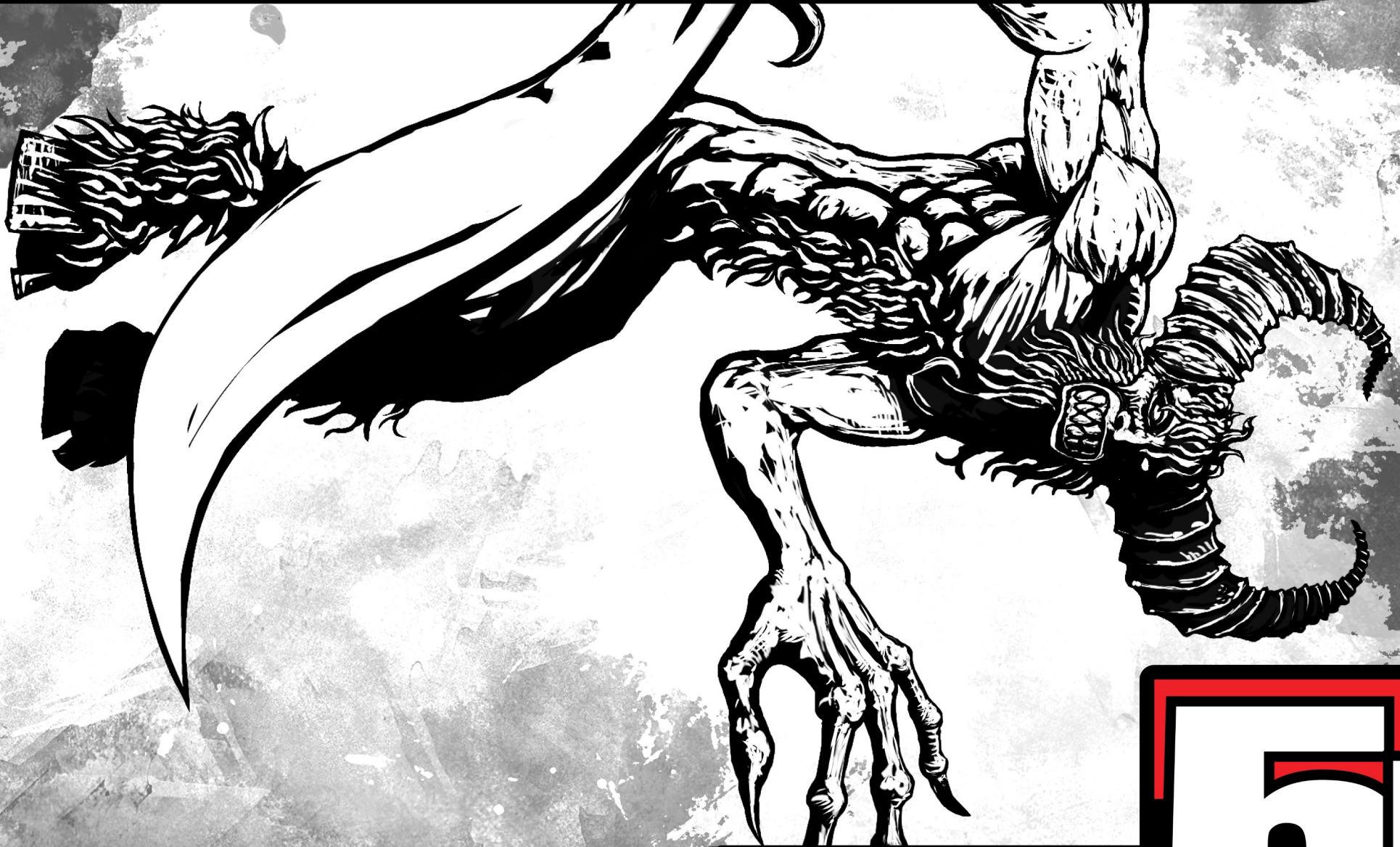


CREATURE FEATURE QUARTERLY



VOLUME 3



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ABYSSAL SAVANT

Large aberration, chaotic evil

ARMOR CLASS 14 (natural)

HIT POINTS 123 (13d10+52)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHR
16 (+3)	14 (+2)	18 (+4)	18 (+4)	14 (+2)	10 (+0)

SKILLS: History +6, Insight +4, Perception +4, Religion +6

SENSES: truesight 90 ft., passive Perception 14

LANGUAGES: Abyssal, Common, telepathy 120 ft.

CHALLENGE: 4 (1,100 XP)

INNATE SPELLCASTING: The Abyssal Savant's spellcasting ability is Intelligence (spell save DC 14). The Abyssal Savant can innately cast the following spells, requiring no material components:

* **AT WILL:** detect thoughts, invisibility, legend lore, misty step

* **3/DAY EACH:** charm person, magic circle, mass suggestion

* **1/DAY EACH:** demiplane, geas, plane shift

ACTIONS

MULTIATTACK. The Abyssal Savant makes three tentacle attacks and one bite attack.

BITE. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) piercing damage and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

PSIONIC BLAST (RECHARGE 5 OR 6). The Abyssal Savant targets one creature within 120 ft. and blasts its mind with psychic force attempting to shatter its intellect and personality. The target takes 18 (4d6+4) psychic damage and must succeed on a DC 14 Intelligence saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TENTACLE. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (d8+3) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DESCRIPTION:

A large, but stooped and twisted horrific abomination of basic humanoid shape. The thing is an unwholesome shade of grayish-green with purple spots and three rheumy eyes. It stands roughly twice the size of a man. Its fingers are long, gnarled talons gripping a bizarre staff capped with an alien sigil containing several animate eyes within a strange metal. The thing's hideous face is framed by long writhing tentacles that it likely uses to feed its gaping fang-filled maw. The creature seems to lack a nose or ears. Its feet are semi-hooved and its legs are bestial.

As it turns to face you, you hear a ringing in your ears followed immediately by a migraine headache the likes of such intensity you would never have believed possible. Within the space of heartbeat the ringing in your ears has become a bassy, throbbing warble barely contained by your skull. You can feel blood beginning to trickle from your eyes, ears, nose and mouth.

LORE:

It is not known how, when or where Abyssal Savants first originated. But, they seem to be ageless beings from beyond the Material Plane. They undoubtedly possess several features uncommon to natural beings from this plane, such as a tentacled face and third eye. Despite their monstrous appearance, they are highly intelligent. Unfortunately for common folk, they are ruthless and lack any conception of empathy or compassion.

These beings are powerful psionics. They can read and transmit thoughts at will. They can also turn invisible, utilize psychometry and teleport short distances at will as well. In addition to their impressive assortment of psionic abilities they also have mastered a bit of sorcerous power. But, beyond all of these skills however, their most potent ability is a sort of psionic blast which renders its victims temporarily imbecilic.

Abyssal Savants seem to be eternal students. They collect information in the form of tomes, and artifacts which they hoard in pocket dimensions for later study. Some believe they are searching for a secret lost to their race. Others believe they are preparing for a war with the Githyanki, Illithid or Kuo-toa. Still other sages suggest that they are simply fiends from the Far Realm here to work some foulness or other.

ECOLOGY:

Very little is known about the ecology of Abyssal Savants. It is rare to see more than one at a time, but not unheard of. There has been no recorded evidence or even observation of their reproductive cycle. Nevertheless, their general preference for solitude and alien biology leads many to believe they reproduce asexually. In fact, there has never even been evidence of any offspring at all.

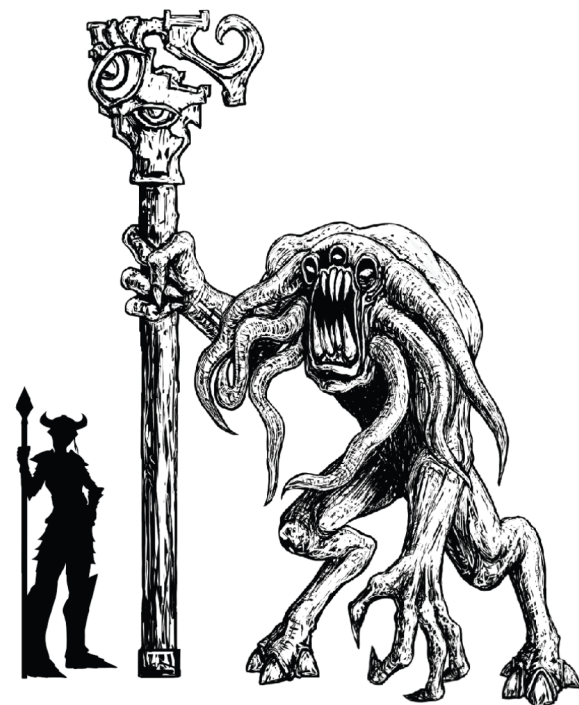
They seem to be wholly carnivorous. In fact, their tentacles serve a sort of hunting function and are capable of paralyzing prey shortly before stuffing the morsel into the Abyssal Savant's horrific, rancid maw.

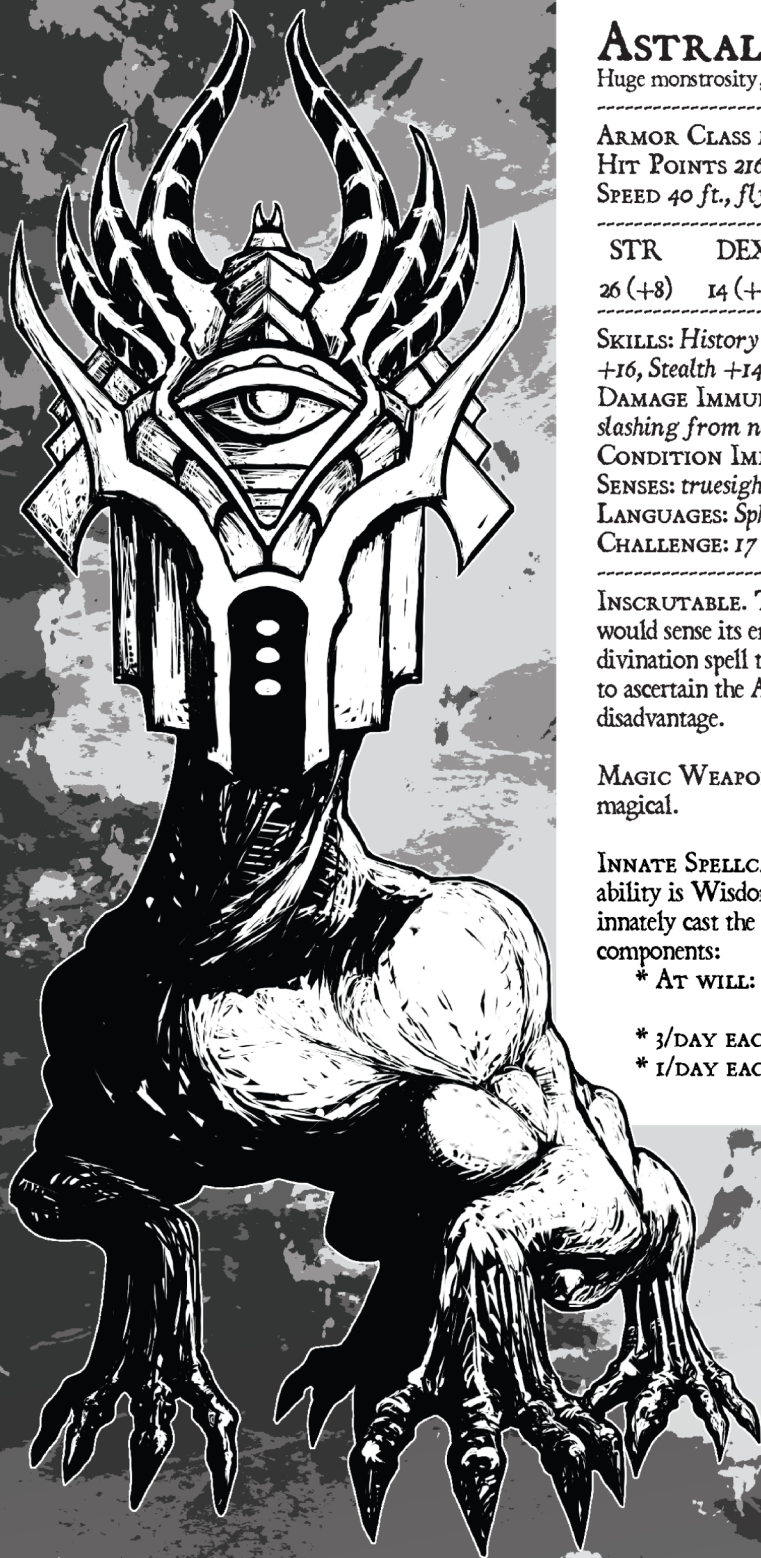
ADVENTURE SEEDS:

