

# Lovecraftian Bestiary



Fifth Edition Lovecraftian Monstrosities



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# Ape, White

Medium humanoid, lawful neutral

**Armour Class:** 13 (natural armour)

**Hit points:** 11 (2d8+4)

**Speed:** 30 ft.

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

**Skills:** Perception +2

**Senses:** passive Perception 11

**Languages:** White Ape

**Challenge:** 1/4 (50 XP)

**Sanity Loss:** -

## Actions

**Spear:** Mêlée Weapon Attack: +4 to hit, reach 10 ft., one target.

*Hit:* 6 (1d8+1) piercing damage.

**Shield Bash:** Mêlée Weapon Attack: +4 to hit, reach 5 ft., one target.

*Hit:* 4 (1d4+1) bludgeoning damage. The target has to make a DC 10 Strength check or will fall prone.

Centuries ago, white apes had a highly developed civilisation deep in the jungle. Now, their civilisation has crumbled and the white apes live in small bands scattered over the jungle and savannah, sometimes living the ruins of their fallen empire. White apes have fair hair, very pale skin and are smarter than their appearance and way of life suggests. In combat, white apes usually use spear and shield.

# Ape, Devil

Medium humanoid, chaotic evil

**Armour Class:** 13

**Hit points:** 6 (1d8+1)

**Speed:** fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

**Skills:** Intimidation +3, Perception +2

**Senses:** darkvision 120 ft., passive Perception 13

**Languages:** Devil Ape

**Challenge:** 1/4 (50 XP)

**Sanity Loss:** -

## Actions

**Claw:** Mêlée Weapon Attack: +4 to hit, reach 5 ft., one target.

*Hit:* 6 (1d6+2) slashing damage.

**Rock:** Ranged Weapon Attack: +5 to hit, reach 15/60 ft., one target.

*Hit:* 4 (1d6) bludgeoning damage.

The devil apes are not true apes, but a degenerated inbred race that was once human. Devil apes are only half as tall as humans, but as strong and very hairy. They live underground and come out in the night to hunt.

# Being from Beyond

Tiny aberration, chaotic evil

**Armour:** Class 11

**Hit points:** 1

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	10 (+0)	3 (-4)	11 (+0)	5 (-3)

**Skills:** Perception +2

**Condition Immunities:** blinded, poisoned

**Senses:** passive Perception 14

**Languages:** -

**Challenge:** 0 (10 XP)

**Sanity Loss:** 0/1d4

**Swarm Tactics:** For every being from beyond that engages an opponent in mêlée combat, the opponent suffers a -1 penalty to attack rolls.

## Actions

**Bite. Mêlée Weapon Attack:** +0 to hit, reach 5 ft., one target.

*Hit:* 1 piercing damage.

The beings from beyond are a race of floating jellyfish-like creatures. They dwell in the realm of Yog-Sothoth and have the ability to enter other dimensions. Once there, they are likely to kill and consume every creature they come across.



