



SPAWN OF XORIAT

A DOZEN MAD MONSTERS FROM EBERRON FOR FIFTH EDITION

 **RICK
KITTENHUGS**

CREDITS

Designer: Rick Kittenhugs
Last updated August 17, 2018

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

Not for resale. Permission granted to print or photocopy this document for personal use only.

Find more homebrew at patreon.com/thekittenhugs.



SPAWN OF XORIAT

In *Mordenkainen's Tome of Foes*, several enemies are introduced, the grue, the hulk, and the seer among them. These “star spawn” are harbingers of eldritch doom, the precursors to forces of such power that any world they visit is shaken to its core.

In Eberron, an ancient goblinoid empire met such forces. Thousands of years ago, the daelkyr of Xoriat invaded Khorvaire and beyond, bringing with them a wave of maddened creatures. Among them are the star spawn of *Tome of Foes*, but in their wake these fleshwarpers left other strange creatures found far and wide, from the far reaches of the Shadow Marches to the deep shadows of Sharn.

This document contains information and statistics for such creatures. The *Monster Manual* contains information on how to read these statistics. The monsters in this document are derived from several sources, including the *Eberron Campaign Setting*, *Eberron Campaign Guide*, and *Dragon Magazine* issue #348.

Even if you're not running a game set in Eberron, the monsters presented here can easily be used alongside other star spawn when Elder Evils threaten a world. Half-undead dolghasts could arise from cults of Atropus, the World Born Dead; the worms of Kyuss could create dolgaunts to spread their corruption. What madness these creatures represent is up to you.

FIGHTING THE MADNESS

Heroes and armies have fought off the star spawn and their lords for thousands of years. On Eberron, this was made possible through the use of **byeshk**. This purple metal is most often used in jewelry and is found in the Byeshk and Graywall Mountains of modern-day Droaam. The goblinoid soldiers of Dhakaan found it had unusual effects against the creatures of Xoriat, like pouring salt on a slug, and it could be forged like iron into weapons of war. The mining and smithing of byeshk spread throughout the empire and drove the daelkyr back with the help of the Gatekeeper druids. To this day, byeshk smithing remains a time-honored tradition of Khorvaire's goblinkin.

Melee weapons and ammunition made of or coated in byeshk are especially effective against aberrations. Attacks with these weapons or pieces of ammunition are considered magical for the purpose of overcoming the damage resistances and immunities of aberrations. Furthermore, these weapons and pieces of ammunition grant a +1 bonus on damage rolls against aberrations. There is no tangible benefit to making or coating armor or shields with byeshk.

The byeshk version of a melee weapon or of ten pieces of ammunition costs 250 gp more than the normal version, whether the weapon or ammunition is made of the metal or coated with it.

THE LORDS OF MADNESS

The daelkyr hail from Xoriat, the Realm of Madness. This vortex of psionic chaos is filled with terrors much greater than them, but the daelkyr are the only ones interested enough in Eberron to set foot on it. Armed with living weapons and followed by mind flayers, beholders, star spawn, and other aberrations of great power, the daelkyr set about shaping Eberron in their own image: deranged, mutated, and containing works of “art” that no sane mind could appreciate.

Though dozens of their kind fought against the Dhakaani Empire, it is thought that only a fell few remain, trapped within the depths of Khyber and unable—or unwilling—to return to Xoriat. Six are known, to those who are in the know. Belashyrra, the Lord of Eyes, sits within his Citadel of Lidless Eyes beneath eastern Xen'drik; Dyrnn the Corruptor, mightiest of the Daelkyr, lies trapped beneath the Eldeen Reaches, where his presence corrupts and spreads; Kyzrin, Prince of Slime and Ooze, seeps from beneath the Shadow Marches. The others are spread throughout Eberron, each the lord of something terrible.

Daelkyr can easily choose their physical forms. To the mortal eye, they often appear as strong humans, clad in gray chitin that pulsates and quivers. They surround themselves with their creations, be it star spawn or otherwise. They are worshiped by many cults of the Dragon Below and bestow powerful mutation to their followers. There is no rhyme nor reason to whom they bestow these gifts, but any who receive such blessings are sure to gain social power alongside their newfound abilities.

The statistics presented on the following page could be used for any one of the daelkyr. Each of them is bound to have powerful lair actions besides, and each may have abilities beyond what can be presented in a stat block. The daelkyr are demigods, artisans and warlords, creators and destroyers. Their wants are unknowable, and their very presence can drive one mad.



DAELKYR

Medium aberration, neutral evil

Armor Class 20 (natural armor)

Hit Points 300 (24d8 + 192)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	26 (+8)	25 (+7)	22 (+6)	25 (+7)

Saving Throws Wis +13, Cha +14

Skills Arcana +14, Deception +14, Intimidation +14, Perception +13, Stealth +12

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks; poison, psychic

Condition Immunities charmed, frightened, poisoned, blinded

Senses darkvision 60 ft., truesight 30 ft., passive Perception 23

Languages All

Challenge 23 (50,000 XP)

Alien Mind. If a creature tries to read the daelkylr's thoughts or subject it to the charmed or frightened condition, it takes 13 (3d8) psychic damage and is stunned until the end of its next turn.

Aura of Madness. A creature that starts its turn within 20 feet of the daelkylr must make a DC 22 Wisdom saving throw. On a failed save, the creature is affected by the effects of a *confusion* spell until the start of its next turn. On a successful save against this aura, a creature is immune to the daelkylr's Aura of Madness for 24 hours.

Innate Spellcasting. The daelkylr's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *polymorph* (into beasts or aberrations), *confusion*, *dimension door*, *feeblemind*, *haste*, *slow*
3/day each: *flesh to stone*, *true polymorph* (into aberrations only)

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

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

Regeneration. The daelkylr regains 15 hit points at the start of its turn. If the daelkylr takes radiant damage, this trait doesn't function at the start of the daelkylr's next turn. The daelkylr dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The daelkylr makes four tentacle whip attacks. One of these can be replaced by a corrupting touch attack.

