

OAKEN BOLTER

Location: *Mordenkainen's Tome of Foes* p126.

Oaken Bolter Treasure. Oaken bolters don't typically gather treasure.

OBELISK ORACLE

Source: Homebrew

Spawned through the power of Na'Rat, the god of Chaos, an obelisk oracle wanders the world, randomly spouting off prophecy to creatures it encounters. These prophecies are sometimes true and sometimes false, but the oracle's charisma draws listeners to it either way.

The obelisk oracle occasionally makes pronouncements about important events in the future- the kind of prophecies that, even if they may not be true, are too dangerous to ignore. By sometimes giving true prophecy, the oracle gathers an entourage of followers, but rarely care much about them. Instead, it manipulates them into helping spread discord and disorder.

An obelisk oracle is a 13' tall, thin, naked humanoid with jet black skin that is glossy like obsidian. The only feature on its face is a large mouth, centralized on the front of its head- it has neither eyes, nor nose, nor ears. The oracle is hairless, but its chest is marked with an obelisk- the symbol of Na'Rat.

Unreliable Attitudes. An obelisk oracle is an incarnation of Chaos. Thus, it might respond to other creatures in any way, and its attitude might change drastically in a moment for no reason whatsoever. The only constant is that it will always babble prophecies, even though some are false.

Prophetic Utterances. The obelisk oracle's prophecies, while unreliable, sometimes hold important clues to the future, or at least to its most likely course. Though these prophecies are often couched in obscure or metaphorical terms, they might hold clues for a group of adventurers. The DM can use the obelisk oracle as a way to deliver important information, hints, or riddles to the pcs, or to npcs.

Obelisk Oracle Challenge Rating. When assessing the Challenge Rating of an obelisk oracle, increase its effective AC by 1 because of its Prophetic Response reaction option, and double its effective damage output because of its at will stun ability.

Obelisk Oracle Treasure. An obelisk oracle has a 10% chance each of having 1d6 clerical spell scrolls, 1d4 random scrolls, and 1 piece of magical jewelry.

Obelisk Oracle

Large Humanoid, always chaotic neutral

Armor Class 17 (natural armor)

Hit Points 110 (17d10+17)

Speed 40 ft.

**STR 16 (+3), DEX 12 (+1), CON 13 (+1),
INT 13 (+1), WIS 18 (+4), CHA 19 (+4)**

Saving Throws Dex +4, Int +4, Wis +7, Cha +7

Skills Religion +7

Senses passive Perception 14

Languages all

Challenge 5 (1,800 xp) **Prof** +3

Magic Resistance. The obelisk oracle has advantage on saves against spells and magical effects.

ACTIONS

Incite Vision. The obelisk oracle touches one creature within 5'. That creature must make a DC 15 Wis save, suffering 16 (3d10) psychic damage and being stunned until the end of its next turn on a failure or taking half damage on a success.

Prophetic Command (Recharge 5-6). The obelisk oracle pronounces a prophecy detailing the next action of one creature that it can see within 120'. For purposes of making this pronouncement, the oracle effectively knows all of the capabilities of the targeted creature. That creature must make a

DC 15 Wis save. If it fails, on its next turn, it takes the prophesied action.

REACTIONS

Prophetic Response. When an attack hits the oracle, or when the oracle fails a save, it can use its knowledge of the future to try to avoid that effect. The attack or save is rerolled. If the original had advantage or disadvantage, so does the reroll.

OBLEX SPAWN

Location: *Mordenkainen's Tome of Foes.*

Oblex Spawn Treasure: An oblex doesn't collect treasure.

OBLIVIAX

Source: 1e *Monster Manual* 2.

Also called **memory moss**, obliviax is a type of black moss that grows in cool, moist areas. A creature that ventures too close to the moss finds that its head is suddenly swimming, and it may abruptly realize that it can't recall where it is or how it got there. Then, after draining the last day's memories from the creature, the obliviax forms a small shape that vaguely resembles that of the creature whose memories it stole, which it uses to defend itself.

The Ultimate Obliviax. While most patches of obliviax are small and relatively easy to destroy, one patch has grown larger and larger over time until it has become a unique and truly amazing individual that calls itself Lord Obliviax. Lord Obliviax works hard to ensure that it has a steady diet of memories, so that it never sinks back into the normal mindless state of the moss.

A Meal of Memories. Obliviax is edible, though it is bitter-tasting. A creature that eats an obliviax gains access to the memories it has consumed. If these are the creature's own memories, they are restored. Otherwise, they are superimposed on the creature's own memories of that period of time. Sometimes adventurers seek out obliviax in the hopes of gaining useful memories, and some **halflings**, especially **jerren**, eat ceremonial dishes containing obliviax as part

of an experience involving multiple types of psychedelic mushrooms and other intoxicants.

Obliviax Treasure. Obliviax don't collect treasure.

Obliviax

Tiny Plant, always neutral

Armor Class 10

Hit Points 3 (2d4-2)

Speed 0 ft.

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

Condition Immunities prone

Senses passive Perception 10

Languages -

Challenge ¼ (50 xp) **Prof** +2

ACTIONS

Steal Memories. One creature the obliviax can see within 30' must succeed on a DC 12 Intelligence save or the obliviax steals its memories of the last 24 hours.

Psychic Attack. If it is in mossling form, the obliviax unleashes a psionic attack against one creature it can see within 60'. That creature must make a DC 12 Intelligence save, suffering 10 (3d6) psychic damage on a failure or half that on a success.

BONUS ACTIONS

Mossling Transformation. The obliviax transforms into a mossy shape reminiscent of a Tiny version of the last creature whose memories it has stolen for 10 minutes. While a mossling, the obliviax can recall all the memories it has stolen within the last 24 hours.

Oblivix, Lord of Oblivion

Medium Plant, neutral

Armor Class 10

Hit Points 88 (16d8+16)

Speed 0 ft.

STR 4 (-3), **DEX** 10 (+0), **CON** 12 (+1),
INT 10 (+0), **WIS** 10 (+0), **CHA** 16 (+3)

Condition Immunities prone

Senses passive Perception 10

Languages telepathy 90'

Challenge 5 (1,800 xp) **Prof** +3

ACTIONS

Psychic Attack. Lord Oblivix unleashes a psionic attack against one creature it can see within 60'. That creature must make a DC 14 Intelligence save, suffering 35 (10d6) psychic damage on a failure or half that on a success.

Spellcasting. Lord Oblivix gains spells by absorbing memories of how to cast them from other creatures. It casts one of the following spells, using Charisma as its spellcasting ability (save DC 14, +6 to hit).

At will: *Acid splash* (2d6), *fire bolt* (2d10), *light*, *mage hand*, *prestidigitation*.

2/day- *hold monster*, *lightning bolt*, *magic missile*, *shatter*.

1/day- *bestow curse*, *confusion*, *darkvision*, *dimension door*, *dispel magic*, *locate creature*, *screaming*.

BONUS ACTIONS

Mossling Transformation. Lord Oblivix transforms into a mossy shape reminiscent of a Tiny version of the last creature whose memories it has stolen for 10 minutes. While a mossling, Lord Oblivix can recall all the memories it has stolen within the last 24 hours.

REACTIONS

Shield (3/day). When an attack hits Lord Oblivix or it is targeted by *magic missile*, Lord Oblivix creates a shield of force that grants it a +5 bonus to AC and immunity to *magic missiles* until the end of its next turn.

LEGENDARY ACTIONS

Lord Oblivix can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Lord Oblivix regains spent legendary actions at the start of its turn.

- **Brain Lock.** One creature Lord Oblivix can see within 60' must succeed on a DC 14 Intelligence save or be magically paralyzed until the end of its next turn.
- **Spawn Oblivix (costs 2 actions).** Lord Oblivix loses 5 hit points, and an **oblivix** appears in an unoccupied space within 5' of it.
- **Steal Memories.** One creature Lord Oblivix can see within 30' must succeed on a DC 14 Intelligence save or Lord Oblivix magically steals its memories of the last 24 hours.

OCEAN GIANT

Source: 3e *Monster Manual* 2.

An ocean giant is a noble, deep sea dwelling giant with the lower body of a fish. Its face has a slightly leonine cast to it. Similar to a 20' tall **merfolk**, an ocean giant is noble but playful. Reveling in the tossing waves, the ocean giant is quick to anger when other creatures find fault with it. Ocean giants live to be up to 600 years old and can weigh up to 4,000 lbs.

Though they aren't well known by land-living creatures, ocean giants are among the more common types of giants. They are widespread, often trading with **aquatic elves**, **locathah**, **merfolk**, and other aquatic races. Ocean giants

sometimes tend huge beds of giant clams, harvesting their pearls.

Ocean giants fear **storm giants** for their capricious nature, but often trade with them nonetheless. Storm giants occasionally act as intermediaries between ocean giants and creatures that live in the clouds or on land.

Ocean Giant Treasure: An ocean giant typically has a 50% chance each to carry 1d4 x 100 cp, sp, and gp. In addition, it usually also includes a number of trophies salvaged from sunken ships.

The lair of a **band** of 4-16 ocean giants also has a 50% chance to have 5d4 gems; a 20% chance each to have 1d8 x 1,000 cp, 1d8 x 1,000 sp, 2d6 x 100 ep, 2d8 x 500 gp, and 1d10 x 100 pp; and a 10% chance each to have 1d4 random magic items.

The lair of a **clan** of 17 to 40 ocean giants instead also has a 75% chance to have 5d8 gems; a 40% chance each to have 2d10 x 1,000 cp, 2d8 x 1,000 sp, 2d10 x 500 ep, 2d10 x 1,000 gp, and 2d6 x 250 pp; and a 25% chance each to have 2d8 pieces of jewelry, 1d2 pieces of magic armor, 1d3 magic weapons, and 1d4+2 random magic items.

Ocean Giant

Huge Giant, often neutral good

Armor Class 12

Hit Points 207 (18d12+90)

Speed 40 ft., swim 80 ft.

**STR 27 (+8), DEX 15 (+2), CON 21 (+5),
INT 11 (+0), WIS 14 (+2), CHA 14 (+2)**

Skills Athletics +12

Damage Immunities cold; bludgeoning

Senses green eyes, passive Perception 12

Languages Aquan, Giant

Challenge 10 (5,900 xp) **Prof** +4

Amphibious. The ocean giant can breathe both water and air.

ACTIONS

Multiattack. The giant makes three melee attacks, only one of which can be a Tail attack.

Trident. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d6+8) piercing damage, or 25 (3d8+8) piercing damage if wielded in both hands.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 24 (3d10+8) bludgeoning damage.

Net. *Ranged Weapon Attack:* +6 to hit, range 20/80 ft., targets each creature in a 15' cube. *Hit:* The target is restrained. A creature can free itself by making a DC 18 Strength check or by dealing 12 slashing damage to the net (AC 13).

Landform. The ocean giant transforms its lower body into legs or back into a tail. When it transforms its lower body into legs, the giant gains a walking speed of 40 ft., but reduces its swim speed to 20 ft. While in landform, the ocean giant cannot make tail attacks.

Ocean Giant Wavemaker

The ocean giant wavemaker uses the Ocean Giant stat block with the following additional Action options.

- **Rushing Waves (recharge 5-6).** The giant magically creates a moving wall of water up to 60' wide, 30' high, and 20' thick. The wall appears at a point the giant can see within 60' and moves directly away from it at a speed of 50'. The wave lasts as long as the giant concentrates on it, up to 1 minute. Any creature in the wave when it forms or that is passes through takes 33 (6d10) bludgeoning damage and must make a DC 14 Str save or its speed is reduced to 0 and it moves with the wave (save ends).

OCHRE JELLY

Location: *Monster Manual* p243.

Ochre Jelly Treasure. Ochre jellies don't usually collect treasure.

OCTON

Source: 1e *Monster Manual* 2.

An octon resembles an upright cylinder with a trifurcated bottom forming three powerful legs. Near the top, the cylinder has a thick, wide, collar-like disc surrounding it, from which eight tentacles emerge. The collar enables the modron to fly or swim by pushing air or water through it, giving the octon a surprising amount of lift, propulsion, and maneuverability.

An octon is a hierarch **modron** that is typically placed in charge of one of the sectors of Mechanus, guarding it and ensuring that regulations are followed, laws obeyed, and instructions carried out.

An octon has a personal staff of one **nonaton**, which in turn controls one **decaton**, which controls five **pentadrones**, then 16 **quadrones**, 81 **tridrones**, 256 **duodrones**, and 1,728 **monodrones** through the chain of command. However, like all modrons, an octon can only perceive other modrons of adjacent castes (in this case nonatons and **septons**) as living things, and it can't perceive other castes because of a strange form of aphasia.

Octon Treasure. An octon doesn't typically keep treasure.

Octon

Large Construct (Modron), always lawful neutral

Armor Class 16 (natural armor)

Hit Points 111 (15d10+30)

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

**STR 16 (+3), DEX 15 (+2), CON 16 (+3),
INT 16 (+3), WIS 19 (+4), CHA 15 (+2)**

Saving Throws Con +7, Wis +8, Cha +6

Condition Immunities grappled, paralyzed, restrained

Skills Insight +8, Perception +8

Senses truesight 120 ft., passive Perception 18

Languages speaks all languages

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

All-Around Vision. The modron is never surprised.

Axiomatic Mind. The modron can't be compelled to act in a manner contrary to its instructions.

Disintegration. If the modron dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 47 (8d10+3) bludgeoning damage.

Wall of Clockwork (recharges after a short or long rest). The octon creates a wall of moving cogs and wheels in a space it can see within 200'. The wall is 50' high, 10' thick, and up to 60' long. It can have one 90 degree angle in it. The wall is difficult terrain. It remains as long as the nonaton concentrates, up to 1 minute. Each square of the wall is AC 16, hp 50, and immune to poison and psychic damage.

Once per turn, a creature that starts its turn within 5' of the wall or moves within 5' of it must make a DC 15 Dex save or be pulled into the wall's space and take 28 (8d6) bludgeoning damage.

A creature that starts its turn in the wall's space takes 28 (8d6) bludgeoning damage and is restrained. It can escape if it or a creature within 5' that isn't in the wall succeeds on a DC 18 Str (Athletics) check.

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

At Will- *detect good and evil, guidance, haste, light, mending, telekinesis, water walk*
3/day- *repair damage*
2/day- *dispel magic, locate object*
1/day- *augury* (as an action), *banishment, dispel evil and good, divination, divine word, fire storm, geas, hold monster, seal portal*

BONUS ACTIONS

Rolling Wall. If the octon's Wall of Clockwork is active, the octon slides it up to 20'. Each creature in the wall moves with it.

Self-Repair. The modron regains 22 (4d10) hit points.

OCTOPUS

Location: *Monster Manual* p333.

Purchasing an Octopus. In seaside areas, octopi are sometimes available for sale, usually costing about 3 gp.

Octopus Treasure. The lair of an octopus often has a collection of shiny objects, shells, and the like in it. There is a 10% chance each that the collection includes 3d10 cp, sp, and gp; and a 5% chance each that it contains 1d6 ep and one piece of jewelry.