## Bluepe

Tiny aberration (dreamlander), unaligned

**Armour Class:** 13 (natural armour)

**Hit points:** 2 (1d4)

**Speed:** fly 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	10 (+0)	4 (-3)	14 (+2)	8 (-1)

**Condition Immunities:** poisoned, prone

**Damage Immunities:** fire, poison

**Skills:** Perception +2

**Senses:** darkvision 120 ft., passive Perception 10

**Languages:** None

**Challenge:** 0 (10 XP)

**Sanity Loss:** 0/1d2

**Aberrant:** The bluepe does not need to breathe.

**Aquatic:** The bluepe gains a +2 attack roll bonus while fighting in water against creatures with no swim speed.

**Firesense:** The bluepe is automatically aware of any sources of fire within a radius of 60 ft.

## Actions

**Multiattack:** The bluepe uses with its pseudopod and extinguishes a fire.

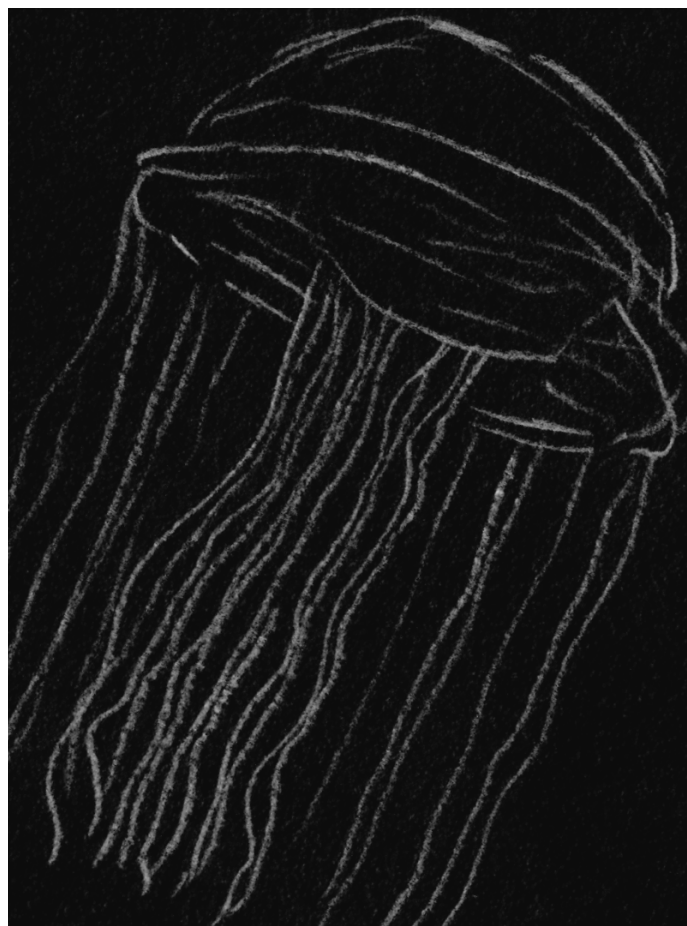
**Pseudopod:** Mêlée Weapon Attack: +0 to hit, reach 5 ft., one target.

*Hit:* 1 bludgeoning damage.

**Extinguish Fire:** The bluepe extinguishes a fire the size of a torch within a range of 10 ft. Larger fire need more than one round to be extinguished.

**Final Strike:** The bluepe targets a creature within 30 ft. Both the bluepe and the target are destroyed. Creatures with more than six hit dice are permitted a DC 20 Constitution save. If the save is made, the target takes damage equal to half its hit points. Creatures without Damage Resistance or Damage Immunity against fire are not harmed by this attack.

The bluepe is a small semi-transparent blue entity. It can float and swim and smells like fresh rain. In the dark, it emits dim blue light and its internal organs become visible. Bluepes do not need to breathe. They seem to have an animosity against fire and extinguish it whenever possible.



# Cat, Saturnial

Tiny aberration (dreamlander), chaotic evil

**Armour Class:** 15 (natural armour)  
**Hit points:** 18 (4d4+8)  
**Speed:** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+4)	10 (+0)	12 (+1)	13 (+1)

**Damage Immunities:** cold, fire  
**Skills:** Perception +4, Stealth +5  
**Senses:** darkvision 120 ft., passive Perception 14  
**Languages:** Saturnial  
**Challenge:** 2 (450 XP)  
**Sanity Loss:** 1/1d6

**Aberrant:** The Saturnial cat does not need to breathe.  
**Creature of the Void:** The Saturnial cat is not affected by the hazards of outer space.

## Actions

**Claw:** Mêlée Weapon Attack: +3 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d6) slashing damage. Every time a target is hit again by a Saturnial cat's claw, it takes an additional point of damage. This effect is cumulative and ends when the battle ends.  
**Chromatic Mist:** When the cat is killed, it vanishes into multi-coloured mist. Every opponent looking at the cat at this moment is fascinated and thus stunned for 4 (1d6) rounds or until it takes damage.

The chromatic Saturnial cat is only vaguely feline and has a brightly hued body. Jewel-like nodes cover the flanks. Its head is only identifiably by the whiskers and large round eyes that never blink. Saturnial cats are malicious and originate from another world. They are capable of space travel.