Tentacle whip. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one creature. *Hit:* 11 (3d8 + 6) slashing damage, and the target must make a DC 22 Constitution saving throw. On a failed save, the creature is poisoned. A poisoned creature takes 10 (3d6) poison damage at the start of each of its turns. It then repeats the saving throw, ending the poison on a successful save.

Corrupting Touch. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 24 (4d8 + 6) necrotic damage. The creature has disadvantage on attack rolls, ability checks, and saving throws until the end of the daelkylr's next turn.

LEGENDARY ACTIONS

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

Hypnotic Gaze (Costs 2 Actions). The daelkylr stares at a creature within 60 feet of it. The creature must make a DC 22 Wisdom saving throw. On a failed save, the creature follows the daelkylr's verbal commands on its next turn. On a successful save, the creature takes 22 (5d8) psychic damage.

Reality Rift (Costs 2 Actions). The daelkylr teleports to an unoccupied space within 500 feet of it. Creatures within 10 feet of the daelkylr when it teleports must make a DC 22 Dexterity saving throw or take 22 (5d8) psychic damage.

Swift Corruption. The daelkylr makes a corrupting touch attack.

TOOLS OF THE DAELKYR

The mad lords of Xoriat brought with them terrible things with which to wage war and warp the mortal creatures they encountered. Chief among them are symbionts, living tools that adhere to a host and provide abilities in exchange for sustenance; and the Husk of Infinite Worlds, an eldritch machine capable of changing creatures until there is little recognizable left.

HUSK OF INFINITE WORLDS

Eldritch machine, legendary

A *husk of infinite worlds* is a foreboding, 10-foot diameter mass of flesh. Egg-shaped and covered in strange nodules and black dots, a wet flap on one side allows passage into or out of its womb-like interior.

With a Large or smaller creature inside, the *husk* can be activated. It blazes to life, projecting strobing colors and half-mad images on the walls surrounding it. The creature inside is trapped and in terrible agony as it is thrust into and out of thousands upon thousands of new realities, which the *husk* spins into being. The path of these realities can be guided by a creature with access to the *husk's* exterior, requiring the creature to make a DC 30 Intelligence (Arcana) check. A daelkyr can do so without fail, requiring no check. No mortal creature has had long enough access to a *husk* or the complete absence of moral fiber required to master its use.

Even with successful control, only about 1% of creatures placed in the *husk of infinite worlds* will emerge and survive for more than a few seconds. Fewer still will be able to breed true. There have been thousands, if not millions, of individual “experiments” produced by the daelkyr, and only a select few of these survive to this day. Most creatures produced from a *husk* are considered star spawn.

A *husk* is a rare and dangerous thing. If anyone vile or determined enough were to gain access to one, a new wave of evil could be spread across Eberron. Be it the Emerald Claw or one of the Five Nations, it may be better to destroy a *husk* than to let it fall into any mortal's hands.

SYMBIONTS

More common than *husks* are the symbionts. These living creatures attach to others, giving them strange and terrible abilities while using the host's body to sustain themselves. Many of them are fickle; they serve their creators, the daelkyr, above all else. To the brave adventurer, these magic items can be useful tools.

As a Dungeon Master, however, symbionts are a great storytelling tool. Part magic item and part NPC, the ancient knowledge a symbiont might have can influence a campaign greatly. Will the symbiont mislead the party, or



lead them to a great victory? Does it seek to give its old daelkyr masters new test subjects, or is it more interested in seeing how these mortal creatures thrive in the face of adversity?

BREED LEECH

Wondrous item, uncommon (requires attunement)

This black, eyeless slug mouths the air in the direction of the nearest fleshy creature. The symbiont has the following properties.

Parasitic Equipment. You can attach the symbiont to yourself by attuning to it. When you attune to it, your current and maximum hit points are reduced by 5, to a minimum of 1. This reduction to your maximum hit points cannot be restored in any way while you are attuned to this symbiont. You can spend 1 minute to detach the symbiont, ending your attunement to it, and it cannot be removed in any other way.

Bolster Body. While attuned to the breed leech, your body is flooded with chemicals that strengthen your resolve. You have advantage on Strength, Dexterity, and Constitution saving throws. Furthermore, whenever you finish a short or long rest, you gain 10 temporary hit points.

Sentience. The *breed leech* is a sentient lawful evil wondrous item with an Intelligence of 5, a Wisdom of 8, and a Charisma of 10. It has hearing and blindsight to a range of 60 feet but is blind beyond this radius. The slug can understand Deep Speech and can communicate telepathically with its host.

Personality. Breed leeches are barely more intelligent than half of their namesake. It desires a host at all times and will serve it willingly, so long as the host isn't reduced

to 0 hit points often. If it encounters a pregnant creature, it will try to attach to it by any means possible.

Curse. Breed leeches have a purpose not revealed by attuning to one or by using an *identify* spell. When a breed leech attaches to a pregnant creature, its pregnancy is corrupted. When the pregnancy comes to terms, the resulting offspring are inevitably mutated with an evil bent, sometimes becoming star spawn. A pregnant goblin may have twins born as a natural dolgrim, for instance, or a hobgoblin child may be born as a dolgaunt.

CRAWLING GAUNTLET

Wondrous item, uncommon (requires attunement)

This forearm-length gauntlet crawls along the ground like a terrible spider. The symbiont has the following properties.

Parasitic Equipment. You can attach the symbiont to one of your hands by attuning to it. When you attune to it, your current and maximum hit points are reduced by 5, to a minimum of 1. This reduction to your maximum hit points cannot be restored in any way while you are attuned to this symbiont. You can spend 1 minute to detach the symbiont, ending your attunement to it, and it cannot be removed in any other way.

Claw of the Daelkyr. While you are not holding anything in your claw-wearing hand, your AC increases by 1 as you block and parry blows with it. You can also attack with the gauntlet, which is a magic melee weapon with which you are proficient. On a hit, the gauntlet deals slashing damage equal to 1d6 + your Strength modifier.

