

DANGERS OF OBSIDIAN APOCALYPSE



LPJ9252



NEW MONSTERS

BONESHARD GOLEM

BONESHARD GOLEM

Large construct, neutral

Armor Class 15 (Natural)

Hit Points 119 (14d10 + 42)

Speed 40 ft., climb 40 ft.

STR 19 (+4) **DEX** 16 (+3) **CON** 16 (+3) **INT** 3 (-4) **WIS** 8 (-1) **CHA** 1 (-5)

Damage Immunities Acid, Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft.; Passive Perception 9

Languages Understands the languages of its creator but can't speak

Challenge 8 (3,900 XP)

Haste. After it has engaged in at least 1 round of combat, the boneshard golem can *haste* itself once per day as a reaction. The effect lasts three rounds and can be used once per day.

Aversion of Fire & Cold. If the boneshard golem takes cold or fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is struck by lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt. In addition, the golem no longer suffers disadvantage if it previously took cold or fire damage.

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

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

ACTIONS

Multiattack. The boneshard golem makes three pseudopod strikes.

Gore. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

Pseudopod Strike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and if the target is a creature, it is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the boneshard golem can't use the same pseudopod against another target.

Gaze of Creeping Dread. If a creature starts its turn within 30 feet of the boneshard golem and the two of them can see one another, the boneshard golem can force the

creature to make a DC 14 Constitution saving throw if the boneshard golem isn't incapacitated. On a failed save, the creature becomes frightened. It can repeat the saving throw at the end of each of its turns. On a success, the effect ends.

Terror-fed Abomination. At the start of each of its turns, the boneshard golem regenerates 2 hit points for each creature affected by its Gaze of Creeping Dread.

Bone Shower (1/Day). The boneshard golem discharges a cloud of bone splinters and shrapnel in a 15-foot-radius sphere. A creature in this area of effect must make a DC 14 Dexterity saving throw or suffer 21 (6d6) piercing and slashing damage, taking half damage on a successful save.

PARAGON BONESHARD GOLEM

With a little extra effort and some additional research, one can create a boneshard golem of exceptional ability. There is a 1% chance that a boneshard golem created in the standard manner will inexplicably become a paragon boneshard golem. While a paragon boneshard golem cannot hurl showers of razor-sharp bone shards as can its lesser counterpart, its body is tougher and more effective in combat and it can emit concussive blasts of mental energy.

PARAGON BONESHARD GOLEM

Large construct, neutral

Armor Class 16 (Natural)

Hit Points 133 (14d10 + 56)

Speed 40 ft., climb 40 ft.

STR 20 (+5) **DEX** 18 (+4) **CON** 18(+4) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 1 (-5)

Damage Immunities Acid, Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft.; Passive Perception 11

Languages Understands the languages of its creator but can't speak

Challenge 11 (7,200 XP)

Haste. After it has engaged in at least 1 round of combat, the paragon boneshard golem can *haste* itself once per day as a reaction. The effect lasts four rounds and can be used once per day.

Aversion of Fire & Cold. If the boneshard golem takes cold or fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is struck by lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt. In addition, the golem no longer suffers disadvantage if it previously took cold or fire damage.

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

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

ACTIONS

Multiattack. The paragon boneshard golem makes four pseudopod strikes.

Gore. *Melee weapon attack:* +9 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) piercing damage.

Pseudopod Strike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage and if the target is a creature, it is grappled (escape DC 17). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the paragon boneshard golem can't use the same pseudopod against another target.

Gaze of Creeping Dread. If a creature starts its turn within 30 feet of the paragon boneshard golem and the two of them can see one another, the paragon boneshard golem can force the creature to make a DC 15 Constitution saving throw if the boneshard golem isn't incapacitated. On a failed save, the creature becomes frightened. It can repeat the saving throw at the end of each of its turns. On a success, the effect ends.

Terror-fed Abomination. At the start of each of its turns, the paragon boneshard golem regenerates 4 hit points for each creature affected by its Gaze of Creeping Dread.

Psychic Discharge (Recharge 5-6). The paragon boneshard golem unleashes a crushing wave of psychic dread—the psychic equivalent of being struck by a charging bull. The psychic discharge affects those within a 10-foot-radius sphere centered on the golem. A creature in the area of effect must make a DC 13 Wisdom saving throw, suffering 21 (6d6) psychic damage, or half damage with a successful save. A creature that fails this saving throw is knocked prone and becomes frightened until the end of their next turn.

CREATION

Creating a boneshard golem requires a piece of psychically or magically attuned crystal costing at least 2,000 gp, or a similarly attuned gemstone valued at least 5,000 gp. This item must first be prepared through one month of meditation for eight hours a day by an intelligent psychic creature. Preparing this item requires no check as long as the meditation is uninterrupted; any interruption requires starting the process over again.

The body of the boneshard golem must be prepared from the bones and tissue of at least six Medium-sized corpses. The crafter may gather additional corpses if desired to provide a head and ornamentation (such as spikes or spines, horns, and antlers). The tissue used to bind the bones must be reasonably fresh, must come from corpses that provided bones to the golem's body, and must be cured in a special alchemical process. Curing takes at least 4 hours per day for one month to complete and requires ingredients costing 2,000 gp. At the end of the month, the crafter must make a DC 20 alchemy tool check or the process must be started over anew. Once the requisite materials have been prepared, animating the golem requires a ritual. In this ritual, one must sacrifice a living,



intelligent, and conscious creature with psychic abilities of at least 6 Hit Dice. At this point, those participating in the ritual must cast *animate objects*, *geas*, *haste*, *dispel magic*, and *mending*. Completing the ritual traps the victim's soul within the specially prepared crystal or gemstone, which will then power the golem's special abilities.

To intentionally create a paragon boneshard golem, the caster must be at least 16th level. Increase the cost of all materials involved cost 50%. The alchemy tool check increases to become DC 25.

CRION

This diminutive humanoid creature has the legs of a goat, a completely hairless body, and ruby red eyes shaded by a wide-brimmed hat.

CRION

Small fey, chaotic evil

Armor Class 14 (Natural)

Hit Points 44 (8d6 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	8 (-1)	12 (+1)	13 (+1)

Skills Perception +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Condition Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 60 ft.; Passive Perception 14

Languages Common, Sylvan

Challenge 5 (1,800 XP)

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

Stone Stride. As a bonus action, the crion can teleport up to 30 feet to an unoccupied area of rocky terrain it can see.

Innate Spellcasting. The crion's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *shatter*, *stone shape*
1/day: *animate objects*

ACTIONS

Multiattack. The crion makes two claw attacks.

Claw. *Melee weapon attack:* +7 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) slashing damage.

Maniacal Dancing. The crion can force interlopers to partake in its festivities. The crion can target a living creature it can see within 30 feet. The creature must make a DC 12 Wisdom saving throw or begin dancing uncontrollably. The subject can take no actions while dancing, but is not incapacitated. The target can attempt a DC 12 Wisdom saving throw at the end of each of its turns with success ending the effect. Fey are immune to this ability.



Stunning Laugh (3/Day). The crion unleashes a strange laugh. All living creatures within a 30-foot-radius sphere must make a DC 13 Constitution saving throw or become stunned until the end of their next turn. Fey are immune to this ability.