# Deep One

Medium monstrosity (deep one), lawful evil

**Armour Class:** 15 (natural armour)  
**Hit points:** 24 (4d8+8)  
**Speed:** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	12 (+2)	7 (-2)

**Skills:** Intimidation +2, Perception +2  
**Senses:** darkvision 60 ft., passive Perception 12  
**Languages:** Common, Deep One  
**Challenge:** 1 (200 XP)  
**Sanity Loss:** 0/1d4

**Amphibious:** The deep one can breathe air and water.

## Actions

**Multiattack:** The deep one makes two mêlée attacks with its claw.  
**Claw:** Mêlée Weapon Attack: +5 to hit, reach 5 ft., one target.  
*Hit:* 7 (1d8+2) piercing damage, and the target is grappled if hit by the deep one's claw twice in a round (escape DC 15). Until this grapple ends, the deep one cannot use his claws on another target.  
**Crushing Grip:** Mêlée Weapon Attack: +5 to hit, reach 5 ft., one target grabbed by the deep one.  
*Hit:* 7 (1d8+2) bludgeoning damage. If the opponent fails a DC 10 Constitution save, it is restrained for as long as it is grappled. If the target is already restrained, it becomes stunned instead.

Deep ones are scaled humanoids resembling a cross between frog and fish. They have huge staring eyes and webbed hands and feet. Deep ones live at the bottom of the ocean and worship ancient dark gods. Sometimes, deep ones come to the surface to trade. While deep ones look inhuman, they can produce offspring with humans and a few other humanoid races. Communities trading with deep ones have often made a pact with dark powers and have deep one hybrids among them.

# Ghast

Medium monstrosity (Dreamlander), chaotic evil

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**Armour Class 14 (natural armour)**

**Hit points 17 (3d8+3)**

**Speed 50 ft.**

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+2)	5 (-2)	10 (+0)	6 (-2)

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**Damage Resistances:** poison

**Damage Resistances:** poison

**Condition Immunities:** blinded, poisoned

**Skills:** Perception +2

**Senses:** blindsight 60 ft. (blind beyond this radius), passive Perception 12

**Languages:** Ghast

**Challenge:** 1 (200 XP)

**Sanity Loss 1/1d10**

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**Being of the Dark:** If exposed to direct sunlight, the ghast is destroyed

**Ravenous Horde:** For every ghast past the first one engaged in mêlée combat with an opponent, all ghasts gains a cumulative +1 bonus to attack rolls

## Actions

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**Multiattack:** The ghast makes two mêlée attacks using its claw and bite.

**Claw:** Mêlée Weapon Attack: +3 to hit, reach 5 ft., one target.

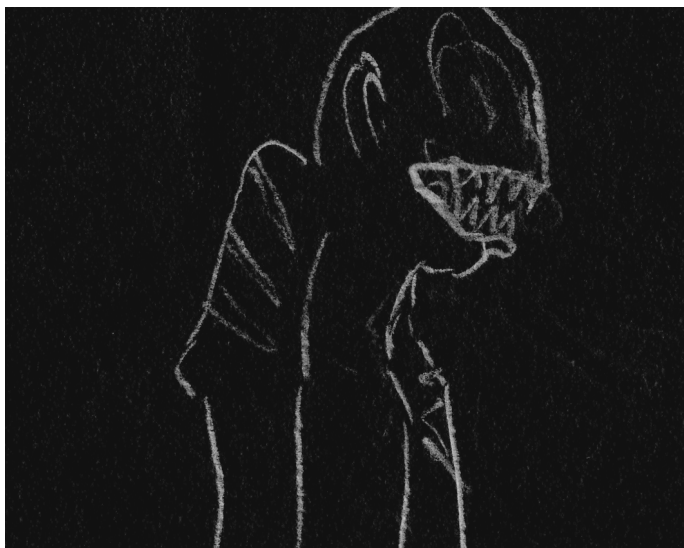
*Hit:* 5 (1d8) slashing damage.

**Bite:** Mêlée Weapon Attack: +3 to hit, reach 5 ft., one target.

*Hit:* 3 (1d4) piercing damage.

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Ghasts are large blind beings that live underground. They have hooves and almost human faces, but lack a nose, a forehead and other features. Ghasts live in complete darkness and use their excellent senses of hearing and smell to orient themselves. Ghasts fear sunlight, for it slays them instantly.





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