Sentience. The *crawling gauntlet* is a sentient lawful evil wondrous item with an Intelligence of 5, a Wisdom of 8, and a Charisma of 10. It has hearing and blindsight to a range of 60 feet but is blind beyond this radius. The gauntlet can understand Deep Speech, and it can communicate telepathically with any creature that touches it.

Personality. A daelkyr's death is a messy thing, with other horrors warping from their flesh. Many daelkyr fell during the Daelkyr Wars, and it is said that crawling gauntlets originated from their fallen corpses, arms that tore themselves from their masters' corpses. They are bloodthirsty and enjoy being wielded in battle. So long as it tastes blood regularly, a gauntlet remains fiercely loyal to its wielder.

LIVING ARMOR

Armor (any), legendary (requires attunement)

This chitinous armor latches on to your body and won't let go. The symbiont has the following properties.

Parasitic Equipment. You can attach the symbiont to yourself by attuning to it. When you attune to it, your current and maximum hit points are reduced by 20, to a

minimum of 1. This reduction to your maximum hit points cannot be restored in any way while you are attuned to this symbiont. You can spend 1 minute to detach the symbiont, ending your attunement to it, and it cannot be removed in any other way.

Stabilize Host. When you would roll a death saving throw, the *living armor* can stabilize you. When it does, your maximum hit points are decreased by 5. If your maximum hit points are 5 or fewer, the armor cannot stabilize you in this way. This decrease is cumulative and lasts until you finish a long rest.

Symbiont Defense. While wearing the armor, you have resistance to nonmagical bludgeoning, piercing, and slashing damage. Weapons and ammunition made with byeshk ignore this resistance. When you start your turn and are wearing this armor, you gain 10 temporary hit points. Finally, any critical hit against you becomes a normal hit.

Sentience. The *living armor* is a sentient lawful evil suit of armor with an Intelligence of 10, a Wisdom of 15, and a Charisma of 14. It has hearing and blindsight to a range of 60 feet but is blind beyond this radius. The armor can understand Deep Speech and can communicate telepathically with any creature that touches it.

Personality. The armor's voice is morose, and it encourages violence and bloodshed. Its only purpose is to serve its wearer, but it will betray its wearer if commanded by a daelkyr. If you are wearing *living armor* and it betrays you, you must make a DC 15 Constitution saving throw whenever you start your turn or be paralyzed until the start of your next turn.

SHADOW SIBLING

Wondrous item, rare (requires attunement)

This symbiont does not appear to be of this world. While a creature is not attuned to it, it has the statistics of a **shadow**. Despite being evil, it is usually nonhostile while not attached to a host. If you can convince it to attune to you, it disappears into your body, conforming its ethereal form to your physical one.

The shadow sibling has 5 charges, which you use for the abilities it grants. It regains any expended charges at dawn. It has the following properties.

Parasitic Equipment. You can attach the symbiont to yourself by attuning to it. When you attune to it, your current and maximum hit points are reduced by 10, to a minimum of 1. This reduction to your maximum hit points cannot be restored in any way while you are attuned to this symbiont. You can spend 1 minute to detach the symbiont, ending your attunement to it.

Corrupting Touch. When you hit with a melee attack, you can expend 1 charge to have the symbiont reach out

and touch the target of the attack. The attack deals an additional 2d8 necrotic damage.

Shadow's Protection. When you are the target of an attack, you can use your reaction and expend 1 charge to become invisible until the attack hits or misses.

Shadow's Veil. When you take the Hide action, you can expend 1 charge to grant yourself advantage on the check as the symbiont cloaks your body in shadow.

Sentience. The *shadow sibling* is a lawful evil wondrous item with an Intelligence of 5, a Wisdom of 12, and a Charisma of 10. It has hearing and blindsight to a range of 60 feet, but it is blind beyond this radius. The *shadow sibling* can understand Deep Speech and can communicate telepathically with any creature that touches it.

Personality. Like the *crawling gauntlet*, *shadow siblings* are said to have been born of fallen daelkyr. Their mad spirit, their driving force, separated from their bodies to seek out new vessels. *Shadow siblings* seek the companionship of those who seek destruction and subjugation, though they have little motivation of their own.

SPELLWORM

Wondrous item, uncommon (requires attunement)

This worm snakes and writhes, seeking a host. It glows with arcane energy. This symbiont has the following properties.

Parasitic Equipment. You can attach the symbiont to yourself by attuning to it, usually attaching it under one of your arms. When you attune to it, your current and maximum hit points are reduced by 10, to a minimum of 1. This reduction to your maximum hit points cannot be restored in any way while you are attuned to this symbiont. You can spend 1 minute to detach the symbiont, ending your attunement to it.

Arcane Protection. While attuned to the spellwurm, you can cast *mage armor* targeting yourself at will. You can also cast *blur* once, regaining the ability to do so when you finish a long rest.

Knower of Lost Knowledge. The spellwurm can feed foul knowledge of arcane magics into your mind. You have a +5 bonus to Intelligence (Arcana) checks.

Sentience. The *spellwurm* is a sentient lawful evil wondrous item with an Intelligence of 5, a Wisdom of 8, and a Charisma of 16. It has hearing and blindsight to a range of 60 feet but is blind beyond this radius. It can understand Deep Speech and can communicate telepathically with any creature that touches it.

Personality. These worm-like symbionts were granted upon the most intelligent of a daelkyr's minions, usually grafted on to the bodies of mind flayers or beholders. A *spellwurm* is innately mysterious, obnoxiously so, and

exists only to hoard as much knowledge to itself as it can. It coaxes its host to seek out arcane knowledge unknown to most, killing others who know it if possible.

STORMSTALK

Wondrous item, rare (requires attunement)

A *stormstalk* appears, at first, to be a snake. Closer inspection that the symbiont's only bodily feature is a milky-white eye. Its body occasionally courses with static electricity. It has the following properties.

