaled. Although not particularly aggressive, the emela-ntouka will not abide any competition in its territory and will actively attack anything it sees at least half as large as it is. Emela-ntouka aren't known for having particularly good eyesight though, and observant locals know to look for deep puncture wounds in trees or rocks to determine if there might be an emela-ntouka nearby.



EMELA-NTOUKA

Large monstrosity, unaligned

Armor Class 22

Initiative +2 (12)

Hit Points 114 (8d10 + 75)

Speed 30 ft., swim 20 ft.

		MOD	SAVE			MOD	SAVE
STR	27	+8	+8	INT	2	-4	-4
DEX	10	+0	+0	WIS	14	+2	+2
CON	20	+5	+5	CHA	4	-3	-3

Skills Athletics +11, Stealth +11

Senses Passive Perception 12

Languages --

Challenge 8 (4,800 XP, PB +4)

TRAITS

Amphibious. The Emela-ntouka can breathe air and water.

Powerful Charge. If the Emela-ntouka moves at least 20 feet straight toward a creature and then hits it with a trample attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the Emela-ntouka can make one trample attack against it as a bonus action.

ACTIONS

Multiattack. The Emela-ntouka makes one gore attack and one trample attack.

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) Piercing damage. If the target is a Medium or smaller creature it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) DC 16 or be Grappled. Until this grapple ends, the target is Restrained, and the Emela-ntouka can't gore another target. A grappled creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Trample. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) Bludgeoning damage.

Lift Prey. When the Emela-ntouka grapples a Medium or smaller creature, it can make a Strength (Athletics) check as a bonus action, opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check. If the check succeeds, the creature takes an additional 20 (2d12+8) piercing damage and has Disadvantage on the next Strength (Athletics) or Dexterity (Acrobatics) check it makes.

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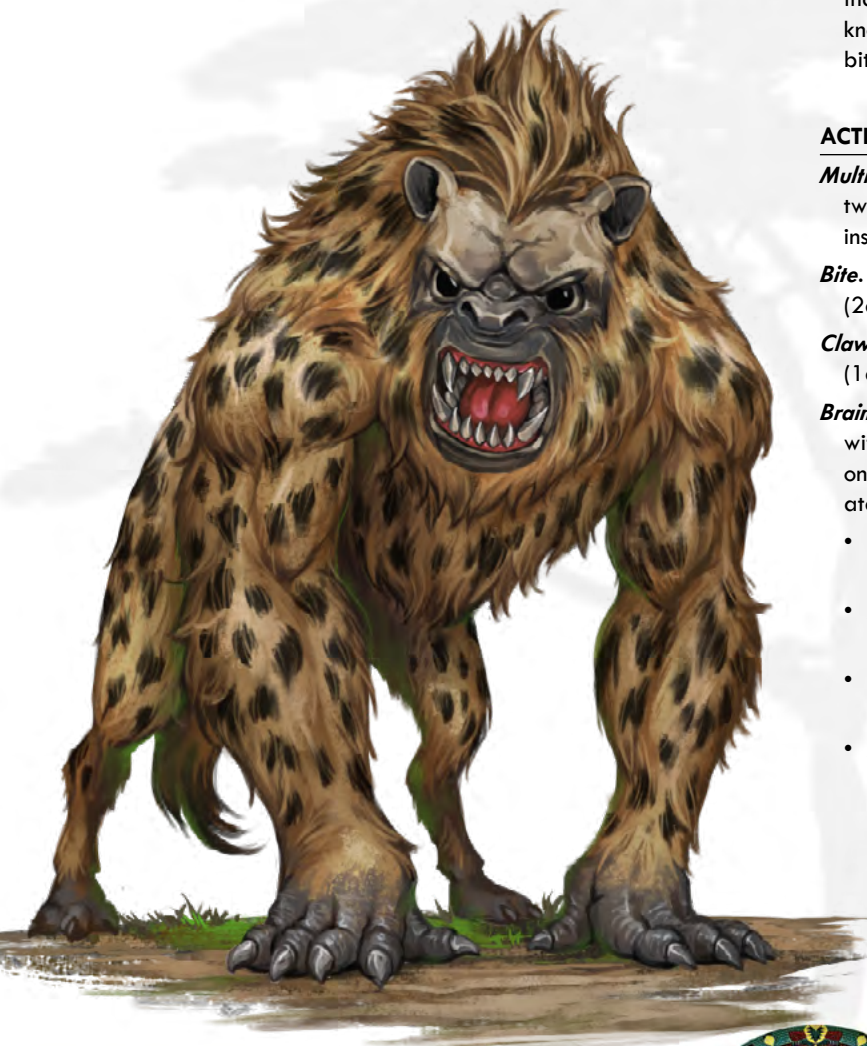
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GETIET