1.) An ancient library has been attacked from within by one of these creatures. It appears and disappears at a whim. It seems to be searching for a book. Unfortunately it is destroying many valuable tomes in the process. The chief librarian is a middling Wizard at best and no match for the creature.

2.) The party is exploring a ruined abbey at the edge of the kingdom. While searching the bishop's chamber, they are interrupted by an Abyssal Savant. The creature will attack them immediately. If unsure of its victory, it will flee. But it will return to attack the party throughout their quest. Apparently it is searching for something they possess.

SIZE COMPARISON





ASTRAL SPHINX

Huge monstrosity, lawful neutral

ARMOR CLASS 18 (natural)

HIT POINTS 216 (16d12+112)

SPEED 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHR
26 (+8)	14 (+2)	24 (+7)	18 (+4)	22 (+6)	18 (+4)

SKILLS: History +16, Insight +18, Perception +18, Religion +16, Stealth +14

DAMAGE IMMUNITIES: psychic; bludgeoning, piercing, and slashing from nonmagical attacks

CONDITION IMMUNITIES charmed, frightened

SENSES: truesight 120 ft., passive Perception 28

LANGUAGES: Sphinx, telepathy 120 ft.

CHALLENGE: 17 (18,000 XP)

INSCRUTABLE. The Astral Sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the Astral Sphinx's intentions or sincerity have disadvantage.

MAGIC WEAPONS. The Astral Sphinx's weapon attacks are magical.

INNATE SPELLCASTING: The Astral Sphinx's spellcasting ability is Wisdom (spell save DC 20). The Astral Sphinx can innately cast the following spells, requiring no material components:

- * AT WILL: *demiplane*, *detect thoughts*, *dimension door*, *invisibility*, *magic circle*
- * 3/DAY EACH: *blade barrier*, *gate*, *mass suggestion*
- * 1/DAY EACH: *geas*, *maze*, *plane shift*

ACTIONS

MULTIATTACK. The sphinx makes two claw attacks.

CLAW. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10+8) slashing damage

PSIONIC BLAST. The Astral Sphinx targets one creature within 120 ft. and blasts its mind with psychic force attempting to shatter its intellect and personality. The target takes 20 (4d6+6) psychic damage and must succeed on a DC 18 Intelligence saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The Astral Sphinx 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 Astral Sphinx regains spent legendary actions at the start of its turn.

PSYCHIC DRAIN (COSTS 2 ACTIONS). One creature within 120 ft. must succeed on a DC 18 Intelligence saving throw or take 20 (4d6+6) psychic damage, and the Astral Sphinx regains hit points equal to the damage the creature takes.

PSIONIC BLAST (COSTS 2 ACTIONS). The Astral Sphinx makes an additional Psionic Blast attack.

CAST A SPELL. The Astral Sphinx casts a spell from its spell list.

DESCRIPTION:

A towering four-legged creature wearing an immense, ornate golden crown. From foot to the top of its weird crown, the thing stands easily twenty-five feet. In the shadowed depths under the ornate crown is a vertical row of glowing eyes. They blink sequentially, so that two are always open. The thing's flesh is grayish-blue and looks tough. It is hardened at the ends of the creature's digits and lends them a claw-like aspect. The being stands on all fours and bears a mix of humanoid and feline aspects. Perhaps it could stand as a biped if it chose to.

It does not seem hostile. When it speaks, the words are very alien. The tones and syllables are peculiar sliding things that evoke enigmatic ponderings, even in those that cannot comprehend their meaning. As its voice reaches your ears, you hear a second voice in your mind. It speaks in a cerebral, dispassionate voice. It will not attack unless you attack first. It is very curious and might barter knowledge for knowledge.

LORE:

Astral Sphinxes are assumed to be cousins of Sphinxes on the Material Plane that have evolved to exist on the Astral Plane, but this has never been confirmed. Although they seem to prefer the Astral Plane, they are encountered throughout the Multiverse.

Astral Sphinxes are extremely potent mystical beings. They are powerful psionics that can read thoughts and influence or possess lesser minds. If threatened with danger, they will employ a psionic blast which directly assaults the mind, harming and stupefying for a time. Then they will turn invisible and flee the reach of any aggression.

Ever watching and eternally curious, their three inscrutable eyes penetrate any illusion or darkness. They prefer to study any potential enemy and avoid killing if possible. If conflict is necessary, they are fit to the task. Their talons and psionic powers are formidable, especially when combined with the extreme mobility afforded them by flight and teleportation.

These beings, although peaceful, are infamous for abduction and manipulation. There are stories of victims being taken to rooms without doors or windows where they and the creature sat for untold stretches of time. The Astral Sphinx would play games of chance with them, challenge them with riddles or simply probe their minds in the eerie silence. Some tales tell of groups taken to an otherworldly maze where the creature watched over them and observed their actions. Still others describe being taken to fantastic locations throughout the Multiverse and given a psychic command to complete a quest.

ECOLOGY:

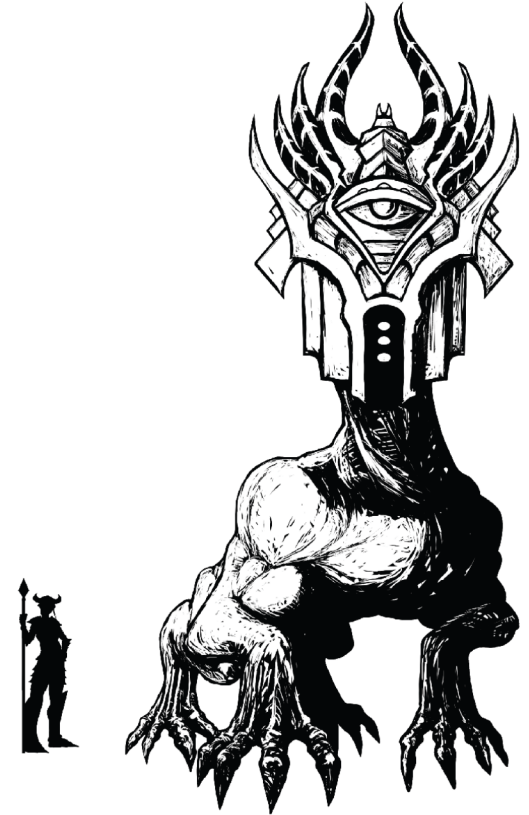
Astral Sphinxes are spiritual beings. They do not eat, drink or sleep. Many sages suggest that, considering the ease at which they travel betwixt the planes, they likely retire to a secret lair somewhere in the Multiverse to meditate from time to time.

ADVENTURE SEEDS:

1.) An unkempt man stumbles into a tavern. After a drink his tale of abduction by an Astral Sphinx spills out. He recounts hours or perhaps days of silence and the insufferable slow blink of the creature's eyes in the gloomy room. He seems a bit insane after the experience. He was however given a map of an ancient temple by the creature and told that it possesses fantastic treasures for those brave and clever enough to master its secrets.

2.) The party awakens in some alien fantastic place at the entrance to a labyrinth. Above them an Astral Sphinx hovers. It addresses them and instructs them to enter the maze. Before they enter, it gives each PC a level appropriate magic item of their choice. Upon completion of the maze, it will return them to their home.

SIZE COMPARISON





BARAQI

Large monstrosity, chaotic evil

ARMOR CLASS 16 (natural)

HIT POINTS 120 (16d10+32)

SPEED 50 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	18 (+4)	14 (+2)	14 (+2)	14 (+2)	8 (-1)

SKILLS: Perception +5, Stealth +7

DAMAGE IMMUNITIES: lightning, psychic

SENSES: truesight 120 ft., passive Perception 15

LANGUAGES: Common, Draconic, Primordial

CHALLENGE: 5 (1,800 XP)

QUICKNESS. The Baraqi can use its bonus action to dash, disengage or hide.

MAGIC RESISTANCE. The Baraqi has advantage on saving throws against spells and other magical effects.

SURPRISE ATTACK. If the Baraqi surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) lightning damage from the attack.

ACTIONS

MULTIATTACK. The Baraqi makes two scimitar attacks.

BITE. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) piercing damage and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

SCIMITAR. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 11 (2d6+4) slashing damage, and the target must succeed on a DC 15 Constitution saving throw or take an additional 7 (2d6) lightning damage.

LIGHTNING STRIKE (RECHARGE 5-6): The Baraqi hurls a magical lightning bolt at a point it can see within 300 feet of it. Each creature within 10 feet of that point must make a DC 15 Dexterity saving throw, taking 34 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

DESCRIPTION:

A tall, lithe serpentine creature roughly twice the height of a large human. Its head is devilish looking with a profuse number of horns, frills and jutting fangs. The creature's scaly hide is blue-white with a metallic sheen to it. Across the whole of thing's body small arcs of electricity dance, especially between the two razor keen scimitars it wields.

The creature will attack immediately. Despite its size it is extremely quick and slippery. It is capable of delivering deft lethal slices from its blades in melee one moment and sinuously writhing away to safety the next. Occasionally the electricity dancing across its body coalesces into a devastating blast of lightning.

LORE:

It is said that these strange beings are a form of elemental creature similar to the Djinni or Efreeti. But whereas the Djinni and Efreeti are respectively associated with the elemental forces of air and fire, the Baraqi are beings of lightning.