Unlike their ancestors, crions are bald and have developed cloven hooves, wicked cat-like claws, and fur covering the lower half of their bodies. While these natural defenses have helped them survive the Cataclysm, they are disgusted by these changes and hide beneath enormous, wide-brimmed hats. Crion clothing and tastes have changed along with their bodies. Crions always carry a large leather purse containing a pair of shears, which they use to snip hair from others. They save these plucked hairs in their pouch so they can later weave ropes using the *animate rope* spell-like ability.

Gone are the days of carefree dancing and erstwhile pranks. Instead, crions dance and perform rituals every midweek at night to protect themselves from undead predation. The crions react with violence against any who disturb these rituals. Any non-crions who take part may wake to find themselves horribly maimed, scalped, or impregnated—if they don't exhaust themselves to death first by dancing to the crions' mocking laughter.



DARK CHERUB

This little creature has the rough appearance of a small winged child with bat-like wings. Though skeletal, it moves with a sense of purpose not usually found in such creatures.

DARK CHERUB

Small undead, neutral evil

Armor Class 13 (Natural)

Hit Points 26 (6d6 + 5)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	7 (-2)	14 (+2)	16 (+3)

Damage Resistances Necrotic

Damage Immunities Poisoned

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 12

Languages Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The dark cherub makes two claw attacks and one bite attack.

Claw. *Melee weapon attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) slashing damage.

Bite. *Melee weapon attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) piercing damage.

Though they look like infant skeletons with bat-like wings, dark cherubs are made from the bones of many creatures and are akin to homunculi.



EYE THIEF

The insectile creature creeps down the face of the statue, its eyeless face sporting two oval suckers and a pair of feathery antennae. Much like its face, its feet also end in suction cups. Its body is covered with a rough hard shell, which ends in a long tail equipped with a stinger the size of a dagger.

EYE THIEF

Small aberration, neutral evil

Armor Class 14 (Natural)

Hit Points 26 (4d6 + 12)

Speed 30 ft., climb 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+3)	5 (-3)	14 (+2)	12 (+1)

Senses Blindsight 60 ft.; Passive Perception 11

Languages Understands Common but can't speak it

Challenge 3 (700 XP)

Keen Smell. The eye thief has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The eye thief's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *darkness*, *sleep*

ACTIONS

Poison Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage. The creature must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself with a success.

Eye Removal. An eye thief may place its suckers on incapacitated living creature of size Large or smaller and

attempt to extract its eyes. The victim must make a DC 12 Constitution saving throw for each eye, losing it on a failure. The eye thief will continue its attempts to remove the victim's eyes each round, adding a cumulative +1 to the save DC for each attempt until it is disturbed. A target that has lost a single eye suffers disadvantage on attack rolls and ability checks that require depth of field. A target that loses both eyes is blinded. A victim's eyes may be healed with *lesser restoration*, *regenerate*, *wish*, or similar magic.

Tenacious. Eye thieves have extremely powerful suckers on the tips of their limbs. Removing an eye thief's sucker from a victim's eye requires a successful DC 15 Strength check and inflicts 4 (1d8) slashing damage to the victim as their flesh tears away with the monster.

Eye thieves are nightmarish creatures that leave devastation in their wake. Their specialized diet of eyes makes hating them one of the few things that all humanoids agree upon. While eye thieves need only feed once a week, they will gorge themselves when they can, be it on a farmer's herd of cattle, a group of sleeping pilgrims, or a tribe of goblins.

Eye thieves are more intelligent than their insect-like appearance suggests. Using their spell-like abilities, they will stalk potential victims for days until they find a safe time to strike, usually when their prey camp. The beasts aren't afraid to fight, though. If an adventurer falls in combat, his party members might find an eye beast feeding on him after a short time. The eye thief will slash anyone who comes near with its venomous tail in hopes of making another meal.

Settlements near nests of eye thieves suffer from constant attacks, becoming less able to defend themselves as more settlers lose their eyes. It's not unknown for entire towns to abandon their homes to escape from the creatures. An eye thief that feeds on at least eight eyes in a single night will lay a clutch of eggs, which hatches after a month. The nymphs remain with their parent for six months, growing rapidly to adulthood, when they will fly off to find their own hunting ground.

HARGILA

This gaunt creature appears halfway between a bird and a humanoid. Large wings grow from its back, and its two thin arms end in sharp, scaly claws. Its long neck and stork-like head are bald and fleshy, and keen eyes peer from behind its sharp beak.



HARGILA

Medium humanoid, lawful evil

Armor Class 15 (Natural)

Hit Points 61 (7d8 + 30)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	14 (+2)	13 (+1)	16 (+3)

Damage Immunities Poison

Senses Darkvision 60 ft.; Passive Perception 14

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP)

Baleful Strike. A hargila deals an extra 1d6 damage to undead with its melee weapon attacks.

Poison Breath (Recharge 5-6). The hargila exhales toxic gas in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, becoming poisoned on a failed save. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Innate Spellcasting. The hargila's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *nondetection*

3/day: *chill touch*, *suggestion*

1/day: *charm monster*

ACTIONS

Multiattack. The hargila makes two claw attacks or one claw attack and one bite attack.

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Debate swirls over the origins of the hargila. Are they descendants of harpies, now devolved into a more bestial state, or are they carrion birds, granted intelligence and fell purpose? Whichever the case, the hargila are silver-tongued schemers, manipulating the people and happenings of Abaddon by posing as benevolent saviors while harvesting the fruits of misery and death.

Hargila feed on dead and undead flesh. They delight in creating these commodities through cunning and guile, usually by inciting violent uprisings in communities controlled by undead lords or in mortal herds controlled by undead shepherds. Hargila view humanoids as useful tools and food sources, but they truly despise the undead and seek their destruction whenever possible. This animosity extends to races tainted by negative energy, such as harrowed and khymer.

Although they much prefer to convince others to fight for them, hargila are nevertheless capable combatants. A constant diet of carrion gives them foul, stinking breath, and constant exposure to the horrors of Abaddon allows them to resist the attacks of those undead capable of detecting them.

While a hargila stands six feet tall with a wingspan of nine feet, it only weighs 50 pounds because of its hollow bones.

NECROMANTICALLY INFUSED CREATURE

Abaddon is a dying planet, choked with countless dead and strange, sinister necromantic phenomena. It's no wonder then that some who walk the lands have been forever altered by the dark energies that infuse their surroundings.

A living creature exposed to small amounts of necromantic energy for some time may gain traits that set it apart from the world of the living. One could be infused with this dark essence by repeated exposure to a Nightwall or necromantic slime, or from contact with several powerful undead or a necromancer's experiments. No one is certain why some become infused while others do not. It may rest on the "open-minded" nature of those who possess undiscovered psionic abilities or who actively practice the psionic disciplines. In the end, some reasons may remain unknown forever.

A necromantically infused creature is readily identifiable, as it is encased in a shell of unnatural energy that appears to wrap the body like a second skin. Outside observers can only see swirling ripples and whorls of energy. While facial features, hair, and other broad features appear as outlines, no visible details underneath are apparent—the field is completely opaque. The field is typically a deep green, blue, or violet, and it may shift over time or in different lighting conditions. Creating a Necromantically Infused creature Necromantically infused is an acquired template that can be added to any living, non-construct creature, referred to hereafter as the base creature. A necromantically infused creature uses the statistics and special abilities of the base creature, except as noted.

