

CONFLUX CREATURES

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BETTER MONSTERS

 GREETINGS, PEOPLES OF THE DAYLIT REALMS! I'm Isaac and I make monsters; contained herein are literally thousands of them, and I conjure roughly 50 more each month to post to my [subreddit](#) and [patreon](#).

A BETTER MONSTER MANIFESTO

- **Fit for Purpose.** A stat block is a tool for running combat; it should contain everything you need to run that monster in combat and a minimum of other things; elements that aren't directly helpful to that goal should be included outside the stat block where possible.
- **Comprehensible.** It should be easy to understand what any given trait or ability does mechanically, what it represents in-world, and how it is meant to be used, both for the DM and the players. Stat blocks should aid DMs inspiring unique and compelling combat descriptions
- **Engaging.** It should help the DM to engage the players; it should present them with meaningful decisions to make, should reward them for paying attention and should encourage them to suspend disbelief and experience their character's perspective.
- **Memorable.** A monster stat block should aim to produce unique and memorable moments characteristic of the monster's core fantasy.
- **Surprising.** A monster meant to be used alone should have enough abilities to continue presenting players with new situations to react to for as long as it is likely to live.
- **Active.** The status quo should be meaningfully changed after a monster takes its turn. They should feel present in combat even outside their turns.
- **Evocative.** Stat blocks should have mechanics and flavor that reinforce the monster's core fantasy and aid GMs in improvising colorful and specific combat descriptions.
- **Balanced.** A monster should be as dangerous and tough as any other monster of its CR to aid GMs in forming reasonable expectations about combat difficulty. Monsters available as player options through transformation or summoning have been balanced against the best available options in the PHB, and the rest have been balanced against the CR guidelines in the 2014 Dungeon Master's Guide.

MINIONS

Some monsters in this catalog use the minion rules from MCDM's [Flee, Mortals](#), which you can find detailed [here](#).

MONSTER LORE

Most of the monsters here contain lore with attached knowledge checks, meant to suggest to the DM a starting default for how rare that knowledge may be, and what skills might best be suited for it.

Some of the knowledge in these checks is directly useful to the players, some merely suggests or inspires an interesting course of action or further inquiry, and some is mere trivia. The weaknesses of monsters in this catalog are rarely crippling and it is not essential that you make them difficult to discover.

Given the varying usefulness of the information available and the lack of any real downside to doing so, it is this designer's recommendation that GMs allow for knowledge checks to be made using a bonus action in combat.

EXPANDED CONDITIONS

These stat blocks make use of an expanded list of conditions that you can find [here](#). These are primarily things that existed in the 2014 Monster Manual as common effects, which are here keyworded for brevity and ease of use.

MONSTER SPELLCASTING

Unless otherwise noted, assume that monsters require both Verbal and Somatic components to cast any spells, of whatever manner the monster is customarily able to produce. A worm-wizard may simply wriggle and slurp to cast spells, but they should still be impacted by a zone of silence; a back-and-forth of counterplay makes combat more fun.

Though the spellcasting monsters in this catalog typically don't use spell slots, their spells do include levels so they can be dispelled, countered, or learned by player characters.

OTHER MONSTER RULES

You can find a more comprehensive annotated guide to the terms and mechanics you encounter in these monster stat blocks [here](#).

READING THE CATALOG

I'm always circling back to revise things, but here's a little guide to what's relatively good and recent at this point.

Color	Meaning
Blue	My personal favorites right now
Green	Good and relatively recent
Black	Generally fine, but in need of an update
Red	Oldest and least polished; use with caution

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Boondaburra Pirates and Monkeys 4-22
Boondaburra Pirates and Clam-God 5-22
Boondaburra Vampire Hunter 10-22
Boondaburra Navy 1-24
Dinovian Mercenaries 10-23
Dinovian Priest 9-24
Feixian Itinerants 9-22
Feixian Exorcists 3-24
Geometers Guild 4-24
Guanghan Swordmasters 3-23
Guanghan Court 7-23
Guanghan Wrestlers 8-24
Hanzaki Teahouse 3-22
Hanzaki Ninjas 2-24
Hikiga and Desert Ryujin 12-22
Hikiga Spirit Binders 5-23
Lamplighters' Guild 6-23
Lemurians 2-23
Noctuoidea and Antenari 7-24
Noctuoidea and Moth 8-22

Noctuoidea and Beetles 9-23
Sommos Warband 1-23
Sommos Pirates 7-24
Tengu Outlaws 2-22
Tengu Witches 11-22
Tengu Zuijin 11-23
Usurer's Guild 11-24
Xueren Masters 7-22
Xueren Adepts 5-24
YuanYang 12-23

APPENDIX A: AFFLICTIONS

Curses
Diseases
Poisons

APPENDIX B: MINIONS, SWARMS, AND GIANTS

Minions
Swarms
Giants

APPENDIX C: CONDITIONS

Conditions
Save Ends

APPENDIX E: MONSTERS BY ENVIRONMENT

Aquatic (Ocean)
Aquatic (Freshwater)
Arctic
Desert
Forest
Underdark
Urban
Astral
Ethereal
Feywild
Shadowfell
Familiars (Basic)
Familiars (Advanced)
Minions
Mounts (Find Steed)
Mounts (Find Greater Steed)