Octopus Black Beak

The octopus black beak uses the Octopus stat block with the following changes.

- Its Challenge Rating is 1/8 (25 xp).

It has the following additional Bonus Action option.

- **Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature grappled by the octopus. *Hit:* 1 piercing damage, and the target must make a DC 10 Con save, taking 7 (2d6) poison damage on a failure or half that on a success. A creature that fails its save is also poisoned until the end of its next turn.

Octopus Clinger

Medium Beast, always unaligned

Armor Class 13

Hit Points 1 (minion)

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

STR 15 (+2), DEX 16 (+3), CON 11 (+0), INT 4 (-3), WIS 10 (+0), CHA 6 (-2)

Senses darkvision 30 ft., passive Perception 10

Languages -

Challenge ½ (100 xp) **Prof** +2

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

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

Underwater Camouflage. The octopus has advantage on Dex (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only water.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage, and the octopus grapples the target (escape DC 14). Until this ends, the octopus can't use its Tentacles against another target.

BONUS ACTIONS

Squeeze. A creature grappled by the octopus takes 7 (2d6) bludgeoning damage.

OCULARON

Source: 3e *Fiend Folio*.

The ocularon is a bizarre and paranoid creature that steals the eyes of creatures and uses them to spy throughout the territory that it claims as its own. An ocularon's body appears like a sickly green jellyfish floating in the air, trailing barbed tendrils with skewered eyeballs upon them.

Incredibly Paranoid. An ocularon is one of the most paranoid creatures in existence, and is utterly convinced that all other creatures fear, hate and envy it. It sees its actions as self-defense, but does not wait to see hostile intent from those that intrude in its domain. Rather, it goes for the eyes immediately.

Eye Stealer. An ocularon tries to skewer and remove the eyeballs of any creatures that it encounters. It then fills the stolen orbs with gas and uses them as scouts, keeping a quite literal eye on its territory by constantly looking through them.

Deranged Genius. An ocularon is very intelligent, but its thought processes are deranged by humanoid standards, revolving around a need to watch everything in the creature's territory. It will not expand its territory unless it has a large enough supply of eyeballs to animate to watch the entire area with ceaseless vigilance.

Ocularon Treasure. An ocularon's lair contains any treasure it has accumulated. There is a 25% chance each for 1d8 x 50 cp, sp and gp, a 30% chance for 1d6 gems, a 15% chance for 1d4 art objects and a 10% chance for 1 random magic item.

Ocularon

Large Aberration, always chaotic evil

Armor Class 12

Hit Points 102 (12d10+36)

Speed 10 ft., fly 60 ft.

**STR 18 (+4), DEX 15 (+2), CON 17 (+3),
INT 19 (+4), WIS 14 (+2), CHA 16 (+3)**

Saving Throws Wis +4, Cha +5

Skills Investigation +6, Perception +4

Damage Immunities acid, poison

Condition Immunities poisoned, prone

Senses blindsight 90 ft. (blind beyond this radius),
passive Perception 14

Languages Deep Speech, Undercommon

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

Animate Eyeballs. By spending one minute per eyeball to do so, the ocularon can fill captured eyeballs with gas and send them off to scout. An animated eyeball can move as far away from the ocularon as the ocularon wishes, but it rarely sends an eyeball outside of the territory it claims. An ocularon can have any number of animated eyeballs at once, but each rots into uselessness after 3d10 days.

Death Throes. When the ocularon is reduced to 0 hit points, it explodes in a burst of toxic gas. Each creature within 20' of the ocularon must make a DC 13 Dexterity saving throw, taking 21 (6d6) poison damage and being poisoned for 1 minute on a failure, or taking half damage on a success.

ACTIONS

Multiattack. The ocularon makes two Tendril attacks, two Eyeball Ram attacks, or one of each. If it has a creature grappled, it can substitute Steal Eye for one of these attacks.

Tendril. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage, and the target is grappled (escape DC 14). If this attack is a critical hit, instead of rolling severity, the critical effect is that the ocularon removes a random eye from the target.

Eyeball Ram. The ocularon causes one of its animated eyeballs to fly into a creature within 30' of the eyeball and makes the following attack against it: *Melee weapon attack:* +6 to hit, one target. *Hit:* 10 (3d6) poison damage, and the target must make a DC 14 Constitution save or be poisoned for 1 minute, repeating the save at the

end of each of its turns and ending the effect on a success. A hit with this attack destroys the eyeball.

Steal Eye. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature grappled by the ocularon. *Hit:* 18 (4d6+4) piercing damage, and the target must succeed on a DC 15 Dex save or the ocularon removes one of the target's eyes at random.

BONUS ACTIONS

Move Eyeballs. One or a group of eyeballs animated by the ocularon moves up to 60', and the look through one of them. An animated eyeball can move as far away from the ocularon as the ocularon wishes, but it rarely sends an eyeball outside of the territory it claims.

ODOPI

Source: 3e *Monster Manual* 3.

Odopi are twisted abominations from Pandemonium and Carceri, dwellers in terrible planes that are entirely inhospitable. An odopi looks like a giant sphere of hundreds of clawed, demonic-looking orange arms, so thick that no inkling of the central body can be detected. Each hand bears a fat yellow eye in the palm of its hand.

The odopi prefers windswept areas, exulting in storms of even hurricane force. It sometimes allies with **yugoloths** or creatures of the Far Realm, but is usually found alone or with a **tumble** of up to seven other odopi.

The odopi language consists of a combination of gurgling noises, gestures, and hand clapping. Other creatures might learn to understand it, but typically can't "speak" it, lacking the plethora of hands necessary.

Odopi Treasure. The lair of one to four odopi has a 35% chance each of having 1d12 x 1,000 cp, 1d10 x 1,000 sp, 1d6 x 1,000 gp, and 1d12 gems; and a 20% chance each to have 1d4 pieces of jewelry and 1d3 random magic items.

The lair of five or more odopi instead has a 45% chance each of having 2d8 x 1,000 cp, 2d6 x 1,000 sp, 1d10 x 1,000 gp, and 2d8 gems; and a 20% chance each to have 1d6 pieces of jewelry

and 1d6 random magic items.

Odopi

Huge Aberration, always chaotic evil

Armor Class 20 (natural armor)

Hit Points 250 (20d12+120)

Speed 60 ft., climb 40 ft.

STR 23 (+6), **DEX** 20 (+5), **CON** 22 (+6),
INT 6 (-2), **WIS** 16 (+3), **CHA** 16 (+3)

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

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 13

Languages Odopi

Challenge 16 (20,000 xp) **Prof** +5

Alert. The odopi is never surprised.

Regeneration. If the odopi starts its turn with 1 hit point, it regains 10 hit points.

ACTIONS

Multiattack. The odopi makes four Stone attacks.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 58 (8d12+6) slashing damage.

Stone. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 9 (1d6+6) bludgeoning damage.

Trample. The odopi moves its speed and can enter smaller creatures' spaces during this movement. Each creature whose space it enters must succeed on a DC 20 Dexterity save, suffering 55 (10d10) bludgeoning damage on a failure or half that on a success. A creature that fails its save by 5 or more also falls prone.

Teleport. The odopi teleports up to 120'.

OGRE

Location: *Monster Manual*, *Mordenkainen's Tome of Foes* (ogre battering ram, bolt launcher, chain brute, howdah).

Ogre Treasure. An ogre usually carries 1d20 x 5 gp.

The lair of up to four ogres has a 50% chance each to contain 1d10 x 100 cp and sp, as well as 1d10 x 25 gp. In addition, the lair has a 25% chance each to contain 1d12 x 10 ep, 1d4 gems and 1 magic item.

If the lair is home to five to twelve ogres, there is a 50% chance each that it holds 3d6 x 200 cp, 2d6 x 200 sp and 1d12 x 100 gp, in addition to a 25% chance each to contain 1d8 gems and 1d2 random magic items.

The lair of a group of 13 to 50 ogres has a 75% chance each to contain 1d8 x 1,000 cp, 2d6 x 500 sp and 3d6 x 200 gp. There is also a 25% chance each that it contains 2d6 gems, 1d4 potions and 1d4 random magic items.

The lair of a group of over 50 ogres has a 75% chance each to contain 2d6 x 2,000 cp, 2d6 x 1,000 sp and 1d10 x 500 gp. There is also a 25% chance each that it contains 2d10 gems, 1d8 potions and 1d4 random magic items.

OGRE PCS

Ogres are notoriously stupid, but physically formidable. A player interested in a (relatively) mindless thug sort of character could play one, but it might get boring quickly, as the character is likely to be fairly one note.

Mid Level (6+): An ogre would make an exceptional fighter or barbarian. Between its physical ability score bonuses and its Brutal Strike feature, given a greataxe, it can deliver an attack that does damage about equal to a greataxe attack amplified by a 2nd level smite. Thus, an ogre pc is suitable for starting with 6th level pcs.

OGRE TRAITS

Ogre pcs have the following racial traits.

Ability Score Adjustments. Increase your Strength by 6 and your Constitution by 4, but decrease your Intelligence by 4 and your Wisdom and Charisma by 2 each.

Superhuman Potential. Your maximum Strength is 24.

Subhuman Potential. Your maximum Intelligence is 16.

Age. An ogre is adult by the age of 10, old by 25, and rarely lives past 40.

Size. You are Large. An ogre male usually stands between 9' and 10' tall and weigh 600 to 650 lbs. Females are slightly smaller on average.

Speed. Your speed is 40'.

Brutal Strike. When you hit with a melee weapon attack, you can choose to deal one extra weapon die of damage. You can use this ability a number of times equal to your proficiency bonus, then must complete a long rest before you can use it again.

Hit Point Kicker. In place of your racial Hit Dice, you begin with 10 extra hit points.

Languages. You speak Common and Giant.

BRUTAL OGRE (Ogre Racial Feat)

Prerequisites: Ogre.

You have embraced the brutal simplicity of violence as epitomized by your fellow ogres. You gain the following benefits.

- When you use your Brutal Strike feature, you can instead roll two extra weapon damage dice and discard the lowest of your weapon damage dice.
- When you hit a creature with a melee weapon attack, you gain 5 temporary hit points.
- You have advantage on Strength (Athletics) checks made to resolve special attacks, such as grapples and shoves.

Ogre Shaman

An ogre shaman is usually dedicated to a giant god or to Vaprak the Destroyer. In any case, its spiritual understanding, while eclipsing its fellow ogres', is quite primitive and shallow compared to a smarter creature's.

Large Giant, often chaotic evil

Armor Class 13 (breastplate)

Hit Points 102 (12d10+36)

Speed 40 ft.

**STR 19 (+4), DEX 8 (-1), CON 16 (+3),
INT 5 (-3), WIS 13 (+1), CHA 7 (-2)**

Saving Throws Wis +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 3 (1,100 xp) **Prof** +2

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Spellcasting. The ogre shaman casts one of the following spells, Wisdom as the spellcasting ability (3rd level caster, save DC 12, +4 to hit with spell attacks):

At Will- *guidance, mending, sacred flame* (2d8), *thaumaturgy*.

2/day- *Guiding bolt, hold person*.

1/day- *Bless, blindness/deafness, bestow curse*.

BONUS ACTIONS

Mass Healing Word (1/day). The ogre targets up to six creatures that it can see within 60', each of

which regains 3 (1d4+1) hit points.

War Priest (Recharges after a long rest). If the ogre shaman took the Attack action this turn, it can make one attack as a bonus action.

Ogre Thug

An ogre thug uses the Ogre stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 90 xp.

The thug 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.

OGRE ZOMBIE

Location: *Monster Manual* p277.

Ogre Zombie Treasure. Zombies don't usually collect treasure.

OGREMOC

Location: *Princes of the Apocalypse* p216.

Ogremoch's Treasure. Ogremoch's lair holds 10d6 x 1,000 each cp, sp, and gp, as well as 5d10 gems. In addition, it has a 65% chance each to have 3d10 x 100 ep, 2d6 x 100 pp, 3d12 pieces of jewelry, and 1d4+1 magic weapons; and a 25% chance each of having 2d4 potions, 1 piece of magic jewelry, 1d3 pieces of magic armor, and 1d3 random magic items.

OINOLOTH

Location: *Mordenkainen's Tome of Foes* p251.

Oinoloth Treasure. An oinoloth doesn't usually collect treasure.

OLHYDRA

Location: *Princes of the Apocalypse* p218.

Olyhydra's Treasure. Olhydra's lair holds 2d10 x 1,000 each cp, sp, and gp, as well as 3d10 gems. It also has a 50% chance each of having 1d6 x 1,000 ep, 2d8 x 100 pp, 2d10 pieces of jewelry, and 2d4+1 random magic items.

OLIVE SLIME

Source: 1e *Monster Manual* 2.

Olive slime is a hideous variant of green slime. This hideous stuff straddles the line between Ooze and Plant. Olive slime is terrifying to encounter, because it transforms the victims of its attacks into olive slime creatures, the exact type determined by the victim's size.

Multiple Approaches to Predation. Olive slime is not always encountered as an animate mass; it sometimes appears in a more latent form, looking like a puddle of olive-colored semi-liquid with the consistency and appearance of sour cream. Treat a non-mobile patch of olive slime just like green slime, except that, instead of taking acid damage, a creature that contacts the olive slime must make a DC 10 Con save to avoid olive slime infection.

The more virulent mobile olive slime, on the other hand, functions much like other Ooze monsters, consuming any creature it kills and potentially infecting any survivors.

Parasitic Life Cycle. Olive slime is a horrifying parasite. In order to reproduce, it slays a humanoid creature, then infects it with more slime, at which point the victim becomes an animate, shambling humanoid made of slime. After a few weeks of animation during which the slime creature cooperates with other slime creatures and the olive slime that spawned it, the slime creature collapses into a new olive slime.

Unclear Origins. Like so many of the world's monsters, the origins of olive slime are not entirely clear. Some sages suggest that the first olive slime was the result of exposing green slime to the radiations of the Far Realms, while others posit a connection with **Juiblex**. The wisest of **druids** claim that olive slime, while of worldly origin, is

not a natural plant; someone or something definitely had a hand in its creation.

Olive Slime Treasure. Olive slimes and olive slime creatures do not collect treasure.

OLIVE SLIME CREATURE

An olive slime creature is the transformed remains of an olive slime's infestation, transmogrified into a humanoid mass of olive slime. The slime creature hunts relentlessly, trying to kill any creatures it encounters in order to assuage its ceaseless hunger. The larger an olive slime creature is, the more powerful it is.

Olive Slime

Small Ooze, always unaligned

Armor Class 12

Hit Points 30 (4d6+16)

Speed 15 ft., climb 15 ft.

STR 7 (-2), **DEX** 15 (+2), **CON** 16 (+3),
INT 1 (-5), **WIS** 10 (+0), **CHA** 6 (-2)

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages -

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

Olive Slime Infestation. A creature infected by olive slime must make a DC 13 Wisdom save at the end of every hour. If it succeeds twice, it notices a patch of its body is infected with the slime. If it fails three times, it becomes influenced by the slime, and it tries to keep the patch hidden from view and to nurture it as it transforms the creature.