Challenge: Increase the Challenge rating of the creature by +1. If the base creature has a Challenge rating lower than 1, increase the rating to 1.

Alignment: Usually chaotic (any); these energies warp the mind of the base creature, but do not necessarily alter its moral disposition.

Negative aura. *Cure* spells restore one less hit point per die rolled. *Inflict* spells deal 1 less damage per die rolled.

Armor Class: The field of necromantic energy surrounding the creature is semi-tangible, slowing and deflecting physical attacks, granting the creature an AC no lower than 15.

Necrotic Ray. As an action, a necromantically infused creature may make a ranged spell attack against a target it can see within 60 feet. This manifests as a ray of crackling violet energy that streaks towards the target. On a hit, the ray does necrotic damage equal to 1d6 plus the creature's proficiency bonus.

Innate Spellcasting. A necromantically infused creature with an Intelligence, Wisdom, or Charisma of 8 or higher gains a cumulative number of innate spells based on its Hit Dice (see the following table). Unless otherwise noted, each spell can be used once between long rests. The spell save DC for these equals 8 + the creature's proficiency bonus + the highest ability modifier (Intelligence, Wisdom, or Charisma).

1–2: *ray of sickness*

3–4: *inflict wounds* (3d10 damage) (2/day)

5–6: *false life*, *ray of enfeeblement*
 7–8: *inflict wounds* (4d10 damage) (2/day)
 9–10: *vampiric touch*
 11–12: *inflict wounds* (5d10 damage) (2/day)
 13–14: *animate dead*, *enervation*
 15–16: *inflict wounds* (6d10 damage) (2/day)
 17–18: *circle of death*
 19–20: *harm* (2/day)

Ability Scores: Increase the creature's ability scores as follows: Strength +4, Dexterity +2, Charisma +2.

Proficiency Bonus: A necromantically infused creature receives the proficiency bonus associated with its new Challenge rating.

Skills: A necromantically infused creature gains advantage on Charisma (Intimidate) checks due to the swirling field of energy that enshrouds it.

Resilience. The creature gains advantage on Constitution saving throws against poison and disease.

Resistances. The necromantically infused creature gains resistance to acid, cold, and electricity damage.

CHARNEL HOUSE HOUND

This mangy, repulsive hound lopes forwards, seeming to drag the shadows with it as a haze of violet energy shrouds it.

CHARNEL HOUSE HOUND

Medium beast, chaotic neutral

Armor Class 15 (Natural)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	12 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +5

Damage Resistances Acid, Cold, Electricity

Senses Passive Perception 13

Languages —

Challenge 1 (200 XP)

Negative Aura. Cure spells restore one less hit point per die rolled, while *inflict* spells deal 1 less damage per die rolled.

Keen Hearing and Smell. The charnel house hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The charnel house hound has advantage on attack rolls against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Resilience. The charnel house hound gains advantage on Constitution saving throws against poison and disease.

Innate Spellcasting. The charnel house hound's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spell, requiring no material components:

At will: *ray of sickness*

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage.

If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Necrotic Ray. *Ranged Spell Attack:* +3 ranged spell attack against a target it can see within 60 feet. *Hit:* 5 (1d6 + 2) necrotic damage.

NEUREAD

Its friendly face sloughs off, revealing raw and bleeding flesh beneath. The eyes, formerly kind and gentle, boil into angry red orbs that stare into your soul.

NEUREAD

Medium fey, chaotic evil

Armor Class 18 (Natural)

Hit Points 135 (14d8 + 72)

Speed 30 ft.

STR DEX **CON** **INT** **WIS** **CHA**

17 (+3) 20 (+5) 18 (+4) 17 (+3) 11 (+0) 24 (+7)

Skills Acrobatics +8, Stealth +8, Investigation +8, Insight +3, Perception +3, Deception +10, Persuasion +10

Senses Passive Perception 13

Languages Common, Sylvan, Telepathy 30 ft.

Challenge 8 (3,900 XP)

Shape Changer. After the neuread uses its Steal Face ability against a creature, it can use its action to change its appearance to that of the victim. The neuread can appear 1 foot shorter or taller and can appear thin, fat, or in between. It cannot change its body type. Any equipment the neuread is wearing or carrying isn't transformed. The neuread reverts to its true form if it dies.

Innate Spellcasting. The neuread's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect magic, friends, message, minor illusion*

3/day: *charm person, snare*

1/day: *blindness/deafness, detect thoughts*

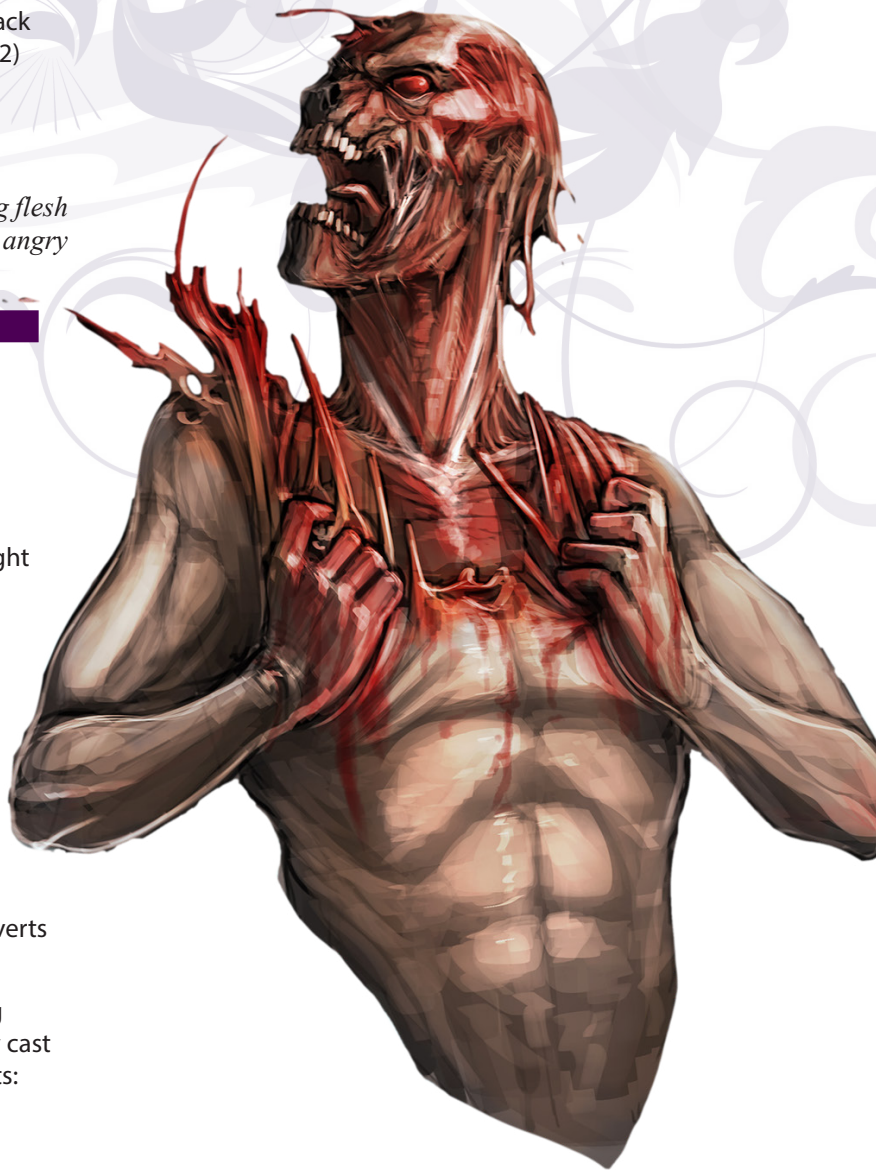
ACTIONS

Multiattack. The neuread makes two claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage, and the target must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is stunned. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150 ft./600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



Steal Face. The neuread tears the skin from the face of a Medium or Small incapacitated humanoid or corporeal undead creature. Doing so deals 10 (3d6) damage and 3 (1d6) Charisma damage to the target, and allows the neuread to assume the guise of the target creature by using its change shape ability as a bonus action. The neuread can retain this guise indefinitely, but it cannot return to a guise once it has changed to another form unless it steals the face again from the original target.

