

# BERILUC

## CRUEL EXPERIMENTS

These creatures used to be pacifists, peacefully wandering the land, until hags decided to meddle with them. They saw the potential in these creatures, and casted a curse on them, turning the once peaceful beings into blood thirsty beasts. A genocide took place, the cursed creatures destroying the original berilucs. Now only the monsters remain.

## TRAPPERS

Beriluc use their impressive stealth to hide in the shadows. When an unwary creature walks by, they'll exchange places with them, to prevent them from moving, before delivering a slow and destructive hit, shattering their innards. They hunt not for survival, neither for fun, it seems as if a greater calling is driving them.



Art by Jacob e. Blackmon

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## BERILUC

*Small fey, neutral evil*

**Armor Class** 15

**Hit Points** 90 (20d6 + 20)

**Speed** 40 ft.

**STR**    **DEX**    **CON**    **INT**    **WIS**    **CHA**

14 (+2) 20 (+5) 12 (+1) 11 (+0) 12 (+1) 15 (+2)

**Saving Throws** Dex +7

**Skills** Perception +5, Stealth +9

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Elvish, Sylvan

**Challenge** 4 (1,100 XP)

## Actions

**Multiattack.** The beriluc makes two claw attacks.

**Fast Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

**Slow Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage. This attack automatically fails if the target has a movement speed other than 0.

**Swaperoo.** The beriluc switches position between 2 creatures within 60 feet of it that it can see. After the exchange each hostile creature must succeed on a DC 12 Charisma saving throw, or have their speed reduced to 0 until the end of the beriluc's next turn.

*These vicious creatures will trap you in place before slicing you to pieces.*



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## KILLER VINE

### BAD PLANTS

There is bad herbs, and then there is the killer vine. It grows in the Fey or in places where the fey influence is strong. It propagates really fast, devouring other plants in the vicinity. Thankfully many monsters have developed a taste for it, as it has digestive benefits, causing the population of the particular plant to dwindle at the same rate that it grows, ensuring a stable system.

If all Fey creatures are wiped an early sign is the fact that these plants are overrunning the local flora.

### HUNGRY PLANTS

The killer vines kill not for fun but for sustenance. They go dormant after a big kill, taking the time to digest their new source of calories.

## KILLER VINE

*Tiny plant, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 18 (4d4 + 8)

**Speed** 30 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 15 (+2) | 8 (-1) | 14 (+2) | 2 (-4) | 10 (+0) | 3 (-4) |

**Skills** Stealth +1

**Damage Vulnerabilities** fire

**Damage Resistances** piercing

**Condition Immunities** blinded, deafened

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

**Languages** —

**Challenge** 1/2 (100 XP)

**False Appearance.** While the killer vine remains motionless, it is indistinguishable from a regular vine.

### Actions

**Constrict.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the vine can't constrict another target.

**Deadly Poison.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature that is grappled by the vine, incapacitated, or restrained. *Hit:* 5 (1d6 + 2) piercing damage plus 6 (1d12) poison damage. The target's hit point maximum is reduced by an amount equal to the poison damage taken. The reduction lasts until the target finishes a short rest. The target dies if this effect reduces its hit point maximum to 0.

*When walking through the Fey, mind your steps, even the smallest of creatures might try to kill you.*

# EERIE BEAST

## GHOST KILLERS

Eerie beasts are born from the Fey and hunt all extraplanar beings that roam there, mostly undead that came back from beyond. They are capable of tracking them all the way to the Ethereal Plane and back. They are sturdy and aggressive, capable of leaping behind foes unseen, to deliver deadly strikes.

## LIFE OF DEVOTION

Many Fey Noble prove themselves by hunting and taming an eerie beast. It becomes their companion through life. Once a bond is formed, the eerie beast will only recognize one master, and if their owner were to die, the beast dies from sadness a few days later. This bond is something beyond rational understanding.

## RUTHLESS KILLERS

Eerie beasts which aren't tamed are extremely dangerous, as they can wander the Ethereal Realm unseen in search of their next prey. They feast on hags and other dangerous Fey creatures, and despite their bestial look possess a wisdom that few can match. As such trapping one is near impossible, and a bloody battle almost always ensues.



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They can be loyal beasts, but they only have one master. Brought inside of a town, they can cause disaster as soon as their master is gone.

## EERIE BEAST

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor)  
**Hit Points** 102 (12d10 + 36)  
**Speed** 40 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 15 (+2) | 17 (+3) | 6 (-2) | 15 (+2) | 8 (-1) |

**Skills** Perception +5, Stealth +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed

**Senses** truesight 60 ft., passive Perception 15

**Languages** —

**Challenge** 5 (1,800 XP)

**Avoidance.** If the eerie beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Ethereal Sight.** The eerie beast can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Ghostly Leap.** As a bonus action, the eerie beast can teleport up to 30 feet to an unoccupied space that it can see.

**Keen Sight and Smell.** The eerie beast has advantage on Wisdom (Perception) checks that rely on sight or smell.

## Actions

**Multiattack.** The eerie beast makes two attacks with its claws

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) force damage.

**Etherealness.** The eerie beast magically enters the Ethereal Plane from the Material Plane, or vice versa. If the eerie beast takes force damage, it can't use this action during its next turn.

**Death Gaze (Recharge 5-6).** One target within 30 feet of the eerie beast that it can see must make a DC 13 Constitution saving throw. On a failed saving throw, the target takes 31 (7d8) psychic damage. If the creature drops to 0 hit points from this damage, it dies.