While infected, the creature requires twice the normal amount of food. At the end of each long rest, it must make a DC 13 Constitution save. When it fails this save for the fourth time, it suddenly transforms into an olive slime creature. A creature that is so transformed cannot be restored without a *wish*.

Any effect that ends a disease will cure an infected creature before it transforms.

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

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6+2) poison damage, and the target must succeed on a DC 13 Constitution save or suffer from olive slime infestation.

Olive Slime Creature Droplet

Tiny Ooze, always unaligned

Armor Class 10

Hit Points 16 (3d4+9)

Speed 30 ft.

STR 5 (-3), **DEX** 10 (+0), **CON** 16 (+3),
INT 2 (-4), **WIS** 10 (+0), **CHA** 10 (+0)

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages -

Challenge 1/8 (25 xp)

Prof +2

Olive Slime Infestation. A creature infected by olive slime must make a DC 13 Wisdom save at the end of every hour. If it succeeds twice, it notices a patch of its body is infected with the

slime. If it fails three times, it becomes influenced by the slime, and it tries to keep the patch hidden from view and to nurture it as it transforms the creature.

While infected, the creature requires twice the normal amount of food. At the end of each long rest, it must make a DC 13 Constitution save. When it fails this save for the fourth time, it suddenly transforms into an olive slime creature. A creature that is so transformed cannot be restored without a *wish*.

Any effect that ends a disease will cure an infected creature before it transforms.

Slime Bond. The olive slime creature can sense the presence and location of every olive slime and olive slime creature within 200'. If an olive slime within 200' takes damage, the slime creature is aware of it.

ACTIONS

Slam. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) bludgeoning damage, and the target 5 (1d10) poison damage and must succeed on a DC 13 Constitution save or suffer from olive slime infestation.

Olive Slime Creature Feeble Droplet

The olive slime creature feeble droplet uses the Olive Slime Creature Droplet stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 5 xp.

The feeble droplet 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.

Olive Slime Creature Dollop

Small Ooze, always unaligned

Armor Class 10

Hit Points 26 (4d6+12)

Speed 30 ft.

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

Damage Immunities lightning, poison, psychic;
bludgeoning, piercing, and slashing

Condition Immunities blinded, charmed,
deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 10

Languages -

Challenge ¼ (50 xp) **Prof** +2

Olive Slime Infestation. A creature infected by olive slime must make a DC 13 Wisdom save at the end of every hour. If it succeeds twice, it notices a patch of its body is infected with the slime. If it fails three times, it becomes influenced by the slime, and it tries to keep the patch hidden from view and to nurture it as it transforms the creature.

While infected, the creature requires twice the normal amount of food. At the end of each long rest, it must make a DC 13 Constitution save. When it fails this save for the fourth time, it suddenly transforms into an olive slime creature. A creature that is so transformed cannot be restored without a *wish*.

Any effect that ends a disease will cure an infected creature before it transforms.

Slime Bond. The olive slime creature can sense the presence and location of every olive slime and olive slime creature within 200'. If an olive slime within 200' takes damage, the slime creature is aware of it.

ACTIONS

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, and the target 5 (1d10) poison damage and must succeed on a DC 13 Constitution save or suffer from olive slime infestation.

Olive Slime Creature Sludge

Medium Ooze, always unaligned

Armor Class 10

Hit Points 37 (5d8+15)

Speed 30 ft.

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

Damage Immunities lightning, poison, psychic;
bludgeoning, piercing, and slashing

Condition Immunities blinded, charmed,
deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 10

Languages -

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

Olive Slime Infestation. A creature infected by olive slime must make a DC 13 Wisdom save at the end of every hour. If it succeeds twice, it notices a patch of its body is infected with the slime. If it fails three times, it becomes influenced by the slime, and it tries to keep the patch hidden from view and to nurture it as it transforms the creature.

While infected, the creature requires twice the normal amount of food. At the end of each long rest, it must make a DC 13 Constitution save. When it fails this save for the fourth time, it suddenly transforms into an olive slime creature. A creature that is so transformed cannot be restored without a *wish*.

Any effect that ends a disease will cure an infected creature before it transforms.

Slime Bond. The olive slime creature can sense the presence and location of every olive slime and olive slime creature within 200'. If an olive slime within 200' takes damage, the slime creature is aware of it.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage, and the target 5 (1d10) poison damage and must succeed on a DC 13 Constitution save or suffer from olive slime infestation.

Olive Slime Creature Overflow

Large Ooze, always unaligned

Armor Class 10

Hit Points 68 (8d10+24)

Speed 30 ft.

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

Damage Immunities lightning, poison, psychic; bludgeoning, piercing, and slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages -

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

Olive Slime Infestation. A creature infected by olive slime must make a DC 13 Wisdom save at the end of every hour. If it succeeds twice, it notices a patch of its body is infected with the slime. If it fails three times, it becomes influenced by the slime, and it tries to keep the patch hidden from view and to nurture it as it transforms the creature.

While infected, the creature requires twice the normal amount of food. At the end of each long rest, it must make a DC 13 Constitution save. When it fails this save for the fourth time, it

suddenly transforms into an olive slime creature. A creature that is so transformed cannot be restored without a *wish*.

Any effect that ends a disease will cure an infected creature before it transforms.

Slime Bond. The olive slime creature can sense the presence and location of every olive slime and olive slime creature within 200'. If an olive slime within 200' takes damage, the slime creature is aware of it.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage, and the target 5 (1d10) poison damage and must succeed on a DC 13 Constitution save or suffer from olive slime infestation.

Olive Slime Creature Overflow Herald of Juiblex

The olive slime creature overflow herald of Juiblex uses the Olive Slime Creature Overflow stat block with the following changes.

- It is a Fiend.
- Its Challenge Rating is 4 (1,100 xp).

It has the following additional Trait.

- **Aura of Deliquescence.** At the start of the herald's turn, each creature within 10' takes 11 (2d10) acid damage.

It has the following additional Action option.

- **Hurl Slime.** *Ranged Weapon Attack:* +2 to hit, range 60', one target. *Hit:* 10 (3d6) acid damage.

Olive Slime Creature Flood

Huge Ooze, always unaligned

Armor Class 10

Hit Points 123 (13d12+39)

Speed 30 ft.

STR 21 (+5), **DEX** 10 (+0), **CON** 16 (+3),
INT 2 (-4), **WIS** 10 (+0), **CHA** 10 (+0)

Damage Immunities lightning, poison, psychic;
bludgeoning, piercing, and slashing

Condition Immunities blinded, charmed,
deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 10

Languages -

Challenge 6 (2,300 xp) **Prof** +3

Olive Slime Infestation. A creature infected by olive slime must make a DC 14 Wisdom save at the end of every hour. If it succeeds twice, it notices a patch of its body is infected with the slime. If it fails three times, it becomes influenced by the slime, and it tries to keep the patch hidden from view and to nurture it as it transforms the creature.

While infected, the creature requires twice the normal amount of food. At the end of each long rest, it must make a DC 14 Constitution save. When it fails this save for the fourth time, it suddenly transforms into an olive slime creature. A creature that is so transformed cannot be restored without a *wish*.

Any effect that ends a disease will cure an infected creature before it transforms.

Slime Bond. The olive slime creature can sense the presence and location of every olive slime and olive slime creature within 200'. If an olive slime within 200' takes damage, the slime creature is aware of it.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage, and the target 5 (1d10) poison damage and must succeed on a DC 14 Constitution save or suffer from olive slime infestation.

Olive Slime Creature Deluge

Gargantuan Ooze, always unaligned

Armor Class 10

Hit Points 229 (17d20+51)

Speed 30 ft.

STR 23 (+6), **DEX** 10 (+0), **CON** 16 (+3),
INT 2 (-4), **WIS** 10 (+0), **CHA** 10 (+0)

Damage Immunities lightning, poison, psychic;
bludgeoning, piercing, and slashing

Condition Immunities blinded, charmed,
deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 10

Languages -

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

Olive Slime Infestation. A creature infected by olive slime must make a DC 15 Wisdom save at the end of every hour. If it succeeds twice, it notices a patch of its body is infected with the slime. If it fails three times, it becomes influenced by the slime, and it tries to keep the patch hidden from view and to nurture it as it transforms the creature.

While infected, the creature requires twice the normal amount of food. At the end of each long rest, it must make a DC 15 Constitution save. When it fails this save for the fourth time, it suddenly transforms into an olive slime creature. A creature that is so transformed cannot be restored without a *wish*.

Any effect that ends a disease will cure an infected creature before it transforms.

Slime Bond. The olive slime creature can sense the presence and location of every olive slime and olive slime creature within 200'. If an olive slime within 200' takes damage, the slime creature is aware of it.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) bludgeoning damage, and the target 5 (1d10) poison damage and must succeed on a DC 15 Constitution save or suffer from olive slime infestation.

OMEGA HERALD

Source: Homebrew.

Also known as an **end herald** or a **herald of the Eschaton**, an omega herald is a being spawned by the collective belief that many have that the end is not only nigh, it is *now*. An omega herald preaches its belief to others, attempting to show them by word and deed that all that remains to the world is dissolution.

An omega herald looks much like a human wrapped in tattered clothing. However, pieces of the herald's body fade in and out of existence, as though it weren't really there or as if it were barely warding off its own end as all things around it slowly dissolve into post-matter states.

The End of All. An omega herald believes that all things have ended or are in the middle of ending even now. Political entities, religions, society- all of these are clearly over, to the herald, and they are only the beginning. An omega herald declares that matter, energy, even time and space themselves, are starting to break down, and it exhorts creatures around it to give up all hope, cast aside their wordly commitments, and join it in despair. It promotes the idea that creatures should largely just lay down and die, that they should give up on all meaning and surrender to despair.

An omega herald often draws a group of **cultists** who have given up on existence around it. These cultists do what they feel necessary to aid in the end of all things, typically adopting nihilistic philosophies that value nothing and no one.

Omega Herald Treasure. An omega herald doesn't actively collect treasure and usually doesn't have a lair. After all, what's the point?

Omega Herald

Medium Humanoid, always chaotic evil

Armor Class 16 (chain)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR 13 (+1), **DEX** 10 (+0), **CON** 14 (+2),
INT 10 (+0), **WIS** 8 (-1), **CHA** 16 (+3)

Skills Persuasion +5, Religion +2

Damage Resistances necrotic

Senses passive Perception 9

Languages Common

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

ACTIONS

Touch of Dissolution. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) necrotic damage.

Preach Despair. The herald gives a ringing speech about the end of all things. Each creature that can hear it within 60 ft. must make a DC 13 Wisdom save. If it fails, the creature drops everything it is holding, moves its speed in a random direction, and lays down to await its death. The creature takes no actions or movement as long as it is in despair. At the end of each of its turns, the creature can repeat the save, ending the effect on a success. If the creature succeeds on the initial or a subsequent save, it is immune to the Preach Despair ability of omega heralds for 24 hours.

OMNIMENTAL

Source: 3e *Monster Manual* 3.

The original omnimentals were creations of the **primordials**, made to serve as liaisons between warring elemental armies in ancient times. They broke free of their intended purpose and became powerful, independent elemental warriors who could roam all of the Elemental Planes without concern for their safety.

An omnimental is an immense, whirling mass of fire, water, air, and earth, crackling with lightning and thundering with the sound of clashing rocks. The omnimental stands almost 50' tall and weighs around 10 tons.

Combined Elementals. An omnimental is made from the fusion of Elementals of all four classical types (air, earth, fire, and water). Most elemental powers fear and despise omnimentals because they are almost impossible to control. Any influence one might gain over an omnimental is usually fleeting, for the creature is made of conflicting elemental influences that tend to burn and rage against each other. Thus, the omnimental rarely maintains one course for long. When an omnimental enters water, it forms layers that protect its own fiery portions from it; likewise, if it enters flames, it forms protective layers to guard its more vulnerable sections within itself.

Omnimental Treasure. An omnimental typically cares nothing for treasure.

Omnimental

Gargantuan Elemental (Air, Earth, Fire, Water), always neutral

Armor Class 24 (natural armor)

Hit Points 528 (32d20+192)

Speed 50 ft., fly 50 ft., swim 50 ft.

STR 26 (+8), DEX 10 (+0), CON 22 (+6), INT 10 (+0), WIS 11 (+0), CHA 11 (+0)

Damage Vulnerabilities cold

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

Damage Immunities fire, lightning

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

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

Languages Primordial

Challenge 24 (62,000 xp) **Prof** +7

Death Birth. When the omnimental falls to 0 hit points, it dies, and one each **air**, **earth**, **fire**, and **water elemental** appear in its space and immediately roll initiative.

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

Magic Weapons. The omnimental's weapon attacks are magical.

ACTIONS

Multiattack. The omnimental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 26 (4d8+8) bludgeoning damage plus 9 (2d8) fire damage and 4 (1d8) lightning damage.

Elemental Ball. The omnimental hurls a piece of its own body as a clod of flaming earth. It takes 10 damage and then makes the following attack:
Ranged Weapon Attack: +15 to hit, range 100 ft., one target. *Hit:* 22 (4d6+8) bludgeoning damage plus 9 (2d8) fire damage.

LEGENDARY ACTIONS

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

- **Blast of Air.** The omnimental emits a gust of air in a 30' cube adjacent to it. Each creature in that cube must succeed on a DC 15 Str save or be blown 15' in a direction of the omnimental's choice. (It can blow each affected creature in a different direction.)
- **Move.** The omnimental moves its speed.
- **Roar of the Flames.** The omnimental emits a blast of flames in a 10' cube adjacent to it. Each creature in the cube must make a DC 15 Dex save, suffering 7 (2d6) fire damage on a failure or half damage on a success.
- **Sudden Flood.** The omnimental emits a sudden flood of water in a 30' cube adjacent to it. Each creature in that cube must succeed on a DC 15 Dex save or fall prone.

ONI

Location: *Monster Manual*.

Source: 4e *Open Grave* (oni soul-eater), 3e *Oriental Adventures*.

“Oni” is actually a wide category of creatures that includes both Fiends and Giants. The common oni presented in the *Monster Manual* is the most widespread type of oni, also frequently called an **ogre mage**. Other varieties of oni have a wide range of appearance and abilities.

Consort with Spirits. Many oni interact with spirits, both Undead and otherwise. Some even serve in (or command) spirit armies. While most oni are inimical to Humanoid life, a few can sometimes be allies to them.

Mirror the Locals. Oni tend to dress similar to local Humanoids, adopting their fashion and dressing as if the oni were of similar social station. For example, a band of oni that live near a mining community might take up wearing mining helmets, those living in a noble neighborhood in a city will adopt finery and sport fancy jewels (or what appear to be fancy jewels- they might well be counterfeits or illusory), and so forth.

Oni warrior usually favor the same weapons as those employed by nearby Humanoid cultures, too. Those near scimitar-wielding camel-riders will often take up the scimitar. At the least, oni enjoy adopting stylistic elements of nearby cultures.