Before the Cataclysm, the neureadi were like many other fey, playing pranks by imitating the forms of other creatures. However, as the world changed around them, so did they. No longer did they mimic others—now they stole identities by taking faces.

Today, most neureadi serve as spies and covert operatives for undead lords, equally comfortable assuming the face of their master's living servants or those of undead rivals. A neuread will often study its target for days before subduing them and

assuming their identity, often so seamlessly that the target's own family fails to notice. When its mission is complete, the neuread will dump the victim's body—or sell it to the flesh markets—and leave confusion behind them.

In its natural form, a neuread is an average humanoid, save for its dog-like feet and horribly disfigured face. Where one has skin, it is ashen and covered with a patchwork of scars, but their faces are mostly exposed, bleeding muscle, with blood-red eyes and a wide grin filled with fangs.

SHADOW RIPPER

Shadowy black smoke drifts from this creature's eyes, enshrouding its skeletal form in ebony tendrils. It lunges out with long talons, seemingly reaching through its victims to tear at their shadows.

SHADOW RIPPER

Medium undead, neutral evil

Armor Class 16 (Natural)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR 17 (+3) **DEX** 16 (+4) **CON** 14 (+2) **INT** 10 (+0) **WIS** 14 (+0) **CHA** 15 (+2)

Skills Athletics +6, Intimidate +5, Perception +3, Stealth +10

Damage Resistances Cold, Necrotic; Piercing and Slashing from Nonmagical Attacks

Damage Immunities Lightning, Poisoned

Damage Vulnerabilities Radiant

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 60 ft.; Passive Perception 13

Languages Common

Challenge 6 (2,300 XP)

Shadow Pool. The shadow ripper feeds on shreds of shadow stolen from its victims. It stores this essence as points in its shadow pool, which it uses to protect itself and fuel its abilities. For each point of Charisma damage the shadow ripper inflicts, its shadow pool gains 1 point. Points from this pool dissipate at 1 point per hour.

Magic Weapons. The shadow ripper's weapon attacks are magical.

REACTIONS

Shadow Blur. When attacked by a weapon attack, the shadow ripper can expend a point from its shadow pool to impose disadvantage on the attack.

ACTIONS

Multiattack. The shadow ripper makes two claw attacks.

Claw. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus the target's Charisma score is reduced by 1d4. The target dies if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a humanoid dies from this attack, a new shadow ripper rises from the corpse 2d20 hours later.

Shadow Blast. The shadow ripper can spend points from its Shadow Pool to unleash one of the following attacks:

Shadow Ray (1 point). *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 17 (5d6) necrotic damage.

Shadow Wave (2 points). Each creature in a 15-foot cone must make a DC 13 Dexterity saving throw. A creature takes 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Shadow Blast (3 points). Each creature within 20 feet of the shadow ripper must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) necrotic damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

Shadow rippers are savage undead predators that stalk the living to feed off their shadows. Unlike the skeletons they superficially resemble, shadow rippers possess a malign intellect and are more than capable of ambushes. They prefer to hunt at dusk and dawn, when shadows are longest, but also enjoy the fleeting, dancing shadows created by firelight.



They usually lie dormant during daylight hours, when they are relatively powerless.

When necromantic energy combines with shadow magic, the results can be horrific—the deadly shadow rippers are a leading example. What started as an experiment in creating an undead assassin turned tragic as the first shadow rippers turned on their creators and escaped into the wild, spreading their affliction far and wide.

Shadow rippers tend to lurk near settlements, sometimes even on the fringes of large cities. Though they need a constant source of living creatures to feed on, they prefer the shadows of sentient humanoids. In dangerous regions, shadow rippers will band together, hunting like prides of lions, to isolate and bring down enough targets to feed the band.

SKIN OF EVIL

An inexplicable hatred for your companions possesses you. As you lash out, the black, oily substance in which you stand begins to ripple and rise, taking on a large monstrous shape with your face.

SKIN OF EVIL

Large fiend, chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 270 (20d10 + 160)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	26 (+8)	5 (-3)	10 (+0)	16 (+3)

Saving Throws DEX +6, CON +14, WIS +6

Skills Perception +6, Stealth +6

Damage Resistance Cold, Fire, Lightning

Damage Immunities Poison; Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unconscious

Senses Truesight 120 ft., Passive Perception 16

Languages Abyssal, Common, Telepathy 120 ft.

Challenge 18 (20,000 XP)

Rage Vapor. A skin of evil in ooze form emits a colorless, odorless vapor when stepped on by a living creature. A creature in contact with the skin of evil in ooze form must make a DC 24 Wisdom saving throw or fall into a homicidal rage directed at any living creature near them. While under this rage, the affected creature attacks the nearest living creature it can see. A creature can attempt this saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Hate Drinker. In ooze form, the skin of evil gains 1 point of hate for every point of damage dealt by anyone affected by its Rage Vapor power and for every point of damage it inflicts. The skin of evil can use these points to heal 1 hit point per hate point or to activate its Body of Hatred ability.

Body of Hatred. Until it feeds, a skin of evil is black, oily ooze. Once it has consumed 10 hatred points to fuel its transformation, as an action it can assume the Body of Hatred form. In this form, the skin of evil takes on the rough appearance of a victim currently affected by its Rage Vapor or marked by Hate Drinker. The skin of evil's flesh sculpts into a twisted mockery of its target, but its statistics do not change.

Once imitating a target, the skin will attack and pursue it to the death. Though the skin appears to attack with a mockery of its victim's weapon, it is actually a natural slam attack that functions as a magical weapon. If the skin slays its target or is reduced to 5 or fewer hit points, it reverts to its ooze form unless it has marked a new target with Hate Drinker.

Magic Resistance. The skin of evil has advantage on saving throws against spells and other magical effects.

Magic Weapons. The skin of evil's weapon attacks are magical.



Split. If struck by a critical hit by an attack that inflicts slashing or piercing damage, the skin of evil splits in two identical halves. Each half has one-half the original creature's current hit point total (round down). A skin with 10 or fewer hit points be further split and dies if reduced to 0 hit points.

ACTIONS

Multiattack. The skin of evil makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage plus 21 (6d6) necrotic damage.

Hate Blast. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 28 (8d6) necrotic damage.