Parasitic Equipment. You can attach the symbiont to yourself by attuning to it, attaching it to your head. When you attune to it, your current and maximum hit points are reduced by 10, to a minimum of 1. This reduction to your maximum hit points cannot be restored in any way while you are attuned to this symbiont. You can spend 1 minute to detach the symbiont, ending your attunement to it.

Eye Ray. As an action, you can fire a ray from the *stormstalk* at a creature you can see within 30 feet of you. The creature must make a DC 16 Dexterity saving throw or take 6d8 lightning damage, or half as much damage on a successful save. On a failed save, the creature has disadvantage on Dexterity ability checks, attack rolls, and saving throws until the end of your next turn.

Extra Eye. You can see through the symbiont's eye as though it were your own, granting you darkvision out to a range of 60 feet if you do not already have it, as well as advantage on Wisdom (Perception) checks related to sight.

Sentience. The *stormstalk* is a sentient lawful evil wondrous item with an Intelligence of 5, a Wisdom of 8, and a Charisma of 10. It has darkvision out to a range of 60 feet. It can understand Deep Speech and can communicate telepathically with any creature that touches it.

Personality. The *stormstalk* carries with it a fraction of the ego of the beholder on which it was based. It thinks itself greater than any other lifeform, threatening to use its eye ray on any creature that does not bow to it. It is easily appeased with praise, especially from its host and its host's allies.

TENTACLE WHIP

Weapon (whip), rare (requires attunement)

This long rope of muscle ends in a sharp stinger. The symbiont has the following properties.

Parasitic Equipment. You can attach the symbiont to one of your hands by attuning to it. When you attune to it, your current and maximum hit points are reduced by 10, to a minimum of 1. This reduction to your maximum hit points cannot be restored in any way while you are attuned to this symbiont. While a *tentacle whip* is attached to your hand, you cannot use that hand for actions other than using the whip. You can spend 1 minute to detach



the symbiont, ending your attunement to it, and it cannot be removed from you in any other way.

Channel Energy. When you cast a spell with a range of touch, you can target a creature within 15 feet of you as you channel magical energy through this symbiont.

Symbiont Weapon. Your reach with this magic whip is 15 feet, instead of 10 feet. A creature hit by this whip must make a DC 13 Constitution saving throw or take 1d6 poison damage and be poisoned until the end of its next turn. A poisoned creature has its speed halved.

Sentience. The *tentacle whip* is a sentient lawful evil weapon with an Intelligence of 6, a Wisdom of 8, and a Charisma of 10. It has hearing and blindsight to a range of 60 feet but is blind beyond this radius. The whip can understand Deep Speech and can communicate telepathically with any creature that touches it.

Personality. The whip's voice is ecstatic, especially when violence is involved. Its only desire is to channel the destructive magical energy of its host.

THROWING SCARAB

Wondrous item, uncommon (requires attunement)

This glittering beetle appears to be some sort of jewelry at first glance. Then it begins to move and chitter. This symbiont has the following properties.

Parasitic Equipment. You can attach the symbiont to yourself by attuning to it, attaching it to one of your forearms. When you attune to it, your current and maximum hit points are reduced by 5, to a minimum of 1. This reduction to your maximum hit points cannot be restored in any way while you are attuned to this symbiont. You can spend 1 minute to detach the symbiont, ending your attunement to it.

Crystal Shards. You can attack with the *throwing scarab*, generating and throwing a shard of crystal as part of an attack. This crystal is treated as a magic dart that deals an extra 1d6 acid damage on a hit. Hit or miss, a crystal shard dissolves harmlessly at the start of your next turn.

Sentience. The *throwing scarab* is a sentient lawful evil wondrous item with an Intelligence of 5, a Wisdom of 12, and a Charisma of 6. It has darkvision out to a range of 60 feet. It can understand Deep Speech and can communicate telepathically with any creature that touches it.

Personality. *Throwing scarabs* were bred for war and desire to be wielded. It seeks out creatures that will do evil and encourage good hosts to kill and maim. So long as it is used in battle, it thinks little about its host's intentions.

TONGUEWORM

Wondrous item, rare (requires attunement)

A *tongueworm* appears like a small, pink snake formed of raw muscle. The symbiont has the following properties.

Parasitic Equipment. You can attach the symbiont to yourself by attuning to it, swallowing it and laying it over your own tongue. The attached *tongueworm* does not obstruct your ability to eat, drink, breathe, or speak. When you attune to it, your current and maximum hit points are reduced by 10, to a minimum of 1. This reduction to your maximum hit points cannot be restored in any way while you are attuned to this symbiont. You can spend 1 minute to detach the symbiont, ending your attunement to it.

Poison Sting. You can attack with the *tongueworm*, making a melee weapon attack you are proficient with. On a hit, the target takes piercing damage equal to 1 + your Strength modifier. You can choose to use your Dexterity for the attack and damage rolls with the *tongueworm*.

On a hit, the target creature must make a DC 10 Constitution saving throw. On a failed save, the target is poisoned for 1 minute. A poisoned creature is also paralyzed and can repeat this saving throw at the end of each of its turns, ending the poison on a success.

Poison Immunity. While attuned to the *tongueworm*, you are immune to poison damage and the poisoned condition.

Sentience. The *tongueworm* is a sentient lawful evil wondrous item with an Intelligence of 5, a Wisdom of 8, and a Charisma of 10. It has hearing and blindsight to a range of 60 feet but is blind beyond this radius. The armor can understand Deep Speech and can communicate telepathically with any creature that touches it.

Personality. The *tongueworm* speaks in your voice. It attempts to speak in the same style and cadence as its host. It enjoys injecting poison above all else.

WINTER CYST

Wondrous item, rare (requires attunement)

This slug-like creature has a single, milky-white eye and few other identifying features. This symbiont has the following properties.