The Baraqi are slavers and schemers beyond mortal measure. If they are encountered on the Material Plane, they are likely summoned by powerful magic, about some mischief or here to procure slaves.

Although the Baraqi are fierce combatants, they will rarely fight to the death. Any they defeat, they would rather enslave than slay. If ever confronted with a significant threat, they will flee at the nearest opportunity.

Occasionally they will seek out alliances with powerful beings for a coordinated raid of some sort where immense ill gotten wealth might be obtained. It is wise to be wary if ever asked to ally with these creatures however, as they are indeed a treacherous breed.

The Baraqi speak Primordial, the root Elemental tongue. They also speak Draconic, which along with their reptilian mien has led to some speculation as to their origins.

ECOLOGY:

Little of certitude is known about the origins of the Baraqi. However, it is rumored they hail from a tumultuous confederation of demiplanes at the borders of the Elemental Planes of Air and Water. These demiplanes are said to be connected via labyrinthine networks of magical tunnels filled with all manner of traps and monsters. The lords of these demiplanes constantly scheme against each other and jockey for power from the secure confines of steely towers.

ADVENTURE SEEDS:

1.) A Baraqi has contacted the PCs via some magical means. It wants to recruit them for a raid upon a "caravan" of goods. The creature suggests that there will be significant wealth both mundane and magical.

2.) The party has been caught and enslaved by a Baraqi. They find themselves on auction somewhere in what might be Limbo. Amongst the other slaves in the same pen as the PCs are an odd assortment of planar beings. Welcome to the Multiverse.

3.) Whilst studying a spell to summon lightning, a PC spellcaster accidentally happens upon the exact odd amalgamation of syllables that constitutes the true name of a Baraqi. One of the beings instantly appears. It is rather irate. However, it reluctantly states that it must serve the PC in the completion of three tasks before it can return to its home.

4.) Through a strange planar alchemy, the PCs have entered a demiplane ruled by a Baraqi lord. All they know is they climbed a ladder and opened a hatch. Now they find themselves under a tempestuous sky strobed with lightning and they are in what appears to be a steel walled labyrinth. In the distance two immense steely towers soar skyward. The lightning seems to arc from them.

SIZE COMPARISON



CAT FROM SATURN

Large aberration, neutral evil

ARMOR CLASS 16 (natural)

HIT POINTS 68 (8d10+24)

SPEED 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	16 (+3)	16 (+3)	8 (-1)	14 (+2)	8 (-1)

SKILLS: Perception +6, Stealth +7

DAMAGE IMMUNITIES: cold, necrotic, poison

SENSES: truesight 120 ft., passive Perception 16

LANGUAGES: understands Abyssal, telepathy 120 ft.

CHALLENGE: 4 (1,100 XP)

POUNCE: If the Cat From Saturn moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Cat From Saturn can make one bite attack against it as a bonus action.

STANDING LEAP: The Cat From Saturn's long jump is up to 30 feet and its

high jump is up to 25 feet, with or without a running start.

INNATE SPELLCASTING: The Cat From Saturn's spellcasting ability is Wisdom (spell save DC 12). The Cat From Saturn can innately cast the following spells, requiring no material components:

* AT WILL: *blink*, *blur*, *misty step*

* 3/DAY EACH: *plane shift*

MAGIC RESISTANCE. The Cat From Saturn has advantage on saving throws against spells and other magical effects.

SPIDER CLIMB: The Cat From Saturn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

SURPRISE ATTACK. If the Cat From Saturn surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

MULTIATTACK. The Cat From Saturn makes three melee attacks, one with its bite and two with its claws.

BITE. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) piercing damage and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

CLAW. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) slashing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute.



DESCRIPTION:

A creature roughly the size of a large bear and possessing a definite feline aspect despite numerous gross deformations. Its six-limbed body scintillates opalescently throwing off all manner of eldritch hues and auras in complex arabesque patterns. The outline of the thing is often vague and indistinct within the preternatural glow it throws off. It seems to shift position unexpectedly as if it were a reflection in a pond and a stone had just been cast into it. The waves of light and color center upon the being's large, waspish eyes wherein the patterns of light and color are replicated with greater frequency and complexity. The thing's teeth are like savage sabers of gleaming bone easily the length of a man's forearm. Its bottom jaw is split down the middle in a manner somewhat akin to the mandibles of an insect. Moreover, from between its split jaw protrudes a long chitinous, serrated tongue dripping with some sort of strange ichor.

Although wholly monstrous in its appearance, the creature appears to be sapient and will not attack immediately. If spoken to, it may respond via telepathy. Their mental voices are also quite feline and will contain various hissing or purring qualities depending on their emotional state. They are somewhat simple beings though and chiefly concerned with grooming, hunting, lounging and play.

LORE:

It is said that these strange beings are another form of cat from a distant plane. And that they are able to traverse the Multiverse naturally at will. As such, they reach our plane from time to time. They usually do not involve themselves in the matters of civilized folk and are often encountered in strange landscapes such as subterranean labyrinths, blasted ruins and verdant jungles.

These creatures seem to have a strong hatred for all felines native to our plane. They will harass, intimidate and perhaps attack them on sight.

Cats From Saturn are extradimensional beings and physical laws affect them differently. First of all, light is warped in their immediate vicinity creating the glowing, scintillating aura that surrounds them. They also shift in and out of the Material plane intermittently because they have a sort of dual presence on the Ethereal plane (as if they have a foot in each plane at all times). This state of existence allows them to teleport within their line of sight and shift to other planes as well. Lastly, this peculiar state of existence grants them a sort of localized gravity, this allows them to climb at full speed regardless of the surface (even upside down).

The strange ichor that drips from their fearsome maws is quite poisonous and capable of inducing unconsciousness in some folk. The beasts claws are poisoned to, although it is not quite so potent (likely just the remnant spittle from grooming).

ECOLOGY:

Little is known about the homeworld of these creatures. It is assumed to be a very hostile and alien place to give rise to such beings. Especially when one considers they have evolved the ability to entirely leave it at will.

ADVENTURE SEEDS:

1.) A Cat From Saturn has targetted an NPC's personal menagerie of felines for an ongoing campaign of harassment. Some of the larger cats (including a prized Displacer Beast) have been slain already. The PCs have been contracted to sort out the problem.

2.) The party has caught the attention of a Cat From Saturn. It has been toying with them for quite some time. It will teleport into the middle of their campsite to frighten horses or gobble up provisions and then disappear. As the party journeys, they realize their supplies are running low due to the strange creature's antics.

SIZE COMPARISON



ELDRITCH GHOUL

Large undead, chaotic evil

ARMOR CLASS 15 (natural)

HIT POINTS 127 (15d10+45)

SPEED 50 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	16 (+3)	16 (+3)	12 (+1)	12 (+1)	18 (+4)

SKILLS: *Insight* +4, *Perception* +4, *Persuasion* +7, *Stealth* +5

DAMAGE IMMUNITIES: *cold, necrotic, poison*

CONDITION IMMUNITIES: *charmed, exhausted, paralyzed*

SENSES: *darkvision* 90 ft., *passive Perception* 14

LANGUAGES: *Common, telepathy* 120 ft.

CHALLENGE: 6 (2,300 XP)

MAGIC RESISTANCE. The Eldritch Ghoul has advantage on saving throws against spells and other magical effects.

ACTIONS

MULTIATTACK. The Eldritch Ghoul makes one bite attack and three claw attacks.

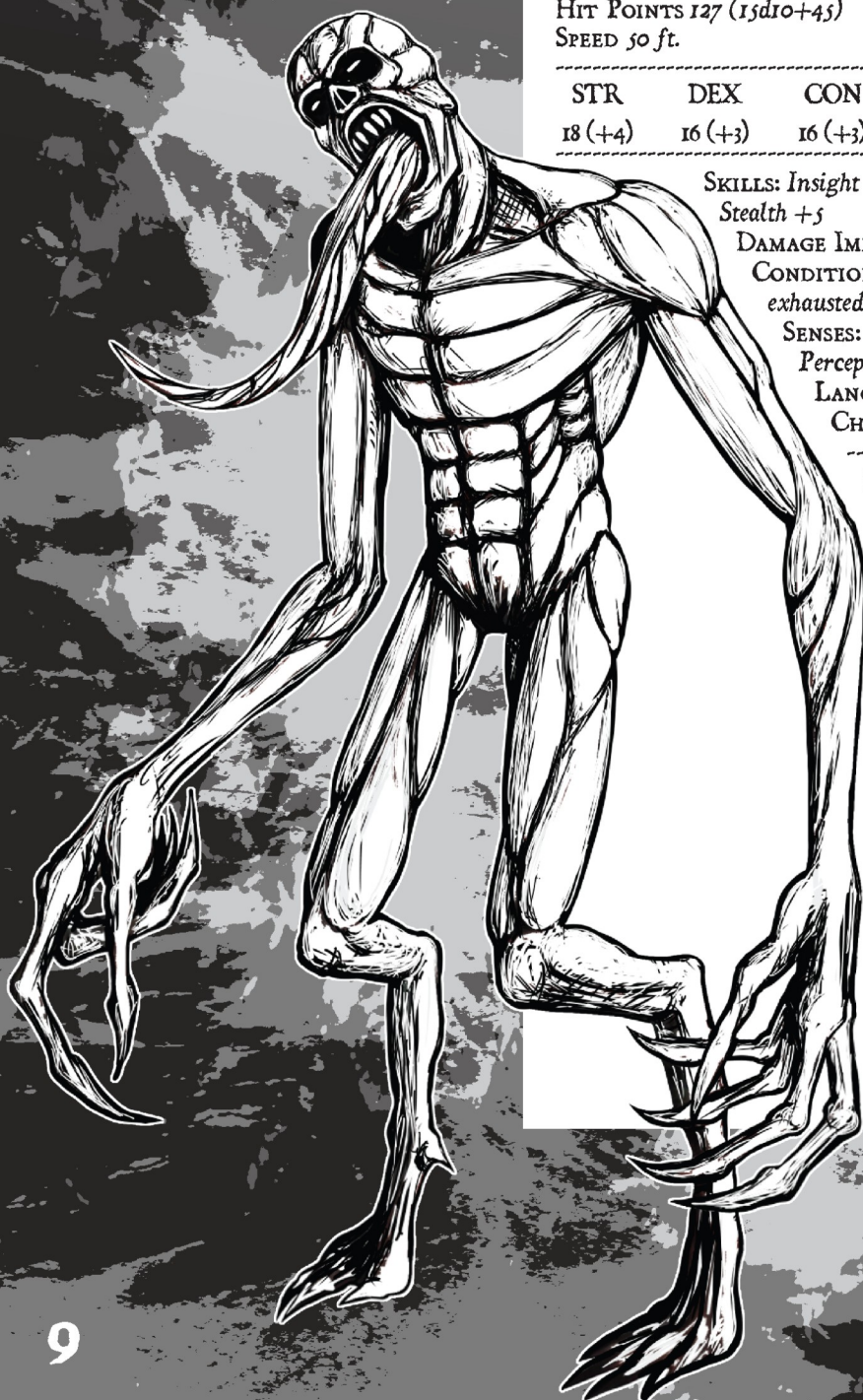
BITE. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) piercing damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

CLAW. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) slashing damage, and the target must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute.