The getiet (sometimes also called a *chemoset* or *gadett*) is a rapacious predator that seems part-hyena, part ape, and 100% deadly. Vicious and cruel, it kills for pleasure. Entire villages have reportedly fled the fury of the getiet, which has the unsavory habit of tearing off the tops of its victims skulls, and dining on the exposed brain.

Gluttonous Harvest. Although capable of slaughtering an entire village, that may not be the first sign a getiet is in the region. It tends to feed first on the livestock of a village, able to devour the brains of an entire flock in less than a week. When it decides to ramp up it's cruelty, it will start attacking humanoids and other creatures, using its terrifying speed and sharp claws to tear through any resistance while feeding on brains to heal injuries from any who attempted to resist.

Antagonistic. Sentient and cruel, the getiet tends to be a solitary creature so it does not need to share the fruits of its terrifying labor. It even will harass larger creatures just to frustrate them.



GETIET

Medium Monstrosity, Chaotic Evil

Armor Class 15

Initiative +1 (11)

Hit Points 76 (9d8 + 36)

Speed 60 ft.

		MOD	SAVE			MOD	SAVE
STR	20	+5	+8	INT	9	-1	-1
DEX	12	+1	+1	WIS	16	+3	+3
CON	18	+4	+7	CHA	12	+1	+1

Skills Perception +6, Stealth +4

Condition Immunities Frightened

Senses Darkvision 120 ft., Passive Perception 16

Languages Common

Challenge 5 (1,800 XP, PB +3)

TRAITS

Pouncing Charge. If the getiet moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the getiet can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The getiet makes three attacks: one with its bite and two with its claws. It can forgo its bite attack to use Brain Eater instead.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) Piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) Slashing damage.

Brain Eater. A getiet can eat the brain of any living creature killed within the last day. When it does, it heals 10 Hit Points and gains one of the following effects based on the identity of the brain it ate. If multiple could apply, it chooses one.

- **Spellcaster.** For the next minute, the getiet gains advantage to Stealth checks and adds its proficiency bonus to damage rolls.
- **Animal.** For the next minute, the getiet's AC increases by 2 and its move speed increases by 10 feet.
- **Humanoid.** For the next minute, the getiet has Advantage on Wisdom (Perception) checks.
- **Any Other Type of Corpse.** The getiet heals an additional 1d8 hit points.

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INKANYAMBA

Sometimes called elder serpents, inkanyambas are enormous, malevolent snake-like creatures that dwell in tropical lakes and deep jungle rivers. Measuring over 60 feet long and weighing nearly 3,000 pounds, an inkanyamba resembles a dense snake with a vaguely crocodilian head, filled with multiple sets of fangs of varying lengths. Its long body is covered in multicolored scales that range from emerald green to golden and even vermillion. Males have larger hoods than females, who also have small, pointed frills running the length of their bodies. When these monstrous serpents raise their heads above the treetops, they unfurl vast opalescent hoods. Swaying from side to side and dropping open their elongated jaws reveals an assortment of different-sized fangs. As an inkanyamba hisses, lightning slashes the sky behind it. Inkanyambas live for centuries; their maximum possible lifespan is unknown.

INKANYAMBA

Gargantuan Monstrosity, Chaotic Evil

Armor Class 17

Initiative +3 (13)

Hit Points 264 (16d20 + 96)

Speed 60 ft., swim 60 ft.