Oni Allies. Various types of oni frequently mix and work together. Common oni are often found leading groups of **ogres**, working with **hill giants**, **stone giants**, or **frost giants**, either as master or as an employee, or shapechanged among savage Humanoids such as **orcs** or **hobgoblins**. Oni see **wizards** as colleagues, and often have relationships with wizards in faraway places.

Common Oni Treasure. A common oni (as presented in the *Monster Manual*), as well as a member of one of the oni types described here that doesn't have a Treasure entry, typically carries 1d6 x 50 gp in assorted coins.

An oni's lair also has a 20% chance to have 1d3 potions; a 15% chance each to have 1d6 gems and 1d4 art objects; and a 10% chance to have 1 random magic item.

The lair of a **troupe** of two to five common onis instead has a 40% chance to have 1d6+1 potions; a 25% chance each to have 1d10 x 100 gp in trade goods, 1d10 x 100 gp in coins, 1d8 gems and 2d6 art objects; and a 15% chance to have 1d3 random magic items.

The lair of a **society** of six to twenty onis instead has a 40% chance each to have 1d8 x 250 gp in trade goods, 1d6 x 1,000 gp in coins, 1d12 gems, 3d6 art objects, 2d4+1 potions, and 1d6 scrolls; plus a 15% chance to have 1d6 random magic items.

The lair of a society of 21 or more onis instead has a 40% chance each to have 3d6 x 500 gp in trade goods, 2d8 x 1,000 gp in coins, 2d10 gems, 3d10 art objects, 3d8 potions, and 3d6 scrolls; as well as a 25% chance to have 1d6+2 random magic items.

Oni Akuma No

10' tall creatures of fire and hate, oni akuma no are bipedal and almost skeletal in appearance, with a tough and almost metallic hide offering it significant protection. Three long, lashing tongues extend like flaming whips from its mouth, burning brightly. The monster's fingers end in razor sharp claws as long as dagger blades. An oni akuma no is conflicted between its desire to mindlessly destroy everything around it and its desire to assert its leadership over other onis and monsters. Sometimes this desire to lead can be used by the oni's victims to preserve their lives at the cost of swearing fealty to the oni.

Oni Akuma No Allies. One of these monsters will sometimes lead a **squad** that include up to eight **oni kamu no**, **oni sanru no**, or **oni ugulu no**.

Oni Akuma No Treasure. The lair of an oni akuma no has a 35% chance each to have 2d6 x 100 cp, 2d10 x 100 sp, 3d6 x 100 gp, and 2d4 gems; and a 20% chance each to have 1d20 x 10 ep and 2d6 pp.

Large Fiend (Oni), always neutral evil

Armor Class 18 (natural armor)

Hit Points 171 (18d10+72)

Speed 40 ft.

**STR 20 (+5), DEX 14 (+2), CON 18 (+4),
INT 11 (+0), WIS 13 (+1), CHA 15 (+2)**

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, the Spirit Tongue

Challenge 14 (11,500 xp) **Prof** +5

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

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni either makes three Burning Tongue attacks or two Claw attacks.

Burning Tongue. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) fire damage, and the target must succeed on a DC 18 Dex save or the oni grapples it (escape DC 15). While it has a creature grappled in this way, the oni can't attack other creatures with that tongue. It has three tongues/ each can grapple one creature.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Cloud of Taint (recharge 5-6). The oni creates a cloud of greasy darkness that fills a 15' radius sphere centered on a point the oni can see within 120'. The cloud lasts until the end of the oni's next turn. A creature in the cloud when it forms takes 22 (5d8) poison damage and must make a DC 15 Con save or be poisoned for 1 minute (save ends). Evil creatures have advantage on this save, and good ones have disadvantage.

Spellcasting. The oni casts one of the following spells, using Charisma as the spellcasting ability.
At Will- *darkness, detect magic.*

BONUS ACTIONS

Followup Attack. If the oni hit a creature with at least one Burning Tongue attack this turn, it makes one Claw attack against that target. Alternatively, if the oni hit a creature with at least one Claw attack this turn, it makes one Burning Tongue attack against that target.

Frightful Presence. Each creature of the oni's choice that is within 120' of it and aware of it must succeed on a DC 15 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it,

the creature is immune to the oni's Frightful Presence for the next 24 hours.

REACTIONS

Blaze Up. When a creature ends its turn grappled by the oni's tongue, the oni does 10 (3d6) fire damage to that creature.

Oni Ashi No

The oni ashi no bears a superficial resemblance to an ankheg, being a wormlike creature with seven thorn-studded tentacles sprouting from its body. It is covered in thick thorny plates, and its head is barbed and hooked. Its face is eerily human-like, with deep set black eyes and a gaping fanged mouth. The oni is about 15' long and weighs about 2,000 lbs.

An oni ashi no often attacks from below the ground. It prefers to emerge only halfway, gaining half cover from the ground, and is more than willing to withdraw long enough to regenerate and then attack again.

Large Fiend (Oni), always chaotic evil

Armor Class 18 (natural armor)

Hit Points 90 (12d10+24)

Speed 20 ft., burrow 15 ft.

STR 18 (+4), **DEX** 15 (+2), **CON** 14 (+2),
INT 10 (+0), **WIS** 13 (+1), **CHA** 15 (+2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft.,
passive Perception 11

Languages Common, Giant, the Spirit Tongue

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

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Thorns. A creature within 5' that hits the oni with a melee attack takes 7 (2d6) piercing damage.

ACTIONS

Multiattack. The oni makes one Bite attack and one Tentacles attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 30 (4d12+4) bludgeoning damage plus 22 (4d10) poison damage, and the target must succeed on a DC 13 Con save or be poisoned for 1 minute (save ends).

Burst of Thorns (recharge 5-6). The oni releases thorns in a 15' radius burst surrounding itself. Each creature in the burst must make a DC 13 Dex save, taking 21 (6d6) piercing damage on a failure or half that on a success. A creature that fails its save also takes 11 (2d10) poison damage.

Change Shape. The oni magically polymorphs into a Small or Medium Humanoid, into a Large Giant, or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form.

Spellcasting. The oni casts one of the following spells, using Charisma as the spellcasting ability (save DC 13):

At Will- *darkness*, *spike stones*.

BONUS ACTIONS

Frightful Presence. Each creature of the oni's choice that is within 120' of it and aware of it must succeed on a DC 13 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Frightful Presence for the next 24 hours.

Oni Byoki No

The oni byoki no has the head of a praying mantis, but the rest of its body is that of a gaunt human with mottled, pustulent skin that drips foul pus. The stench of an oni byoki no can usually be detected at some distance. The sole purpose of an oni byoki no is to spread the disease that infects it.

Oni Byoki No Challenge Rating. When assessing the Challenge Rating of an oni byoki no, increase its effective AC by 2 because of its Awful Stench trait.

Large Fiend (Oni), always chaotic evil

Armor Class 16 (natural armor)

Hit Points 180 (19d10+76)

Speed 40 ft.

**STR 18 (+4), DEX 15 (+2), CON 19 (+4),
INT 12 (+1), WIS 14 (+2), CHA 12 (+1)**

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giant, the Spirit Tongue

Challenge 9 (5,000 xp) **Prof** +4

Awful Stench. The oni stinks of a sick house mixed with sour milk. It can be clearly detected at a distance of 300', with each closed door or wall reducing the range by half to a minimum of 30'. A creature that starts its turn within 30' of the oni must make a DC 16 Con save or be poisoned until the start of its next turn.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni makes two Claw attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 11 (2d6+4) slashing damage plus 13 (3d8) necrotic damage, and the target must succeed on a DC 16 Con save or be infected with zombie plague. (See the oni's Infect reaction option, below, for details.)

Cloud of Taint (recharge 5-6). The oni creates a cloud of greasy darkness that fills a 15' radius sphere centered on a point the oni can see within 120'. The cloud lasts until the end of the oni's next turn. A creature in the cloud when it forms takes 36 (8d8) poison damage and must make a DC 13 Con save or be poisoned for 1 minute (save ends). Evil creatures have advantage on this save, and good ones have disadvantage.

Change Shape. The oni magically polymorphs into a Small or Medium Humanoid, into a Large Giant, or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form.

Spellcasting. The oni casts one of the following spells, using Charisma as the spellcasting ability.
At Will- *Darkness*.

BONUS ACTIONS

Frightful Presence. Each creature of the oni's choice that is within 120' of it and aware of it must succeed on a DC 13 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Frightful Presence for the next 24 hours.

REACTIONS

Infect. When the oni takes damage, it releases a cloud of disease in a 5' radius around itself. Each creature in the cloud must make a DC 16 Con save or catch **zombie plague**.

A creature that has zombie plague has disadvantage on death saves. If it dies while infected, it rises the next round as a **zombie**, except that its Slam attack also forces the target to

make a DC 13 Con save or be infected by zombie plague.

A creature proficient in Medicine can attempt to cure the zombie plague by tending to a creature for 24 hours and then succeeding on a DC 20 Wis (Medicine) check. If it fails, it can't try to cure that creature again.

Each time it completes a long rest, the infected creature's Intelligence and Constitution each drop 1d4 points. If the disease is cured, the creature's Intelligence and Charisma return to normal at the rate of 4 points per long rest.

Oni Gekido No

The oni gekido no is fury and hatred embodied. It is a wiry biped with sharp barbs running down its back along its spine. More barbs adorn their toes and heels, and their claws are nearly a foot long. The oni can open its mouth as wide as its whole head, revealing rows of sharp teeth. The oni gekido no is about 9' tall, but usually moves in a hunched over posture, hiding its size. When the oni gekido no becomes angry, it seems to swell up and grow larger and more imposing.

Large Fiend (Oni), always chaotic evil

Armor Class 14 (natural armor)

Hit Points 161 (17d10+68)

Speed 40 ft.

**STR 18 (+4), DEX 16 (+3), CON 18 (+4),
INT 11 (+0), WIS 13 (+1), CHA 13 (+1)**

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

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giant, the Spirit Tongue

Challenge 10 (5,900 xp) **Prof** +4

Reckless. At the start of its turn, the oni can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni makes two Claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Cloud of Taint (recharge 5-6). The oni creates a cloud of greasy darkness that fills a 15' radius sphere centered on a point the oni can see within 120'. The cloud lasts until the end of the oni's next turn. A creature in the cloud when it forms takes 27 (6d8) poison damage and must make a DC 13 Con save or be poisoned for 1 minute (save ends). Evil creatures have advantage on this save, and good ones have disadvantage.

Spellcasting. The oni casts one of the following spells, using Charisma as the spellcasting ability.
At Will- *Darkness*.

BONUS ACTIONS

Frightful Presence. Each creature of the oni's choice that is within 120' of it and aware of it must succeed on a DC 13 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Frightful Presence for the next 24 hours.

Swell with Might. The oni magically swells with might, growing several inches and becoming more impressive and imposing. The oni gains 20 temporary hit points, and for 1 minute, it gains advantage on Strength checks and saves and a +10 bonus on melee weapon damage rolls.

Oni Go-Zu

The oni go-zu is a mighty warrior who serves in a spirit army, often in service to the Celestial Bureaucracy. The go-zu looks like a larger version of a common oni with sharp horns. It uses the Oni stat block with the following changes.

- It is usually lawful neutral.
- Its AC is 18 (plate).
- It has 153 (18d10+54) hit points.
- Its Strength is 20 (+5).
- It has true sight 120'.
- Its Claw is +8 to hit and deals 1d10+5 slashing damage.
- Its Glaive is +8 to hit and deals 2d10+5 damage (1d10+5 if in Small or Medium form).
- Its Challenge Rating is 8 (3,900 xp).

The go-zu has the following additional Bonus Action option.

- **Followup Gore.** If the oni used made at least one attack this turn, it makes the following attack: *Melee Weapon Attack*: +8 to hit, reach 5', one target. *Hit*: 9 (1d8+5) piercing damage.

Oni Haino No

The oni haino no stands in stark contrast to the majority of onis, for it is no more than 5' tall in its natural form, which resembles a humanoid toad with dry, lumpy skin and bulging eyes. The oni is almost never found in this form, however, preferring to spend almost all its time in Humanoid guise, living as a parasite in a community of those people, where it uses its ability to magically disguise itself to worm its way into homes and inns. It seeks out a sleeping creature, and then snakes its incredibly long tongue into its victims' throats to feed on their water.

Oni Haino No Treasure. An oni haino no typically carries 3d10 sp and 1d12 gp.

The lair of an oni haino no also has a 25% chance each to have 2d4 x 100 cp, 1d6 x 100 sp, and 3d10 gp.

Medium Fiend (Oni), always chaotic evil

Armor Class 13

Hit Points 26 (4d8+8)

Speed 30 ft., climb 30 ft.

**STR 10 (+0), DEX 17 (+3), CON 14 (+2),
INT 15 (+2), WIS 12 (+1), CHA 15 (+2)**

Skills Stealth +5

Damage Resistances acid, cold, fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., blindsight 30 ft., passive Perception 11

Languages Common, Giant, the Spirit Tongue

Challenge ¼ (50 xp) **Prof** +2

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

ACTIONS

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

Tongue. *Melee Weapon Attack*: +5 to hit, reach 15 ft., one incapacitated or restrained creature. *Hit*: 1 piecing damage, and the oni haino no drains the water from the target. The target gains one level of exhaustion.

The tongue secretes an anaesthetic, so an unconscious creature hit by it must make a DC 12 Wis save to be aware of it.

Change Shape. The oni magically polymorphs into a Small or Medium Humanoid or back into its true form. Other than its size, its statistics are the same in each form. If the oni dies, it reverts to its true form.

Oni Kamu No

Oni kamu no form the backbones of many oni armies. They have powerfully muscled humanoid bodies, but instead of heads, a gaping mouth opens where the neck should be. An oni kamu no stands 8' to 9' tall and weighs around 300 pounds.

Oni kamu no are notorious for pausing to dismember and eat slain foes before moving forward to engage other enemies.

Large Fiend (Oni), always chaotic evil

Armor Class 15 (natural armor)

Hit Points 157 (15d10+75)

Speed 30 ft.

**STR 21 (+5), DEX 12 (+1), CON 20 (+5),
INT 7 (-2), WIS 9 (-1), CHA 11 (+0)**

Saving Throws Int +2, Wis +3

Skills Athletics +9

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., blindsight 60 ft., passive Perception 9

Languages Common, Giant, the Spirit Tongue

Challenge 10 (5,900 xp) **Prof** +4

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

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

ACTIONS

Multiattack. The oni can use Frightful Presence, and it makes two Slam attacks and one Bite attack.

Slam.. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+5) bludgeoning damage.

Frightful Presence. Each creature of the oni's choice that is within 60' of it and aware of it must succeed on a DC 12 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Frightful Presence for the next 24 hours.

BONUS ACTIONS

Followup Grab. If the oni hit a creature with Slam this turn, it makes a grapple check against that creature.

Oni Kamu No Captain

The oni kamu no captain uses the Oni Kamu No stat block with the following changes.

- Its AC is 20 (plate and shield).
- It has 210 (20d10+100) hit points.
- Its Multiattack action option allows it to make three Slam attacks and one Bite attack.
- Its Challenge Rating is 13 (10,000 xp).

