5.5E
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Unverified Sightings



Monsters of Myth Folklore and More!

UNVERIFIED SIGHTINGS

Rye Alboa

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[For Theo - A rock star in the making!]



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Black Cat of Killakee



Legends claim the Black Cat of Killakee stalks travellers upon dark moonless roads, as its ember eyes gleam as distant flame. A silent herald of misfortune, it is drawn to lands with ancient curses and restless spirits. Any foolish enough to track the beast vanish, while those it stalks seldom escape. Whether beast, fey, or ghost, this creature moves as fast as fate.

KILLAKEE:

Small Fey, Lawful Evil

STR	DEX	CON
14 (+2|+2)	20 (+5|+2)	16 (+3|+3)

INT	WIS	CHA
17 (+3|+3)	17 (+3|+3)	21 (+5|+2)

Armour Class (AC):	15 (+5 Dex, +/-0 Natural)	**Initiative:**	+5 (15)
Hit Points (HP):	195 (30d6 + 90)	**Challenge Rating (CR):**	13 (XP 10,000; PB +4)
Speed (ft):	30 ft., Swim 10 ft., Climb 20 ft.	**Languages:**	Common
Skills:	Deception +10, Perception +8, Stealth +15		
Resistances:	Non-Magical Weapons	**Senses:**	Darkvision 60ft., Passive Perception 14
Immunities:	Charmed, Frightened	**Vulnerabilities:**	None

Traits:

Innate Spellcasting: The Black Cat of Killakee innate spellcasting ability is Charisma based (DC 18), and it innately cast the following spells, requiring no components:

At Will: *Darkness, Hex, Minor Illusion*
3/Day: *Bestow Curse, Invisibility, Magic Circle*
1/Day: *Greater Invisibility, Imprisonment*

Magic Resistance: The Black Cat of Killakee has Advantage on saving throws against spells and other magical effects.

Actions:

Multiattack: The Black Cat of Killakee can Dark Stride then make two claw attacks.

Claw: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 12 (3d4+5) slashing.

Bonus Actions:

Dark Stride: If within an area of dim light, shadow (or darker) the Black Cat of Killakee may instantly teleport upto 30ft to any unoccupied space that is not fully illuminated. Furthermore, the Black Cat of Killakee gains Advantage on its next melee attack if taken before the end of its turn.

Shadow Swift: The Black Cat of Killakee can enter a hostile creatures space, without provoking an attack of opportunity as long as it does not remain there.

Reactions:

Bad Omen (1/Day): Any creature within 30ft. of the Black Cat of Killakee that succeeds on a saving throw, is forced by the Black Cat of Killakee to reroll the saving throw at Disadvantage.

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CHRYSSALID

Chryssalid's are terrifyingly swift creatures, that hunt to spread their number. Often inserted into populations to instigate terror or exterminate an area, Chryssalid's eliminate living creatures with their lethal claws, only to 'infest' living creatures with its horrific ability to implant victims and generate an additional Chryssalid. Those who succumb to their infestation become incubators to a horror that violently erupts from their wandering corpse within moments. If left unchecked, a single Chryssalid can infest until nothing remains.



CHRYSSALID:

Large Monstrosity, Unaligned

STR	DEX	CON
20 (+5|+5)	18 (+7|+4)	17 (+6|+3)

INT	WIS	CHA
3 (-4|-4)	14 (+2|+2)	5 (-3|-3)

Armour Class (AC):	17 (+6 Natural)	**Initiative:**	+4 (14)
Hit Points (HP):	101 (12d10 + 36)	**Challenge Rating (CR):**	6 (XP 2,300; PB +3)
Speed (ft):	50 ft., Climb 30 ft., Swim 0 ft.	**Languages:**	None
Skills:	Perception +5, Stealth +6		
Resistances:	Psychic **Senses:**	Darkvision60ft.,Tremorsense30ft.,Passive Perception15	
Immunities:	Poison; Charmed, Frightened	**Vulnerabilities:**	None

TRAITS:

Predator: Chryssalids have Advantage on Perception checks vs. movement or vibration.
Bounding Hunter: Chryssalids ignore difficult terrain & move freely through creatures.
Spider Climber: Chryssalid climb without requiring a climb check.
Horrifying Presence: Creatures starting their turn within 10ft of a Chryssalid make a DC14 WIS save throw or become frightened until the start of their next turn. A creature that succeeds becomes immune to this effect.

ACTIONS:

Multiattack: A Chryssalid can make a Pouncing Counter then take two claw attacks.
Claw: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) slashing, plus 7(2d6) necrotic.

BONUS ACTIONS:

Infested: As a Bonus Action, humanoids slain by a Chryssalid, become 'infested'. The infested gains zombie traits and hatches into a Chryssalid after 3-rounds or when slain.

