



# WINGLESS WONDER

*This small egg-shaped creature wanders around aimlessly. Its two suction cupped feet make a tremendous amount of noise as it moves. The creature's body is a greenish-blue that darkens into a deep purple around the bottom of its bulbous form. Atop its head is a nest of tentacles that reach out and attempt to feel anything nearby, while its two massive eyes stare vacantly ahead. On either side of the monster is a spindly arm which it seems to flap up and down uncontrollably, as if trying to fly.*

## Walking Eggs

Known among sages as the alkada, and to everyone else as the wingless wonder, these mysterious creatures baffle even the most learned scholars. They are extremely simple minded and seem utterly inept at defending themselves in the wild. This has made encountering a wingless wonder a rare event, due to the fact that very few of them survive anywhere other creatures are plentiful. Their poisonous flesh does keep most predators at bay, however, this does not stop many of the humanoid creatures they encounter from attacking them on sight, presuming that they pose some kind of threat. Though in some places, they are known to be harmless by the population and are simply left to their devices.

## Searless Explorers

Fear is not an instinct that exists within the wingless wonder. Neither is common sense. Wonders explore the world around them with a shy fascination that leads them down just about any path they find themselves on. They are utterly fascinated by shiny objects such as gemstones and reflective surfaces, and will happily place such things in their mouth, located at the centre of their massed tentacles. Though these objects provide no sustenance to the creature, they enjoy collecting them nonetheless.

## Egg Baskets

The wingless wonder carries around anywhere between one and a dozen alkada eggs at any given time. When meeting another of its kind, the two may fertilise the eggs carried by one another. An alkada carries a fertilised egg for six months before placing it on the ground, whereupon it hatches instantly. The young alkada follow their parent for a time, but mature rapidly before going their own way.

## Trapped Wizards

Approximately a quarter of all wingless wonders wandering the land are actually transformed humanoid creatures, many of which were wizards or spellcasters of some kind. They are the result of a trend among wizards where rather than simply killing your enemy at the end of an arcane duel, the winner would trap the defeated in wonder form using a spell called Thaelur's Wonder. This was widely seen as a fate worse than death and may also be the true origin of the alkada species. Being trapped as a wingless wonder is a maddening experience, only elongated by the fact that alkada don't seem to have an upper limit on their natural lives, only dying when slain by another creature or their own stupidity.



## THAELUR'S WONDER

8th level transmutation

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V S M (A drop of mercury, an egg, and a gemstone worth at least 30 gold)

**Duration:** Concentration, Up to 1 hour

**Classes:** Wizard

Choose one creature that you can see within range. You transform the creature into a wingless wonder. The transformation lasts for the duration. If you concentrate on this spell for the full duration, the transformation lasts until it is dispelled with either a casting of *remove curse* or *dispel magic*.

This spell has no effect on a shapechanger or a creature with 0 hit points. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell. The target assumes the hit points of its new form, and when it reverts to its normal form, the creature returns to the number of hit points it had before it transformed.

The creature is limited in the actions it can perform by the nature of its new form.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

The target replaces all of its ability scores with that of its new form aside from its intelligence, which is kept the same as it was in the creature's original form.

A creature permanently transformed into a wingless wonder must succeed on a DC 5 Wisdom saving throw to avoid going insane at the end of each year spent in wonder form. On a failed save the creature goes completely mad. The DC increases by 1 for each year the creature has been trapped in wonder form.

Beings trapped in wonder form do not emit a psionic lash when slain.

## Wingless Wonder

CR 1/2  
100 XP

Small Aberration, Typically Neutral Good

**Armor Class** 9

**Hit Points** 9 (2d6 + 2)

**Proficiency Bonus** +2

**Speed** 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	12 (+1)	6 (-2)	7 (-2)	10 (+0)

**Damage Immunities** fire

**Senses** darkvision 10 ft., blind beyond this radius, passive Perception 8

**Languages** -

**Antimagic Aura.** A 10-foot-radius sphere of antimagic surrounds the wonder. Within the sphere, spells can't be cast, summoned creatures disappear, and magic items become mundane. Spells and other magical effects, except those created by an artifact or a deity or a casting of *dispel magic* or *remove curse*, are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration. Spells and other magical effects, such as *magic missile* and *charm person*, that target a creature or an object in the sphere have no effect on that target. The area of another spell or magical effect, such as fireball, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a wall of fire are suppressed within the sphere, creating a gap in the wall if the overlap is large enough. Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it. The properties and powers of magic items are suppressed in the sphere. For example, a +1 longsword in the sphere functions as a nonmagical longsword. A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits. Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the rope trick spell, temporarily closes while in the sphere. A creature or object summoned or created by magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere. Spells and magical effects such as *dispel magic* have no effect on the sphere. Likewise, the spheres created by different antimagic field spells don't nullify each other.

**Magic Immunity.** The wingless wonder can't be affected or detected by spells other than *remove curse* and *dispel magic*.

**Poisonous Flesh.** The flesh of the wonder is poisonous. Any creature that eats the wonder's flesh or hits it with a bite attack must succeed on a DC 15 Constitution saving throw or take 16 (3d10) poison damage and become poisoned for 24 hours.

**Psionic Lash.** When the wonder dies it unleashes a psionic blast of energy in a 30-foot radius surrounding its corpse. All creatures in that area who dealt any amount of damage to the wonder in the past year take 18 (4d8) psychic damage, or half as much on a successful DC 15 Intelligence Saving Throw.

### ACTIONS

**Tentacles.** *Melee Weapon Attack:* +1 to hit, reach 10 ft., one creature. *Hit:* 1 (1d4 - 1) bludgeoning damage and the target is grappled (escape DC 9). If the wonder is hit by a melee or ranged attack, it stops grappling any creature held in its tentacles immediately.

## CREDITS

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