The skin of evil is an ooze demon native to the deepest pits of the Abyss. Perhaps it is the hatred of the Abyss given life, or grown from the sloughed-off flesh of newly spawned demons. Always seeking new victims to fuel their thirst for hate, these hungry and wrathful demons have seeped through the cracks in the Abyss into other planes, where they can find new targets. Hideous mockeries of their victims, an empowered skin of evil will stalk its prey for eternity, its only goal to feed from the secret hate in its victim's heart, leaving it a misshapen husk.

SOULEATER

As the world begins to darken all around you, shadows close in—like none you have before seen. The howling face you'd only before seen out of the corner of your eye appears, leering, right in front of you. Nobody else seems to see it; they try to shake you back into a wakefulness, which will never come—and then you see nothing at all. There is only the blackness and the horrible, staring eyes of that gaping face...

Abaddon is a world of final destinations, from which even the souls of the dead cannot escape. Those who fall are doomed to rise and join the ever-swelling ranks of the undead. Some souls lack the strength to manifest themselves as individuals, though. Instead, they merge with each other to form a whispering, wailing mass of semi-aware mental energy, no longer recognizable as having ever been a living thing. This accumulation of the unfortunate dead can take many forms: a wailing in the wind, or—when seen in the corner of one's vision—a cloud of dust shaped of tortured faces, a sight which fades if looked at directly.

These manifestations are usually the fullest extent the living will interact with a souleater, as the ethereal substance lacks both the ability and the will to affect the material world. Sometimes, though, a rogue spirit from the Elemental Plane of Air will shape for itself a form comprised of this exotic energy from countless departed souls. Such a creature is to be greatly feared: it is difficult to see, can manipulate its

pursuers' perceptions, and is difficult to harm as it has no material form.

It keeps a power even more terrifying, though. The sinister and malevolent being can convince a living, breathing creature that its worst fears have been made manifest, compelling it to fall, stone dead, to the dry and dusty ground, where the souleater can feed upon its departing essence.

SOULEATER

Large elemental, neutral evil

Armor Class 16 (Natural Armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	24 (+7)	16 (+3)	6 (-2)	11 (+0)	16 (+3)

Damage Resistance Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 13

Languages Telepathy 120 ft.

Challenge 8 (3,900 XP)

Incorporeal Movement. The souleater can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Aura of Malevolence. Each creature within 30 feet of the souleater must succeed on a DC 14 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 souleater's Aura of Malevolence for the next 24 hours. This aura has no effect on constructs and undead.

ACTIONS

Multiattack. The souleater makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Misperception. The souleater manipulates the perceptions of a living creature it can see within 30 feet. The target creature must make a DC 14 Wisdom saving throw or suffer disadvantage on attacks against the souleater until the end of the target's next turn.

Mortal Dread (3/Day). The souleater focuses its terrifying energies on a living creature already frightened by its Aura of Malevolence that it can see within 30 feet. The creature must make a DC 14 Wisdom saving throw. If the saving throw fails by 5 or more, the creature drops to 0 hit points and dies unless it is immune to the frightened condition. Otherwise, a creature takes 23 (5d10) psychic damage on a failed save. If a creature survives this attack, they become immune to the effect for the next 24 hours.

Nothing short of a *wish* can return a creature slain in this fashion to life.

DREAD SOULEATER

Large elemental, neutral evil

Armor Class 16 (Natural Armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft., fly 100 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	18 (+4)	6 (-2)	11 (+0)	18 (+4)

Saving Throws DEX + 11, WIS +4, CHA +8

Damage Resistance Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 14

Languages Telepathy 120 ft.

Challenge 11 (7,200 XP)

Incorporeal Movement. The dread souleater can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Shifting Aura. A dread souleater has two auras at its disposal. At the beginning of its turn, the dread souleater chooses which aura will be active until the start of its next turn:

- **Aura of Confusion.** All living creatures within a 15-foot radius of the dread souleater must succeed at a DC 16 Wisdom saving throw or be affected by the *confusion* spell for 1 minute (no concentration required by the dread souleater). A confused creature can repeat the saving throw at the end of each of its turns and whenever it takes damage, 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 Aura of Confusion for 24 hours. While under the effect of that *confusion*, the creature is immune to the Aura of Displacement.
- **Aura of Displacement.** All living creatures within a 15-foot radius of the dread souleater must make a DC 16 Wisdom saving throw or suffer disadvantage on all attack rolls against the souleater. If a creature's saving throw is successful or

the effect ends for it, the creature is immune to the Aura of Displacement for 24 hours.

ACTIONS

Multiattack. The dread souleater makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.



Mortal Dread (3/Day). The dread souleater focuses its terrifying energies on a living creature that it can see within 30 feet. The creature must make a DC 16 Wisdom saving throw. If the saving throw fails by 5 or more, the creature drops to 0 hit points and dies unless it is immune to the frightened condition. Otherwise, a creature takes 38 (7d10) psychic damage on a failed save. If a creature survives this attack, they become immune to the effect for the next 24 hours.

Nothing short of a *wish* can return a creature slain in this fashion to life.



THE VOICELESS

The humanoid shape was thin and wiry, its ashen skin a mass of scars and scaldings. When it flew closer we, it's face appeared melted and frozen into featureless scab, leaving only a pair of fiery eyes and nostril slits over the mouthless jaw. Despite the terrible burnings that the creature must have suffered, it retained a mane of long, faded red hair.

THE VOICELESS

Medium humanoid, chaotic evil

Armor Class 12 (15 With Mage Armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	18 (+4)	15 (+2)	15 (+2)	19 (+4)

Damage Resistance Piercing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Charmed, Frightened

Senses Darkvision 60 ft., Passive Perception 15

Languages Understands the languages of its former life but can't speak

Challenge 5 (1,800 XP)

Mouthless. The voiceless lacks a mouth and seems incapable of communicating with other creatures; even its thoughts seem like incomprehensible gibberish to mind-readers. Their magic is not hindered, however, as their spells lack a verbal component.

Vampiric Feeding. The voiceless cannot consume food or liquids and must instead sustain itself by stealing life from others. The voiceless suffers 1d6 necrotic damage from starvation and thirst each day, but it can prevent or heal this damage by sacrificing an equal number of temporary hit points gained from casting *vampiric touch* on a living creature.

Spellcasting. The voiceless is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The voiceless has the following wizard spells prepared:

Cantrips (at will): *control flames*, *create bonfire*, *light*, *mage hand*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*

2nd (3 slots): *flaming sphere*, *misty step*, *pyrotechnics*

3rd level (3 slots): *fireball*, *fly*, *vampiric touch*

4th level (3 slots): *fire shield*, *wall of fire*

5th level (2 slots): *conjure elemental*

ACTIONS

Fiery Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) fire damage.

Ravenous Flames. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 13 (4d6) fire damage. In addition, the target must make a DC 13 Dexterity saving throw or take 10 (3d6) fire damage at the end of its next turn.

