

DUNGEONS AND DRAGONS AND PHILOSOPHY

PHILOSOPHICAL SUBCLASSES AND MONSTERS FOR D&D 5TH EDITION

PATH OF BRUTISHNESS

Most barbarians have a certain amount of disdain for civilization, but none so much as those who follow the path of brutishness. These barbarians hold that it is the natural state of mortals to fight perpetually against one another, dominating each other through either raw strength or stealthy machinations. In these warriors' eyes, the natural state of life is nasty, brutish, and short.

Barbarians who walk this path draw their strength from the natural violence which they believe is in the heart of all mortals. Some such barbarians simply give civilization a wide berth, occasionally warding off civilized folk who wander into the wilds. On the other hand, many who walk this path are members of cults which are actively opposed to civilization. Such cults are often dedicated to demon lords of war and savagery, including Demogorgon, Baphomet, and Yeenoghu.

PRIMITIVE

When you choose this path at 3rd level, you favor simple and brutal weapons that you can fashion with your own two hands. When you make a melee weapon attack with a simple melee weapon (including an unarmed strike) you gain a bonus to the damage roll equal to your rage damage. This bonus applies whether or not you are raging.

As part of a short rest, you can harvest sticks, stones, and bones and create one of the following items: a club, greatclub, spear, or javelin. Your DM determines whether or not appropriate materials are available for your crafting.

BRUTAL CUNNING

At 3rd level, you can employ not only brute strength but also cunning to overcome your foes. You gain proficiency in the Stealth skill. Additionally, when you hit an incapacitated creature with a melee weapon attack, you roll an additional weapon damage die.

SELF-RELIANCE

At 6th level, you have an ingrained ability to keep yourself in fighting shape without relying on others. You have advantage on saving throws against disease and exhaustion, and you recover all spent hit dice when you finish a long rest.

In addition, you can find food and fresh water for yourself each day, provided that you are in an environment that is not wholly devoid of plants, animals, or water.

IMPROVED BRUTAL CUNNING

At 10th level, you become more adept at stealthy and underhanded tactics. Your proficiency bonus is doubled for any ability checks using Stealth. Additionally, when you hit an incapacitated creature with a melee weapon attack, you roll two additional weapon damage dice, rather than one.

PARANOID INSTINCT

At 14th level, you are hyper-aware of a threat to your life, and you are ready to respond with violence at any time. As a reaction to taking damage, you can move up to half your speed and make a melee weapon attack. You can take this reaction even if you are surprised, and once you take it, you are no longer surprised.

Artist Credit:

Raphael Lacoste



MONASTIC TRADITION: WAY OF THE STOIC SAGE

Stoicism teaches that mortal beings control only their own thoughts and actions, and consequently, mortals should be concerned only with their own conduct. Thus, stoic sages believe that only their own conduct ultimately matters for them. Such things as wealth, friendship, and health are merely "indifferent": they may be appropriate objects of pursuit under certain circumstances, but the sage is no worse off for lacking them. Realizing this, the stoic sage is not pained when she faces poverty, ignominy, or injury. She remains tranquil in the knowledge that only her good conduct matters for her, and her conduct is entirely under her control.

Monks who follow the Way of the Stoic Sage often refer to their *ki* as *pneuma*, which they believe to be a kind of primal and vital force which suffuses and animates all things. By melding their stoic training with mystical manipulation of *pneuma*, stoic monks are able to perform incredible feats of endurance and willpower.

ART OF DISPUTATION

Your monastic training included lessons in logic and argumentation. When you choose this tradition at 3rd level, you gain proficiency in the Persuasion skill if you don't already have it.

STUDIED INDIFFERENCE

At 3rd level, you have internalized a core tenet of your stoic training: you are ultimately in control of your own decisions, and no outside force can influence your will unless you allow it. You gain proficiency in Wisdom saving throws.

INSTILL CALM

At 6th level, your words can compel intelligent creatures to abstain from emotion. As an action, you can spend 2 *ki* points to cast the *calm emotions* spell. When you cast the spell in this way, it has no material components, but the spell is ineffective unless the target can hear and understand you.

