
AFRICAN FOLKLORE
BESTIARY: VOL 2
Sample file
May every legend, no matter how ancient or strange, continue to inspire wonder and connect us to our shared human heritage.

Contents

Bulgu 3
Catoblepas 4
Devouring Pumpkin 5
Dingonek 6
Grootslang 7
Impundulu 9
Inkanyamba 10
Isitwalangcengce 11
Koakun-Klun 12
Mbwiri 13
Mokele-mbembe 14
Popobawa 15
Tokoloshe 16
Umutwa 17
Witch doctor 18
Zangbeto 19

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sample file



Bulgu

Large giant

Description

Bulgu is a terrifying ogre from the Nuer people of South Sudan that is spoken of in fearful whispers.

Stories depict Bulgu as a beast rather than a man, a creature that exists solely to kill. It attacks without warning, tearing its prey apart with its bare hands and tusks. Some believe it is a cursed spirit of vengeance; others, a living embodiment of the wilderness's cruelty.

Villagers offer blood sacrifices or abandon livestock in the hope of appeasing it, though few believe that such gestures make any difference.

Where Bulgu walks, silence falls, and only the bravest or most foolish dare to track it.

Stat Block

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	3 (-4)	12 (+1)	6 (-2)

Armor Class 14 (Natural armor)
Hit Points 105 (14d10 + 28)
Speed 40 ft.
Skills Athletics +7, Perception +3, Intimidation +2
Damage Resistances Piercing and Slashing from nonmagical attacks
Senses Darkvision 60 ft., Passive Perception 12
Languages Understands Common but cannot speak
Challenge 3 (700 XP)

Abilities

Relentless (1/Day). If Bulgu is reduced to 0 hit points, it can choose to drop to 1 hit point instead. When this happens, it immediately makes a tusk attack as a reaction.

Brute Force. If Bulgu begins its turn with fewer than half its hit points, it gains advantage on melee attack rolls until the end of its turn.

Actions

Multiattack: Bulgu makes one Fierce Tusk attack and one Drumming Slam attack.

Fierce Tusk: *Melee Weapon Attack* +7 to hit, reach 5 ft., one target.

Hit: 15 (2d10 + 4) piercing damage.

Drumming Slam: *Melee Weapon Attack* +7 to hit, reach 5 ft., one target.

Hit: 17 (3d8 + 4) bludgeoning damage.

Ground Smash (Recharge 5–6): Bulgu slams both fists into the ground, shaking the earth within a 10-foot radius. Any creature in that area other than Bulgu must succeed on a DC 14 Strength saving throw or take 14 (4d6) bludgeoning damage and be knocked prone. On a successful save, the creature takes half damage and is not knocked prone.

sample file

Catoblepas

Large monstrousity

Description

Catoblepas is a strange and ghastly beast native to the remote, marshy regions of Ethiopia. Its body is like that of a buffalo, but its head is grotesque, heavy and always drooping. Its bloodshot eyes peer through tangled bristles, and its breath stinks of decay. According to travellers' accounts, even a glimpse of its cursed gaze or a whiff of its breath can kill a man instantly.

Despite its fearsome reputation, Catoblepas is a slow-moving, solitary creature. It grazes among toxic reeds and decaying swamplands, shunned by both predator and prey. Local hunters avoid the beast entirely, believing it to be an omen of death or a guardian of cursed ground.

Some even whisper that Catoblepas was once a divine guardian who was punished for defying the gods, and that its deadly gaze is a remnant of celestial wrath that has now been twisted by decay.

Stat Block

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+2)	3 (-4)	12 (+1)	6 (-2)

Armor Class 13 (Natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft.
Skills Perception +3
Damage Resistances Necrotic
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 13
Challenge 3 (700 XP)

Abilities

Deadly Gaze (Recharge 5–6). Catoblepas can fix its gaze on any creature within 30 feet that it can see. The target must succeed on a DC 14 Constitution saving throw or take 27 (6d8) necrotic damage. If they succeed, they take half damage. If this ability reduces the target to 0 hit points, it dies instantly, as if affected by a death effect.

Stench of Decay. Any creature that starts its turn within 10 feet of Catoblepas must succeed on a DC 13 Constitution saving throw or become poisoned until the start of its next turn. Those that succeed are immune to this ability for 24 hours.

Lumbering Bulk. Catoblepas has disadvantage on Dexterity saving throws.