GLAMOUR. The Eldritch Ghoul targets one humanoid or beast that it can see within 30 feet of itself. If the target can see the Eldritch Ghoul, it must succeed on a DC 15 Wisdom saving throw or be magically charmed. The charmed creature regards the Eldritch Ghoul as a trusted friend to be heeded and protected. Although the target isn't under the Eldritch Ghoul's control, it takes the Eldritch Ghoul's requests or actions in the most favorable way it can. Each time the Eldritch Ghoul or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the Eldritch Ghoul dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the Eldritch Ghoul's Glamour for the next 24 hours. The Eldritch Ghoul can have no more than one humanoid and up to three beasts charmed at a time.

ILLUSORY APPEARANCE. The Eldritch Ghoul covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another humanoid creature of Large or smaller size. The illusion ends if the Eldritch Ghoul makes a bite attack or takes a bonus action to end it or if it dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the Eldritch Ghoul could appear to have smooth skin, but someone touching it would feel its slimy, raw flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the Eldritch Ghoul is disguised. This ability only functions under the light of a full moon.

TELEPORT (RECHARGE 4–6). The Eldritch Ghoul magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the Eldritch Ghoul can make one attack.



DESCRIPTION:

A large, lanky, nightmarish and skinless abomination. It looks humanoid but its limbs are elongated out of proportion to its trunk, as if it could run equally well on all fours. The thing's eyes are milky white orbs in a raw face of twitching muscles. It wears a perpetual, carnivorous rictus grin punctuated by a prehensile, muscular glossus that reaches past its chest. Merely saying that the thing is hideous to look upon is an understatement.

It speaks directly into your mind and its mental voice is syrupy and soothing. As it steps out of the shadows and into the moonlight, you no longer see an undead horror, but rather a dapper young man of means and obvious aristocratic lineage with an affable grin. He greets you as an old friend. As he grips your shoulder in camaraderie a chill flows through your body, paralyzing you.

LORE:

It is not known how exactly Eldritch Ghouls came about. Some surmise they are the undead revenants of a debased royal line that bartered away their souls in exchange for eternal youth and earthly power. Not an entirely unheard of thing in this dark world, but this pact was wrought with powerful beings within the Unseelie Court and as such their undead state has a bit of the Fey to it.

These foul beings are frighteningly quick and strong despite their lanky frames. Their touch can cause paralysis similar to the typical Ghoul. Their bite is also envenomed and renders some folk unconscious. They are telepathic and capable of charming victims with a sort of darkling Fey glamour. They can also slip into the Ethereal plane for brief moments, allowing them to teleport short distances.

They can cast a powerful illusion over themselves under the light of a full moon. This illusion returns them to their original mortal appearance but

enhanced with the eldritch glamour of the Fey. For this reason, the vain fiends like to hold sumptuous open air banquets and balls under the full moon near crossroads where they might lure in unsuspecting travelers.

Any slain by an Eldritch Ghoul will return as zombies three days later under their killer's control.

ECOLOGY:

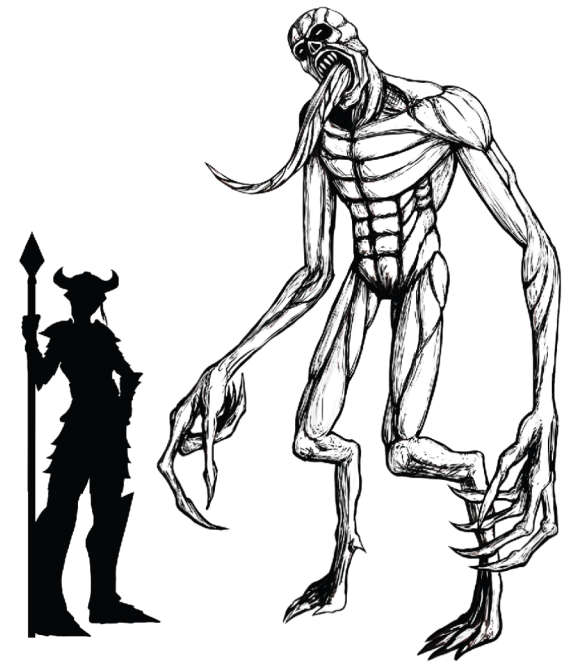
Eldritch Ghouls are often found in and around the crumbling remnants of noble estates on the edges of civilization. Some few wander from their ancestral homes and into the cities where they usually hide in the sewers until the full moon. Others will charm an unfortunate soul and turn them into a steward. The charmed victim then manages the Eldritch Ghoul's public affairs inbetween full moons (likely even procuring sustenance). And the locals take no notice that the "mysterious gentleman" that employs him arrives home from a journey abroad roughly every full moon.

ADVENTURE SEEDS:

1.) A number of unexplained disappearances are being investigated by the constabulary. All of the victims have been young, attractive women. They have been taken from all corners of the city with no apparent motive. The constabulary need help and have recruited the PCs to aid in their investigation. They suspect some foul witchery to be at work.

2.) The party is traveling overland and happen across a sort of masquerade ball near a crossroads. It seems a bit odd, but there are guards and the moon is bright and full. The partygoers seem jovial and benevolent. So, the party decides to rest a bit and sample the food and drink despite the rather eccentric nature of the gathering. There are several Eldritch Ghouls in the gathering and as the night winds down they will start to feast on the mortals in their midst.

SIZE COMPARISON





GLOOM WALKER

Large monstrosity, chaotic evil

ARMOR CLASS 13 (natural armor)

HIT POINTS 110 (13d10+39)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHR
19(+4)	14(+2)	16(+3)	8(-1)	12(+1)	6(-2)

SAVING THROWS: Str +6, Con +5

SKILLS: Insight +3, Perception +3, Stealth +6

SENSES: darkvision 120 ft., passive Perception 13

LANGUAGES: Giant, Sylvan

CHALLENGE: 3 (700 XP)

AMBUSHER: The Gloom Walker has advantage on attack rolls against any creature it has surprised.

SURPRISE ATTACK: If the Gloom Walker surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

BITE. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (1d10+4) piercing damage.

GREATSWORD. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 18 (4d6+4) slashing damage.

INVISIBILITY (RECHARGE 4–6). The Gloom Walker magically turns invisible until it attacks, casts a spell, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the Gloom Walker wears or carries is invisible with it.

TELEPORT (RECHARGE 4–6). The Gloom Walker magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the Gloom Walker can make one attack.

DESCRIPTION

You hear an odd, whining, grumbling, muttering in the middle distance. When you look, you see a tall and horned figure. It looms stooped over in the gloomy shadows. The creature's physique looks to be very muscular, wiry and twisted. It twitches as in fear or on the edge of a fit. You can hear it gnashing its awful teeth. It hisses and whispers what sound like curses or accusations.

It is filthy and bedraggled, its hair matted, its skin caked in filth and soot. Crowning its wretched form are wide and crooked ram's horns. Beneath the darker shadows of the horns within the craggy, maddened face burn two eyes like bright orange embers. It stands upon powerful goatish legs.

In its outsized, gnarly hands it grips what appears to be a giant's weapon, but the thing's large hands seem well fit to the massive hilt. A moment later the thing is gone as if never there. Perhaps it was an apparition? Another moment later, the sour scent of long unwashed flesh wafts from behind you and the creature has materialized as if from nowhere. In a hateful cry of petulant rage it swings its massive blade at you.

LORE

Many believe Gloom Walkers are the bastards of low and degenerate giants such as Fomorian, Hill Giants and Ogres forced upon various fey races. Their birthings almost invariably kill the fey parent and they are forced to fend for themselves. Due to their eldritch lineage they are able to speak both Giant and Sylvan virtually from birth. They are also able to turn invisible and teleport. They grow quickly and are very hardy.

Their process of maturation is never a happy one. The fey loathe and fear them. The giants bully and torment them. In some few cases, they find others of their hybrid kin and form loose tribes, but the social order within these tribes is a continuous brutal struggle of might makes right and base skullduggery. Inevitably this environment of violence, ridicule, betrayal and marginalization drives them quite mad. They have a perpetual victimhood complex which drives them to attack those weaker than themselves, but always through

some means of deceit or ambush.

These pitiful beasts have no culture of their own and steal whatever they possess. Their blades are in fact the stolen blades of giants. When not in the mood for murder, they will use their stealth to steal the scraps of meals from giants' caves. Their strong, pointed teeth can easily crush the bones they so often must subsist upon.

ECOLOGY

These monsters are typically encountered in woodland settings. They like to lurk invisibly alongside gloomy roads in thick forests. Such an environment suits their cowardly tactics of ambush quite well. If their first attack does not kill their victim outright, they will flee to continue the harassment later and always when the victim is most vulnerable.

ADVENTURE SEEDS

1.) The stretch of road through the darksome forest has become cursed. Few if any who have traveled it of late have lived to tell the tale. The tale that is, of a frightful, tall horned demon with burning orange eyes that strikes out of nowhere, all the while cursing and muttering in some weird languages. The monster's speech is described as guttural and coarse or lilting and melodic. It wields a massive sword and stinks worse than a pig sty.

2.) During a night of rest around the campfire in some primeval forest, one of the party's mounts or hirelings is brutally killed. It looks as if they were decapitated by the single stroke of some massive blade. Pieces of the body are later found that show bite marks left by broad, jagged teeth. Whoever was on watch saw nothing, but did hear a guttural voice tittering not long after the deathcry of the victim along with a lingering sour, rotten stench.

SIZE COMPARISON





GRENDEL

Large monstrosity, chaotic evil

ARMOR CLASS 16 (natural)

HIT POINTS 105 (10d10+50)

SPEED 50 ft.

STR	DEX	CON	INT	WIS	CHR
18 (+4)	16 (+3)	20 (+5)	8 (-1)	14 (+2)	6 (-1)

SAVING THROWS: Dexterity +6, Constitution +8

SKILLS: Athletics +7, Perception +5, Stealth +6

SENSES: truesight 120 ft., passive Perception 15

LANGUAGES: understands Abyssal, telepathy 60 ft.

CHALLENGE: 5 (1,800 XP)

MAGIC RESISTANCE. The Grendel has advantage on saving throws against spells and other magical effects.

POUNCE. If the Grendel moves at least 20 feet straight toward a creature and then hits it with a melee attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Grendel can make one bite attack against it as a bonus action.

REGENERATION. The Grendel regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

STANDING LEAP. The Grendel's long jump is up to 30 feet and its high jump is up to 25 feet, with or without a running start.

SURPRISE ATTACK. If the Grendel surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

ACTIONS

MULTIATTACK. The Grendel makes three melee attacks, one with its bite, one with its tentacle and one with its bone spur.

BITE. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) piercing damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

BONE SPUR. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

TENTACLE. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) bludgeoning damage, and a Large or smaller target is grappled (escape DC 15). Until this grapple ends, the target is restrained.