The oni has the following additional Action options.

- ***Leadership (recharges after a short or long rest).*** For 1 minute, the captain can utter a special command or warning whenever a nonhostile creature that it can see within 30' makes an attack or save. The creature can add 1d4 to its roll, provided it can hear and understand the captain. A creature can benefit from only one Leadership die at a time. The effect ends if the captain is incapacitated.

Oni Kyoso No

The oni kyoso no's body is awful to behold. It has the torso of a four-armed female humanoid, slightly larger than that of a human. Its face is a featureless mask, crowned by nine curving horns. Below the torso, its body trails away into a heap of flesh, sometimes more resembling a long tail or worm extending behind the torso. The oni's skin ranged from dark red to ebony black. Someone not familiar with either creature might mistake it for a **marilith**, but the resemblance is superficial.

Oni Kyoso No Treasure. The lair of an oni kyoso no is 50% likely to hold 2d6 gems; and 20% likely to hold 1d10 x 250 gp.

Large Fiend (Oni), always chaotic evil

Armor Class 17 (natural armor)

Hit Points 93 (11d10+33)

Speed 40 ft., burrow 30 ft.

**STR 18 (+4), DEX 15 (+2), CON 16 (+3),
INT 17 (+3), WIS 19 (+4), CHA 20 (+5)**

Skills Perception +8, Stealth +6

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 18

Languages Common, Giant, the Spirit Tongue

Challenge 10 (5,900 xp) **Prof** +4

Burning Arms. The oni can cause its arms to ignite at will (no action required) as long as it isn't surprised or incapacitated.

Magic Weapons. The oni's weapon attacks are magical.

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

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni chooses one of the following:

- It makes four Claw attacks.
- It makes three Unholy Fire attacks.
- It makes one Claw attack and one Unholy Fire attack.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d6+4) slashing and 11 (2d10) fire damage.

Unholy Fire. Ranged Spell Attack: +9 to hit, range 90 ft., one target. **Hit:** 11 (2d10) fire and 11 (2d10) necrotic damage.

Cloud of Taint (recharge 5-6). The oni creates a cloud of greasy darkness that fills a 15' radius sphere centered on a point the oni can see within 120'. The cloud lasts until the end of the oni's next turn. A creature in the cloud when it forms takes 27 (6d8) poison damage and must make a DC 14 Con save or be poisoned for 1 minute (save ends). Evil creatures have advantage on this save, and good ones have disadvantage.

Spellcasting. The oni casts one of the following spells, using Charisma as the spellcasting ability (save DC 17):

At Will- *charm monster, darkness, dimension door, suggestion, telekinesis.*

Teleport. The oni teleports up to 1 mile to a location it has seen before.

BONUS ACTIONS

Frightful Presence. Each creature of the oni's choice that is within 60' of it and aware of it must succeed on a DC 17 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Frightful Presence for the next 24 hours.

Oni Me-Zu

The oni me-zu is a commander of a spirit army. It leads oni go-zu, often in service to the Celestial Bureaucracy. The me-zu is even taller than a go-zu, standing about 10' tall. While it has the body of a common oni, it has the head of a shaggy horse.

Large Giant (Oni), usually lawful neutral

Armor Class 18 (plate)

Hit Points 139 (15d10+60)

Speed 30 ft., fly 40 ft.

**STR 21 (+5), DEX 11 (+0), CON 18 (+4),
INT 14 (+2), WIS 12 (+1), CHA 16 (+3)**

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Athletics +9, Perception +5

Senses darkvision 60 ft., true sight 60 ft., passive Perception 15

Languages Common, Giant, the Spirit Tongue

Challenge 10 (5,900 xp) **Prof** +4

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni makes two attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (4d6+5) slashing plus 11 (2d10) fire damage.

Whip. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 10 (2d4+5) slashing damage.

Fire Shuriken (2nd level spell). *Ranged Spell*

Attack: +7 to hit, range 120', one target. *Hit:* 16 (3d10) fire damage and the target must make a DC 15 Dex save or be blinded until the end of the oni's next turn.

Spellcasting. The oni casts one of the following spells, using Charisma as the spellcasting ability (save DC 15):

At Will- *cause fear, darkness, detect magic, invisibility.*

2/day- *fireball, hold person.*

1/day- *control flames, dispel magic, plane shift (self only).*

Change Shape. The oni magically polymorphs into a Small or Medium Humanoid, into a Large Giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed are its armor and weapon, which change size to fit its new form. If the oni dies, it reverts to its true form and its sword returns to its normal size.

Oni Me-Zu Champion

The oni me-zu champion uses the Oni Me-Zu stat block with the following changes.

- It has 209 (22d10+88) hit points.
- Its Multiattack allows it to make three Greatsword or Fire Shuriken attacks; or four Whip attacks.
- Its attack, save, and skill bonuses, as well as its save DCs, rise by 1.
- Its Challenge Rating is 13 (10,000 xp).
- Its proficiency bonus is +5.

The champion has the following additional Trait.

- ***Lethal.*** The champion's weapon attack rolls score a critical hit on a 19-20.

Oni Sanru No

The oni sanru no is a four-armed bat-winged Fiend that feasts on rotting flesh. Its body is largely human, with an extended torso, arched eyebrows, pointed ears, and angular features. It is about 7' tall and has a wingspan of around 15'. Oni sanru no sometimes congregate in **wings** of up to eight members. Oni sanru no are easily driven off by stiff resistance, but return to circle like vultures, waiting for the right moment when the would-be victims are distracted by another fight to return.

Oni Sanru No Treasure. Oni sanru no don't usually keep treasure.

Medium Fiend (Oni), always chaotic evil

Armor Class 14 (natural armor)

Hit Points 67 (9d8+27)

Speed 30 ft., fly 40 ft.

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

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giant, the Spirit Tongue

Challenge 5 (1,800 xp) **Prof** +3

Flyby. The oni doesn't provoke opportunity attacks when it flies out of a creature's reach.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage.

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

Cloud of Taint (recharge 5-6). The oni creates a cloud of greasy darkness that fills a 15' radius sphere centered on a point the oni can see within 120'. The cloud lasts until the end of the oni's next turn. A creature in the cloud when it forms takes 22 (5d8) poison damage and must make a DC 14 Con save or be poisoned for 1 minute (save ends). Evil creatures have advantage on this save, and good ones have disadvantage.

Spellcasting. The oni casts one of the following spells, using Charisma as the spellcasting ability.
At Will- *darkness*.

BONUS ACTIONS

Followup Kick. If the oni used the Attack action this turn, it makes one Kick attack.

Frightful Presence. Each creature of the oni's choice that is within 60' of it and aware of it must succeed on a DC 14 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Frightful Presence for the next 24 hours.

Oni Shikibu No

The oni shikibu no has a stunted, dwarf-like humanoid body that stands about 4' tall and weighs around 110 lbs. Empty green eyes stare from a twisted face. Long orange fangs jut from its mouth, and it has a bright blue beard. While its body is pudgy and looks bloated, its limbs are spindly thin. Oni shikibu no spend most of their time in a false Humanoid form, infiltrating society and spreading lies and mischief. The oni tries to bring as much disgrace and shame as it can to as many people as possible. It might insult one person while disguised as another, indulge in public drunkenness while in the form of a local priest or teetotaler, etc.

An oni shikibu no avoids combat when it can, working through deception and subterfuge. If possible, it flees confrontations.

At night, the oni seeks out graveyards and feasts on rotting corpses. If the presence of an oni shikibu no is suspected, it can often be caught by staking out such places.

Oni Shikibu No Treasure. Oni shikibu no don't usually collect treasure.

Small Giant (Oni), always chaotic evil

Armor Class 17 (natural armor)

Hit Points 36 (8d6+8)

Speed 25 ft.

**STR 14 (+2), DEX 16 (+3), CON 12 (+1),
INT 15 (+2), WIS 13 (+1), CHA 15 (+2)**

Skills Deception +4, Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, the Spirit Tongue

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

Ethereal Escape. If the oni is reduced to 0 hit points, its spirit enters the Ethereal Plane and its body crumbles to dust. If there is a Giant or Humanoid corpse within 300', the spirit takes possession of it and begins to transform it into a new body for the oni. The effects of this are visible and obvious after 1 minute, and after 10 minutes, the oni rises at full hit points.

A body that is warded with *protection from evil and good*, or one that has had a vial of holy water sprinkled upon it, can't be possessed by the oni.

The oni dies only if it is reduced to 0 hit points and can't possess a corpse within one minute.

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

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

ACTIONS

Multiattack. The oni uses Slam twice. If both attacks hit the same target, it can't make opportunity attacks against the oni until the start of the oni's next turn.

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

Spellcasting. The oni casts one of the following spells, using Charisma as the spellcasting ability (save DC 12), requiring no material components:

At Will- *animate dead* (as an action),
darkness, *detect thoughts*, *enlarge/reduce* (enlarge function only).

Change Shape. The oni magically polymorphs into a Small or Medium Humanoid or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed are its armor and weapon, which change size to fit its new form. If the oni dies, it reverts to its true form.

BONUS ACTIONS

Ethereal Jaunt. The oni magically shifts from the Prime Material Plane to the Ethereal Plane or vice versa.

Frightful Presence. Each creature of the oni's choice that is within 30' of it and aware of it must succeed on a DC 12 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Frightful Presence for the next 24 hours.

Oni Soul-Eater

While all oni are fearsome, some have the extraordinary ability to harvest and devour the souls of creatures they slay. Such an oni soul-eater is particularly cruel, for it leads to true annihilation of the spirits of its victims.

Large Giant (Oni), lawful evil

Armor Class 16 (chain)

Hit Points 161 (19d10+57)

Speed 30 ft., fly 30 ft.

**STR 19 (+4), DEX 11 (+0), CON 16 (+3),
INT 14 (+2), WIS 12 (+1), CHA 15 (+2)**

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +5, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant, plus four or more others once known by the oni's victims

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

Harvest Death. Creatures within 20' of the oni automatically fail death saves. If a creature within 20' of the oni dies, the oni regains 25 hit points. The oni permanently acquires the memories and languages of the soul devoured in this way. The creature cannot be restored to life without divine intervention or similar powerful magic.

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni makes two Claw or Soul Grasp attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Soul Grasp. *Ranged Spell Attack:* +7 to hit, range 50 ft., one target. *Hit:* 16 (3d10) necrotic damage, and the target's speed is reduced to 0 until the end of the oni's next turn.

Oni Tsuburu No

An oni tsuburu no is little more than a naked giant stomach with limbs attached. Covered in leathery purple skin, the oni tsuburu no forms a semi-amorphous blob about 15' in diameter. Weighing over four tons, the oni has two gaunt arms and a grotesque head with mere slits for eyes and ears, dominated by a huge mouth and its long, prehensile tongue.

Oni Tsuburu No Treasure. The lair of an oni tsuburu no has a 25% chance each of having 1d10 x 1,000 each cp, sp, and gp, plus 2d6 gems; and a 10% chance each of having 2d10 x 100 ep, 1d20 x 10 pp, and 1 random magic item.

Huge Fiend (Oni), always chaotic evil

Armor Class 15 (natural)

Hit Points 276 (24d12+120)

Speed 40 ft.

**STR 24 (+7), DEX 8 (-1), CON 20 (+5),
INT 11 (+0), WIS 7 (-2), CHA 10 (+0)**

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Giant, the Spirit Tongue

Challenge 16 (15,000 xp) **Prof** +5

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

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni makes one Bite and two Claw attacks.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6+7) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (3d10+7) piercing damage, and if the target is Medium or smaller, the target must make a DC 20 Dex save or be swallowed by the oni. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the oni, and it takes 18 (4d8) acid damage at the start of each of the oni's turns. The oni can swallow one Large, two Medium, four Small, or eight Tiny creatures.

If the oni takes 30 damage or more on a single turn from a creature inside it, the oni must succeed on a DC 21 Constitution save at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10' of the oni. If the oni dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30' of movement, exiting prone.

Feed. If a swallowed opponent dies in the oni's stomach, the oni utterly destroys the body and everything it carried. The oni gains temporary hit points equal to the destroyed creature's Hit Dice.

Cloud of Taint (recharge 5-6). The oni creates a cloud of greasy darkness that fills a 15' radius sphere centered on a point the oni can see within 120'. The cloud lasts until the end of the oni's next turn. A creature in the cloud when it forms takes 22 (5d8) poison damage and must make a DC 13 Con save or be poisoned for 1 minute (save ends). Evil creatures have advantage on this save, and good ones have disadvantage.

Spellcasting. The oni casts one of the following spells, using Charisma as the spellcasting ability (save DC 13), requiring no material components:

At Will- Darkness, dimension door, telekinesis.

BONUS ACTIONS

Frightful Presence. Each creature of the oni's choice that is within 30' of it and aware of it must succeed on a DC 13 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Frightful Presence for the next 24 hours.

Oni Tsuburu No Doom Beater

An oni tsuburu no doom beater uses the Oni Tsuburu No stat block with the following changes.

- It is Gargantuan.
- It has 372 (24d20+120) hit points.
- Its Claw is +13 to hit and deals 4d6+7 damage.
- Its Bite is +13 to hit and deals 4d10+7 damage. The save DC to resist being swallowed is 21.
- Its other save DCs increase by 1.
- Its Challenge Rating is 18 (20,000 xp).
- Its proficiency bonus is +6.

The doom beater has the following additional Trait.

- **Heartbeat of Doom.** At the start of the doom beater's turn, its massive heart of a body beats. Each creature within 30' that can hear it must make a death save, even if it isn't dying. Death saves don't reset within 30' of the oni.

Oni Ugulu No

An oni ugulu no is a terror to behold. It stands 13' to 15' tall and weighs half a ton. Its hairy purple body bulges with muscles. Two great horns curve from its temples, and its eyes and tongue are like flames. Its huge, four-fingered hands bear wicked claws, as do its large toes. The oni wears a shaggy mane of dark purple hair.

Large Giant (Oni), always chaotic evil

Armor Class 18 (plate)

Hit Points 161 (14d10+84)

Speed 40 ft.

**STR 24 (+7), DEX 9 (-1), CON 22 (+6),
INT 11 (+0), WIS 14 (+2), CHA 11 (+0)**

Skills Athletics +11, Deception +4, Perception +6
Damage Resistances bludgeoning, piercing, and slashing that isn't magic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Giant, the Spirit Tongue

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

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

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Immunity. Each oni ugulu no is immune to the effects of one specific spell, chosen by the DM or rolled on the following table.

1. *Banishment*
2. *Bestow curse*
3. *Cone of cold*
4. *Confusion*
5. *Finger of death*
6. *Fireball*
7. *Hold monster*
8. *Lightning bolt*
9. *Magic missile*
10. *Polymorph*
11. *Shocking grasp*
12. *Spirit guardians*

ACTIONS

Multiattack. The oni makes two Claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8+7) slashing damage plus 7 (2d6) thunder damage.