REACTIONS:

Birth of the Chryssalid: The 'hatched' Chryssalid acts immediately once birthed.
Pouncing Counter: If a creature enters a Chryssalid's 10ft. reach (and the Chryssalid have retains the movement and the actions required), the Chryssalid may move upto half its base speed (25ft.) to an available square adjacent to it's target without provoking an attack of opportunity (AoO) and make upto two claw attacks.

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Few names are spoken with greater dread than that of **Cthulhu**, also known as the Dreaming God of the Sunken City. Neither a deity nor fiend, but an elemental aberration, Cthulhu's intelligence pre-dates an ordered cosmos and our mortal understanding. Though Cthulhu lies entombed within the cyclopean city of R'lyeh beneath an impossible sea, a city where unfamiliar stars and unknowable geometries bind the creature to slumber on the threshold of death. Yet Cthulhu dreams, and those dreams shift reality as waves upon a shore.

Sensitive minds may glimpse the impossible, hear languages never spoken, and awaken...

SAMPLE

CTHULHU

CTHULHU (ELDER GOD)

Gargantuan Aberration, Chaotic Evil

STR	DEX	CON	INT	WIS	CHA
29 (+9 | +9)	13 (+1 | +1)	25 (+7 | +15)	28 (+9 | +9)	18 (+4 | +12)	24 (+7 | +15)

Armour Class (AC):	19 (+1 Dex, +8 Natural)	**Initiative:**	+9 (19)
Hit Points (HP):	385 (22d20 +154)	**Challenge Rating (CR):**	25 (XP 75,000; PB +8)
Speed (ft):	30ft., Climb 30ft., Swim 60ft., Fly 15ft.	**Languages:**	All (Telepathy 120ft.)
Skills:	Insight +12, Perception +12, Persuasion +15, Nature +3, Religion +3		
Resistances:	Acid, Cold, Psychic	**Senses:**	Truesight 120ft., Passive Perception 22
Immunities:	Charmed, Exhaustion; Frightened, Paralyzed	**Vulnerabilities:**	Wood

TRAITS:

Ambiphibious: Cthulhu may breath freely anywhere within the material plane.

Elder Regeneration: Cthulhu gains its Con score to HP each round, if slain Cthulhu revives as if effected by *resurrection*, re-entombed within the cyclopean city of R'lyeh.

Cyclopean Aura: Natural light sources are inverted within 120ft of Cthulhu.

Amorphic Form: Cthulhu's flesh flows from solid to liquid and back at will. Thus, Cthulhu can move through a space as narrow as 1 inch wide without squeezing.

Perceived Insanity: Cthulhu's eyes reflect the observed present, lost histories and unrealised futures. Mortal minds reject what they see, often shattering in the attempt. This gaze attack acts as *power word stun* (1/day), unlimited against attempts to read Cthulhu's mind.

Bent Reality: Existence surrounding Cthulhu is considered Difficult Terrain within 10ft, as the natural laws surrounding Cthulhu bend to preserve reality. Creatures exiting this area take 5 (2d8) Slashing damage.

Magic Resistance: Cthulhu has advantage on saves versus spells and other magical effects.

Legendary Resistance (3/day): Cthulhu may choose to succeed a failed saving throw at will.

Interdimensional Swiftness: Cthulhu can transverse the multi-verse and appear anywhere of its choosing within 1d10 rounds.

Innate Spellcasting: Cthulhu casts one of the following spells, without spell components and uses Wisdom as its spellcasting ability (DC 20).

At Will: *Freedom of Movement, True Seeing*

3/Day Each: *Dream, Gate, Plane Shift (self only)*

1/Day Each: *Befuddlement, Wish*

ACTIONS:

Multiattack: Cthulhu can use it's *Innate Spellcasting*, then take four attacks (claw or tentacle).

ELDRITCH

Elder Claws: *Melee Attack Roll:* +17, reach 10ft. Hit: 20 (2d8 +11) Slashing, plus 7 (2d6) Force. If the target is Large or smaller, Cthulhu may choose to apply the Grappled condition (DC 21).

Elder Tentacle: *Melee Attack Roll:* +17, reach 30ft. Hit: 20 (4d8 +2) Bludgeoning, plus 10 Psychic. Target gains the Grappled condition (DC 20) on a successful hit. While grappled by Cthulhu and damage received by Cthulhu is transferred to a Grappled entity.

Consume: Cthulhu may Consume any creature it has imposed the Grappled condition upon. Once consumed the subject has 1d10 rounds before removed from existence and all memory.

Bonus Actions:

Conjure Aberration: Cthulhu can use a Bonus Action to conjure an aberration, as conjure elemental, of CR 10 or lower, within 50ft.

Reactions:

Refuge in Breath: Trigger: If a creature targets a Cthulhu with an attempts to perceive Cthulhu's thoughts or read its mind. Response: Cthulhu's Perceived Insanity trait is triggered even if it has been used within the last 24 hours.

Legendary Actions:

Flurry: Cthulhu may take the Multiattack action as a Legendary Action.