DESCRIPTION:

A weird and vicious looking monstrosity lurches into view not too far distant. It stands about twice the height of a human upon powerful bestial legs that seem well adapted to running and leaping. It is entirely naked and devoid of generative organs. Thick scars cover its flesh. The sinewy and agile creature lacks anything remotely resembling hands. One arm ends in a long, bony spur and the other is an even longer, tentacular appendage. As its head swivels towards you, its gaze narrows and its jaw opens impossibly wide revealing the stout dagger-like teeth of a carnivore. Each tooth is easily as long as a man's hand and about as wide as a fist. A moment later, the great aberrant thing has leapt at you from an improbable distance.

Although some reasoning is indicated by its behavior and it seems capable of guttural speech as well as Telepathy, it is hellbent on murder and mayhem. There is no chance of parley with this monster. Its aggression and malice are boundless.

LORE:

Rumor holds that these strange monstrosities were once normal folk, but they have since been transmogrified into these fiendish creatures through some virulent infection. A number of learned individuals that have encountered them and lived to tell the tale recount the things gibbering in the Abyssal tongue as they went about slaughtering and despoiling.

There are a few traumatized souls that have witnessed others bitten by the creatures and overtaken by a violent fever soon afterwards. The feverish victims first gnash at their own tongues and rave about things unseen. Within an hour their bones will begin to warp and stretch. However, none have seen the complete transformation as the infected always flee into the wilds or are stolen away by other Grendels before it is finished.

Some sages and priests believe these beings are produced through a demonic possession somehow spread

by their venom, perhaps in a fashion similar to lycanthropy or vampirism. These scholars and holy men speculate that the presence of these foul beings may be a sort of insurgency from the infernal realms or perhaps other malevolent forces prior to a major invasion.

ECOLOGY:

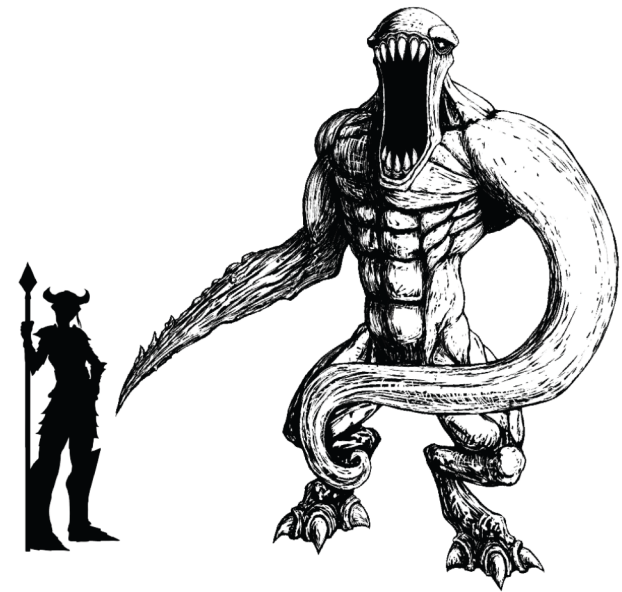
Little is rightfully known about the origin of these creatures but there is much speculation. The most common hypothesis is they are infernal beings, but they have never been observed in the company of any true fiends, be they devil or demon. They appear to be asexual and reproduce through their bite. Thanks to their cunning, durability and aggression they can and do lair in virtually any terrain. It has been noted that harsher climates usually drive them to eat greater quantities and more often. This inevitably leads them to be much more aggressive in terrorizing the population.

ADVENTURE SEEDS:

1.) A gang of these beasts has been ravaging the countryside. Several villages have been destroyed and countless numbers slain. Beyond the human tragedy, harvest time is also drawing near and the grain stores will likely run low with too few to complete the labor. This will have significant ramifications for the kingdom at large.

2.) The party has gotten rumors of strange goings on beneath the city. This information has come chiefly from the Thieves Guild. Many of their beggars and pickpockets have gone missing but the local authorities have taken no notice of the loss of what they likely consider human detritus. Unbeknownst to all, a debased cult deep in the sewers have been plotting to bring the ruinous taint of their foul deity down upon the city. To reach their despicable goals they have managed to spread the Grendel's transformative affliction amongst their flock.

SIZE COMPARISON





HARUSPEX

Large construct, neutral

ARMOR CLASS 16 (natural)

HIT POINTS 85 (10d10+30)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHR
20 (+5)	10 (+0)	16 (+3)	14 (+2)	18 (+4)	6 (-2)

SAVING THROWS: Intelligence +5, Wisdom +7

DAMAGE RESISTANCES: bludgeoning, piercing, and slashing from nonmagical weapons

DAMAGE IMMUNITIES: necrotic, poison

CONDITION IMMUNITIES: charmed, exhaustion, frightened, paralyzed, poisoned

SENSES: truesight 120 ft., passive Perception 14

LANGUAGES: Primordial, telepathy 120 ft.

CHALLENGE: 7 (2,900 XP)

INNATE SPELLCASTING: The Haruspex's spellcasting ability is Wisdom (spell save DC 15). The Haruspex can innately cast the following spells, requiring no material components:

- * AT WILL: *blade barrier*, *eyebite*, *legend lore*, *misty step*
- * 3/DAY EACH: *plane shift*, *time stop*
- * 1/DAY EACH: *divination*

INSCRUTABLE. The Haruspex is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the Haruspex's intentions or sincerity have disadvantage.

FOREKNOWLEDGE. The Haruspex cannot be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against it.

MAGIC RESISTANCE. The Haruspex has advantage on saving throws against spells and other magical effects.

ACTIONS

SLAM. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 15 (2d6+8) bludgeoning damage, and the target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute.

DESCRIPTION:

A stately and enigmatic female figure about twice the height of a human stands nearby. It grips a staff capped with a sigil composed of a luminous alloy. Sparks of electricity flow across the surface of the metal. Within the sigil a single eye hovers, it is composed of the same metal. The eye actively studies its environment. The eye is a stark contrast to the bearer. While she stands near motionless, a virtual statue, the eye is entirely animate, never pausing in its observation.

The creature's face is entirely hidden beneath a multi-horned helm. The helmet appears to be crafted of the same metal as the staff's sigil. The entirety of the being's form is covered with a black gown. The hands that emerge from the gown's sleeves are likewise of the same metal as the horned helmet and staff ornament. The large hands are out of proportion to the delicate form they are attached to.

The being does not seem the least bit aggressive. It stands in mute observation until addressed. When it replies, its voice is a harsh, metallic blurt of static and noise. Anyone speaking an elemental language such as Terran or Ignan will recognize it as Primordial and understand snippets. After a few moments, the being will begin to speak via Telepathy.

It refers to itself as Haruspex. It states it is here "to witness" and may assist those who are worthy. It states that it "knows all and sees all within the Multiverse" although it acknowledges that such a statement is a mere jest in the grand scheme of things. Its manner is cordial if somewhat dispassionate.

If the being moves, it will be slow and purposeful, almost as if it were underwater. If it means to move beyond more than a step or two, it will simply disappear and reappear at its chosen destination.

LORE:

It is said that these strange beings are older than the Material Plane itself. They are rumored to be

older even than the Elemental Planes. They are rare creatures and not at all hostile. If attacked, they will likely flee at the nearest possibility. They seem to be observers of a sort, dispatched across the Multiverse. It is also rumored that they are not singular beings but rather, some sort of network of conjoined beings. It seems that they are metallic and possibly constructs.

The Haruspex appear to perceive the nature of reality far beyond the ken of mortal beings. To others, this awareness appears to be impossibly good luck. While in fact, the Haruspex has simply foreseen an ill about to befall it and chosen not to be there at that moment in space-time. Conversely, they are able to place themselves in positions in space-time to gain significant advantage over any opponent. However, the Multiverse is a complex, fickle machine and their foreknowledge is still fallible in discerning its motions.

ECOLOGY:

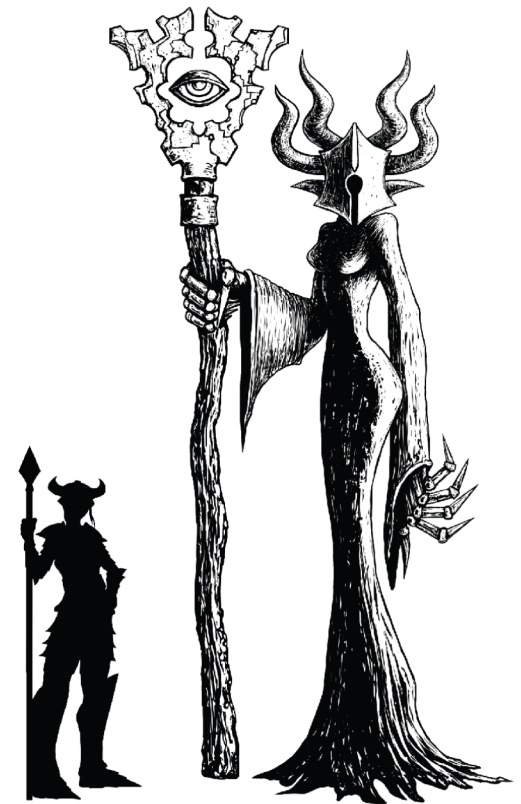
Little is known about the origin of the Haruspex. They seem to have existed since long before the forging of the Material Plane. As such, they are outside of time and space as mortals comprehend. No males or younglings have ever been witnessed. Nor have any lairs been observed.

ADVENTURE SEEDS:

1.) A Haruspex has appeared in the archives of a Wizard's guild. It has stated that it is observing the emergence of a significant event. If a force is mustered to oust it, it simply disappears only to reappear moments later. The PCs have been contracted to sort out the problem.

2.) The party has been charged with seeking out and consulting a Haruspex for advice on some event or decision. Where will they find the creature? What will the event be? How will they win the creature's cooperation?

SIZE COMPARISON



INDOMITABLE

Huge construct, neutral

ARMOR CLASS 20 (natural)

HIT POINTS 372 (24d12+216)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHR
30 (+10)	14 (+2)	28 (+9)	6 (-2)	14 (+2)	1 (-5)

SKILLS: Insight +11, Perception +11

DAMAGE IMMUNITIES: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

CONDITION IMMUNITIES: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES: truesight 120 ft., passive Perception 18

LANGUAGES: understands all languages but cannot speak, telepathy 120 ft.

CHALLENGE: 20 (25,000 XP)

FRIGHTFUL PRESENCE. Each creature of the Indomitable's choice that is within 120 feet must succeed on a DC 26 Wisdom saving throw or become frightened 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 Indomitable's Frightful Presence for the next 24 hours.

IMMUTABLE FORM. The Indomitable is immune to any spell or effect that would alter its form.

INNATE SPELLCASTING: The Indomitable's spellcasting ability is Wisdom (spell save DC 19). The Indomitable can innately cast the following spells, requiring no material components:

- * AT WILL: *levitate*, *magic circle*, *misty step*
- * 3/DAY EACH: *blade barrier*, *wall of force*
- * 1/DAY EACH: *earthquake*, *plane shift*

MAGIC RESISTANCE. The Indomitable has advantage on saving throws against spells and other magical effects.