		MOD	SAVE			MOD	SAVE
STR	21	+5	+5	INT	13	+1	+1
DEX	17	+3	+8	WIS	17	+3	+8
CON	22	+6	+6	CHA	20	+5	+5

Skills Athletics +11, Intimidation +10

Resistances Bludgeoning, Piercing, and Slashing damage from nonmagical attacks

Immunities Electricity, Poison; Poisoned

Senses Darkvision 60 ft., Passive Perception 18

Languages Aquan, Common, Draconic

Challenge 13 (10,000 XP, PB +5)

TRAITS

Hold Breath. The inkanyamba can hold its breath for 30 minutes.

ACTIONS

Multiattack. The inkanyamba makes one bite attack and one tail slap attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 57 (8d12 + 5) Piercing damage and the target is Grappled (escape DC 18). The target must succeed on a DC 19 Constitution save or become Poisoned for 1 minute. A Poisoned creature can repeat its saving throw at the end of each of its turns, ending

the effect on itself on a success. While Grappled, the target is Restrained and takes 26 (4d12) Bludgeoning damage at the start of each of its turns, and the inkanyamba can't use its bite attack.

Tail Slap. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 32 (6d8 + 5) Bludgeoning damage.

Hypnotic Sway. *Wisdom Saving Throw:* DC 18, each creature within 30 feet of the inkanyamba that can see it and has an Intelligence of 3 or higher. *Failure:* The target is Charmed and Incapacitated for 1 minute. It can repeat the save each round at the end of its turn to end this condition and each time it takes damage; it automatically succeeds after 1 minute. *Success:* The target is immune to this effect for 24 hours.

Spellcasting. The inkanyamba casts one of the following spells, requiring no material components (spellcasting ability Charisma, spell save DC 18):

1/Day Each: *Call Lightning, Control Weather*

Venomous Spit (Recharge 5–6). *Dexterity Saving Throw:* DC 19, each creature in a 60-foot Line that is 5 feet wide. *Failure:* 21 (6d6) Poison damage and Blinded for 1 minute. *Success:* Half damage and not Blinded. Regardless of the save, the creature has its hit point maximum is reduced by an amount equal to the Poison damage taken. This reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hit point maximum to 0.



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ISITWALANGCENGCE

The isitwalangcengce looks somewhat like a deformed hyena but has a head resembling a basket. It often captures prey for later consumption by scooping them up in its basket-like head. It is an opportunistic predator, often attacking people who are butchering meat to steal both the meat and the unlucky person. It particularly loves to eat brains. Although a dangerous predator and capable of speech, the isitwalangcengce is reputed to be dull-witted and easily tricked. Its strange appearance suggests a weird combination of living creature and construct, perhaps explaining its particular appetite.

Basket Head. Its peculiar head resembles a basket, even with an opening on top. Once it captures prey, it will often abscond with it, planning to bash its victim on a rock later to expose choice brains. However, clever or agile victims may be able to escape this fate. For instance, some victims have allegedly escaped by grabbing overhead branches. Based on its appearance, some speculate it may be the result of a curse, a magical monstrosity, or perhaps of fiendish origin.

Unnatural Hunger. Although happy to consume stolen cattle meat or entire children or animals, for some reason, the isitwalangcengce craves the brains of intelligent humanoids. It usually attacks by surprise but consumes prey at leisure.



ISITWALANGCENGCE

Large Monstrosity, Chaotic Evil

Armor Class 14

Initiative +2 (12)

Hit Points 75 (10d10 + 20)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE
STR	17	+3	+3	INT	7	-2	-2
DEX	15	+2	+2	WIS	8	-1	-1
CON	15	+2	+2	CHA	7	-2	-2

Skills Athletics +5, Intimidation +0, Perception +3, Stealth +4

Immunities Charmed

Senses Passive Perception 13

Languages Abyssal, Common

Challenge 3 (700 XP, PB +2)

TRAITS

Bold. The isitwalangcengce has Advantage on saving throws against being Frightened.

Keen Hearing and Smell. The isitwalangcengce has Advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The isitwalangcengce makes one bite attack. It may then swallow.

Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target must make a DC 13 Dexterity saving throw. On a failure, the target is Stunned until the beginning of the isitwalangcengce's next turn.

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

Swallow. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target or Medium or smaller size. *Hit:* The target is grappled (escape DC 15). While Grappled, Until this grapple ends, the creature target is Restrained, and the isitwalangcengce can't swallow another target.