Actions

To the horns!: *Melee Weapon Attack* +6 to hit, reach 5 ft., one target.
Hit: 14 (2d8 + 4) piercing damage.

Tail Lash: *Melee Weapon Attack* +6 to hit, reach 10 ft., one target.
Hit: 11 (2d6 + 4) bludgeoning damage. The target must succeed on a DC 13 Strength saving throw or be pushed 10 feet away.

Sample file



Devouring Gourd

Large plant

Description

Devouring Gourd is a tale from the oral traditions of the Congo about an apparently ordinary gourd with an insatiable hunger. Created through cursed sorcery or dark rites, this malevolent plant resembles an innocent calabash until it reveals its gaping, fanged maw and rolls through villages, devouring everything in its path.

Its belly expands endlessly and is never sated; those consumed by it are rarely seen again. Devouring Gourd is not just a monster; it is a punishment for greed, disobedience and hubris. Some believe it is sent by angry spirits; others claim it is a test for wise heroes.

Stat Block

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+1)	19 (+4)	3 (-4)	12 (1)	6 (-2)

Armor Class 15
Hit Points 123 (13d10 + 52)
Speed 25 ft.
Skills Deception +10, Stealth +9, Perception +8
Condition Immunities Prone
Vulnerabilities Fire
Senses Blindsight 60 ft., Passive Perception 11
Languages Understands Sylvan but does not speak
Challenge 5 (1,800 XP)

Abilities

Rolling Maw. Devouring Gourd can roll through enemies. When it moves at least 20 ft. in a straight line toward a creature and ends within 5 ft. of it, the creature must succeed on a DC 15 Strength saving throw or take 13 (3d8) bludgeoning damage and be knocked prone.

Endless Belly. Gourd can swallow Medium or smaller creatures whole. It can contain up to two Medium or four Small creatures at once. Creatures swallowed are blinded and restrained, taking 10 (3d6) acid damage at the start of each of the gourd's turns. A swallowed creature can escape by dealing 20 damage to the gourd's interior (AC 15).

Actions

Multiattack: Devouring Gourd makes one Seed Teeth attack and one Vegetable Slam attack.

Seed Teeth: *Melee Weapon Attack* +7 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 4) piercing damage. If the target is Medium or smaller, it must succeed on a DC 15 Dexterity saving throw or be swallowed.

Vegetable Slam: *Melee Weapon Attack* +7 to hit, reach 10 ft., one target.

Hit: 16 (2d10 + 4) bludgeoning damage.

Regurgitate (Recharge 5–6): Gourd violently expels a swallowed creature or object in a 15-foot line. Each creature in the line must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) bludgeoning damage and fall prone.

sample file

Dingonek

Medium monstrousity

Description

Tales from the riverbanks of the Congo speak of Dingonek, a creature so strange that it defies the natural order. Described as having a spotted leopard's body, a crocodile's scaly tail and a rhinoceros's long, sharp horn, Dingonek is feared by all who depend on the river for survival. Fishermen leave offerings and avoid its haunts, as those who encounter it often disappear without trace.

It is said that Dingonek lies submerged just beneath the surface of the water, its spotted back easily mistaken for a sunlit stone, until it suddenly bursts forth. Its roar echoes through the jungle, warning the unwary. Though it behaves like an animal, some believe it is a guardian of forgotten places — a relic of older, stranger ages.

Stat Block

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Armor Class 15 (Naturtal armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft., swim 40 ft.
Skills Stealth +4, Perception +3
Damage Resistances Piercing and Slashing from nonmagical attacks
Senses Darkvision 80 ft., Passive Perception 13
Challenge 4 (1,100 XP)

Abilities

Amphibious. Dingonek can breathe both air and water.

River Ambush. While submerged, Dingonek has advantage on Dexterity (Stealth) checks and initiative rolls.

Savage Charge. If Dingonek moves at least 20 ft. straight toward a creature and hits it with Horn Gore or Leopard's Claw attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Multiattack: Dingonek makes one Horn Gore attack and one Leopard's Claw attack.

Horn Gore: *Melee Weapon Attack* +6 to hit, reach 5 ft., one target.
Hit: 15 (2d10 + 4) piercing damage.

Leopard's Claw: *Melee Weapon Attack* +6 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) slashing damage.

Thrashing Tail (Recharge 5–6): Dingonek sweeps its heavy, crocodile-like tail in half circle. All creatures within 10 feet must make a DC 14 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be pushed 5 feet. On a successful save, the creature takes half damage and is not pushed.



Sample file