MAGIC WEAPONS. The Indomitable's weapon attacks are magical.

REGENERATION. The Indomitable regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

MULTIATTACK. The Indomitable makes two greatsword attacks.

GREATSWORD. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. Hit: 31 (6d6+10) slashing damage.

STOMP. The Indomitable stomps with one of its huge feet creating a thunderous boom of force that sweeps out from it. Each creature of Medium size or smaller in a 40-foot cube originating from it must make a DC 26 Constitution saving throw. On a failed save, a creature takes 18 (4d8) thunder damage and is thrown 10 feet away from the Indomitable, falling prone. On a successful save, the creature takes half as much damage and isn't thrown. In addition, unsecured objects that are completely within the area of effect are automatically thrown 10 feet away from it by the action's effect. This action causes a thunderous boom audible out to 300 feet.

LIGHTNING BURST (RECHARGE 5 OR 6). The Indomitable unleashes a burst of lightning that covers an area roughly 80 ft. by 80 ft., when the burst occurs, each creature in it must make a DC 26 Constitution saving throw. A creature takes 72 (16d8) lightning damage on a failed save, or half as much damage on a successful one. Additionally, if the saving throw fails by 5 or more, the target is stunned for 1 minute.

LEGENDARY ACTIONS

The Indomitable can take 2 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 Indomitable regains spent legendary actions at the start of its turn.

STOMP. The Indomitable makes a stomp action.

INVISIBILITY. The Indomitable casts invisibility.

TELEPORT. The Indomitable casts dimension door.



DESCRIPTION:

A towering armored construct standing approximately twenty feet tall and very nearly just as broad. It is equipped with a massive greatsword. A single unblinking eye glows in the center of the huge dome that is its head.

The air around the thing is thick with static electricity. Random arcs and sparks flicker across the dense, pitted metal of its body. The stone beneath its feet seems to sag with its sheer mass.

As you approach it, a deep and resonate bass tone booms out from the thing. The abrupt brutality and volume of the discordant tone shakes the earth and air around you. It grips your spine with a primal fear. Moments later, an emotionless voice speaks into the back of your skull. It wants to know your intentions.

LORE:

Indomitables are suspected to be the creations of gods or very powerful magic users. The precise means of their construction are not known. Typically these beings are encountered as guardians at places of great significance. Places such as planar portals, an archmage's tower, etc. It is rare, but not unheard of that Indomitables are sent into battle or in pursuit of some great foe. They are capable of crossing the entire Multiverse if necessary to complete their mission.

These immense constructs are quite formidable opponents and never waver from their appointed task. Although a bit dim compared to the average human, they are no simple machines. They can reason and even possess a degree of intuition.

The thick metal that clads their form is nigh impregnable to weapons or magic. It is also charged with electricity and endows them with some rather unusual abilities. The simplest expression is a cloud-like burst of lightning. However, they are also able to manipulate gravity and magnetic fields to levitate objects, cause earthquakes, and erect walls of force or jagged blades. The strange metal even allows them to turn invisible and fold space to teleport or shift planes. Some sages suggest

that this incredibly dense and exotic metal is drawn from the heart of a dying star. The sword of an Indomitable is usually forged from the same metal.

The single, unblinking eye of an Inevitable is proofed against all darkness, natural and supernatural. Its peerless gaze can penetrate all illusions, invisibility and transmutations.

It is not uncommon for these titanic sentinels to stand their vigil invisibly. In such cases, there will be telltale signs of electrical or seismic disturbance in the area they are guarding. Often, if so cloaked by invisibility, they will use their bone-chilling alarm to frighten away any trespassers and thus avoid any unnecessary conflict.

ECOLOGY:

Indomitables are magical constructs. They do not require food or drink. Nor do they need to breathe or sleep.

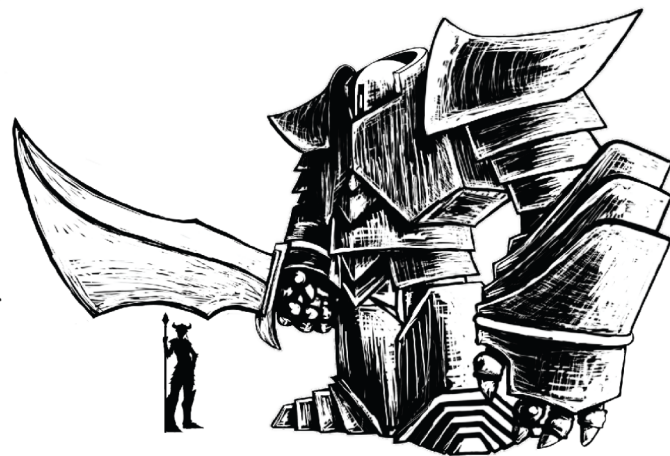
Their method of construction remains a mystery to even the most learned of sages. There are rumors that only a limited number of these beings may exist at any time throughout the Multiverse.

ADVENTURE SEEDS:

1.) The party must enter a Demiplane wrought by a coven of Liches. The Liches have conceived of a method to travel time. If unchecked, the very fabric of the Multiverse could begin to unravel. The only way to enter this pocket dimension is through a portal guarded by an Indomitable.

2.) The party must investigate a mountain pass which seems prone to avalanche beyond any natural frequency. Winter is coming soon and it is vital for the survival of many towns beyond the pass that it remain clear or they will starve. An Indomitable has been assigned to invisibly guard an entryway to the Abyss which erupted in the mountains near the pass. How will the PCs solve the dilemma?

SIZE COMPARISON



NIGHTGAUNT

Medium monstrosity, neutral

ARMOR CLASS 16 (natural)

HIT POINTS 119 (14d8 + 56)

SPEED 40 ft., fly 60 ft.

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

SKILLS: Perception +5, Stealth +5

DAMAGE IMMUNITIES: cold, necrotic, poison

CONDITION IMMUNITIES: blinded, deafened

SENSES: blindsight 120 ft., passive Perception 16

LANGUAGES: understands all languages but cannot speak, telepathy 120 ft.

CHALLENGE: 4 (1,100 XP)

FACELESS: The Nightgaunt has no face and no sensory organs. It also does not breathe, eat or drink. Therefore, it is entirely immune to ingested toxins or any attacks that require eye contact or target the senses.

PRETERNATURAL STEALTH:

The Nightgaunt moves with complete silence unless it chooses not to. The Nightgaunts inky black skin allows it to hide in

shadows with superior skill. It rolls all stealth checks with advantage.

SURPRISE ATTACK. If the Nightgaunt surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack. It can also make a grapple attack with advantage if it chooses to.

ACTIONS

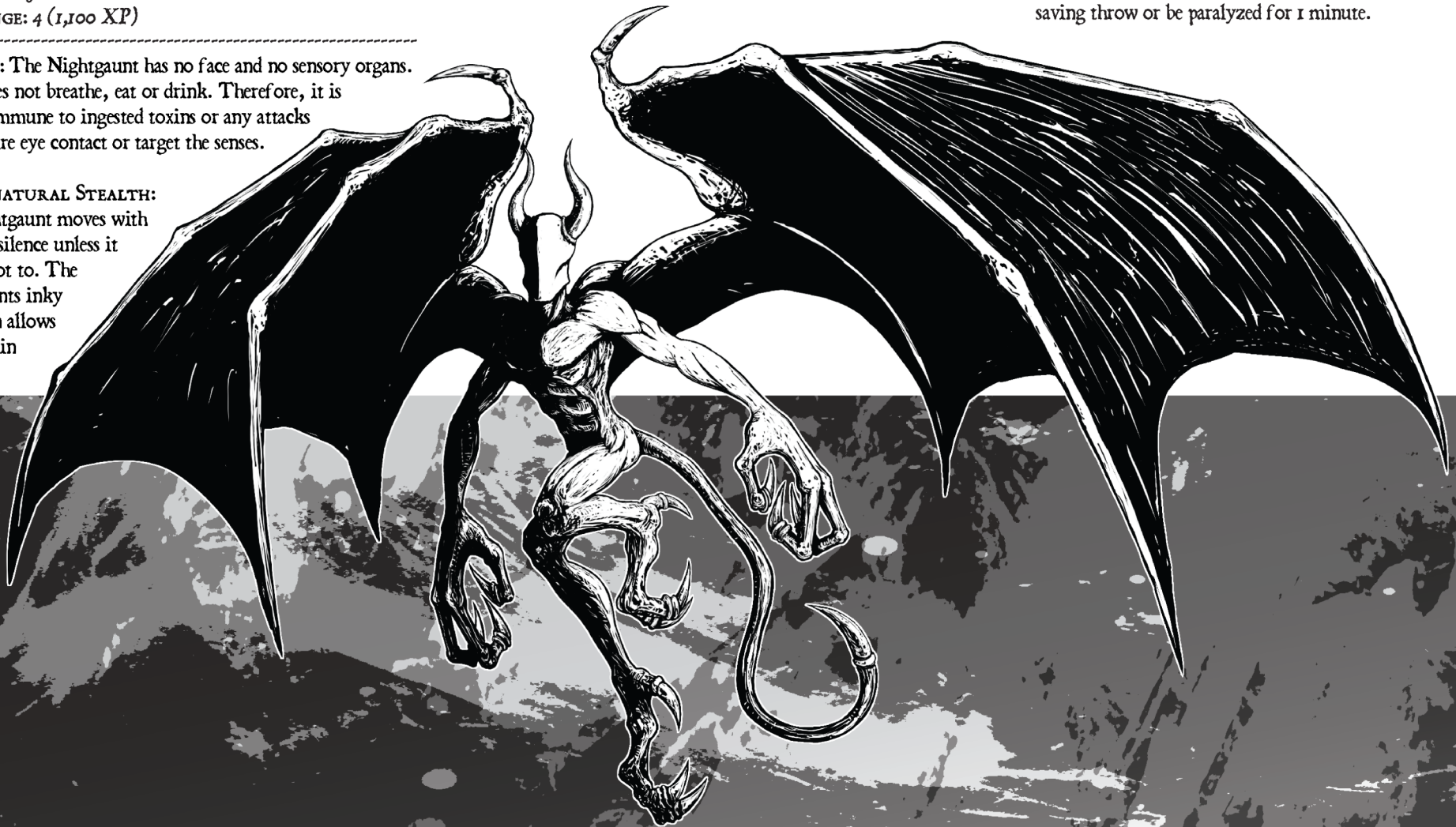
MULTIATTACK. The Nightgaunt makes three melee attacks, one with its tail and two with its claws.

CLAW. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) slashing damage. The target is grappled

(escape DC 14). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the Nightgaunt has advantage on attack rolls against it and can't use this attack against other targets. When the Nightgaunt moves, any Medium or smaller target it is grappling moves with it.

TAIL. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute.

TICKLE. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target grappled by the Nightgaunt. Hit: 11 (2d6+4) psychic damage, and the target must succeed on a DC 14 Wisdom saving throw or be paralyzed for 1 minute.



