



QOLEG

Qolegs are small, horrific creatures that resemble black, severed heads with toothy maws, four eyes and tentacles growing from their jaws. Black, necrotic energy radiates from the tops of their "heads" like colorless fire.

Despite their intelligence, qolegs do not view themselves as individual creatures, rather, a part of the universe (or non-existence, as it were). Their absolute origins are unclear. Although they've been squarely defined as undead creatures,

a notion with which Pexian aberrationists would adamantly disagree, their necromantic presence does not start with a deceased creature.

Qolegs frequently appear in desecrated areas with high concentrations of undead leading some to expect that one may precede the other. They are particularly prevalent in and around the area north of the Fairknot River in Northern Omeria.

Undead Nature. The qoleg does not require air, food, water, or sleep.

QOLEG

Tiny undead, neutral evil

Armor Class 12

Hit Points 25 (10d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	11 (+0)	13 (+1)	13 (+1)	13 (+1)

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

Skills Perception +5, Stealth +6

Damage Vulnerabilities radiant

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison, necrotic

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 2 (450 XP)

Aura of Preservation. The qoleg radiates a necrotic aura that rejuvenates undead. An undead creature that starts its turn within 30 feet of the qoleg, including the qoleg itself, regains 5 hit points at the start of its turn so long as the qoleg isn't incapacitated and the creature has 1 hit point remaining. If the qoleg takes radiant damage, this trait doesn't function until the end of the qoleg's next turn.

Shadow Stealth. While in dim light or darkness, the Qoleg can take the Hide action as a bonus action.

Actions

Tentacles. *Melee Weapon Attack:* +3 to hit, range 5 ft., one creature. *Hit:* 4 (1d8) psychic damage and the target must succeed on a DC 11 Constitution saving throw. On a failed saving throw, the target is stunned for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Necrotic Beam. *Ranged Spell Attack:* +3 to hit, range 100 ft., one target. *Hit:* 9 (2d8) necrotic damage.