Parasitic Equipment. You can attach the symbiont to yourself by attuning to it, attaching it to your head. When you attune to it, your current and maximum hit points are reduced by 10, to a minimum of 1. This reduction to your maximum hit points cannot be restored in any way while you are attuned to this symbiont. You can spend 1 minute to detach the symbiont, ending your attunement to it.

Eye Ray. As an action, you can fire a ray from the *winter cyst* at a creature you can see within 30 feet of you. The creature must make a DC 16 Constitution saving

throw or take 6d10 cold damage, or half as much damage on a successful save. On a failed save, the creature has disadvantage on Strength ability checks, attack rolls, and saving throws until the end of your next turn.

Extra Eye. You can see through the eye as though it were your own, granting you darkvision out to a range of 60 feet if you do not already have it, as well as advantage on Wisdom (Perception) checks related to sight.

Sentience. The *winter cyst* is a sentient lawful evil wondrous item with an Intelligence of 5, a Wisdom of 8, and a Charisma of 10. It has darkvision out to a range of 60 feet. It can understand Deep Speech and can communicate telepathically with any creature that touches it.

Personality. The *winter cyst* desires an end to all life. It blasts its eye ray whenever possible, trying to turn living creatures into solid ice. When attached to a host, its motivations change somewhat, as it makes its host's enemies its own.

STAR SPAWN OF XORIAT

The daelkyr took it upon themselves to sculpt the flesh of many of Eberron's creatures. Human, animal, innocent or guilty, it made no difference to the Lords of Madness. The monsters they created are star spawn in their own right, as are the creatures that came with them from Xoriat.

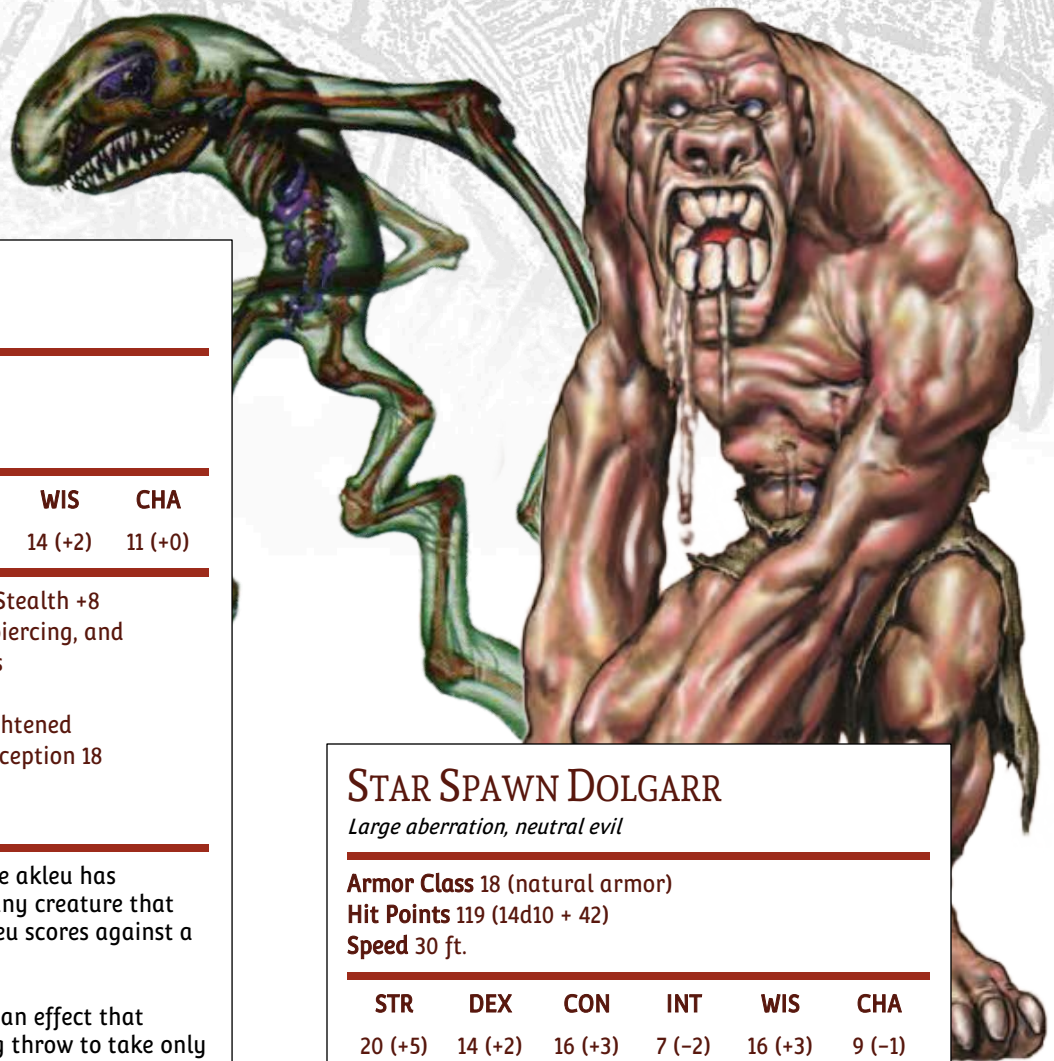
STAR SPAWN AKLEU

When the daelkyr came to Eberron, they brought with them a number of terrible creatures from the Realm of Madness. Akleu are pack hunters native to their plane, strange creatures with transparent, amorphous skin. They live only to satisfy their twisted desires, often serving as torturers and assassins. Though most no longer serve the daelkyr, they can be found in jungles and caves throughout Khorvaire, awaiting unaware prey.

STAR SPAWN DOLGARR

When the daelkyr invaded Khorvaire, they immediately took to creating new and dangerous creatures to fight for them. Many of them were "bred" from goblinoid stock. Goblins, hobgoblins, and bugbears were subjected to terrible magics that mutated them, killing most of them, but ultimately creating killing machines worthy of the daelkyr's armies.