DESCRIPTION:

A black-skinned fiend with bat-like wings. It has curving horns and talons along with a barbed tail. It is utterly silent. It has no face. Only a blank, flat suggestive expanse where a face ought to be. Odder still is the lack of sound from the creature's wingbeats.

The creature is of human size and shape, but all lean sinew. It seems agile but also quite strong for a being of such wiry constitution. The thing seems to absorb light via some peculiarity of its matte ebon flesh.

Although it lacks the necessary organs for speech, it understands all languages and is telepathic. If it communicates, it will seem rather simplistic and almost childlike. It is chiefly concerned with flying, grabbing, playing and "tickling".

LORE:

Nightgaunts are strange beings from another plane. They call their home the "Dreamlands". Many sages that have studied the creatures believe this is a planar convergence between the Astral and Ethereal planes where mortal minds go when dreaming.

Nightgaunts are natural telepaths and draw nourishment from the fear and excitement of mortals. To feed, they ensnare a sleeping mortal's dreamself and "tickle" them with their barbed tail, inducing a paralytic state and then soar into the sky with the mortal in tow. All the while feeding off the intense emotions and psychic energy of the mortal's mind. The mortal might experience this as a nightmare of falling or an exciting dream of flying. A common and harmless enough thing.

In many cases, the Nightgaunt will drop the mortal from a great height only to swoop down and catch them just before impact. They do this to stimulate greater emotion. Sometimes they aren't fast enough though, and the mortal impacts the surface. In the Dreamlands, this is not a problem. However, if these creatures try to feed on the Material Plane, the results can be much more tragic.

The preternatural silence of a Nightgaunt has been attributed to its peculiar biology somehow existing on two planes at once. That is to say, when encountered on the Material Plane it is also co-present in the Dreamlands. And this strange planar alchemy mutes sound almost perfectly.

If pressed on their origin, some will mention a sort of legendary deity figure they call Nodens. They are sworn to serve him but have not seen him in a very long time.

ECOLOGY:

Little of certitude is known about the Dreamlands. A few planar explorers claim to have seen the place but their descriptions of it vary, even within their own party. It seems recollection of that eldritch domain is mercurial at best.

Nothing is known of the life cycle of Nightgaunts. It is presumed that they procreate in the Dreamlands. At some point in their life they are summoned to the Material Plane. Or perhaps, they simply become lost and find themselves here. They lack the intellect to detail the journey.

They draw nourishment from the psychic energy of mortals and do not appear to breathe or sleep.

ADVENTURE SEEDS:

1.) Some Nightgaunts have taken up residence in the belfry of a cathedral. The priests are quite fearful of the demonic-looking creatures. The Nightgaunts have taken several parishioners on rides. A few have not returned.

2.) A Nightgaunt has been feeding on a character for several nights. It steals the sleeping victim away in the night and returns them quite horrified in the morning. The victim recalls being unable to move and having intense dreams of falling and flying. The scratches and bruises upon their flesh cause them to wonder if the dreams are really happening.

SIZE COMPARISON





STITCH GOLEM, PUKER

Huge undead, chaotic evil

ARMOR CLASS 10 (*natural*)

HIT POINTS 115 (10d12+50)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHR
22 (+6)	6 (-2)	20 (+5)	4 (-3)	8 (-1)	6 (-2)

SAVING THROWS: *Wisdom* +2

DAMAGE IMMUNITIES: *poison*

CONDITION IMMUNITIES: *poisoned*

SENSES: *darkvision* 120 ft., *passive Perception* 9

LANGUAGES: *Giant*

CHALLENGE: 5 (1,800 XP)

MAGIC RESISTANCE. The Puker has advantage on saving throws against spells and other magical effects.

REGENERATION: The Puker regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

UNDEAD FORTITUDE. If damage reduces the undead to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Puker drops to 1 hit point instead.

ACTIONS

MULTIATTACK. The Puker makes three sickle attacks.

SICKLE. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. Hit: 19 (3d8+6) slashing damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

PROJECTILE VOMIT (RECHARGE 5-6): The Puker spews a geyser of acidic bile at a point it can see within 100 feet of it. Each creature within 10 feet of that point must make a DC 15 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one. Additionally, the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

DESCRIPTION:

A hulking rotten creature roughly the size of two obese ogres stacked lumbers towards you. It has four disproportionately long arms that end in some form of dirty, blackened sickle-like blade. Its great, corpulent form is crisscrossed with ragged scars and crude stitch work. It stands on short, thick legs ending in large hooves. The incessant churn of its swollen, bloated gut can be heard at some distance. The considerable reek of the thing is a remarkably awful mix of rotting meat and vomit that wafts further than the gurgle of its digestive processes.

Within its piggish countenance their lies only malice. It will attack as soon as possible with a blast of acidic vomit and then charge into melee. It will not cease its attack until slain or commanded to stand down.

LORE:

These creatures are a form of necromantic golem often referred to as a Stitch Golem. It is rumored their design originated in some debased northern kingdom where a guild of necromancers has risen to prominence. The harsh conditions have allowed the necromancers to barter their gruesome arts with some success by raising up carrion legions to fight the wars of the petty lords in those blasted lands.

This particular type of stitch golem, has flourished due to an ample supply of building materials in that barbaric, mountainous place. For what it lacks in comfort, it makes up for in degenerate bestial creatures such as ogres, orcs and hill giants.

Despite the abundance of pieces from which to assemble these noxious brutes, they are somewhat unpopular. Their dim brains only grow dimmer still upon reanimation and as such only recall a few words of Giantish, so only commanders capable of the Giant tongue or possessing magical means of control will field them.

Not only are these brutes fearsome in melee, but they are capable of spewing geysers of acidic, poisonous bile across the battlefield to soften up their targets prior to an assault with their multiplicity of filth encrusted blades.

ECOLOGY:

The designs for these foul amalgamations of carrion monsters originate from the blasted reaches of a vast northern wasteland. However, there is nothing stopping an enterprising fleshsmith from other lands constructing more from local materials.

ADVENTURE SEEDS:

1.) A Necromancer Lord from the north has set his eye upon a new home to the south. He has assembled a legion of undead and is marching out from the fastness of his ancestral home in the frozen mountains. Word has gone out far and wide of the carrion legion as they move south like a swarm of locusts. The PCs have been contracted to sort out the problem.

2.) The party has ran afoul of some necromancer's trap. They had been traveling at pace when some vast portion of the floor began to give way and pitch forward at a crazy slant. Most of them are caught off guard and tumble forward. The injuries they suffer are minor, but they now find themselves in stinking mire full of undead. Before they can muster themselves, they are attacked.

3.) The party has been contracted by a necromancer to gather resources to construct several of these creatures. The necromancer may not reveal his or her true nature and intentions. If this is the situation, the party might simply believe they have been hired to hunt ogres and hill giants and to return the remains to a wizard for research.

SIZE COMPARISON



WRETCHED ORPHAN

Small undead, neutral evil

ARMOR CLASS 13 (natural)

HIT POINTS 52 (8d6+24)

SPEED 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHR
16 (+3)	12 (+1)	16 (+3)	8 (-1)	12 (+1)	16 (+3)

SAVING THROWS: Dexterity +3, Charisma +5

SKILLS: Deception +5, Insight +4, Perception +3, Stealth +3

DAMAGE RESISTANCES: bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

DAMAGE IMMUNITIES: necrotic, poison

CONDITION IMMUNITIES: charmed, exhaustion, frightened, paralyzed, poisoned

SENSES: darkvision 120 ft., passive Perception 13

LANGUAGES: any languages it knew in life, telepathy 60 ft.

CHALLENGE: 3 (700 XP)

REGENERATION: The Wretched Orphan regenerates 10 hit points at the start of its turn if it has at least 1 hit point.

SHAPECHANGER: The Wretched Orphan can use its action to polymorph into a normal humanoid child, or back into its true form.

SUNLIGHT SENSITIVITY: While in sunlight, the Wretched Orphan has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

CHARM. One humanoid the Wretched Orphan can see within 30 feet of it must succeed on a DC 13 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the Wretched Orphan's commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this Wretched Orphan's Charm for the next 24 hours. The Wretched Orphan can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

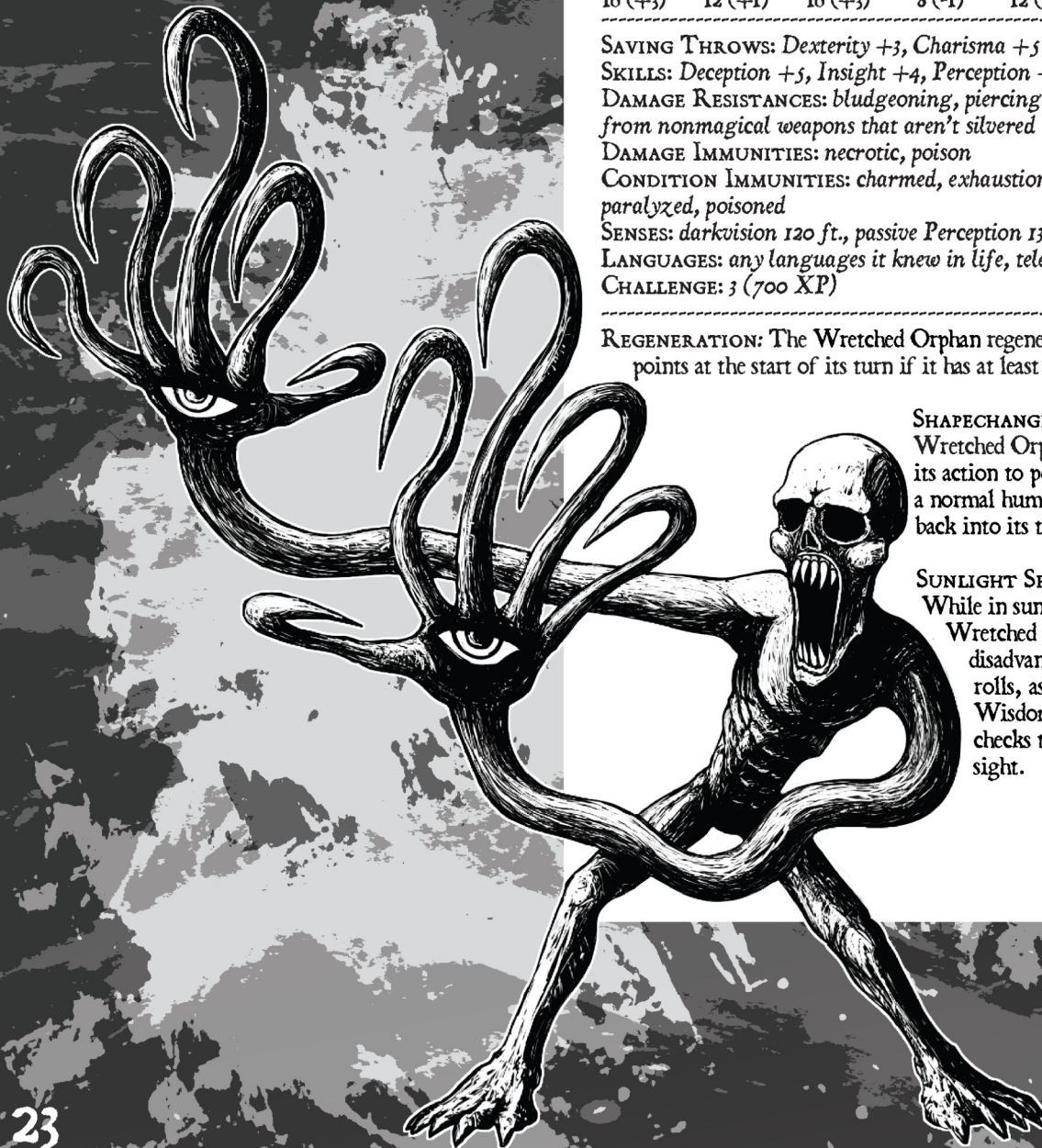
CONSTRICT. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 6 (1d6+3) bludgeoning damage, and a Large or smaller target is grappled (escape DC 13). Until this grapple ends, the target is restrained around the neck, cannot speak or cast spells with verbal components, and the Wretched Orphan cannot constrict another target.