The voiceless were once a cabal of pyromancers, long ago, relentless in their pursuit of power and mastery over fire magic. Nothing seemed capable of diverting their attention from their studies—nothing, until the Cataclysm sundered the world, shattering the mountains, burning the lands, and poisoning the oceans. The leaders of the cabal decided to pit their arcane might against the wave of destruction to force the fire and smoke and miasma to leave their sanctuary unharmed. The whole cabal—masters, adepts, and acolytes—stood together in the mystical nexus of their hidden land to perform the great ritual. Despite

their magical expertise, they underestimated the powers at work. The conflagration that struck wasn't only fire, ash, and brimstone—it unleashed the life force of a thousand-thousand slain, a dimensional ripple completely unknown to and unexpected by the pyromancers. Even worse, its wild magic distorted and disrupted the sorcery of the cabal. For a moment, the barrier erected by the cabal stood against the destruction, breathing confidence and hope in their hearts. Seconds later the magical backlash obliterated the masters and twisted the adepts, burning them even as they screamed incantations of power. Those were the last words they ever spoke, as their faces melted away, leaving only scars where their mouths once sat.

The voiceless are twisted creatures, no longer human and incapable of communication, and driven mad by the unending, rapacious hunger and thirst gnawing at their bowels. While they can draw upon the life of others to stave off true starvation, doing so can never satiate them. The loss of their mouth seems more than just a physical change, as the voiceless are completely impervious to any communication, whether mundane, magical, or psionic.

ENVIRONMENT & HAZARDS

AIR, NECROMANTIC

The air surrounding a powerful divine or arcane necromancer can sometimes fill with a dark, almost tangible miasma of negative energy whenever 8 or more undead are created from a single casting of the *animate dead* spell. An evil spellcaster (15th level or higher) may also choose to sacrifice one point of Constitution damage to make a DC 20 Intelligence (Arcana) check when casting *animate dead* to attempt to create necromantic air as an additional effect. If the check fails, the caster's hit point maximum decreases by 10 (3d6) points and no additional effect is created. A long rest restores this loss.

If the check succeeds, the necromancer infects the atmosphere with necrotic energy, turning it into necromantic air in a stationary 30-foot-radius sphere centered on his space. The air remains tainted for a number of days equal to the caster's spellcasting ability modifier (minimum 1).

Good-aligned creatures suffer 7 (2d6) points necrotic damage if they end their turn within an area affected by necromantic air. While within an area polluted by necromantic air, undead gain advantage to their attack rolls.

As an action, a good-aligned cleric may enter the infected area and expend a use of the Channel Divinity class feature to destroy the necromantic air. Likewise, a paladin can expend a use of his Divine Smite class feature.

ARCANE SLIME

This unusual slime is often found in abandoned treasure chambers, libraries, laboratories, and other locations rife with magical equipment and items. It forms when an acidic or corrosive slime oozes over a magic item and damages it.

Arcane slime is dull blue and appears wet and sticky like thick wallpaper paste. It radiates a faint abjuration aura to *detect magic* and otherwise behaves like green slime: it clings to walls and ceilings; upon sensing movement, it drops down upon unsuspecting creatures, engulfing them. Arcane slime also hungers for magical items; when confronted by multiple targets, it will attack whoever exudes the most arcane energy, particularly arcane spellcasters.

A single 5-foot square of arcane slime immediately affects any spellcaster or magical item it comes into contact with. Each round the slime remains in contact with its chosen target, the target loses their highest-level unused spell slot. If the caster has no spell slots remaining, they instead suffer 4 (2d4) necrotic damage.

An item affected by arcane slime loses all magical properties for 2d6 rounds. Each round after the first the item remains in contact with the arcane slime there is a cumulative 1% chance the slime drains all magic from it, leaving behind a mundane item. The slime can be scraped off during the first round it is in contact with the victim or object. Thereafter, it must be frozen, burned, or cut away, dealing 7 (2d6) damage to the victim or object.

Anything that causes cold or fire damage, invokes sunlight, dispels magic, or removes disease destroys a 5-foot-square patch of arcane slime. Arcane slime does not affect nonmagical items or non-spellcasters.

ARCANE BLEED MOLD

When yellow mold grows undisturbed over a magical item for a century or so, it absorbs some of the magical energy from the item. The mold then radiates this energy over time and becomes a dark green, slightly phosphorescent mold.

The arcanebleed mold completely absorbs the magical energy of the items it has overgrown. If disturbed, a 5-foot square of the mold explodes in a blast of spores and arcane energy.

Everyone within a 10-foot-radius sphere of the exploding mold suffers 10 (3d6) necrotic damage. A creature that succeeds on a DC 11 Dexterity saving throw takes half damage.

Dispel magic cast on a patch of arcanebleed mold destroys it, turning it into harmless black sludge. The magic item drained by the mold is left a crumbling, worthless wreck.

COFFIN MOLD

Coffin mold is a black, furry growth that feeds on the damp and rot of ancient graves, sarcophagi, coffins, and tombstones, coating them in thick sheets. Coffin mold is found in 5-foot-square patches across long-abandoned gravesites. It is commonly scattered in small clumps; in some great necropolises, however, enormous patches have been encountered.

When disturbed by prodding or being walked on, coffin mold deflates, losing much of its bulk and puffing a gray cloud of noxious spores into the air. Living creatures within 15 feet of the mold must make a DC 12 Dexterity save to avoid contracting cackle fever (see the core rules for this disease's effects). Any amount of fire damage destroys coffin mold; pouring at least a gallon of water on a patch allows it to be scraped away without exploding.

CRIMSON FOG

There is an exotic mold known as crimson mold (see below) that, when disturbed or burned, release a cloud of crimson fog. Crimson fog appears as a bright red noxious gas. It infects those who inhale it with crimson slimy doom. Crimson fog billows from a patch of crimson mold when it is destroyed by fire, whether or not it was disturbed previously. Once released, these toxic vapors can float in the still air of a dungeon for long periods of time. The cloud occupies a 20-foot cube centered on the patch of mold that released it. Any living creature entering its area of effect must make a DC 12 Constitution saving throw or contract crimson slimy doom (see below for this disease's effects).

Though rarely encountered, crimson fog is a well-known hazard for tomb robbers and dungeon explorers; it can be harmlessly dissipated with *gust of wind* or a similar spell.

DESERTBLOOM

Appearing to be a patch of dead plants with brittle, lifeless petals, red leaves, and dark green stems, these flowers are only found within Abaddon's volcanic deserts. They provide an unexpected hazard to those unfamiliar with fungi and molds.

The plant emits a foul, disgusting scent that can be detected up to 30 feet away with a DC 11 Wisdom (Perception) check. If the patch of plants is disturbed, it releases a burst of even fouler stink accompanied by a black cloud of deadly spores. These spores explode upon the slightest excitement. If desertbloom is disturbed, creatures within 10 feet of it must make a DC 12 Dexterity saving throw or take 10 (3d6) fire damage and have their hit point maximum reduced by 7 (2d6) points as the spores burn their lungs. The cloud instantly dissipates, but anything killed in the explosion become hosts to the rapidly sprouting shoots of a new desertbloom patch, growing to deadly maturity in 1d4 days.

The plant is easily and safely destroyed if it takes any amount of cold or fire damage. Desert dwellers sometimes carefully harvest immature plants to be used as explosives.

FALLING TREES

Most of the trees on Abaddon are rotting long-dead hulks that can crumble apart or topple at the most unexpected times. Storms, lightning, and floods can easily uproot these rotten timbers and send them crashing to the ground, particularly around adventurers letting off powerful magic or swinging weapons in wild arcs.