Dolgarr were created from bugbears. Their heads were expanded. Their skin was turned inside-out. Their teeth were enlarged until they barely fit in their mouths. What was left was a creature eternally in pain, wishing only to destroy everything in its reach.



STAR SPAWN AKLEU

Medium aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	16 (+3)	13 (+1)	14 (+2)	11 (+0)

Skills Acrobatics +8, Perception +8, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Deep Speech

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the akleu has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the akleu scores against a surprised creature is a critical hit.

Evasion. If the akleu is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the akleu instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. The akleu deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the akleu that isn't incapacitated and the akleu doesn't have disadvantage on the attack roll.

Translucent. The akleu is invisible to any creature more than 5 feet away from it.

ACTIONS

Multiattack. The akleu makes three attacks: two with its claws and one with its bite.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target is poisoned until the end of the akleu's next turn. A creature poisoned in this way has its speed reduced to 0.

STAR SPAWN DOLGARR

Large aberration, neutral evil

Armor Class 18 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft.

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

Saving Throws Str +8, Con +6

Skills Athletics +8, Intimidation +5

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Deep Speech, Goblin

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The dolgarr attacks twice with its meaty fists. If it hits the same creature with both fists, the dolgarr gains 10 temporary hit points as it relishes in the pain it causes.

Meaty Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

REACTIONS

Foe-Hurler (Recharge 4-6). When the dolgarr hits a creature with its meaty fist, it can use its reaction to push the creature back 15 feet and knock it prone. If the creature would be pushed into another creature, the pushed creature stops, and the other creature must make a DC 15 Dexterity saving throw or take 16 (2d10 + 5) bludgeoning damage and also be knocked prone.

STAR SPAWN DOLGAUNT

From hobgoblins, the daelkyr crafted the deadly dolgaunt. These star spawn have no eyes, simply empty sockets, and their skin is a disgusting pink. Tendrils writhe from their backs, with two large tentacles sprouting from their shoulder blades. They thirst for the life that their people once had, and these two tentacles allow them to suck the life energy from their foes.

Like their forbearers, the dolgaunts are skilled in martial tradition. Their sense of the world around them allows them to react quickly to blows and magic that might incinerate them, as their tentacles and mangled arms unleash flurries of deadly blows upon their enemies. Dolgaunts often lead other, lesser star spawn, including grues, dolgrims, and dolgarr, though they usually bend to some stronger, more powerful aberration themselves.



STAR SPAWN DOLGAUNT

Medium aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 88 (16d8 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	12 (+1)	13 (+1)	15 (+2)	11 (+0)

Saving Throws Dex +6

Skills Perception +5, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15

Languages Common, Deep Speech, Goblin

Challenge 6 (2,300 XP)

Evasion. If the dolgaunt is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the dolgaunt instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Magic Weapons. The dolgaunt's weapon attacks are magical.

ACTIONS

Multiattack. The dolgaunt makes two tentacle attacks and two unarmed strikes.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 10 (2d6 + 3) necrotic damage, and the creature is grappled (escape DC 14). The dolgaunt can grapple two creatures in this way at once. The target must then succeed on a DC 14 Constitution saving throw. On a failed save, the dolgaunt regains hit points equal to the damage dealt and the target's hit point maximum is reduced by the same amount. This reduction lasts until the target finishes a long rest.

Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage. If the target is a creature, the dolgaunt monk can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (dolgaunt's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the dolgaunt monk's next turn.

REACTIONS

Reactive Lash. When a creature enters the dolgaunt's reach, it can use its reaction to make a tentacle attack against it.

STAR SPAWN DOLGHAST

No project is without its failures. Early on in the Daelkyr War, the soldiers captured on the battlefield by mind flayers and beholders were subjected to terrible experiments. The daelkyr found that the humanoids of Eberron were far more fragile than the creatures they carelessly fleshwarped in their home plane. Many drew upon the necromantic magic of Mabar to keep them alive, producing dolghasts, creatures caught between life and undeath.

STAR SPAWN DOLGHAST

Medium aberration, lawful evil

Armor Class 14 (natural armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	13 (+1)	6 (-2)	11 (+0)	14 (+2)

Skills Survival +2

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Deep Speech

Challenge 4 (1,100 XP)

Regeneration. The dolghast regains 5 hit points at the start of its turn if it has at least 1 hit point.

Stench. Any creature that starts its turn within 10 feet of the dolghast must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. A creature can repeat this saving throw at the end of each of its turns to end the effect early. On a successful saving throw, the creature is immune to the dolghast's stench for 24 hours.

ACTIONS

Multiattack. The dolghast makes three attacks: two with its claws and one with its bite. If the same target is hit with both claws, the target takes 10 (3d6) necrotic damage, and its maximum hit points are reduced by the same amount. This reduction lasts until the creature finishes a long rest.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage.

Curiously, modern dolghast are almost entirely human in their base, split down the middle between rotting flesh and a raving, insane man or woman. There is little record of that time in history on Sarlona, so many scholars posit that the daelkyr either invaded Sarlona alongside Khorvaire or dolghasts are much more recent creations than they have been led to believe.

STAR SPAWN DOLGRIM

It is not only hobgoblins and bugbears that were subjected to the foul machinations of the daelkyr's "art." The dolgrim are terrifying creatures, with two mouths and four arms. In truth, dolgrim are the result of some form of biological fusion, smashing two goblins together into one being. Theirs is a mad and angry existence, unable to reconcile the existence of two minds within their distended heads.

STAR SPAWN DOLGRUE

Though terrible, the dolgarr's transformation from a bugbear pales in comparison to that felt by the dolgrue. Born of the same stock, the dolgrue were subjected to the daelkyr's flesh-rending magic many more times, until any resemblance to their old kind was gone.