BITE. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute.

GNAW. The Wretched Orphan begins to gnaw out the intestines of a creature charmed or paralyzed by it. The target must make a DC 13 Constitution saving throw against this attack, taking 17 (4d6+3) piercing damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

An adult humanoid slain by this attack rises 24 hours later as a ghoul under the Wretched Orphan's control, unless the humanoid is restored to life or its body is destroyed. A child slain by this attack will rise again with 24 hours as another Wretched Orphan with its own free will.

A Wretched Orphan can have no more than twelve ghouls under its control at one time



DESCRIPTION:

An animated cadaver of what appears to be a small child clings to the shadows. As you begin to focus your vision on the horrid thing, you see it is mostly raw bones and gristle with a leathern face and empty eye sockets. Its arms however, are long and tentacular. And, at the end of the arms are hands with long and tentacular fingers. They reach for you as if the creature is imploring you for safety and comfort. A moment later, feverish mesmerising eyes open in the palms of its hands. In the next moment, the ghastly vision has been replaced by a shivering waif. The child sobs softly.

LORE:

These strange undead are the revenants of children driven mad with grief and pain before dying. They usually befell some form of tragedy and torture which abruptly robbed them of their senses. Bereft of their wits and likely alone, they usually lingered on the brink of death for long periods of time. Not knowing day from night and always on the verge of expiration. Eventually, when they died they could not rest and awoke to this tormented twilight existence.

These beings have similar motivations to all undead. They are driven to destroy the warmth of life that they covet and will never feel again. Even more abominably though, these wretched orphans seek the comfort of a home and a family. They can use their eldritch tricks to delude the senses of folk who will adopt them. However, in time the undead's hunger will rise and demand blood and flesh.

Those slain by these creatures will return as undead themselves the next night. If left to feed on a child victim undisturbed, they will gnaw away most of the flesh but leave the face largely untouched, except for the eyes. This gory, macabre tableau has driven many to retch at the sight of it.

ECOLOGY:

Wretched Orphans are often found in the remains of destroyed homes and broken lives. They

might be in a forest hovel, a ruined hamlet or a blasted city. The place will always bear the marks of tragedy and desperation as well as the ephemera of little children. Items such as broken playthings will be evident as will child-like scrawls and scribbles. Further inspection might reveal the remains of victims and dried blood.

In many cases, these horrific creatures will infiltrate orphanages. In such an environment they have ample access to everything they hunger for.

ADVENTURE SEEDS:

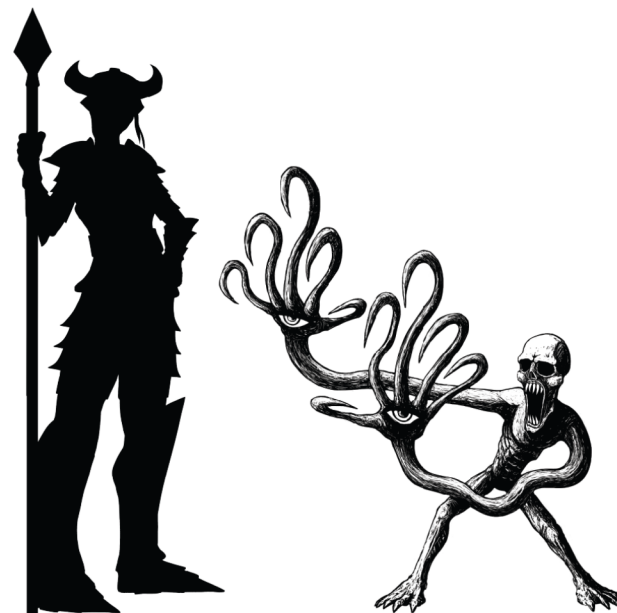
1.) An NPC has unknowingly adopted a Wretched Orphan. It has used its supernatural abilities to disguise its form. Perhaps it is now a stable boy, a cook's helper or the blacksmith's apprentice. How will the PCs become aware of the undead fiend and its unholy mischief?

2.) The party is being followed by a Wretched Orphan. It has been trailing them for hours. As night falls they can hear a piteous sobbing not far from their campfire. If they choose to investigate, the undead may not have disguised its true appearance yet. You may decide to give them a Perception or Insight check to discern any subterfuges by the creature.

3.) The party enters an NPC's residence and finds the individual quite dead from a horrible wound to the abdomen. A quick inspection reveals their guts have been gnawed out as if by an animal. There is a blood trail leaving the room. In the distance a child can be heard crying wretchedly.

4.) A religious order has contracted the party to investigate a sudden cessation of communication from one of their orphanages. The church has not heard from them in several weeks. The orphanage is near a mining settlement about three days ride. Most of the children are orphans who lost their parents due to mining accidents and disease.

SIZE COMPARISON



WYRD WEAVER

Large fiend, lawful evil

ARMOR CLASS 15 (natural)

HIT POINTS 85 (10d10+30)

SPEED 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHR
16 (+3)	14 (+2)	16 (+3)	20 (+5)	18 (+4)	16 (+3)

SKILLS: Insight +10, Perception +10,
Religion +8



CONDITION IMMUNITIES: charmed, exhausted, poisoned

DAMAGE IMMUNITIES: cold, fire, poison

DAMAGE RESISTANCES: bludgeoning, piercing, slashing from non-magical weapons

SENSES: darkvision 90 ft., passive Perception 20

LANGUAGES: all languages, telepathy 120 ft.

CHALLENGE: 5 (1,800 XP)

DEVIL'S SIGHT. Magical darkness doesn't impede the Wyrd Weaver's darkvision.

TWO HEADS. The Wyrd Weaver has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

INNATE SPELLCASTING. The Wyrd Weaver's spellcasting ability is Intelligence (spell save DC 16). The Wyrd Weaver can innately cast the following spells, requiring no material components:

- * AT WILL: *legend lore, magic circle, major image, misty step*
- * 3/DAY EACH: *blade barrier, create undead, mass suggestion*
- * 1/DAY EACH: *demiplane, geas, plane shift*

MAGIC RESISTANCE. The Wyrd Weaver has advantage on saving throws against spells and other magical effects.

MASTER OF HALF TRUTHS. Any attempts to discern truth from falsehood in the Wyrd Weaver's words is rolled at disadvantage.

ACTIONS

MULTIATTACK. The Wyrd Weaver makes two beak attacks and one talon attack.

BEAK. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) piercing damage and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute.

TALON. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10+3) slashing damage.

PROBABILITY MANIPULATION (RECHARGE 4–6). Each creature of the Wyrd Weaver's choice that is within 120 feet of it must succeed on a DC 15 Charisma saving throw or fall victim to the manipulations of fate wrought by the Wyrd Weaver. Victims must roll with Advantage or Disadvantage on all rolls according to the whims of the Wyrd Weaver 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.

DESCRIPTION:

A weird two-headed bird thing about twice the size of a man. It grips a large, gnarled staff in hands that end in vicious talons. It is clad in a mouldering black robe. The creature babbles, caws and cackles with itself maddeningly in a myriad of languages. Each head shifting to a different language every sentence or so. It seems to take very little interest in others until it is addressed.

If it is addressed, both heads will turn towards the speaker with intense scrutiny, and it will speak into the minds of the PCs via telepathy. Both heads appear to have their own distinct mental voices and personality. However, it is impossible to determine from which head each voice originates, and often when they speak, they will do so in unison.

LORE:

These creatures are demons that are spiritually aligned to chance, destiny, knowledge and duplicity. They seek information in all its variegated forms from lowly gossip to arcane mysteries. From the harvesting and synthesis of this information they are able to predict future outcomes and bend probabilities.

It is said that by merely touching an object they can see in their minds' eyes the provenance and trajectory of that item throughout history. However, when it comes to living things, such as people, their abilities to glean information and make predictions are a bit more limited. As a result, they like to abduct individuals and imprison them in cell-like Demiplanes for future interrogation as well as limiting the likelihood that they will interfere in the Wyrd Weaver's machinations.

Due to their immortal lifespans and magical talents for acquiring knowledge, these beings are often sought out for counsel on any manner of topics. Nevertheless, those foolish enough to ask anything of these fiends should know that, in all direct questionings, one head will lie and one will speak the truth. Some believe that this is a tactic these demons employ to limit

the scope of a decision or event. By fundamentally presenting only two options, a known falsehood and a known truth, it fantastically skews the odds in favor of whatever the demon has planned. Many of these demons have thusly constructed immense tapestries of chance and happenstance that span centuries, if not millenia. Ultimately, a string of mundane events it has inspired might fall like dominoes towards a major cataclysm the demon has been plotting its entire wretched existence.

ECOLOGY:

These creatures prefer to make their lairs anywhere they can access large amounts of information. Such as in the abandoned towers of a long-dead wizards, the libraries of monastic orders to forgotten gods, etc. In many cases, they will use their magical skills to fashion a Demiplane in which to secrete their most treasured bits of oracular potency.

These creatures are immortal and unnatural. They do not breathe, eat, sleep or reproduce. They are usually encountered alone, although, this need not always be true.

ADVENTURE SEEDS:

1.) A grieving king is seeking information about his lost son. All manner of sages and seers with their magical means have failed him. As a last resort, he wishes to consult a Wyrd Weaver. He has contracted the PCs to seek out one of the fiends to entice it to his court for consultation. A map to one of the fiend's lairs is provided.

2.) The party has found a remarkable tome that predicts future events. The tome is in fact the work of a Wyrd Weaver. The fiend left the tome for them to discover so that it might ensnare them into its tapestry of plots and intrigues.

SIZE COMPARISON



APPENDIX:

MONSTERS BY CHALLENGE RATING

CR ₃	Gloom Walker
	Wretched Orphan
CR ₄	Abyssal Savant
	Cat From Saturn
	Nightgaunt
CR ₅	Baraqi
	Grendel
	Puker Stitch Golem
	Wyrd Weaver
CR ₆	Eldritch Ghoul
CR ₇	Haruspex
CR ₁₇	Astral Sphinx
CR ₂₀	Indomitable

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