



## BOGLIKIN

Beings of pure dread and horror, boglikins are 8-foot diameter, flying, spherical creatures with massive maws filled with countless, razor-sharp teeth. Boglikins can have up to twenty eyes (typically, at least eight). And tentacles sprout not just from the sides of their bodies, but also from

inside their mouths.

Their presence alone warps and bends reality, turning organic creatures into piles of unintelligent ooze. It is unknown if oozes existed before boglikins or were an unfortunate side effect of their existence.

### BOGLIKIN

*Large aberration, chaotic evil*

**Armor Class** 17 (natural armor)  
**Hit Points** 171 (18d10 + 72)  
**Speed** 0 ft., 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	7 (-2)	16 (+3)	9 (-1)

**Saving Throws** Str +10, Con +9, Wis +8

**Skills** Perception +13

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** prone

**Senses** darkvision 120 ft., passive Perception 23

**Languages** Deep Speech, Infernal

**Challenge** 13 (10,000 XP)

**Aura of Alteration.** Each creature that ends its turns within 10 feet of the boglikin must make a DC 17 Constitution saving throw. On a failed saving throw, the creature's Charisma score is reduced by 1d4. The target loses all sense of self and polymorphs into an **ochre jelly** if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

The transformation of the body can be undone only by a *wish* spell.

**Aberrant Mind.** The boglikin is immune to any effect

that would cause it to go mad or become confused such as the *confusion* spell or a gibbering moulder's Gibbering trait.

**Sunlight Weakness.** While in sunlight, the boglikin has disadvantage on attack rolls, ability checks, and saving throws.

### Actions

**Multiattack.** The boglikin makes three attacks, only one of which can be with its bite.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw. The creature takes 14 (4d6) poison damage on a failed saving throw or half as much damage on a successful one.

**Tentacle.** *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 18), pulled up to 20 feet toward the boglikin, and restrained until the grapple ends. The boglikin can grapple two targets at a time with its tentacles.

**Spew (Recharge 6).** The boglikin spews acidic bile in a 10-foot cube directly in front of it. Each creature in the area must make a DC 17 Dexterity saving throw. A creature takes 36 (8d8) acid damage on a failed saving throw or half as much damage on a successful one. If a Large or smaller creature dies from this attack, its body transforms into a **ochre jelly** in 1d4 hours.

The transformation of the body can be undone only by a *wish* spell.