TRANQUILITY

At 11th level, your mastery of your emotions is almost complete. Whenever you make a Wisdom saving throw, you can treat a d20 roll of 9 or lower as a 10. Furthermore, you can use your Stillness of Mind ability as a reaction in response to being charmed or frightened.

FREEDOM FROM MISFORTUNE

At 17th level, you have attained a mystical connection with the stoic ideal of freedom from misfortune: nothing external to yourself can harm you. Whenever you would take damage, you may spend any number of *ki* points and attempt a Wisdom saving throw. The DC is equal to the damage you would take, divided by the number of *ki* points you spend. If you succeed on the saving throw, you ignore the damage. You still suffer any superficial effects from the attack, such as burns from a red dragon's fiery breath, but your stoic resolve prevents these wounds from causing actual damage.

CENTRAL TENETS OF STOICISM

Stoicism is a broad school of thought which encompasses many more specific philosophical views. Some broad themes are shared by all versions of stoicism:

Humility. As a mortal being, you control your own thoughts and conduct, and nothing more. Be content with this lot in life, and know tranquility.

Virtue. True happiness consists in practicing the virtues, such as *prudence*, *justice*, *fortitude*, and *temperance*.

Equanimity. The vicissitudes of life are matters of indifference. Once you realize this, you will cease to be upset by setbacks and hardship.

Austerity. It may sometimes be appropriate to make use of wealth and finery, but ultimately, such things are of little importance.

OTHER TENETS

Your particular stoic practice might incorporate one or more of the following themes:

Joy. Having released yourself from stress and anxiety, you are free to live in a state of quiet and peaceful joy.

Poverty. Worldly matters such as food and money are ultimately matters of indifference, so you eschew them altogether.

Providence. The world unfolds according to a higher plan. By living in accordance with your mortal nature, you strive to play your role in that plan.

Artist Credit: [Ioshuuart](#)



ARCANE TRADITION: SCHOOL OF PLURALITY

Every wizard knows that the Material Plane is just one part of the greater multiverse. But some wizards do not stop there. They contend that the multiverse, in turn, is just one tiny component of an even greater realm: the *plurality of worlds*. According to these wizards, there is an unimaginably infinite number of worlds: one for *every possible way that a world could be*. Thus, there are worlds where Tiamat and her children have conquered over all. There are worlds where there are no gods. There are even worlds where magic does not exist.

Other wizards scoff at this sprawling metaphysical vision. But wizards in the school of plurality claim to draw knowledge and power from other worlds, and it is difficult to argue with their results.

TRANSWORLD KNOWLEDGE

Starting at 2nd level when you choose this school, you share fragments of magical knowledge with your counterparts: alternate versions of you, from alternate versions of your world. Whenever you prepare spells, you can prepare one additional spell which is gleaned from a counterpart in another world.

The additional spell you prepare is random. Roll 1d8 to determine the school of magic from which the spell is prepared:

d8	Spell
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

Then roll 1d8 again. The level of the spell you prepare is equal to the result of the die or the highest level spell for which you have spell slots, whichever is lower. Choose randomly from among the Wizard spells available in that school at that level. The spell you prepare in this way need not be in your spellbook.

BEST OF BOTH WORLDS

Beginning when you select this school at 2nd level, you can draw upon worlds in which your spells function most effectively.

When you roll damage for one of your spells, you may reroll that damage roll. You must use this ability before the DM declares the result of the original roll, and you must use the new roll even if it is lower.

Once you use this ability, you can't use it again until you finish a short or long rest.

MODAL NOTATION

Starting at 6th level, you know a system of logical notation which can be used to map out alternate possibilities. As long as you have access to writing implements, you can cast *witness possibility* as a ritual. When you cast the spell in this way you do not use its normal material component, and there is no risk of backlash.

However, writing and interpreting the logical notation is mentally exhausting. When you finish the ritual, you must succeed on a DC 20 Intelligence saving throw or be unable to cast the spell again until you finish a long rest.

IMPROVED TRANSWORLD KNOWLEDGE

At 10th level, you gain greater access to your counterparts' magical knowledge. You prepare an additional spell with your Transworld Knowledge ability, and when rolling a d8 to determine the level or school of the spells you prepare, you may instead roll twice and choose the result you prefer.