Cloud of Taint (recharge 5-6). The oni creates a cloud of greasy darkness that fills a 15' radius sphere centered on a point the oni can see within 120'. The cloud lasts until the end of the oni's next turn. A creature in the cloud when it forms takes 22 (5d8) poison damage and must make a DC 12 Con save or be poisoned for 1 minute (save ends). Evil creatures have advantage on this save, and good ones have disadvantage.

Spellcasting. The oni casts one of the following spells, using Charisma as the spellcasting ability (save DC 12), requiring no material components:
At Will- *Darkness, shatter.*

BONUS ACTIONS

Frightful Presence. Each creature of the oni's choice that is within 30' of it and aware of it must succeed on a DC 12 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Frightful Presence for the next 24 hours.

Oni Ugulu No Guardian

Large Giant (Oni), always chaotic evil

Armor Class 18 (plate)

Hit Points 1 (minion)

Speed 40 ft.

**STR 24 (+7), DEX 9 (-1), CON 22 (+6),
INT 11 (+0), WIS 14 (+2), CHA 11 (+0)**

Skills Athletics +10, Deception +3, Perception +5

Damage Immunities poison; bludgeoning, piercing, and slashing that isn't magic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, the Spirit Tongue

Challenge 6 (2,300 xp) **Prof** +3

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

Magic Weapons. The oni's weapon attacks are magical.

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

Protective Stance. If the oni's designated charge is within 5' of the oni, it gains a +1 bonus to AC.

Spell Immunity. Each oni ugulu no is immune to the effects of one specific spell, chosen by the DM or rolled on the following table.

1. *Banishment*
2. *Cone of cold*
3. *Confusion*
4. *Fireball*
5. *Flame Bolt*
6. *Lightning bolt*
7. *Magic missile*
8. *Ray of Frost*

9. *Shocking grasp*

10. *Sleep*

11. *Spirit Guardians*

12. *Toll the Dead*

ACTIONS

Multiattack. The oni makes two Claw attacks and can use Frightful Presence.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8+7) slashing damage plus 18 (4d8) thunder damage.

Frightful Presence. Each creature of the oni's choice that is within 30' of it and aware of it must succeed on a DC 11 Wisdom save or become frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Frightful Presence for the next 24 hours.

Spellcasting. The oni casts one of the following spells, using Charisma as the spellcasting ability (save DC 11), requiring no material components:
At Will- *Darkness, shatter.*

BONUS ACTIONS

Aggressive. The minotaur moves its speed toward an enemy.

Designate Charge. The guardian designates one creature that it can see as its charge. This lasts until the guardian designates another charge, chooses to end it (no action required), or becomes incapacitated.

REACTIONS

Guardian Strike. When a creature within 5' attacks an ally of the oni, the oni uses Claw against that creature.

Oni Yattoko No

An oni yattoko no is a pod-shaped shell with a toothy maw extending for its entire 15' length. The top supports an insectile, mantis-like head with two multifaceted eyes and a set of mandibles whose purpose is to transfer prey to its central maw. Two pincer legs support its anterior end and six insect-like arms that end in grasping pincers emerge from its sides. Oni yattoko no favor deserts.

Oni Yattoko No Treasure. The lair of an oni yattoko no has a 30% chance each to have 1d10 x 100 each cp, sp, and gp, 2d20 x 10 ep, 1d6 x 10 pp, 2d10 gems, 1d2 magic weapons, and 1 random magic item.

Huge Fiend (Oni), always chaotic evil

Armor Class 21 (natural armor)

Hit Points 230 (20d12+100)

Speed 30 ft., burrow 20 ft.

STR 22 (+6), **DEX** 20 (+5), **CON** 20 (+5),
INT 14 (+2), **WIS** 15 (+2), **CHA** 17 (+3)

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages Common, Giant, the Spirit Tongue

Challenge 17 (18,000 xp) **Prof** +6

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni uses Pincers twice.

Pincers. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 44 (7d10+6) piercing damage, and the oni grapples the target. While grappled in this way, the target is restrained. The oni can grapple only one creature at a time this way, and it can't attack another creature with its Pincers while it has one grappled.

Cloud of Taint (recharge 5-6). The oni creates a cloud of greasy darkness that fills a 15' radius sphere centered on a point the oni can see within 120'. The cloud lasts until the end of the oni's next turn. A creature in the cloud when it forms takes 22 (5d8) poison damage and must make a DC 17 Con save or be poisoned for 1 minute (save ends). Evil creatures have advantage on this save, and good ones have disadvantage.

Spellcasting. The oni casts one of the following spells, using Charisma as the spellcasting ability, requiring no material components:

At Will- *Darkness*.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target grappled by the oni. *Hit:* 28 (4d10+6) piercing damage, and if the target is Large or smaller, the target must make a DC 20 Dex save or be swallowed by the oni. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the oni, and it takes 18 (4d8) acid damage at the start of each of the oni's turns. The oni can swallow one Large, two Medium, four Small, or eight Tiny creatures.

If the oni takes 30 damage or more on a single turn from a creature inside it, the oni must succeed on a DC 20 Constitution save at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10' of the oni. If the oni dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30' of movement, exiting prone.

Frightful Presence. Each creature of the oni's choice that is within 30' of it and aware of it must succeed on a DC 17 Wisdom save or become

frightened for 1 minute (save ends). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Frightful Presence for the next 24 hours.

REACTIONS

Summon Swarm (recharge 5-6). When the oni takes damage, it summons a **swarm of bats**, **swarm of insects**, or **swarm of rats** (oni's choice), which appears at a point the oni can see within 50'. The swarm remains as long as the oni concentrates, up to 1 minute.

ONTALAK PLASMROID

Source: 2e *Spelljammer Monstrous Compendium Appendix*.

The dreaded ontalak plasmoids are the largest and dullest-witted of the **plasmoid** races. An ontalak can produce a covering of thick, hard material to disguise itself as a wrecked ship, ruined building, collection of rubble, or similar object, attacking once prey has attempted to “board” it. It then sprouts a plethora of tentacles, attacking everything edible near it.

An ontalak plasmoid sometimes lurks in wait among the ruins of a shipwreck or an abandoned building. In other cases, it uses its False Appearance trait to masquerade as a ruined vessel or building itself. When not in combat, it can enter a dormant state that allows it to live for years between feedings. When it does eventually feed, it devours any living tissue it can reach ravenously, being almost impossible to sate.

Unexpected Attack. When intruders begin to explore a disguised ontalak, the monster carefully chooses its moment to strike, preferring to wait for one victim to be momentarily isolated. Then plasmoid pseudopodia begin to emerge from nearby surfaces, sometimes seeming to come from below or beyond the floor or wall. Eventually the dreadful truth is revealed when the disguise becomes less and less solid, with parts of the alleged ship suddenly transforming as they slough off their hard coverings.

Spacefarers. Rumor has it that some ontalak plasmoids can create a special organ in the nucleus of its body. When flooded by the proper mix of ontalak acid and special chemicals, the organ functions like a spelljamming helm, allowing the plasmoid to fly through the void.

Solitary Except When Breeding. Ontalak plasmoids are usually solitary. They treat other living creatures strictly as food, and other ontalak plasmoids as competition. Except when driven to mate, an ontalak plasmoid prefers a solitary existence.

Once every year, an ontalak plasmoid is driven to attempt to mate. It forms its body into a faux ship and journeys to its ancestral spawning ground, either in the deep ocean or in space. Rumor says that certain such areas see a huge armada of “ghost ships” (actually disguised ontalak plasmoids) meet every year, yet any intruders who find such a place are doubtless slain and devoured, so such rumors are poorly substantiated.

It is known that mating ontalak plasmoids insert pseudopodia into each other. Each pseudopod injects genetic material into the other ooze, and then each buds a new ontalak plasmoid, which takes several weeks to grow to the point where it can break off and go its own way.

Juiblex' Patronage. It is said that some ontalak plasmoids have been seduced into the worship of Juiblex, perhaps drawn in by a **ghaunadan** priest. While ontalak plasmoids aren't malicious by nature, their willingness to destroy and devour anything around them is easily turned to sinister purpose by a sufficiently charismatic voice, especially if that voice comes from another Ooze of some kind.

Ontalak Plasmoid Challenge Rating. When assessing the Challenge Rating of an ontalak plasmoid, assume that its Multiattack targets two creatures each round.

Ontalak Plasmoid Treasure. The lair of an ontalak plasmoid is 50% likely each to have 2d4 x 1,000 sp, 1d6 x 1,000 gp, 1d8 gems, and 1d4 potions; and 25% likely each to have 2d10 x 100 cp, 3d6 x 10 ep, 1d4 pieces of jewelry, 1 magic weapon, and 1 random magic item.

Ontalak Plasmoid

Gargantuan Ooze (Plasmoid), often neutral

Armor Class 16 (natural armor)

Hit Points 248 (16d20+80)

Speed 20 ft.

STR 22 (+6), **DEX** 6 (-2), **CON** 20 (+5),
INT 5 (-3), **WIS** 10 (+0), **CHA** 10 (+0)

Damage Vulnerabilities fire

Damage Resistances slashing

Damage Immunities acid, cold, poison; piercing

Condition Immunities paralyzed, poisoned

Senses blindsight 30 ft., passive Perception 10

Languages Plasmoid

Challenge 18 (20,000 xp) **Prof** +6

Amorphous. The plasmoid can fit through an opening as small as 1". It can stretch its body as long as 50' by spending one minute to do so.

False Appearance. If the ontalak plasmoid is motionless and disguised as a vehicle or object at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the ontalak plasmoid move or act, that creature must succeed on a DC 18 Int (Investigation) check to discern that the plasmoid is animate.

ACTIONS

Multiattack. The plasmoid makes one attack with its tentacles against each creature in its reach.

Tentacles. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage, and the target must succeed on a DC 20 Str save or be grappled by the plasmoid.

BONUS ACTIONS

Enhance Senses. The plasmoid can use a bonus action to expose one of its ganglia masses. It chooses one sense. Until it uses an action to retract the ganglia, it has advantage on Wisdom (Perception) checks that rely on that sense, but disadvantage on saving throws against effects that target that sense (such as deafness for hearing, blindness for sight, etc).

REACTIONS

Wounded Vibrations. When the plasmoid becomes bloodied, it begins to vibrate at a very high speed until the end of the plasmoid's next turn. It gains 40 temporary hit points. In addition, while it is vibrating in this way, the plasmoid gains a +20' bonus to speed and a +2 bonus to AC and saves.

LEGENDARY ACTIONS

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

- **Absorb (costs 2 actions).** One creature grappled by the plasmoid must make a DC 20 Str save or be drawn inside it and restrained. At the start of its turn, the absorbed creature takes 22 (4d10) acid damage. The creature can use its action to try to escape by making a DC 20 Str (Athletics) check.
- **Exude Acid.** Each creature grappled by the plasmoid or standing on or in it takes 7 (2d6) acid damage.
- **Hurl.** The plasmoid hurls one Large or smaller creature grappled by it up to 40'. The creature takes 14 (4d6) bludgeoning damage and lands prone.

OOZE MASTER

Source: 3e *Tome and Blood* (as prestige class).

An ooze master is a Humanoid that has developed an affinity for oozes. Not exactly a priest, not exactly a druid, the ooze master is a distasteful or even dangerous presence in society and is rarely welcome. As their name implies, ooze masters often have other Oozes as “pets”, which presents further dangers to others.

Ooze Master Challenge Rating. When assessing the Challenge Rating of an ooze master, assume that its Slime Wave damages two creatures for one round.

Ooze Master Treasure. An ooze master has a 20% chance each of having 1d100 gp in assorted coins and 1d4 potions.

Ooze Master

Medium Humanoid, often neutral

Armor Class 18 (plate)

Hit Points 75 (10d8+30)

Speed 30 ft., climb 30 ft.

**STR 14 (+2), DEX 10 (+0), CON 16 (+3),
INT 14 (+2), WIS 14 (+2), CHA 6 (-2)**

Damage Immunities acid, poison

Condition Immunities paralyzed, poisoned

Senses tremorsense 30 ft., passive Perception x

Languages Common

Challenge 5 (1,800 xp)

Prof +3

Amorphous. The ooze master can move through a space as narrow as 1' wide without squeezing.

Ooze Friend. Oozes treat the ooze master as an ally and never attack or intentionally harm the ooze master unless magically compelled.

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

ACTIONS

Acidic Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) acid damage, and the target must succeed on a DC 14 Dex save or it is coated in acid for 1 minute or until a creature uses an action to wash the acid off. While coated in acid, the creature takes 9 (2d8) acid damage at the start of each of its turns.

Acid Glob. The ooze master hurls a glob of acid at a point it can see within 90', which then explodes in a 10' radius sphere centered on that point. Each creature in the sphere must make a DC 13 Dex save, taking 22 (4d10) acid damage on a failure or half that on a success.

Slime Wave (1/day). The ooze master magically conjures a massive wave of slime that is up to 40' wide, 10' high, and 10' thick. The wave appears at a point the ooze master can see within 30' and immediately moves 20' directly away from the ooze master. The wave lasts as long as the ooze master concentrates, up to 1 minute, and moves another 20' directly away from it at the start of each of the ooze master's turns. A creature that is in the wave at any point on a turn must make a DC 13 Dex save, taking 28 (8d6) acid damage on a failure or half that on a success. Objects in the wave take the damage automatically.

BONUS ACTIONS

Slip Free (recharge 4-6). If the ooze master is grappled or restrained, it ends that condition, slipping free of any physical restraints.

Slithery Face. The ooze master changes its facial features, including to resemble those of another member of its race and sex.

REACTIONS

Acid Burst (1/day). When it takes damage while bloodied, the ooze master emits a burst of acid all around itself. Each creature within 5' of it must make a DC 14 Dex save, suffering 10 (3d6) acid damage on a failure or half that on a success.

OOZE OCTOPUS

Source: Homebrew.

An ooze octopus is a gigantic elemental creature composed of a mixture of earth and water. Caustic fluids pour from it, and it can reach a great distance with its long tentacles, grabbing prey to be dragged back to its central body and devoured. Unlike many elemental creatures, an ooze octopus must maintain a steady diet of flesh or it will perish.

An ooze octopus has a central body that resembles a 15' diameter ball of mud. Long tentacles emerge from it like thick cables of mud. An ooze octopus is surrounded by the stink of rotting organic material, emanating from deep inside its core, where the remains of creatures it has devoured are digested.

Solitary Hunter. An ooze octopus reproduces by budding and has no need for others of its kind. Indeed, when multiple ooze octopi meet, they tend to clash, fighting until one or the other is driven away. The victor claims dominion over the local area, and the loser moves away to find a new desmenses. An ooze octopus is intolerant of other large predators in the area it claims for its own, and usually tries to devour or drive them away, as well.

Dwellers in the Deep Chaos. Ooze octopi come from deep in the Elemental Planes, where their boundaries fail and the elements come together in clashing waves of energy and matter. There, an ooze octopus is almost a force of nature as much as it is a creature. The presence of an ooze octopus on the Prime Material Plane is unusual; they are hard to summon or control, and portals between the Chaos and the world rarely form. Nonetheless, when one comes to the world, it is powerful enough that it tends to survive for a long time, menacing creatures near it until some mighty adventurer destroys it. Since it does not need rest and doesn't die of old age, the only other option is the devastation of the surrounding region.