STAR SPAWN DOLGRIM

Medium aberration, chaotic evil

Armor Class 14 (leather, shield)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	8 (-1)	9 (-1)	6 (-2)

Saving Throws Wis +1

Skills Athletics +4, Perception +1, Stealth +3

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Goblin

Challenge 1 (200 XP)

ACTIONS

Multiattack. The dolgrim makes three melee weapon attacks and fires its crossbow.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target must make a DC 12 Strength saving throw or be knocked prone.

REACTIONS

Dual Being (Recharge 6). When another creature ends its turn, the dolgrim can use its reaction to take an extra turn. It immediately regains its reaction and can move, use an action, and take a possible bonus action as normal. The dolgrim does not roll a d6 to recharge its Dual Being at the beginning of this extra turn.

Dolgrue stand tall, just as the dolgarr, but that is where the similarities end. A dolgrue balances on a long tail and three spindly, extended toes. Its hands end in chitinous claws, from which few creatures can escape. Their head no longer resembles that of a humanoid, with extra eyes and a gaping mouth filled with jagged, misshapen teeth.

Dolgarr existence in continuous agony, a side-effect of all the changes they were subjected to. They find solace only in the suffering of others and seek to torture and destroy anything they can get their claws on.



STAR SPAWN DOLGRUE

Large aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Deep Speech, Goblin

Challenge 4 (1,100 XP)

Feast on Fear. The dolgrue has advantage on attack rolls against creatures that are frightened.

ACTIONS

Multiattack. The dolgrue makes two claw attacks. If it hits the same creature with both attacks, the creature takes 10 (3d6) necrotic damage and must make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened until the end of the dolgrue's next turn.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14).

STAR SPAWN KYRA

Native to Xoriat, the kyras are far lesser beings than the daelkyr. Appearing as a massive brain with three sets of wings and a writhing, grasping brain stem, the kyra seek to consume any who do not pledge fealty to them and shower them in gifts, including the daelkyr. Being higher creatures of Xoriat itself, their very presence distorts reality and harms the mortal mind, and while not particularly strong on their own, they are often surrounded by other star spawn, whose distractions allow them to pick off heroes one by one. Woe to any creature that dies at a kyra's "hand," as they are absorbed into the star spawn's body, their knowledge and soul feeding the endless of madness of the flying brain.



STAR SPAWN KYRA

Huge aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	21 (+5)	19 (+4)	16 (+3)	21 (+5)

Saving Throws Int +8, Wis +7

Skills Arcana +8, Deception +9, Insight +7, Perception +7, Persuasion +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, psychic

Condition Immunities blinded, charmed, frightened

Senses blindsight 300 ft. (blind beyond this radius), passive Perception 17

Languages telepathy 100 ft.

Challenge 11 (7,200 XP)

Flyby. The kyra doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The star spawn kyra has advantage on saving throws against spells and other magical effects.

Vulnerability to Sunlight. The kyra takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The kyra attacks with its tentacle and then uses its Confounding Presence.

Confounding Presence. Each creature of the kyra's choice that is within 30 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or take 18 (4d8) psychic damage and be subjected to the effects of a *confusion* spell until the end of the kyra's next turn. On a successful save, a creature takes half as much damage and is not confused.

Tentacle. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. **Hit:** 25 (4d8 + 7) psychic damage, and the target is grappled if it is a Large or smaller creature. A creature that starts its turn grappled in this way takes 13 (3d8) psychic damage.

REACTIONS

Absorb. The kyra can use its reaction to absorb the body and soul of a creature it reduces to 0 hit points with its tentacle. The creature's body and soul are destroyed and cannot be restored except through the effects of a *true resurrection* or *wish* spell. When it absorbs a creature, the kyra regains 50 hit points and has advantage on all attack rolls, ability checks, and saving throws until the end of its next turn.

STAR SPAWN OPABINIA

There are creatures so small one cannot see them. They are on your skin, on your clothing, on your food, and in the water you drink. They are mostly harmless. The daelkyr took pity on some of these creatures and mutated them, enlarging them until they could fight back against the creatures that constantly stepped on them, wiped them off, and swallowed them.

With the war over, though, the opabinia have become little more than wildlife in marshes and oceans. Resembling a crustacean, they are preyed on like any common animal, and few realize their origins. Among star spawn, the opabinia are the least aggressive and malicious, and the least likely to attack one on sight. Even madness must have periods of calm.

STAR SPAWN OPABINIA

Medium aberration, unaligned

Armor Class 14 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+2)	15 (+2)	14 (+2)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Amphibious. The opabinia can breathe air and water.

Grappler. The opabinia has advantage on attack rolls against any creature grappled by it.

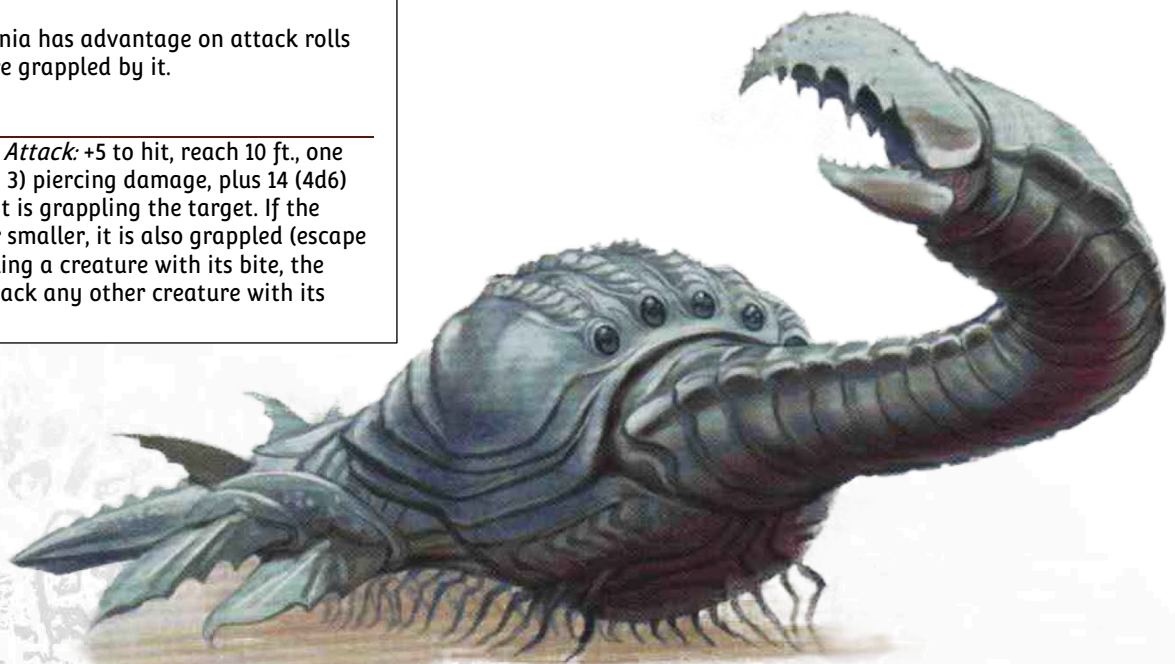
ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, plus 14 (4d6) piercing damage if it is grappling the target. If the target is Medium or smaller, it is also grappled (escape DC 13). While grappling a creature with its bite, the opabinia cannot attack any other creature with its bite.