Artist Credit: [Julie Dillon](#)



ENTER THE POSSIBLE

At 14th level, you gain the ability to enter another world in the plurality. As an action, you bring yourself and up to eight willing creatures into the alternate world, which is like your own except for one difference which you specify when you use this ability. The difference can be the equivalent to any change that you could bring about in your own world using a *wish* spell. For example, if there is a boulder blocking your path, you could enter a world in which the boulder does not exist, as if it had been *disintegrate*. Unless the change you specify would remove *you* from existence, you encounter your counterpart when you enter the alternate world.

After one hour has elapsed in the alternate world, you return to the exact time and place at which you originally departed. You cannot bring anything from the alternate world back to your world. Once you use this ability, you must finish a long rest before you can use it again.

WITNESS POSSIBILITY

3rd-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (a mirror worth at least 100 gp)

Duration: Instantaneous

You weave the fabric of time into a mirror, causing it to show you a vision of what would most likely happen if you performed a particular action. As part of casting this spell, you describe an action that you might perform immediately after casting the spell. If you could not in fact perform that action, nothing happens and the spell is wasted. Otherwise, the surface of the mirror presents a scene of what would most likely happen if you performed the action you describe.

The scene begins with your performing the action you describe, and lasts for about twenty seconds, so it only displays the immediate likely consequences of your action. Furthermore, the scene is not perfectly detailed. It displays events in a cloudy and impressionistic way, and from one particular perspective. After displaying the scene, the mirror shatters.

Manipulating the fabric of time is a delicate matter, and it can be dangerous. When the mirror shatters, the fabric of time is tangled in a 1d12-mile radius, and remains tangled for 1d12 hours. (The DM makes these rolls secretly.) If this spell is cast again in an area in which the fabric of time is tangled, there is a 30% chance that temporal backlash creates a **chronalmental** (ToB 57) to appear 30 feet away. The chronalmental is unfriendly towards you, and might attack if it is disturbed or agitated. When the fabric of time is no longer tangled, the chronalmental dissipates.

APOLOGIES TO DAVID LEWIS

This subclass is inspired by the work of the great philosopher David Lewis. Lewis defends the existence of a plurality of worlds in his aptly-titled book, *On the Plurality of Worlds*. But, to be clear, Lewis would never claim that people can visit or contact other worlds. It's crucial to his view that worlds are causally isolated from each other!

Artist Credit: [Julie Dillon](#)



DEMON, CARTESIAN

The cartesian demon is a bizarre and paradoxical fiend. On the one hand, it is among the most powerful of the demons of the Abyss: a genius spellcaster whose illusions can deceive even the wisest and most clear-sighted creatures. On the other hand, it is among the least destructive of demons. (Admittedly, this is a rather low bar.) The cartesian demon is not interested in random acts of violence. Instead, its greatest desire is to demonstrate the superiority of its intellect, particularly by using its illusions to deceive other intelligent creatures.

Master Illusionists. Cartesian demons are silver-tongued fiends, but they prefer to let their magic do the talking. The demon might use its illusions to mislead an expedition of good-hearted adventurers into the wilderness. Or it might sow confusion at a meeting between warring nations, whipping up violence and dissolving any hope of lasting peace. Owing to its incredible intellect, the demon can pursue many interwoven schemes at once, sometimes spanning nations or even worlds. It always prefers to deceive creatures who consider themselves to be savvy and quick-witted, particularly mortal scholars and sages. In keeping with its megalomania, the demon eventually reveals itself to its victims. It revels in seeing such creatures succumb to despair as it explains how it has tricked them into foiling their own goals, harming their own friends, or aiding their own enemies.

Mind Collectors. After having thoroughly driven one of its targets into despair, the cartesian demon deploys its favorite trick: it abducts the poor creature, brings it back to its lair, and uses its *global illusion* spell. The spell submerges the demon's captive in an illusory world of the demon's own making. The demon keeps its catatonic captives as trophies commemorating its successful deceptions, and its lair typically contains dozens of such creatures. Since it wants to avoid "waking" its trophies from their illusory realms, the demon only occasionally fills their minds with frightening and nightmarish illusions. When it does, however, it relishes the occasion. It wakes the creature painfully, allows it to remember the terrible conditions of its real existence, before submerging the captive into the illusory realm once more.