Ooze Octopus Treasure. An ooze octopus' central core sometimes retain some of the treasure of its victims, though it only actually collects gems (which aid in grinding its food inside the core). An ooze octopus is 85% likely to have 2d12 gems inside it; 50% likely to have 1d10 x 1,000 gp in assorted coins inside it; and 20% likely to have 1d6 random magic items inside it.

Ooze Octopus

Gargantuan Elemental (Earth, Water), always neutral

Armor Class 9

Hit Points 377 (26d20+104)

Speed 20 ft., swim 50 ft.

STR 25 (+7), **DEX** 8 (-1), **CON** 18 (+4),
INT 6 (-2), **WIS** 11 (+0), **CHA** 6 (-2)

Damage Resistances cold, fire; bludgeoning, piercing, and slashing

Damage Immunities acid

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 19 (22,000 xp) **Prof** +6

Oozing Body. The area within 10' of the ooze octopus is difficult terrain.

Unusual Nature. An ooze octopus doesn't need to breathe or sleep.

ACTIONS

Multiattack. The ooze octopus makes eight Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 14 (2d6+7) bludgeoning damage plus 5 (1d10) acid damage, and the target is grappled (escape DC 17). The ooze octopus can form an effectively unlimited number of tentacles,

and can grapple one creature with each. The ooze octopus can't attack a different creature with a tentacle that is grappling a target, but can form new tentacles to do so (no action required).

Acid Burst (recharge 5-6). The ooze octopus emits a spray of acid around itself. Each creature within 10' must make a DC 18 Dexterity save, suffering 22 (4d10) acid damage on a failure or half that on a success.

REACTIONS

Gout of Mud (recharges after a short or long rest). When it is first bloodied, the ooze octopus causes a gout of acidic mud to splatter at the creature that bloodied it, if that creature is within 10' of the octopus. That creature must make a DC 18 Dexterity save. If it fails, it is restrained by the mud (escape DC 21). The mud forms a 10' diameter area of difficult terrain centered on that creature.

Out of water, the mud lasts until it dries (typically about 1 hour in hot, dry conditions, or up to 24 hours in cool and moist conditions). Underwater, it persists for 10 minutes. Any creature that starts its turn in the mud suffers 5 (1d10) acid damage.

OOZE PARAELEMENTAL

Source: 2e *Planescape* material.

A mass of thick, liquid mud, an ooze paraelemental (sometimes referred to as a mud elemental) is a truly revolting creature, often crawling with bugs and worms. So noisome that they disgust even themselves, ooze paraelementals subsist on the act of crushing and eventually liquifying solid objects, a process that takes many hours for the paraelemental to complete.

Ooze Paraelemental Treasure. Ooze paraelementals don't usually collect treasure.

Ooze Paraelemental

Large Elemental (Earth, Water), always neutral

Armor Class 16 (natural armor)

Hit Points 90 (12d10+24)

Speed 30 ft., swim 30 ft.

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

Damage Immunities poison

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

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 5 (1,800 xp) **Prof** +3

Amorphous. The paraelemental can move through a space as narrow as 1" wide without squeezing.

Unusual Nature. The paraelemental needs no water or air.

ACTIONS

Multiattack. The paraelemental makes three tendril attacks.

Tendril. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8+3) bludgeoning damage, and the target must succeed on a DC 12 Dexterity save or the paraelemental grapples it. The paraelemental can grapple up to four Medium or smaller creatures at one time and can still make three tendril attacks.

ORC

Location: *Monster Manual, Volo's Guide to Monsters* (orc blade of Ilneval, orc claw of Luthic, orc hand of Yurtrus, orc nurtured one of Yurtrus, orc red fang of Shargaas).

Orc Mighty Hero Challenge Rating. When assessing the Challenge Rating of an orc mighty hero, assume that it benefits from its First Blood trait once.

Orc Treasure. A typical orc carries 3d6 cp and 2d8 sp.

Exceptional orcs- those with a CR of 5 or above- have 1d10 x 100 gp in assorted coins instead of the standard orcish individual treasure, and have a 25% chance each of having 1d4 potions and 1 random magic weapon, as well as a 15% chance each of having 1 piece of magic armor and 1 random magic item.

The lair of a **band** of 20 to 80 orcs also has a 50% chance each to have 3d10 x 100 cp and 2d8 x 100 sp; a 25% chance each to have 2d6 x 25 gp in trade goods, 3d6 x 50 gp, and 1d6 gems; and a 10% chance each to have 2d6 x 20 ep, 1d10 pp, 1d4 art objects, and 1d3 magic weapons (1-4) or 1 random magic item (5-6).

A **tribe** of 81 to 300 orcs instead also has a 75% chance each to have 1d10 x 1,000 cp and 1d6 x 1,000 sp; a 50% chance each to have 1d10 x 100 gp in trade goods, 1d10 x 200 gp, and 1d10 gems; a 20% chance each to have 1d20 x 100 ep, 1d12 x 10 pp, 1d8 art objects, and 1d3 magic weapons; and a 10% chance to have 1 random magic item.

A tribe of 301 or more orcs instead also has a 75% chance each to have 3d10 x 1,000 cp and 2d8 x 1,000 sp; a 50% chance each to have 2d6 x 500 gp in trade goods, 1d8 x 1,000 gp, and 2d8 gems; a 20% chance each to have 1d6 x 1,000 ep, 1d8 x 100 pp, 2d6 art objects, 1d6 potions, and 1d6 magic weapons; and a 10% chance to have 1d2 random magic items.

Orc Brigand

The orc brigand uses the Orc 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.

Orc Headhunter

Medium Humanoid, often chaotic evil

Armor Class 15 (hide armor and shield)

Hit Points 60 (8d8+24)

Speed 30 ft.

**STR 18 (+4), DEX 13 (+1), CON 16 (+3),
INT 8 (-1), WIS 10 (+0), CHA 8 (-1)**

Skills Athletics +6, Perception +2, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Orcish

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

Aggressive. As a bonus action, the orc moves its speed toward an enemy it can see.

Killing Strike. Once per turn, when an orc reduces a creature to 0 hit points, that creature also fails one death save.

ACTIONS

Multiattack. The orc headhunter makes two attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage with a melee attack if wielded in both hands.

Head Shot (recharge 6). The orc makes one melee attack. If it hits, the target takes an additional 7 (2d6) damage and must succeed on a DC 14 Con save or be stunned until the end of the target's next turn.

Orc Heavy Infantry

The orc heavy infantry uses the Orc stat block with the following changes.

- Its AC is 20 (plate and shield).
- It has 75 (10d8+30) hit points.
- In place of the orc's Greataxe, it wields a Battle Axe that does 1d8+3 slashing damage, or 1d10+3 if wielded in both hands.
- Its Challenge Rating is 4 (1,100 xp).

The orc has the following additional Action options.

- **Multiattack.** The orc makes two Battle Axe attacks.

The orc has the following additional Bonus Action option.

- **Second Wind (recharges after a short or long rest).** The orc regains 1d10+10 hit points.

Orc Mighty Hero

Medium Humanoid, often chaotic evil

Armor Class 20 (plate and shield)

Hit Points 152 (16d8+80)

Speed 30 ft.

**STR 20 (+5), DEX 12 (+1), CON 20 (+5),
INT 10 (+0), WIS 13 (+1), CHA 13 (+1)**

Saving Throws Dex +4, Wis +4

Skills Athletics +8, Intimidation +4, Perception +4, Persuasion +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Common, Orcish

Challenge 6 (2,300 xp)

Prof +3

Aggressive. As a bonus action, the orc moves its speed toward an enemy it can see.

First Blood. If the orc hits an unwounded creature with a melee weapon attack, it gets a +20 bonus to damage.

ACTIONS

Multiattack. The orc makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage, or 10 (1d10+5) slashing damage if wielded in two hands.

BONUS ACTIONS

Heroic Effort. If the orc is bloodied, it makes one attack.

REACTIONS

Heroic Move. When an ally the orc can see within 60' drops to 0 hit points, the orc moves its speed toward that ally or toward the creature that dealt the triggering damage.

Roll With It (recharges after a short or long rest). When the orc becomes bloodied, it gains resistance to damage dealt by the attacker until the end of the attacker's next turn.

Orc Pistoleer

Medium Humanoid, often chaotic evil

Armor Class 15 (hide armor and shield)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR 16 (+3), **DEX** 17 (+3), **CON** 16 (+3),

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

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Orcish

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

Aggressive. As a bonus action, the orc moves its speed toward an enemy it can see.

Crack Shot. The pistoleer ignores cover when it makes a ranged attack.

ACTIONS

Multiattack. The orc headhunter makes two ranged attacks with its Pistol, reloading after each.

Pistol. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 50/150 ft., one target. *Hit:* 7 (1d8+3) piercing damage, or 7 (1d8+3) bludgeoning damage with a melee attack.

Orc Sun Channeler

The orc sun channeler uses the Orc stat block with the following changes.

- It is usually lawful neutral.
- Its AC is 16 (chain mail).
- It has 45 (6d8+18) hit points.
- It is immune to radiant damage.
- Its Challenge Rating is 1 (200 xp).

The sun channeler has the following additional Action option.

- **Radiant Beam.** The sun channeler creates a 5' wide, 60' long line of light extending from its hand. Each creature in the line must make a DC 10 Dex save, taking 11 (2d10) radiant damage on a failure.

ORCUS

Location: *Mordenkainen's Tome of Foes* p152.

Orcus Treasure. Orcus' lair contains 10d6 x 1,000 each cp, sp, and gp. It also has a 60% chance each to have 1d6 x 500 ep, 3d10 x 50 pp, 4d10 gems, 1d4+2 potions, and 1d4+2 scrolls; and a 25% chance each to have 2d6 art objects and 2d4+1 magic items.

OREAD

Source: *3e Fiend Folio* (originally from *1e Deities and Demigods*).

An oread is a Fey creature linked to a mountain, similar to how a dryad is linked to a tree. The oread guards the natural state of its mountain against those who would exploit its resources through mining, quarrying or deforesting it. An individual miner might be warned off and sent on its way, but a large party is likely to meet utter disaster.

An oread appears as a stern, handsome woman with stony skin. Its hair appears to be made of strands of stringy lichen, and is white when snow covers its mountain peak. An oread often wears a gown or dress woven from the metals of the mountain, and many wear uncut gems taken from the hidden depths of their mountain.

Willing Host for Monsters. An oread fiercely guards her mountain's untrammled state, and prefers the presence of monsters over that of more civilized folk, since monsters are less likely to steal away the mountain's treasures. Even a **wyvern** that lairs in a crack in her mountain, jealously guarding a vein of metal or gems, doesn't actually damage the natural state of the mountain. A clan of **dwarves**, on the other hand, is bound to tunnel and dig, stealing her mountain's very bones, and such behavior can't be tolerated.

Brilliant Engineers. Oreads are brilliant stoneworkers and engineers. They rarely use these skills except when arranging deadly traps for those who would exploit their home mountain. An oread has neither need nor desire to build shelter or walls. It prefers to live on the natural ledges and heights of its peak, using its abilities to create deadfalls, avalanches, rockfalls and other similar traps that use the natural surroundings.

Oread Treasure. If an oread's secret cave lair can be found, it is 90% likely to contain 2d4 gems.

Oread

Medium Fey, usually lawful neutral

Armor Class 18 (natural armor)

Hit Points 85 (10d8+40)

Speed 30 ft., burrow 30 ft.

**STR 19 (+4), DEX 13 (+1), CON 18 (+4),
INT 14 (+2), WIS 13 (+1), CHA 16 (+3)**

Saving Throws Dex +3

Skills Survival +3

Damage Immunities cold

Senses passive Perception 11

Languages Dwarven, Sylvan, Terran

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

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

Mountain Dependency. For every hour that the oread spends more than one mile from its mountain, the oread gains one level of exhaustion that it can't lose until it completes a long rest within one mile of its mountain.

ACTIONS

Multiattack. The oread makes two Slam attacks.

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

Mountain Step. The oread instantly teleports from one spot on its mountain to another with no chance of error.

Stone Tell. The oread speaks to a stone or rock area, surface or object. The stone is friendly to her, and can relate anything it has ever heard or felt, but has no other senses.

Spellcasting. The oread casts one of the following spells, using Charisma as its spellcasting ability (save DC 13, +5 to hit) and requiring no material components.

3/day- *charm monster, spike growth, stone shape, transmute rock.*

1/day- *earthquake, move earth.*

ORKNY

Source: Homebrewed.

Orknies are flying bugs about the size of a cantaloupe. Bright orange in color, orknies make a very loud, distracting noise when they fly, and are infamous for stupidly blundering into any creature nearby unless constantly swatted away. More pests than a serious danger, orknies can nonetheless be dangerous in large numbers.

Orknies are found in wetlands, such as swamps, and underground. A variety of closely related species live in different climates. They are omnivorous, eating insects and small, slow-moving creatures such as slugs, and snails. Orknies are themselves eaten by raptors, **giant bats**, and other flying predators, and **aarakocra** consider them a delicacy.

A Pernicious Infestation. Orkny numbers can grow very rapidly, so once a few infest an area, they tend to spread quickly. In only a few months, their numbers can balloon out of control as they eat everything they can manage to bring down.

Orkny Treasure. Orknies don't collect treasure.

Orkny

Tiny Beast, always unaligned

Armor Class 10

Hit Points 7 (2d4+2)

Speed 5 ft., fly 25 ft.

**STR 3 (-4), DEX 10 (+0), CON 12 (+1),
INT 1 (-5), WIS 6 (-2), CHA 6 (-2)**

Senses passive Perception 8

Languages -

Challenge 0 (10 xp) **Prof** +2

Death Burst. When an orkny falls to 0 hit points, it explodes in a spray of blood. Each creature within 5' of it must succeed on a DC 11 Dexterity save or be blinded until the end of the creature's next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) bludgeoning damage.

OROG

Location: *Monster Manual* p247.

Orog Treasure. A typical orog carries 3d6 cp and 2d8 sp.

Exceptional orogs- those with a CR of 5 or above- have 1d10 x 100 gp in assorted coins instead of the standard orog individual treasure, and have a 25% chance each of having 1d4 potions and 1 random magic weapon, as well as a 15% chance each of having 1 piece of magic armor and 1 random magic item.

Orogs are frequently found with orcs, in which case the orog counts as one orc for purposes of treasure determination. When groups of orogs are found that doesn't include orcs, the lair of a **band** of 20 to 80 orogs also has a 50% chance each to have 3d10 x 100 cp and 2d8 x 100 sp; a 25% chance each to have 2d6 x 25 gp in trade goods, 3d6 x 50 gp, and 1d6 gems; and a 10% chance each to have 2d6 x 20 ep, 1d10 pp, 1d4 art

objects, and 1d3 magic weapons (1-4) or 1 random magic item (5-6).