STAR SPAWN XENOSTELID

Eberron naturally has many species of massive insect. While terrifying to most commonfolk, to the daelkyr these creatures were interesting, even cute. Early on in their siege of Khorvaire, the daelkyr killed countless thousands of these large insects until their fleshwarping produced a beast stable enough to survive on its own. The result is the xenostelid: a 30-foot-tall nightmare, devilishly smart, monstrously strong, and absolutely devoted to the daelkyr even hundreds of generations later.

The xenostelids worship daelkyr as gods, but most have been thrown to the wind, surviving within Khyber's depths. They collect hordes of shiny objects, most of which they are unable to use, but of such worth that a foolhardy hero might meet their end seeking it out. They answer to few outside of their mad lords; even beholders and mind flayers have trouble exerting their will of these chitin-covered monsters, as their minds are alien even in comparison to that of other aberrations.





STAR SPAWN XENOSTELID

Huge aberration, chaotic evil

Armor Class 22 (natural armor)

Hit Points 287 (23d12 + 138)

Speed 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	10 (+0)	17 (+3)	14 (+2)

Saving Throws Dex +7, Wis +9

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Deep Speech

Challenge 17 (18,000 XP)

Siege Monster. The xenostelid deals double damage to objects and structures.

Spider Climb. The xenostelid can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The xenostelid ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The xenostelid makes four attacks with its claws and one attack with its bite. In place of its claws, the xenostelid can use its Otherworldly Screech if available, and in place of its bite, the xenostelid can use its web if available.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage, and the target must make a DC 19 Constitution saving throw or take 28 (6d8) poison damage and be poisoned for 1 minute. On a successful save, a creature takes half as much poison damage and is not poisoned.

A poisoned creature has disadvantage on Strength, Dexterity, and Constitution saving throws, and it can repeat this save the saving throw at the end of its turn, ending the poison on a success. If this poison reduces a creature to 0 hit points, it is stable but is poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage. If the target is Large or smaller, it is also grappled (escape DC 19). The xenostelid has four claws, each of which can grapple one creature at a time.

Otherworldly Screech (Recharge 6). Each creature that is not a star spawn within 60 feet of the xenostelid must make a DC 19 Constitution saving throw or take 35 (10d6) thunder damage, or half as much on a successful save. Nonmagical objects in the area that are not being worn or carried also take this damage.

Web (Recharge 4–6). The xenostelid fires webbing at a point within 30 feet of it. Webbing fills the space within 5 feet of that point. Any creatures in the area when the webbing appears or that enters this area for the first time on its turn must make a DC 17 Dexterity saving throw or be restrained by webbing. As an action, a restrained target can make a DC 19 Strength check, bursting the webbing on a success. This 10-foot-radius area of webbing can also be attacked and destroyed (AC 17; HP 30; vulnerability to fire damage; immunity to bludgeoning, poison, psychic, and thunder damage).

STAR SPAWN XORBEAST

The daelkylr are powerful creatures, but their alien egos are such that they have little patience for acquiring subjects on their own. To this end, they created the xorbearsts, repulsive creatures that exude slime and exist only to trap creatures for the daelkylrs' mad experiments. It is unclear from what creature a xorbearst could possibly have been made from. So awful are these creatures that even daelkylr look upon them with disgust. Do not let their appearance lower your guard, lest you end up a test subject for some new, terrible spawn of the daelkylr.



STAR SPAWN XORBEAST

Large aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	3 (–4)	14 (+2)	9 (–1)

Saving Throws Con +8

Skills Stealth +6

Damage Resistances cold, fire

Damage Immunities acid, psychic, thunder

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 12

Languages Understands Deep Speech but cannot speak

Challenge 7 (2,900 XP)

Spider Climb. The xorbearst can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The xorbearst uses its Disgusting Presence. It then can make two slam attacks or use its Engulf.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage, plus 14 (4d6) acid damage.

Disgusting Presence. Each creature of the xorbearst's choice that is within 60 feet of the xorbearst and aware of it must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the xorbearst's Disgusting Presence for the next 24 hours.

Engulf. The xorbearst moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the xorbearst enters a creature's space, the creature must make a DC 15 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the xorbearst. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the xorbearst enters the creature's space, and the creature takes 14 (4d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 28 (8d6) acid damage at the start of each of the xorbearst's turns. When the xorbearst moves, the engulfed creature moves with it.

If a creature engulfed by the xorbearst has 0 hit points, it is immediately stabilized and put into temporal stasis. While the creature is engulfed and in stasis, it is paralyzed, immune to acid damage, does not age, and does not have to breathe, drink, or eat. When a creature is removed from the xorbearst, this stasis ends.

An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the xorbearst.