

# Monster Maker VOL. 5

## EARTH & STONE

### Petrifying Breath (Recharge X)

[Creature Name] exhales mineralized gas in a 15-foot cone. Each creature in that area must succeed on a DCxx Constitution Saving Throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

### Crystalline Hide

[Creature Name's] hide is studded with reflective abjuring crystals which protect it from magical attacks. [Creature Name] has advantage on saving throws against spells and other magical effects. On a successful save the spell fails and has no effect. Additionally, after a successful saving throw, [Creature Name] may as a reaction, direct a new copy of this spell to a legal target of its own choice.

### Crusher

[Creature Name's] fists, claws or other fighting extremities are oversized and hard as stone; causing its natural attacks to deal damage dice as if they were one size larger. Targets hit by [Creature Name's] natural attack must make a DCxx Strength Saving Throw or fall prone.

### Stone Shield (Recharge X)

As a reaction [Creature Name] creates a barrier of solid stone that rises up from the ground giving it Three-Quarters Cover from the direction of the attack triggering the reaction. Barriers created this way crumble to dust at the start of [Creature Name's] turn. These barriers do not protect [Creature Name] from the Magic Missile spell or other spells that spread around corners.

### Harden

As a reaction, [Creature Name] can augment the density of it's body. [Creature Name] gains a +X Bonus to Armor Class and has Advantage on Constitution saving throws. Additionally, while Hardened, [Creature Name] has Disadvantage on Dexterity saving throws and can only Move Half of it's normal movement speed. [Creature Name] can use a bonus action to end this effect.

### Terran Radiation

A wispy cloud like aura of harmful gas radiates from the [Creature Name's] body. Anyone within 10 feet of the [Creature Name] at the start of their turn must make a DCxx Constitution Saving Throw or the targets Strength & Constitution score is reduced by 1d4. The target dies if an ability score is reduced to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

### Viridium Toxin

The [Creature Name]'s weapons or natural attacks are made partly of toxic Viridium glass that splinters and causes harm to living creatures. Creatures hit by a [Creature Name]'s attack must make a DCxx Constitution Saving Throw or become Poisoned. This condition is considered a Disease for the purposes of removing its effects.

### Precision Tremor (Recharge X)

[Creature Name] creates a 5 ft. wide, 30 ft long line of force that causes the ground to quake and become unstable. Non-flying creatures in the effected area must make a DCxx Dexterity Saving Throw. On a failed save, a creature takes xd6 bludgeoning damage and is knocked prone.

### Conductive

When [Creature Name] takes cold, fire or lightning damage it absorbs up to one type of energy which damaged it. While this ability is active, [Creature Name] gains resistance to further damage of the type of type it received and it's melee attacks deal an additional xd8 of the damage type received. If [Creature Name] hits a target with a melee attack, this effect ends.

### Magnetized

[Creature Name]'s body attracts metal objects with strong magnetism. Whenever [Creature Name] is damaged by a non-magical weapon during a melee attack, the attacking creature must make a DCxx Strength Saving Throw or drop the weapon. As a move action an adjacent creature may secure the weapon with a successful save.