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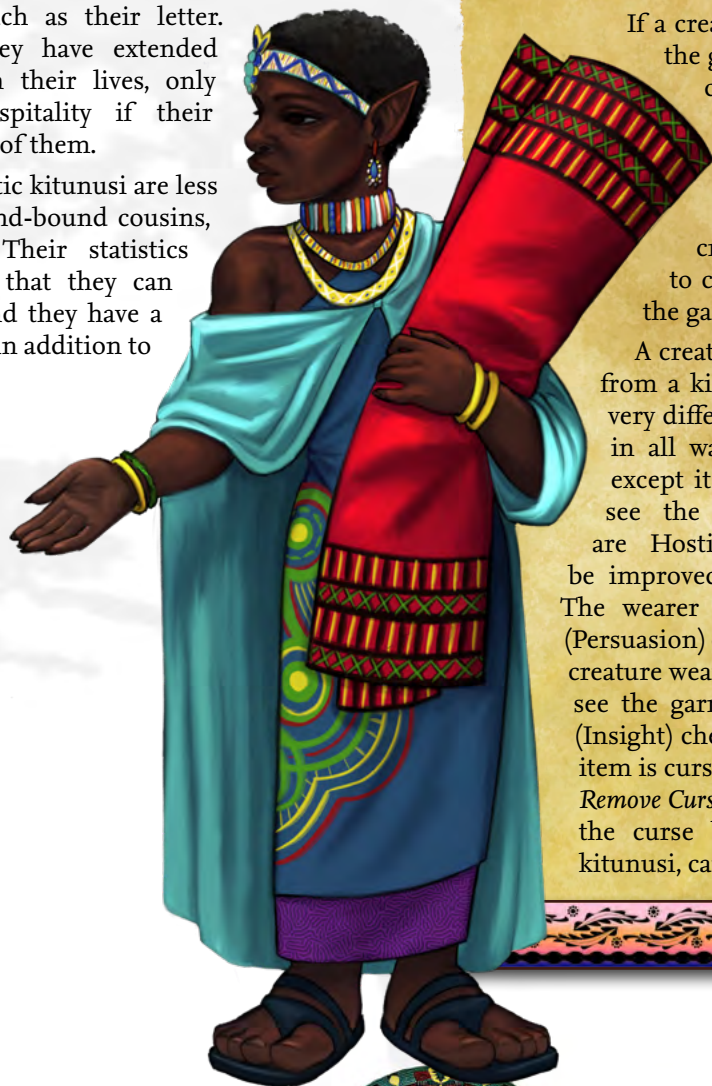
KITUNUSI

Kitunusi are friendly Fey who live for wrestling. They are known for their fierce adherence to the rules of Fey hospitality. They are the best of friends to those who respect and entertain them, but they can be implacable enemies to those who offend them or steal from them. Kitunusi resemble humans or elves in size and general appearance, though they have an unidentifiable otherness that marks them as Fey.

Blue Garment. Each kitunusi wears a blue garment—a cloak, shawl, or other item of clothing—at all times. The garment is an extension of it, and it is aware of the location of the garment and its threads at all times. It is not possible to steal the kitunusi's garment in its entirety; it is a physical extension of the kitunusi.

Paragons of Hospitality. Kitunusi are bound by the rules of Fey hospitality, and unlike many Fey, believe in their spirit as much as their letter. They guard those they have extended its hospitality to with their lives, only withdrawing that hospitality if their charges take advantage of them.

Water Kitunusi. Aquatic kitunusi are less common than their land-bound cousins, though hardly rare. Their statistics are the same, except that they can breathe underwater, and they have a swimming speed of 30 in addition to their walking speed.



Kitunusi's Favor/Disfavor

Each day a creature rightfully has a thread of a kitunusi's garment in its possession, the thread multiplies, and after a month passes, the creature has a complete garment of the type worn by the kitunusi. When worn by the creature gifted the thread, the garment acts as a *Cloak of Protection*, except it does not require attunement. The garment has no value to anyone else and no function until it is finished growing. It regenerates if damaged, but any pieces separated from the whole become worthless string.