Violent but Fearful. Although the cartesian demon strongly prefers to achieve its goals through deception rather than crass violence, it certainly isn't squeamish about unleashing destruction when it deems necessary. It defends its lair with all the arcane force available to it, and reacts similarly when faced with the threat of being banished to the Abyss. (The cartesian demon is uninterested in deceiving other fiends; it craves only mortal victims.) Interestingly, the demon does not typically destroy mortals who manage to avoid being deceived by it. This isn't due to anything like a sense of honor on the demon's part. Rather, it is due to the demon's warped views regarding the relationship between deception and power. In the demon's twisted worldview, any creature which overcomes its schemes has power over it, and it would rather flee such creatures than face defeat again.

Solitary and Independent. Even more than other demons, the cartesian demon resents being at the beck and call of another fiend. There are only a few dozen cartesian demons in existence, and most occupy remote locations in the Material Plane or the Abyss. A pair of cartesian demons serve Fraz-Urb'luu, the master of lies, and both demons would like nothing better than to cast him down and seize his title. But they are kept in check by each other: each knows that if it were to do battle with its master, it would be weakened in the attempt. Then the other cartesian demon would surely swoop in and destroy both it and the weakened Fraz-Urb'luu. Thus, the demons remain in a stalemate—one which was, in all likelihood, engineered intentionally by Fraz-Urb'luu.

GLOBAL ILLUSION

9th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a quantity of demon ichor worth at least 5000 gp)

Duration: Concentration, up to 1 hour

You attempt to submerge a creature's mind in an illusory realm. At the start of each of its turns, it must attempt an Intelligence saving throw to see through the illusion. If it succeeds on two consecutive saving throws, the spell ends. A creature that has truesight succeeds on its saving throws automatically. If it fails on two consecutive saving throws, the target succumbs to the illusion. It falls prone and is stunned for as long as you continue to concentrate and maintain the illusion.

You can make the target experience whatever you like in the illusory world, and you can change its memories within the illusion as well. For example, you might cause the target to experience life as a respected scholar, a wretched prisoner, or even a butterfly. You can specify the details of the illusion, or leave it open-ended. The creature's mind fills in the details as appropriate.

Whenever the creature takes damage, it may reattempt its saving throw, ending the effect on itself on a success. The target can also be broken out of the illusion by a *greater restoration* spell or similar magic.

As a bonus action, you can cause the illusory world to become hostile and nightmarish. While the nightmare continues, the target takes 2d10 psychic damage at the start of each of its turns. The target can reattempt its saving throw as normal in response to taking this damage, but it has disadvantage on the saving throw.

If the target is still stunned at the end of the spell's duration, it must attempt an additional Intelligence saving throw. If it fails, the spell becomes permanent. Left alone, the creature will eventually die of malnutrition or exposure.



CARTESIAN DEMON

Huge fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 246 (29d12 + 58)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	19 (+4)	15 (+2)	27 (+8)	17 (+3)	21 (+5)
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Skills Arcana +13, Deception +10, Religion +13, Perception +8

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 19

Languages All, telepathy 120 ft.

Challenge 17 (18000 XP)

Legendary Resistance (3/Day). If the demon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Spellcasting. The demon is a 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). It regains its expended spell slots when it finishes a long rest. It has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *control flames*, *infestation*, *mage hand*, *minor illusion*

1st level (4 slots): *cause fear*, *charm person*, *magic missile*, *ray of sickness*, *silent image*

2nd level (3 slots): *blindness/deafness*, *darkness*, *major image*, *phantasmal force*, *suggestion*

3rd level (3 slots): *counterspell*, *fear*, *fireball*, *nondetection*

4th level (3 slots): *confusion*, *hallucinatory terrain*, *storm sphere*

5th level (2 slots): *mislead*, *modify memory*, *synaptic static*, *wall of force*

6th level (1 slot): *mass suggestion*, *mental prison*

7th level (1 slot): *mirage arcane*, *teleport*

8th level (1 slot): *incendiary cloud*

9th level (1 slot): *global illusion*

Supreme Deceiver. Creatures with truesight do not automatically see through illusions created by the demon's spells.