A **tribe** of 81 to 300 orogs instead also has a 75% chance each to have 1d10 x 1,000 cp and 1d6 x 1,000 sp; a 50% chance each to have 1d10 x 100 gp in trade goods, 1d10 x 200 gp, and 1d10 gems; a 20% chance each to have 1d20 x 100 ep, 1d12 x 10 pp, 1d8 art objects, and 1d3 magic weapons; and a 10% chance to have 1 random magic item.

ORTHON

Location: *Mordenkainen's Tome of Foes* p169.

Orthon Treasure. Orthons don't usually collect treasure.

OSTEOPEDE

Source: 4e *Open Grave: Secrets of the Undead*.

Created from dirt, dust, and crushed bone, the osteopede resembles a 7' long centipede composed of graveyard debris. It skitters rapidly across the ground, moving with surprising speed. An osteopede is infused with necrotic energy, which it unleashes when it bites a creature.

Undead Detritus. An osteopede is a member of a category of Undead that are refuse and detritus animated by negative energy. Sometimes referred to as "deathtritus," such Undead also termed incidental undead, as they are formed without the aid of intentional necromancy and have no individual soul from which they are born. An osteopede sometimes forms in an area of death, such as a graveyard, where necromantic energies have seeped into the environment. Others arise spontaneously from pastures, farms, or gardens built atop the scenes of slaughter or those where bone fragments were used as fertilizer. The osteopede is composed of a variety of material, but it always includes a significant amount of bone or bone shards in its body.

Osteopede Treasure. An osteopede doesn't collect treasure, but it haunts the area where it kills its victims, so there is sometimes treasure lying about near the monster(s). There is a 50% chance that the area contains 1d2 usable pieces of

mundane armor and 1d4 mundane weapons; a 25% chance each that there are 1d4 x 20 cp, sp, ep, gp and pp in the area; and a 10% chance each that there are 1d6 gems, 1d3 art objects, and 1d2 random magic items in the area.

Osteopede

Medium Undead (Deathtritus), always neutral evil

Armor Class 19 (natural armor)

Hit Points 112 (15d8+45)

Speed 50 ft., climb 50 ft.

**STR 16 (+3), DEX 20 (+5), CON 17 (+3),
INT 12 (+1), WIS 14 (+2), CHA 14 (+2)**

Saving Throws Dex +8

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, frightened, petrified, poisoned

Senses Darkvision 60 ft., passive Perception 15

Languages understands Common but can't speak

Challenge 6 (2,300 xp) **Prof** +3

Scuttler. Opportunity attacks against the osteopede triggered by its movement have disadvantage.

Unusual Nature. An osteopede needs neither food, drink, sleep nor air.

ACTIONS

Skittering Rake. *Melee Weapon Attack:* +6 to hit, reach 5 ft., targets each creature that the osteopede moves within 5' of during its turn. *Hit:* 10 (2d6+3) piercing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+3) piercing damage plus 16 (3d10) necrotic damage. In addition, the wound seeps and rots with necrotic energy. The target takes 10 (3d6) damage at the start of each of its turn as long as the effect lasts, and the osteopede gains advantage on attack rolls against the creature while the rotting continues. At the end of each of its turns, the target makes a DC 14 Constitution saving throw, ending the effect on a success. A creature within 5' of the target (including the target itself) can also end this effect by using an action to make successful DC 14 Wisdom (Medicine) check.

REACTIONS

Evasive Scuttle (recharge 5-6). When the osteopede has one enemy adjacent to it and a second one moves within 5' of it, the osteopede moves half its speed.

Osteopede Spark Scuttler

The osteopede spark scuttler uses the Osteopede stat block with the following changes.

- It is also immune to lightning.
- Its Skittering Rake deals an extra 13 (3d8) lightning damage.
- Its Challenge Rating is 7 (2,900 xp).

OTYUGH

Location: *Monster Manual.*

Otyugh Treasure. An otyugh usually collects things, but most of these things are usually worthless. There is a 15% chance each that the lair of one or more otyughs has 1d30 x 25 cp, 1d10 x 20 sp, 1d20 ep, 2d10 x 10 gp, 1d12 pp, 1d8 gems, and 1d6 pieces of jewelry; as well as a 10% chance of having 1 magic weapon (1-3), piece of armor (4), or jewelry (5-6).

Otyugh Barbarian

The otyugh barbarian uses the Otyugh stat block with the following changes.

- It has 152 (16d10+64) hit points.
- Its Strength score is 18 (+4).
- Its Bite is +7 to hit and deals 2d8+4 damage.
- Its Tentacle is +7 to hit and deals 1d8+4 bludgeoning damage plus 1d8 piercing damage.
- Its Tentacle Slam has a save DC of 15, and does 2d6+4 damage.
- Its Challenge Rating is 6 (2,300 xp).

It has the following additional Trait.

- **Reckless.** At the start of its turn, the oni can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have disadvantage until the start of its next turn.

Otyugh Life Leech

The otyugh life leech uses the Otyugh stat block with the following changes.

It has the following additional Trait.

- **Twist Healing.** When another creature within 10' would regain hit points, it regains half as many hit points instead.

The life leech has the following additional Action option.

- **Life Leech.** Each creature that isn't a Construct or Undead within 30' must make a DC 15 Con save, taking 16 (3d10) necrotic damage on a failure or half that on a success. The life leech regains 5 hit points for each creature that fails its save against this effect.

Otyugh Neomind

The otyugh neomind is a distinct but closely related species to the standard otyugh and can even interbreed with them. It uses the Otyugh stat block with the following changes.

- Its AC is 17 (natural armor).
- It has 171 (18d10+72) hit points.
- Its Strength is 18 (+4), its Intelligence is 11 (+0), and its Charisma is 8 (-1).
- Its Bite is +7 to hit and deals 1d8+4 piercing damage.
- Its Tentacle is +7 to hit and deals 2d8+4 bludgeoning plus 2d8 piercing damage.
- Its Tentacle Slam has a save DC of 15 and deals 3d6+4 damage.
- Its Challenge Rating is 8 (3,900 xp).

OVERWORM

Source: Dungeon Magazine #130.

An overworm is an immense worm of Kyuss, grown so gigantic that it rivals or even exceeds a purple worm in size. Resembling a massive green worm whose skin wriggles as if thousands more worms were squirming just beneath it, the overworm is indeed infested with more tiny **Kyuss worms**.

Even though it is nearly mindless, the overworm obeys the commands of other undead tied to Kyuss, even those of vastly lesser power. Indeed, the overworm is a vessel for Kyuss' will.

Overworm Challenge Rating. When assessing the Challenge Rating of an overworm, assume that one worm deals damage every round, an additional one deals damage on rounds two and three, and a third one deals damage on round three.

In addition, because of its at will stun effect, double the overworm's effective damage output.

Overworm Treasure. An overworm doesn't usually collect treasure.

Overworm

Gargantuan Undead (Worm), always chaotic evil

Armor Class 9

Hit Points 310 (20d20+100)

Speed 25 ft., burrow 20 ft., swim 10 ft.

**STR 27 (+8), DEX 8 (-1), CON 20 (+5),
INT 1 (-5), WIS 12 (+1), CHA 8 (-1)**

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

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened,
poisoned

Senses darkvision 60 ft., tremorsense 60 ft.,
passive Perception 11

Languages -

Challenge 16 (15,000 xp) **Prof** +5

Obey the Wormtouched. The overworm unerringly obeys simple commands spoken by undead servants of Kyuss.

Worm Infested. An overworm is infested by hundreds of **Kyuss worms**. Any creature that deals piercing or slashing damage to the overworm while within 5' of it must make a DC 14 Dexterity save, or a Kyuss worm leaps onto its 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.

ACTIONS

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 22 (4d6+8) piercing damage, and if the target is a Large or smaller creature, it must succeed on a DC 23 Dexterity saving throw or be swallowed by the overworm. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the worm, and it takes 35 (10d6) piercing damage at the start of each of the worm's turns as hundreds of Kyuss worms burrow into it (see the overworm's Worm Infested trait for details).

If the overworm takes 30 or more points of damage on a single turn from a creature inside it, the overworm must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5' of the worm. If the overworm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by spending 10' of movement, ending prone. In either case, the swallowed creature is infested with Kyuss worms and continues to take 35 (10d6) damage per round until the worms are killed.

BONUS ACTIONS

Call of the Wormgod. The overworm projects terrible visions of worms and ruin into the mind of one creature it can see within 120'. The target must make a DC 14 Wisdom save or be frightened until the start of the overworm's next turn. A creature frightened in this way is stunned.

OWL

Location: *Monster Manual* p333.

Purchasing an Owl. Owls are rarely available for purchase, but when they can be found, one will usually go for around 60 gp.

Owl Treasure. An owl doesn't usually collect treasure.

OWLBEAR

Location: *Monster Manual*.

Owlbear Challenge Rating. When assessing the Challenge Rating of an owlbear demislaad, assume that its Chaotic Breath doesn't impact its damage output.

When assessing the Challenge Rating of an owlbear trained killer, assume that its Finish Them! Reaction option doesn't impact its damage output.

Purchasing an Owlbear. Some circuses or animal tamers work with “tame” owlbeards, which really aren't that tame. While it's probably unwise to do so, should an owlbear be available for purchase, it will usually cost around 3,000 gp.

Owlbear Treasure. An owlbear's lair has a 40% chance each to have 2d6 x 100 cp, 2d6 x 50 sp and 1d10 x 50 gp; a 20% chance each to have 1d12 x 10 ep, 1d20 pp, 1d4 gems, and 1d3 pieces of jewelry; and a 10% chance of having 1d2 magic items.

If two to six owlbeards lair together, the lair instead has a 40% chance each to have 2d6 x 250 cp, 2d10 x 100 sp and 2d8 x 100 gp; plus a 20% chance each to have 1d6 x 50 ep, 1d6 x 10 pp, 1d8 gems, and 1d4 pieces of jewelry; and a 10% chance of having 1d4 magic items.

Owlbear Bruiser

The owlbear bruiser uses the Owlbear stat block with the following changes.

- It has 157 (15d10+75) hit points.
- Its Strength is 22 (+6) and its Constitution is 21 (+5).
- Its bonus to Perception is +4.
- Its passive Perception is 14.
- Its Beak is +9 to hit and does 1d12+6 damage.
- Its Claws are +9 to hit and do 2d10+6 damage.
- Its Challenge Rating is 6 (x xp).
- Its proficiency bonus is +3.
-

It has the following additional Bonus Action option.

- **Rip and Tear.** If the owlbear hit the same target with both its Beak and its Claws this round, the target must make a DC 17 Con save, taking 14 (4d6) slashing damage on a failure or half that on a success.

Owlbear Demislaad

The owlbear demislaad uses the Owlbear stat block with the following changes.

- It is an Aberration.
- Its Charisma is 10 (+0).

It has the following additional Action option.

- **Chaotic Breath (recharges when the demislaad becomes bloodied or after a short or long rest).** The demislaad breathes out a 50' cone of multicolored vapor. Each creature in the cone must make a DC 10 Cha save or roll: 1- the creature is charmed for 1 minute (save ends); 2- the creature is frightened for 1 minute (save ends); 3- the creature becomes invisible for 1 minute or until it attacks or casts a spell; 4- the creature takes 22 (4d10) psychic damage; 5- the creature's highest level spell slot is expended; 6- the creature is incapacitated for 1 minute (save ends).

It has the following additional Reaction option.

- **Variable Resistance (2/day).** When it takes acid, cold, fire, lightning, or thunder damage, the demislaad can gain resistance to that type of damage, including the triggering damage, for 1 minute or until it uses this ability again.

Owlbear Feyborn

The owlbear feyborn is from the Feywild or descended from owlbears native to the Feywild. Any of the various owlbear types described here can also be feyborn. The owlbear feyborn uses the Owlbear stat block with the following changes.

- It is a Fey.

Owlbear Trained Killer

Large Monstrosity, always unaligned

Armor Class 16 (breastplate)

Hit Points 133 (14d10+56)

Speed 40 ft.

**STR 20 (+5), DEX 15 (+2), CON 18 (+4),
INT 3 (-4), WIS 16 (+3), CHA 7 (-2)**

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 6 (2,300 xp)

Prof +3

Keen Senses. The owlbear has advantage on Wisdom (Perception) checks relying on sight and smell.

ACTIONS

Multiattack. The owlbear makes one Beak attack and one Claws attack.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d10+6) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

BONUS ACTIONS

Defensive Strike. If the owlbear used its action to Dodge this turn, it makes one Claws attack.

REACTIONS

Finish Them! When a creature the owlbear can see within 5' becomes incapacitated, the owlbear uses Beak against that creature.

Owlbear Young

The owlbear young uses the Owlbear stat block with the following changes.

- It has 1 hit point (minion).
- It is worth 140 xp.

The owlbear young 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.

OXYGEN GOLEM

Source: Homebrew.

An oxygen golem is an unusual golem composed of breathable, nearly invisible gas. Standing about 13' high, the oxygen golem weighs about 40 lbs. Unlike air elementals or similar creatures, an oxygen golem can freely enter liquids. Indeed, these things are usually made by **fathomers** who use them to aid the fathomers' explorations of the depths. Because of their function, most oxygen golems are encountered in coastal areas or near a deep lake or dangerous river.

While most golems are built to be mighty combatants, an oxygen golem's role is entirely different. While it is capable of defending itself, its main purpose is to refresh and reinvigorate its master. It can both enable a creature's natural healing facilities and help an underwater creature extend its explorations significantly.

The techniques that the fathomers use to create an oxygen golem are a mystery, but they are said to be dangerous, involving forcing alchemical changes onto an **air elemental** that the elemental resists with all its might. Some fathomers have

stated that creating an oxygen golem earned them the enmity of the forces of Elemental Air forevermore, so vile do the air beings consider the act.

Purchasing an Oxygen Golem. On the very rare occasions that an oxygen golem is available for purchase, it usually sells for around 15,000 gp.

Oxygen Golem Treasure. An oxygen golem collects no treasure.

Oxygen Golem

Large Construct (Air, Golem), always neutral

Armor Class 14

Hit Points 75 (10d10+20)

Speed 40 ft., fly 60 ft., swim 30 ft.

STR 16 (+3), **DEX** 18 (+4), **CON** 15 (+2),
INT 4 (-3), **WIS** 10 (+0), **CHA** 6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing and slashing that isn't adamantite or magic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

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

Air Form. The golem can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Flammable. If the golem takes fire damage, it bursts into flame. If it is on fire at the start of its turn, it takes 10 fire damage, a **fire elemental** comes into being adjacent to the golem, then the fire goes out.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage.

Refresh. The golem touches one creature within 5' of it and transfers some of its substance to that creature to refresh it. The golem takes 11 (2d10) points of damage that can't be prevented or reduced in any way, and the touched creature loses one level of exhaustion, as well as the poisoned and stunned conditions, and can use its reaction to spend one Hit Die to regain hit points.

In addition, if the target is holding its breath, its air supply is magically refreshed. The target can hold its breath for 10 minutes before it drops to 0 hit points. If the target can normally hold its breath for 10 minutes or more, the time it can hold its breath is doubles instead.

BONUS ACTIONS

Regain Oxygen. If the golem is exposed to the air, it regains 3 (1d6) hit points.