Fey who see the gifted creature wearing the garment instinctively know that it was given to them fairly. The wearer has a +2 bonus on Charisma (Persuasion) checks when interacting with Fey, and most Fey (GM's discretion) begin with an attitude one step friendlier than they would otherwise have been.

If a creature attempts to sell or give away the garment it was gifted, or if another creature steals the garment, the kitunusi knows what happened and can decide whether to curse the originally gifted creature (see below), to allow the new creature to keep the gifted garment, to curse the new creature, or to cause the garment to crumble to dust.

A creature that manages to steal a thread from a kitunusi without being killed has a very different experience. The garment acts in all ways like one gifted to a creature, except its color is yellow, and all Fey who see the creature wearing the garment are Hostile, and their attitudes cannot be improved in the presence of the wearer. The wearer automatically fails all Charisma (Persuasion) checks against Fey who can see the creature wearing the garment, and Fey who can see the garment have advantage on Wisdom (Insight) checks made against the wearer. The item is cursed and can only be removed with a *Remove Curse* spell or similar magic. Removing the curse breaks the connection with the kitunusi, causing the garment to turn to dust.

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KITUNUSI

Medium Fey, Typically Neutral

Armor Class 14*

Initiative +3 (13)

Hit Points 52 (8d6 + 24)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE
STR	16	+3	+4*	INT	12	+1	+2*
DEX	16	+2	+3*	WIS	15	+2	+5*
CON	17	+3	+6*	CHA	18	+4	+5*

Skills Athletics +5, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP, PB +2)

Kitunusi's Favor. Each kitunusi wears a blue garment at all times.

This garment grants the kitunusi's a +1 bonus to AC and saving throws (already factored into statistics above with an asterisk).

The kitunusi can gift a thread of its garment to a creature that wins a wrestling match with it or for another reason of its choosing (see the Kitunusi's Favor/Disfavor sidebar). A kitunusi is aware of all creatures it has gifted such a thread to and their location, as well as all creatures that have stolen a thread from it. At any time, the kitunusi can choose to withdraw its favor or disfavor from a creature, causing the thread or garment to crumble to dust (see the Kitunusi's Favor/Disfavor sidebar for more details).

Kitunusi's Wrath. *Wisdom Saving Throw:* DC 14, any creature that starts its turn within 30 feet of the kitunusi and is able to see the kitunusi performing her Hitching Dance *Failure:* The creature is Frightened of the kitunusi for 1 round. If a creature fails the save two or more times in an encounter, on the second and any subsequent failures it is Paralyzed and Frightened for 1 round. If the kitunusi is using this ability while protecting creatures sharing in its hospitality, those creatures under its protection are immune to this trait.

Wrestler. Kitunusi love to wrestle. If a creature challenges the kitunusi to a wrestling match or agrees to participate in one proposed by the kitunusi, the kitunusi is overenjoyed. Both the kitunusi and the wrestling creature must make a series of opposed Athletics checks. The first creature to succeed on three checks wins the match. If the creature beats the kitunusi, the kitunusi gifts it a thread of Kitunusi's Favor. If the creature loses, the creature gains Heroic Inspiration. Either way, the creature and any of its compatriots are invited to rest at the kitunusi's campfire.

ACTIONS

Death Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (4d8 + 4) Necrotic damage, and the target is cursed with disadvantage on the next Death Save it makes. This effect is cumulative, so if the creature is hit by three Death Touch attacks, the next three Death Saves it makes have disadvantage. This curse ends if the kitunusi is killed, a *Remove Curse* or *Greater Restoration* spell is cast on the cursed creature, or the cursed creature dies.

BONUS ACTION

Hitching Dance. In response to being attacked, catching a creature stealing (or trying to steal) from it, or feeling particularly threatened or offended (GM's discretion), the kitunusi hitches itself into a sitting position such that it is walking on its hands instead of its feet. While it is in this position, its speed increases to 60 ft., difficult terrain does not cost it extra movement, and it does not provoke opportunity attacks. The Kitunusi stays in this position for as long as it feels threatened.

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KHODUMODUMO

The “swallowing monster” known as Khodumodumo is a massive, many-tongued, blob-shaped nightmare known to gorge itself on all living things in its path. It is driven only by hunger and has been known to ingest entire villages, herds of cattle, and fields of crops.

