

CANUCKMERA

LARGE MONSTROSITY, NEUTRAL

Armour Class 16 (natural armour)

Hit Points 136 (13d10+65)

Speed 40 ft., 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
22 (+8)	11 (+0)	20 (+5)	3 (-4)	14 (+2)	10 (+0)

Saving Throws STR +9, CON +8

Skills Perception +8

Senses darkvision 120 ft., Passive Perception 18

Languages Understands Common but cannot speak

Challenge 8 (3,900 XP)

Proficiency Bonus +7

Petrifying Gaze. If a creature starts its turn within 30 feet of the Canuckmera and the two of them can see each other, the Canuckmera can force the creature to make a DC 16 Constitution saving throw if the Canuckmera isn't incapacitated. On a failed save, the creature is magically restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is frozen in place until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the Canuckmera until the start of its next turn, when it can avert its eyes again. If it looks at the Canuckmera in the meantime, it must immediately make the save.

Regeneration. The Canuckmera regains 10 hit points at the start of its turn. If the Canuckmera takes acid or fire damage, this trait doesn't function at the start of the Canuckmera's next turn. The Canuckmera dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. A Canuckmera makes one Antlers attack, one Vicious Beak attack, and one Infectious Bite attack.

Antlers. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10+6) piercing damage.

Vicious Beak. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 17 (2d10+6) piercing damage.

Infectious Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 17 (2d10+6) piercing damage plus 4 (1d8) poison damage.



The Canuckmera, a nightmarish amalgamation of horrors, stalks the shadows with an insatiable appetite for blood. This twisted chimera combines the ferocity of a moose, the cunning of a beaver, and a monstrous tail—a grotesque union of a goose's head and malice.

Stealthily prowling through the darkness, the Canuckmera bears a ghastly visage, its fur a sickly blend of decaying browns and murky greens. The once proud stature of a moose is now a grotesque silhouette, concealing the menace that lies within. Its eyes, gleaming with predatory intelligence, betray the malevolent nature lurking beneath.

Encountering the Canuckmera in the wild is a horrifying ordeal. Swift and silent, it is a predator of unparalleled savagery. Whether ambushing from the shadows, delivering bone-crushing blows with its antlers, or unleashing the haunting calls of its goose head to instill terror in its prey, the Canuckmera is a nightmarish reminder that not all creatures in the dark corners of the world are born of beauty. Those who venture into its territory do so at their own peril, as the Canuckmera embodies the monstrous essence of the untamed and the terrifying.