Actions

Multiattack. The demon makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 9 (2d8 psychic damage). In addition, the target must succeed on a DC 18 Wisdom saving throw or have disadvantage on the next saving throw it makes before the end of its next turn.

Teleport. The demon magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Superior Invisibility. As an action, the demon can become invisible. This ability does not require concentration. The demon can become visible again as a bonus action.

Legendary Actions

The cartesian demon can take 3 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The demon regains spent legendary actions at the start of its turn.

Slam. The demon makes one slam attack.

Teleport. The demon uses its Teleport action.

Cast a Spell (Costs 1-3 Actions). The demon expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

DAVID & LUMP

Dauids are elemental creatures of clay that look like statues of humanoids. (They get their name from the fact that one well-known specimen bears a striking resemblance to a mortal monarch of the same name.) Lumps are also elemental creatures of clay, and they sometimes look like statues as well. The two kinds of elemental creatures are curiously bound to each other, in that each david shares its body with a lump: they exist in the very same place at the very same time, sharing the very same quantity of clay.

Differing Durability. A pair of david and lump are not entirely bound to each other. Dauids cannot survive serious changes to their forms, like losing limbs or having their heads caved in. Lumps, on the other hand, survive as long as the clay which composes them has not been utterly destroyed. Thus, a david can be killed while its lump lives on. In general, then, dauids tend to be considerably more cautious than lumps. Dauids avoid bringing their bodies into situations which could leave them mashed and mangled, whereas the lump is far more tolerant of such threats.

Creatures of Beauty As elemental beings, neither dauids nor lumps require food, drink, or rest. Their primary aims are to collect beautiful objects, bring them to locations of natural beauty, and enjoy these locations in a state of repose. Lumps are content to rest alone in the dark places of the earth. But dauids prefer to position themselves where their beauty can be admired by humanoids. For this reason, they often volunteer themselves to work as guards of museums, menageries, and other locations where humanoid creatures collect objects of beauty. Lumps have little interest in such work, but dauids have far more forceful personalities, and are more capable combatants, so they typically make most of the important decisions for the duo.

Lonesome Lumps. Although a david cannot exist without a lump, lumps can (and often do) exist without dauids. A lump without a david partner is a lonesome sight. It exists in a state which, by mortal standards, is akin to a deep depression. Most lonesome lumps simply seek solitude, but in rare cases, a lump may seek out a craftsman to fashion a new statue from itself. Such efforts do not typically result in the creation of a new david, but it is said that some deep gnomes know the secret to crafting a new david from living lump clay.

Elemental Nature. Neither dauids nor lumps require air, food, drink, or sleep.

DAVID & LUMP ENCOUNTERS

Both dauids and lumps have a CR 7, but this can be misleading when building encounters. The two creatures cannot attack on the same round, so they do not benefit from an improved action economy in the way that other pairs of monsters do. For the purposes of encounter building, it is more helpful to think of a david-lump pair as a single monster with CR 10 or thereabouts.

Artist Credit: [Yefim Kligerman](#)



DAVID

Medium elemental, neutral

Armor Class 17 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	14 (+2)	13 (+1)	15 (+2)

Saving Throws Wisdom +4

Skills Insight +4, Perception +4

Damage Vulnerabilities thunder, bludgeoning from magical attacks

Damage Resistances cold, fire, bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages Common, Terran

Challenge 7 (2900 XP)

Shared Body. The elemental statue shares its clay body with a lump. Despite being separate creatures, they share the same space at all times. They also "share" their actions and movement. The statue cannot act in a round in which the lump acted, (and vice versa); the statue cannot use its movement in a round in which the lump used its movement (and vice versa). If the statue takes damage, the lump takes that much damage of the same type (modified by the lump's resistances). If the lump takes damage, the lump takes that much damage of the same type (modified by the statue's resistances and vulnerabilities). If either creature is prone, restrained, stunned, or incapacitated, they both are.