Inversion: *Wisdom Saving Throw:* DC 20, all creatures and objects within a 60ft. radius centred on Cthulhu switches position (mirrored either vertically or horizontally) as determined by Cthulhu. Failure delivers 30 (6d8) Force, as well as relocating to a new position. Success: Half damage only. This action can only be taken once per turn.

with memories beyond existence. Entire civilizations rise and fall beneath Cthulhu's influence, leaving monoliths to lost constellations, fractured cults and bound souls all with the intent of awakening their slumbering master. Such cults believe Cthulhu is no monster but the rightful sovereign of existence, whose patience will be rewarded once the stars realign again.

Beholding Cthulhu is to confront a truth beyond the comprehension of a mortal mind, written accounts describe Cthulhu as a terrifying colossal form, vaguely resembling the fusion of cephalopod and a titanic dragon, but also contain contradictory elements undermining their account. It's limbs occupy impossible angles, it's wings eclipse the horizon and cast shadows opposing light. It's flesh flows from solid to liquid, while countless eyes reflect the observed, as well as lost histories and unrealised futures. Mortal minds inevitably reject what it sees, often shattering in the attempt.

Distinct from creatures driven by hunger or conquest, Cthulhu acts with absolute indifference or intents beyond comprehension. Civilizations are extinguished on a whim, empires collapse after first enduring the nightmare of their loss, and natural law bends to preserve reality. Despite imprisonment, Cthulhu's influence cannot be wholly contained. Its dreams spread chaos induced madness in unforeseen ways, forgotten temples to dead gods emerge without warning, strange tides carry impossible creatures onto unsuspecting shores, scholars who delve too deeply into ancient texts vanish without trace and while travellers arrive speaking in voices not their own. These are merely echoes of a being whose full awakening would herald the unravelling of a cosmos.

Whether Cthulhu can truly be slain remains unknown... though whispered legends claim Cthulhu may be wounded, it is understood its flesh would bind itself within moments and its physical form behaving more like nightmares incarnate. Though many scholars believe a victory against Cthulhu would be only temporary and even to succeed in destroying such a creature may unmake cosmic principles that gave rise to our reality.

Adventurers who stand before Cthulhu do not face the final challenge of a heroic saga, they confront the limits of existence itself. Against such an adversary, courage alone offers no salvation and madness is the only outcome. Only impossible artefacts, forgotten cosmic rites, and sacrifices that echo across eternity may grant the faintest hope of returning the Dreaming God to its impossible slumber for another age.

Gasping Death



Gasping Deaths are air elementals tainted with necrotic energy. They exploit the physical form of their corporeal prey by inserting themselves into an enemies airways - in order to suffocate them.

Once deceased, a Gasping Death will 'wear' the physical form of its target taking advantage of their attributes, skills and power to defend itself.

If their corporeal shell is broken a Gasping Death will reveal itself at the moment of its choosing and attempt to secure itself a new host.

Gasping Death:

Small Elemental, Chaotic Evil

STR	DEX	CON	INT	WIS	CHA
10 (+/-0)	17 (+3)	10 (+/-0)	4 (-3)	11 (+/-0)	11 (+/-0)

Armour Class (AC):	16 (+3 Dex, +3 natural)	**Initiative:**	+3 (13)
Hit Points (HP):	9 (2d8)	**Challenge Rating (CR):**	3 (XP 700; PB +2)
Speed (ft):	5 ft., Fly 90 ft. (Hover)	**Languages:**	Auran
Skills:	Nature +3, Religion +3, Stealth +7		
Resistances:	Necrotic	**Senses:**	Darkvision 60ft., Passive Perception 10
Immunities:	Poison; Paralyzed, Prone, Unconscious	**Vulnerabilities:**	None

Traits:

Air Form: The elemental can enter a hostile creatures space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Swiftness: The gasping death's movement doesn't provoke Opportunity Attacks.

Actions:

Multiattack: Gasping Death's can make a Gust attack and can use Choke or Suffocation.

Gust: Melee Attack Roll: +2, reach 5 ft. Hit: 2 (1d4) Slashing; +2 (1d4) Necrotic.

Suffocating: If the Gasping Death is occupying the same space as a Large or Medium creature, as a Bonus Action it may instigate a Choke attack. Failure: Half Choke damage.

Choke: If a Gasping Death has moved into a creature's lungs, that creature gains the suffocated condition and it chokes that creature. Constitution Saving Throw: DC 10. Failure: 4 (2d4) Necrotic. Success: Half Choke only.

Inhabit Corpse: If a deceased creature has a Gasping Death residing in its lungs, the Gasping Death may control the target creature and take advantage of any attributes, skills or power to defend itself. If the corpse takes 20 damage, it is destroyed and frees the Grasping Death.

Reactions:

Refuge in Breath: Trigger: If a creature targets a Grasping Death while inhabiting a corpse the Grasping Death swells the corpse it is inhabiting. Response: The Gasping Death explodes from the creature's lungs and deals 2 (1d4) Bludgeoning damage to each creature within 5ft.

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