

CRELIDS

While decidedly strange-looking, these diminutive critters don't appear too threatening at first. Their smooth, shiny skin is reminiscent of a dolphin's, albeit undulating and inky black.

Crelids have no eyes, and they seem to sense their surroundings using their three fleshy, whip-like tendrils: one on either side, and one protruding from the top of their forehead. They readily use these appendages to lash at perceived prey, hardening them to a stiffness like that of cartilage, causing them to become painful, switch-like whips.

The crelid's four short legs are deceptively agile, as evidenced by the way it scurries with great speed, even straight up walls and onto ceilings. The most alien feature of these exceedingly alien creatures however, is their toothy maw. While only barely visible as the slightest of folds when closed, once opened, it stretches fully across the width of the creature's neckless head, opening nearly as wide as its entire body to reveal multiple rows of short, saw-like teeth.



CRELID

Small aberration, unaligned

Armor Class 12

Hit Points 13 (3d6 + 3)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Pack Tactics. The crelid has advantage on an attack roll against a creature if at least one of the crelid's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Spider Climb. The crelid can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The crelid makes two attacks: one with its bite, and one with its tendrils.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Tendrils. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1 + 2) slashing damage.

GREATER CRELID

Medium aberration, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	5 (-3)	13 (+1)	8 (-1)

Saving Throws Dex +5

Skills Acrobatics +5, Perception +3, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages understands Deep Speech but can't speak

Challenge 2 (450 XP)

Pack Tactics. The crelid has advantage on an attack roll against a creature if at least one of the crelid's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Spider Climb. The crelid can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The crelid makes three attacks: one with its bite, and two with its tendrils.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Tendrils. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.