False Appearance. As long as the elemental statue remains motionless, it is indistinguishable from an ordinary statue.

Actions

Multiattack. The Statue makes two Stone Weapon attacks.

Stone Weapon. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Reactions

Riposte. When a creature misses the elemental statue with a melee attack, it can use its reaction to make a Stone Weapon attack against the creature.

LUMP

Medium elemental, neutral

Armor Class 17 (natural armor)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	7 (-2)

Damage Resistances cold, fire, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Common, Terran

Challenge 7 (2900 XP)

Reform. When the lump is reduced to 0 hitpoints, the clay which composes its body becomes inert, but the lump still exists in a state of stasis. If the clay is left alone in one piece, the lump revives with 1 hitpoint after 1d6 hours. If the clay is separated into pieces, the lump does not become active again, but retains the potential to do so if the clay is brought together again. The lump can be destroyed without the possibility of revival if the clay is utterly destroyed (by dissolving it in powerful acid, for example).

False Appearance. As long as the elemental statue remains motionless, it is indistinguishable from an ordinary quantity of clay.

Actions

Multiattack. The lump makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Fling Clay. The lump flings forth shards of clay from its body in a 20-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failure, a target takes 18 (4d8) slashing damage and has its speed reduced by half until the end of its next turn. On a success, a target takes half the slashing damage and doesn't have its speed reduced.

Using this ability causes the lump to lose chunks of the clay which form its body. When it uses the ability, it loses 4 (1d8) hit points. If the lump is paired with an elemental statue, the statue loses that many hitpoints as well.

Pack Clay. As a bonus action, the lump packs more clay into itself, healing 4 (1d8) damage. If the lump is paired with an elemental statue, the statue is not healed.



Artist Credit: [Davesrightmind](#)

UTILITY MONSTER

Utility monsters are rotund, bulky, multi-limbed creatures. They have no eyes, but their faces are nevertheless extremely expressive: their lips are almost always curled in a huge and exaggerated expression of either pleasure or displeasure. These expressions reflect its internal turmoil: the utility monster experiences both happiness and unhappiness in much greater intensities than ordinary creatures.

Creatures of Extremes. The utility monster feels everything in extremes. When it eats a meal it enjoys, it experiences pure culinary bliss. When it is entertained by a performance, it is utterly enraptured. But, on the other hand, the utility monster feels incredible suffering when it experiences even the smallest moments of hunger, boredom, or ennui. Thus, the monster spends most of its life chasing pleasure and avoiding pain.

Demanding Masters. The utility monster's usual *modus operandi* is to enlist weaker creatures as servants. They are unashamedly demanding masters, insisting that their servants provide food and entertainment even to the point of exhausting themselves. The utility monster dimly believes that, since its own feelings are so intense, they "outweigh" the feelings of its servants. If it were a less demanding master, then its minions would be a little happier. But the utility monster would be much, much less happy.

Whining and Wheedling. Though the utility monster is physically strong, it prefers to avoid physically bullying creatures into servitude. Doing so would require physical exertion, which the monster avoids at almost all costs. Instead, the utility monster prefers to convince creatures to serve it. The monster is not particularly clever, but it does have a kind of childlike charisma that leads some well-meaning creatures to take pity on it. In some rare cases, utility monsters have situated themselves as cult idols. The cultists believe that, since resources such as food provide such a tremendous benefit to the utility monster, all the world's resources should be rightfully fed into its maw.

UTILITY MONSTER

Large monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 97 (15d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	8 (-1)	8 (-1)	16 (+3)

Skills Persuasion +5

Condition Immunities blinded

Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages Common

Challenge 4 (1100 XP)

Hyper-Sensitive. The utility monster is extremely sensitive to its living conditions. As long as it is surrounded by fine food, lively entertainment, and alacritous attendants—the equivalent of an *aristocratic* lifestyle—it is *ecstatic*. An ecstatic utility monster has advantage on all ability checks and saving throws. On the other hand, so long as the utility monster's living conditions are at or below the level of a *modest* lifestyle, it is *miserable*. The utility monster is also miserable as long as its hit points are below their maximum, or it suffers from any debilitating condition. A miserable utility monster has disadvantage on all ability checks and saving throws.