Hibernation. Occasionally, for reasons no one knows, Khodumodumo hibernates. It finds a mountain pass, squeezes its bulk into the space, and goes to sleep. While hibernating, it is unaware of its surroundings and does not wake up unless it takes enough damage to destroy one of its tongues.

Mountainous Corpses. Legends speak of mountains with endless caves full of creatures, crops, and random objects. Some scholars believe these are these mountains are the remains of swallowing monsters.

Noisy. Khodumodumo’s eating creates a cacophony that living creatures find unbearable. It can be heard from seven miles away, so there is no chance of being caught unaware.

Scholarly Musings. Scholars throughout history have held numerous theories as to Khodumodumo’s purpose. Some believe one of the gods created it to curb excessive population growth. Others believe there is no rhyme or reason behind its existence. Yet others believe its purpose was twisted or that it is a mutation of another creature.

Slow. Khodumodumo’s legs and feet are miniscule in proportion to its enormous body. It cannot move quickly, no matter how hungry or threatened it is.

Unreactive. While Khodumodumo experiences pain, fear, and other emotions (with the complexity of a creature of its intellect), its hunger is so all-consuming that it usually ignores everything around it. It only reacts if an obstacle blocks its access to food.



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KHODUMODUMO

Gargantuan Monstrosity (Unique), Unaligned

Armor Class 7 **Initiative -3 (7)**

Hit Points 245 (14d20 + 98)

Speed 10 ft.

		MOD	SAVE			MOD	SAVE
STR	30	+10	+10	INT	1	-5	-5
DEX	5	-3	-3	WIS	9	-1	+4
CON	24	+6	+11	CHA	2	-5	-5

Damage Immunities Poison

Condition Immunities Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned

Senses Tremorsense 120 ft., Passive Perception 9

Languages -

Challenge 15 (1,100 XP, PB +5)

TRAITS

Endless Gullet. Khodumodumo's stomach is an endless demiplane full of the creatures (and any objects nearby) it has swallowed. Over the eons of its existence, swallowed creatures have planted tended swallowed crops, plated swallowed seeds, built structures from swallowed objects, procreated with other swallowed creatures, and made their homes in swallowed buildings and trees. Khodumodumo never digests its prey, and the only danger creatures in its stomach face is from other swallowed creatures and objects. Its stomach is impervious to all damage, spells, and effects. It is impossible to climb, fly, or otherwise exit the creature's gullet while it is still alive.

Infuriating Cacophony. Wisdom Saving Throw: DC 19, all creatures within 7 miles can hear the grating noise Khodumodumo makes when it swallows a creature. Failure: The creature has Disadvantage on all attack rolls, saving throws, and D20 Tests until the end of that creature's next turn. Creatures that have been swallowed by Khodumodumo are immune to this effect, little comfort that may be.

Mountainous Death. If Khodumodumo is killed, it transforms into a mountain at the spot of its death. The barrier that prevents creatures from leaving dissipates. The demiplane remains, and creatures can freely come and go from the cave mouth. After 1d6 years, it returns to life in a random location on the same continent.

Primal Hunger. Khodumodumo is nearly impossible to distract or derail. It has Advantage on saving throws against any spell or effect that would directly prevent or delay it from eating. Note that this is limited by Khodumodumo's intellect, so if it does not understand that the spell or effect is blocking it, it does not get advantage.

Slow and Steady. Khodumodumo cannot take the Dash action, and nothing can increase or decrease its speed, including magic and difficult terrain.

So Many Tongues. Khodumodumo has 10 tongues. For every 30 damage Khodumodumo takes, one of its tongues dies. For every 30 damage it deals, it regains the same number of hit points, and one of its tongues (if it has lost any) regenerates.

ACTIONS

Tongue. *Melee Weapon Attack:* +15 to hit, reach 25 ft., one creature. *Hit:* 16 (1d12 + 10) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by Khodumodumo (see Endless Gullet). If Khodumodumo is killed, all creatures inside its stomach can escape, should they wish to do so. Khodumodumo's attacks are nonlethal, so everything it has ever swallowed remains alive until it dies in its own time, and such creatures can still be harmed or killed by other creatures and objects within.