During dangerous weather or powerful conflict, there is a 1% chance each round that a tree near the characters will be uprooted, sending it crashing to the ground in a random direction. Any creature in the path of the falling tree must make a DC 10 Dexterity saving throw to avoid being struck. On failure, a creature takes 3 (1d6) bludgeoning damage for every five feet of the tree's height (randomly determined as 2d4 x 5 feet). A creature struck by a falling tree is pinned (escape DC 12). A creature automatically takes 4 (2d4) bludgeoning damage at the end of each of their turns they remained pinned.

GLASS STORM

The meteor impacts and the volcanic eruptions that followed created enormous deposits of obsidian (volcanic glass) at the impact and eruption sites. In many places, there are patches of desert ground that are smooth, alien landscapes of this black glass. Elsewhere this material has been shattered and broken into tiny razor-sharp fragments that get whipped up into the air, forming abrasive glass storms that can strip a creature to the bone should they fail to find cover.

A glass storm reduces visibility to 1d10 x 5 feet and imposes disadvantage on Wisdom (Perception) checks that rely on sight or sound. A glass storm deals 4 (1d8) piercing and slashing damage per hour to any creatures caught in the open and leaves a thin coating of black sand in its wake. This razor dust creeps in through all but the most secure seals and seams, cutting skin (causing 1 damage per hour until healed) and contaminating carried gear.

Without protective gear or wrappings to cover the eyes, those caught in a glass storm for an hour must make a DC 12 Constitution saving throw or be permanently blinded as their eyes are abraded away.

HELLISH FOG

Occasionally, the spiritual veil of Abaddon becomes punctured, though this tear nearly always leads into Abaddon rather than out. When these punctures lead to the elemental plane of fire, the interaction between the spiritual energies of the two dimensions produces a hellish fog.

Hellish fog is a cloud of scalding steam that billows out from the tear in reality and randomly explodes in blasts of elemental fire. The size of the tear determines the size of the fog, though the largest patches rarely cover more than a 50 ft. square area.

A creature standing in the fog suffers 1d4 points of fire damage every round with no saving throw. Each round, the patch of the fog has a 20% chance of erupting with a blast of fire if any potential victim stands within or near it. Anyone within the fog or within 10 feet of it when it erupts suffers 8d6 fire damage (DC 15 Reflex save for half damage).

The only way to dissipate the fog—other than waiting for it to close naturally—is to repair the breach in reality with an appropriate spell or artifact. Most portals do not last more than a day in Abaddon's unforgiving spiritual climate.

NECROMANTIC FOG

A dark grey, low-lying mist that swirls around the feet, necromantic fog is found in cemeteries and burial chambers. It is fed by the slow bleed of necromantic energy emanating from the corpses and channeled through their lingering spirits.

The fog clings to both the bodies of the dead and living, entering the body through the skin as a liquid or through the lungs as a vapor. Once within the body, the fog eats away at the life of the poor infected creature.

Identifying necromantic fog is difficult, as it resembles the damp, low-lying natural fog found in such places. A character must make a DC 20 Intelligence (Nature) or (Arcana) check to discern the fog's true nature.

A typical patch of necromantic fog fills a 20-foot cube, though the fog is visible only near the bottom and is invisible near the top. When a creature enters the fog and each round it remains in the fog, it takes 4 (1d8) necrotic damage as a chilling, numbing sensation envelops them. Any victim who suffers 12 or more points necrotic damage from the fog within an hour has their hit point maximum reduced by an equal amount.

A cleric can expend a use of their Channel Divinity class feature to destroy a typical patch of necromantic fog. *Gust of wind* or a similar spell temporarily clears the fog, but it reforms in the cleared area 2d4 minutes after the end of the spell.

Any creature killed by necromantic fog rises as a zombie 1d4+2 rounds later.

For every minute an undead creature remains within necromantic fog, it heals 5 (1d8 + 1) hit points.

NECROMANTIC SLIME

Necromantic slime is a rare and deadly find. It is normally only encountered in cemeteries and tombs, though the

execution pits of the undead lords may also play host to its disgusting presence.

Necromantic slime is produced when slime comes into contact with the remains of a deceased creature that has been tainted by necromantic energy. As the slime oozes over the corpse, it dissolves the corpse into a thick sludge, black and stinking, which it absorbs while being infused with necromantic energy.

Necromantic slime behaves like green slime. It clings to walls, floors, and ceilings, and drops from elevated surfaces to feed in reaction to movement.

If a creature comes into contact with necromantic slime, it must make a DC 12 Constitution saving throw or have its hit point maximum reduced by 3 (1d6) points. Each succeeding round the creature remains in contact with the slime, it suffers 7 (2d6) necrotic damage and has its hit point maximum reduced by 3 (1d6) as the slime devours the victim's flesh—not like slime, but like a thousand tiny, needle-fanged mouths.

The slime can be scraped off during the first round it is in contact with the victim; after the first, it must be frozen, burned, or cut away, dealing 7 (2d6) damage to the victim.

Anything that does cold or fire damage destroys the slime. *Lesser restoration* destroys a 5-foot-square patch of necromantic slime. If a cleric expends a use of their Channel Divinity class feature, they can destroy a 10-foot-square patch of the slime.

Necromantic slime can only dissolve flesh and bone, whether living, dead, or undead; it does not affect wood, metal, or stone. The slime can destroy leather and hide armors in short order; these types of armor lose one point of Armor Class each minute the slime remains in contact with them, including the round it first touches the armor.

NIGHTWALL

A Nightwall is a rare and unusual environmental effect that appeared as the meteor fell. It occurs when great amounts of necromantic and psionic energy interact, whether through massive release and interaction of these powers or through abounding death, as when the meteor fell and killed millions.

A Nightwall cannot be negated or dispelled by any means, including epic-level magic such as *wish*.

A Nightwall creates an area of magical darkness. Living creatures with normal vision and no light source (mundane or magical) are blinded while within the Nightwall. Undead and constructs are not affected. A creature with darkvision can see 10 feet ahead of themselves while within a Nightwall. A creature carrying normal light can see 5 feet ahead of them while inside a Nightwall. Anything beyond that distance is heavily obscured. Anything beyond that distance is heavily

obscured. Other sensory perceptions such as blindsight and tremorsense are also restricted to this range, but Truesight is not.

A Nightwall has unusual effects on undead creatures within its area of effect, including:

- Advantage on initiative checks.
- Advantage on Wisdom saving throws to resist a cleric's Turn Undead attempt using their Channel Divinity class feature.
- *Frightful Presence*. Undead within a Nightwall become unsettling to their foes. When a creature first encounters undead inside a Nightwall, they must make a Wisdom saving throw. The DC of this save equals 8 + the undead's proficiency bonus + its Charisma modifier. On a failed save, the creature becomes frightened for 1 minute. A successful saving throw renders the character immune to this effect for 24 hours.
- *Lifesense*. Undead within a Nightwall can sense the direction, but not the specific location, of a living creature up to 120 feet away.
- *Turning Backlash*. When a cleric attempts to Turn Undead while within the Nightwall, they suffer 3 (1d6) necrotic damage for each undead creature they attempt to turn.

In addition, a Nightwall has unique effects on specific types of undead:

- *Cause Fear*. The following undead can cast *cause fear* once per day: allip, ghastr, ghoul, mummy, shadow, spectre, vampire spawn, wight, and wraith.
- *Contagion*. The following undead can cast the *contagion* spell once a day: devourer, mummy lord, and nightwalker.