Actions

Multiattack. The utility monster makes two thrash attacks.

Thrash. *Melee Weapon Attack:* +4 to hit, 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Whimper. As a bonus action, the utility monster whimpers pathetically. Each creature within 30 feet that can hear it must make a DC 13 Wisdom saving throw or have disadvantage on attack rolls against the utility monster for 1 minute. Creatures that can't be charmed are immune to this effect. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature that succeeds on its saving throw is immune to this effect for 24 hours.

Reactions

Wail. If the utility monster is damaged by a spell or attack, it can channel its pain into a terrible wail. Creatures within 15 feet of the utility monster that can hear it must make a DC 13 Constitution saving throw, taking 10 (2d10) thunder damage on a failed save, or half as much damage on a successful one.



Artist Credit: [Andrei Pervukhin](#)

ZOMBIE, PHILOSOPHICAL

Philosophical zombies, unlike ordinary zombies, are not undead creatures. They do not shuffle and lurch about like ordinary zombies, and their flesh is healthy and normal. In fact, philosophical zombies look and act just like ordinary humanoids. The only difference is that philosophical zombies are entirely *mindless*. They *act* as though they have thoughts, feelings, and emotions, but in fact they have no experiences whatsoever.

Tragic Origins. The first philosophical zombie was created by a deeply depressed wizard. Sadly, this wizard's condition was so miserable that she sought to end her own life. But at the same time, she cared deeply for her family, and worried what would happen to them if she were to shuffle off her mortal coil. Seeking a solution to this conundrum, she devised a ritual which would utterly destroy her mind while leaving her physical form untouched. The ritual was completely successful: it produced a mindless human which continued to act exactly as the wizard would have acted if her mind were intact. Ironically, then, the creature immediately lamented that the ritual had failed! For this is what the wizard would have done herself, if the ritual had left her mind intact.

Since the creation of this first philosophical zombie, others have cropped up, perhaps as an unintended consequence of the original ritual. Philosophical zombies are normally born to ordinary humanoid parents, though the parents typically never know the difference. There are also reports of philosophical zombies emerging spontaneously from swamp water, but the status of these creatures is disputed.

Difficult to Detect. The existence of a philosophical zombie can only be discovered by magic. If a mage targets a philosophical zombie with the *detect thoughts* spell, the spell reveals nothing, since the zombie has no thoughts to detect. Philosophical zombies also register as aberrations, rather than humanoids, when targeted by divination magic.

When confronted with this evidence, a philosophical zombie will always protest that it is a normal creature with a normal mind. But this is to be expected, since that is how an ordinary humanoid would react, and philosophical zombies always act like ordinary humanoids.

Arcane Curiosities. Some enterprising wizards value philosophical zombies as test subjects. Like ordinary humanoids, they can perform menial labor, and can be subjected to arcane experimentation. But unlike ordinary humanoids, this abuse causes them no pain or suffering whatsoever—though they will always insist that it does.

On several occasions, adventurers have been hired to rescue captives taken by a "mad wizard", only for the wizard to insist that there has been an unfortunate misunderstanding. Of course, a wizard in this position tends to have difficulty convincing others that nothing is untoward going on. Friends of the philosophical zombie find it almost impossible to believe that their "friend" is in fact a mindless aberration, totally incapable of love or affection.

PHILOSOPHICAL ZOMBIE

Medium aberration, unaligned

Armor Class 12 (natural armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	10 (+0)
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Damage Immunities psychic

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Empty Inside. The philosophical zombie does not have a mind. Spells which attempt to detect or manipulate thoughts (such as *detect thoughts*, *confusion*, and *Rary's telepathic bond*) automatically fail when targeting the philosophical zombie. Likewise, the philosophical zombie is unaffected by spells which manipulate souls (such as *soul cage*, *magic jar*, and *resurrection*).

False Appearance. The philosophical zombie looks and acts exactly like an ordinary humanoid. Even extended interrogation and physiological analysis reveals nothing out of the ordinary.

Actions

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



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