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MUHURU

Muhurus are elusive creatures that dwell in the most remote reaches of the world's jungles. They are so difficult to find that many scholars do not believe they exist, yet the fantastic tales of their amazing, reflective dorsal fins draw explorers and trophy hunters from far and wide in the hope of finding even a single specimen.

Muhurus are often considered to be nature spirits. Locals point to the creatures' ability to move through the densest parts of the forest without a trace as evidence of their otherworldly nature. At the very least, they believe muhurus are favored by the spirits of nature, and they do not take kindly to those who wish to kill such beasts for nothing more than sport.

Muhurus are certainly able to defend themselves, of course. The massive beasts shake the earth with their very step and can knock opponents to the ground with one slap of their spiked tails. They also use their prismatic fins as potent weapons to blind their enemies.

MUHURU

Large Monstrosity, Neutral

Armor Class 18

Initiative +2 (12)

Hit Points 199 (21d10 + 84)

Speed 40 ft., swim 20 ft.

		MOD	SAVE			MOD	SAVE
STR	17	+3	+7	INT	4	-3	-3
DEX	14	+2	+2	WIS	17	+3	+3
CON	19	+4	+4	CHA	10	+0	+0

Skills Athletics +7, Perception +7

Resistance Bludgeoning

Immunities Blinded

Senses Darkvision 60 ft., Passive Perception 17

Languages understands Aklo but can't speak

Challenge 10 (5,900 XP, PB + 4)

Undetectable. The muhuru constantly benefits from Nondetection and Pass without Trace.

ACTIONS

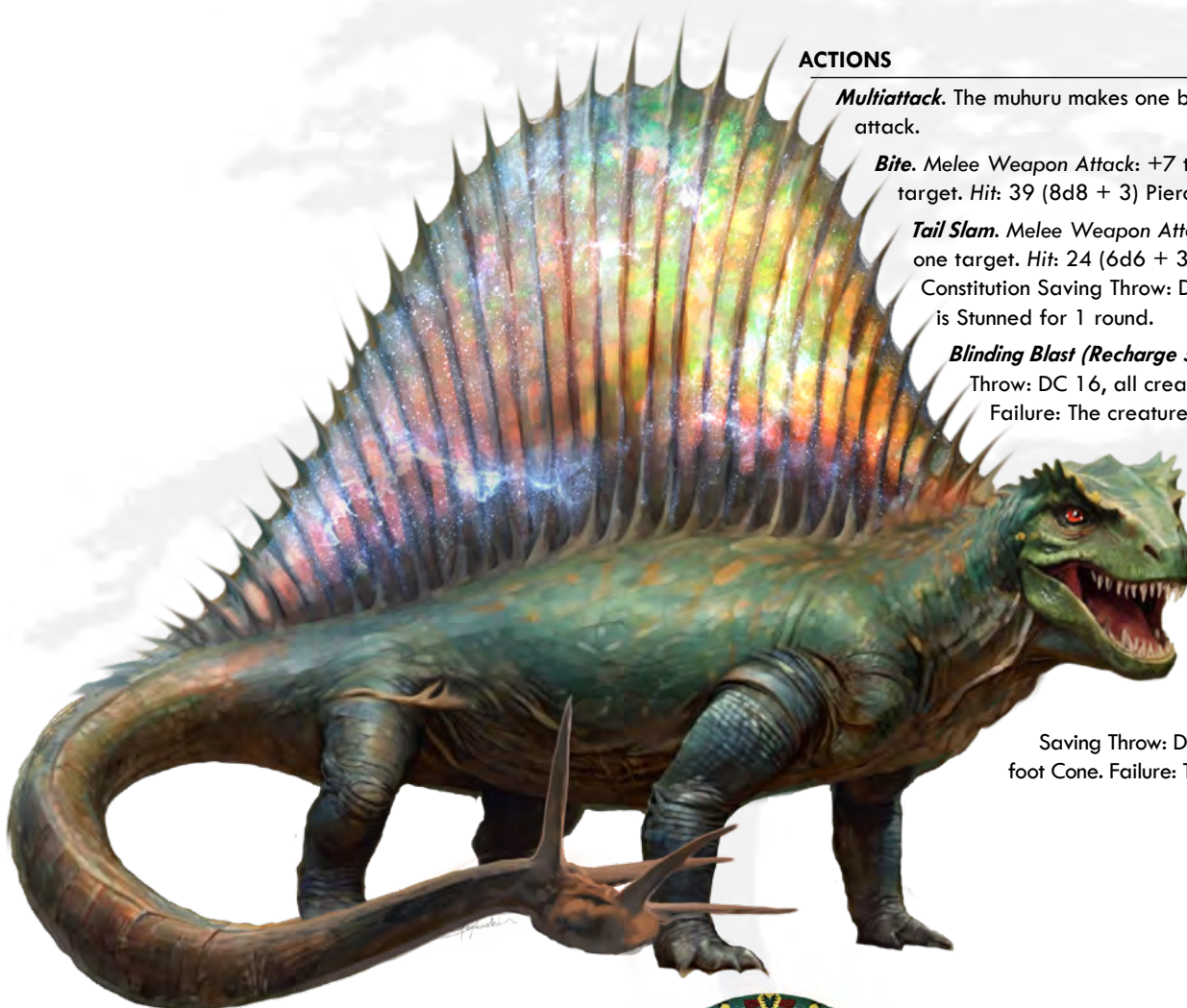
Multiattack. The muhuru makes one bite attack and one slam attack.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 39 (8d8 + 3) Piercing damage.

Tail Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 24 (6d6 + 3) Bludgeoning damage. Constitution Saving Throw: DC 16. Failure: The target is Stunned for 1 round.

Blinding Blast (Recharge 5–6). Constitution Saving Throw: DC 16, all creatures in a 30-foot Cone. Failure: The creature takes 21 (6d6) Radiant damage and is Blinded for 1 minute. It can repeat the save each round at the end of its turn to end this condition. Success: Half damage and not Blinded.

Earth Strike (Recharge 6). Dexterity or Strength Saving Throw: DC 15, all creatures in a 20-foot Cone. Failure: The creature falls Prone.



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NGOJAMA

The ngojama is a fiendish creature that haunts dark forests; it is almost human in appearance except for two horns on their head and multiple iron like spikes jutting from their palms that they use to impale their prey; because of these spikes, ngojama can never use handheld tools.

Bloodthirsty Hunter. Ngojama are aggressive and fearless, using their keen senses to track down and maul prey. They then take delight in tracking and ambushing humanoids out in the wilderness and mauling them. Never one to pass up their favorite meal, they have been known to drain the blood of a target or even consume their flesh.

Fiendish Assassin. While difficult to control, some evil spellcasters have tried to entreat one to assassinate a target. Woe betides any caster who forces the ngojama to do their bidding; for the ngojama will bear a grudge against the caster until it can exact its vengeance.



NGOJAMA

Medium Fiend, Chaotic Evil

Armor Class 18

Initiative +4 (14)

Hit Points 78 (12d8 + 24)

Speed 60 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE
STR	18	+4	+4	INT	14	+2	+2
DEX	18	+4	+7	WIS	12	+1	+4
CON	14	+2	+2	CHA	14	+2	+2

Skills Intimidation +3, Perception +4, Stealth +7

Immunities Charmed, Frightened

Senses Darkvision 120 ft., Passive Perception 14

Languages Common

Challenge 6 (2,300 XP, PB +3)

Carnivore. The ngojama has Advantage on Wisdom (Perception) checks to track or detect a living creature that has any organic flesh.

Difficult to Control. The ngojama has Advantage on saving throws against spells and other magical effects with the Control tag.

Water Aversion. The ngojama cannot swim and will not voluntarily cross or step into water.

ACTIONS

Multiattack. The ngojama makes two attacks with its Palm Spikes.

Palm Spikes. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) Piercing damage

BONUS ACTIONS

Blood Drinking. Constitution Saving Throw: DC 15, a creature struck with its Palm Spikes during its turn. The target has Disadvantage on the save if it was struck by both the ngojama's Palm Spikes. **Failure:** The ngojama drains blood from the target, which takes 2d6 Piercing damage and gains 1 level of exhaustion. The ngojama regains a number of hit points equal to the damage dealt. **Success:** Half damage and no exhaustion.

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