Finally, a Nightwall can profoundly affect the Khymer.

- *Burn Up*. Khymer inside of a Nightwall have their body-vessel time limit reduced by one-half due to the intense levels of necromantic and psychic energies enhancing their natural corrosive and feeding effects. Once out of the Nightwall, the time limit of the Khymer's body vessel returns to normal, less the time it already lost.

OCHRE SLIME

Ochre slime is a dark yellowish slime that was once the body of an ochre jelly. Ochre slime is left behind when an ochre jelly is killed but its remains are not burned. The gelatinous mass slowly breaks down and seeps into the ground, where it mixes with nutrients and organic matter in the dirt. Although it is a rare occurrence, another slime will eventually absorb this mixture of rich earth and jelly remnants, as it would any other organic matter. Over the course of a full day, the slime is transformed by this diet into a rare and unusual ochre slime, so rare that it is considered a dungeoneer's tall tale by most.

Ochre slime is acidic and eats through just about anything it comes into contact with. Unlike most slimes, ochre slime remains on the ground and never ascends walls or hangs from ceilings. Instead, it stays on the ground and attaches itself with stringy pseudopods to anything that walks over it, consuming the victim moment by moment with its acidic body mass.

A single 5-foot-square patch of ochre slime deals 4 (2d4) acid damage per round while it devours the flesh of its prey. The slime can be scraped off during the first round it is in contact with the victim; after the first, it must be frozen, burned, or cut away, dealing 7 (2d6) damage to the victim. Anything that does cold or fire damage or involves sunlight destroys a 5-foot-square patch of ochre slime, as does the *lesser restoration* spell. Ochre slime deals 3 (1d6) acid damage per round to wood and metal. It cannot, however, eat through stone or glass.

SCARLET MOLD

Colored a brilliant red, scarlet mold shoots a thick cloud of gas if disturbed; this cloud lingers over the mold-covered square and all adjacent squares for 2d4+3 rounds. Those within this cloud must make a DC 13 Constitution saving throw each round, including the round they enter the cloud, or have their hit point maximum reduced by 3 (1d6). Additionally, those within the cloud have a chance of becoming infected with crimson slimy doom (see below for details).

A *gust of wind* or similar spell can be used to dissipate the gas cloud. Each 5-foot-square patch of mold can release its gas once per day. Patches of mold can be destroyed by fire, but doing so releases a dose of crimson fog three rounds later (see the crimson fog section earlier in this supplement).

SLUDGE CHAMBER

At times, molds and slimes normally found in dungeons, tombs, and caverns can grow to be so thick and profuse that moving through them becomes difficult. The ground becomes slippery, and drooling strings of slime pull like webs of mucous at creatures trying to move through the sludge.

A sludge chamber is treated as difficult terrain. A character moving through a sludge chamber must make a DC 10 Dexterity saving throw for each square moved through. A creature that fails the save becomes restrained until the beginning of their next turn.

In some instances, sludge chambers not only hinder movement, but also pose a toxic, foul-smelling hazard. In this case, creatures in a sludge chamber must make a DC 12 Constitution saving throw each round or become poisoned until the end of their next turn. A creature restrained by the sludge suffers disadvantage on this save.

Sludge chambers cannot be destroyed or cleared, save by heroic effort and days of hard labor.

SPECTRAL SLIME

When a spectre or ghost is destroyed, its ectoplasmic remains in the material plane can cause a bright-blue, translucent patch of slime to form. This spectral slime contains the remnants of the dead ghost's mind and instincts reduced to their most primitive form. Spectral slime radiates an unnatural aura that unsettles animals within 30 feet. These animals refuse to approach the slime and will shy away from it if given any chance to do so. A DC 20 Wisdom (Animal Handling) check is required to force an animal into an area fouled with the slime. Spectral slime clings to walls, floors, and ceilings in patches, dropping down to attack when it detects movement; it grows larger as it consumes the life force of its victims.

A living creature that comes into contact with spectral slime has their hit point maximum reduced by 7 (2d6). At the start of its turn each round the creature remains in contact with the slime, they must make a DC 13 Constitution saving throw or have their hit point maximum reduced by 7 (2d6). For every 10 points of hit point maximum lost, a spectral slime grows in size by 5 feet (for example, from a 5-foot square to a 10-foot square).

The slime can be scraped off during the first round it is in contact with the victim; thereafter, the slime must be frozen, burned, or cut away, dealing 7 (2d6) damage to the victim. Anything that deals cold, fire, or holy damage destroys a 5-foot-square patch, as will the *lesser restoration* spell.

Spectral slime does not affect wood or metal.

STARFALLEN SLIME

Beautiful yet dangerous, starfallen slime is black and filled with tiny speckles that reflect light, making the slime look like the night sky—or as the night sky would if it were visible from Abaddon anything more than rarely. Starfallen slime came to Abaddon on the meteors that struck the land; post-cataclysm, they have spread throughout Abaddon and can be found in many different places.

Starfallen slime is difficult to see, requiring a DC 25 Wisdom (Perception) check. The slime is typically found within or around the many crater scars left by the meteorite impacts. Most of these slimes remain within their impact craters unless carried off by a creature to which they have attached. They speckle the landscape as fragments of the meteor that caused the cataclysm continue to rain down upon Abaddon.

Starfallen slime is short-lived, becoming harmless patches of sparkling tar within 1d6+1 days of arriving on Abaddon. Until it dies, the slime lies in wait in its crater for a creature to happen upon it, whereupon it lashes out with pseudopods and

seeps into its victim's body through their pores and orifices, seeking the brain.

A starfallen slime in contact with its victim for 1d4 rounds deals 1d3 points of Intelligence and Wisdom damage per round while it devours the victim's mind. A creature reduced to zero Intelligence or Wisdom dies and cannot be restored to life except by means of a *wish*.

The slime can be scraped off during the first round it is in contact with the victim; after the first, it must be frozen, burned, or cut away, dealing 7 (2d6) damage to the victim. Only the *lesser restoration* spell destroy starfallen slime. Starfallen slime does not affect wood, metal, or stone, and is unaffected by cold, heat, and sunlight.

SWOLLEN CORPSE

This unusual cactus grows in the deepest of Abaddon's frozen wastes and volcanic deserts. The swollen corpse looks very much like the bloated body of a humanoid, even appearing to be dressed in the tattered sackcloth clothing of a peasant. A DC 14 Wisdom (Perception) check is required to notice that the "body" isn't what it seems to be.

When a creature passes within 20 feet of a swollen corpse, the cactus releases a cloud of poisonous spores and needles that blankets everything within 25 feet of the cactus. Creatures within this area must make a DC 13 Constitution saving throw or suffer 7 (2d6) piercing damage and 4 (1d8) poison damage. A creature killed by this cloud has a 25% chance of serving as a host for the spores to grow a new swollen corpse. It takes 1d6+5 days for a new swollen corpse to grow to fruiting maturity, all the while swelling from water held within.

A swollen corpse that has released its spores does not require a Perception check to be identified; however, it returns to its deceptive form after 24 hours, after which it again requires a Perception check to identify.

Any fire damage inflicted upon a swollen corpse destroys it without releasing its spores.

TERROR STONES

Stone circles and standing stones are a common sight, even on Abaddon, where the druid groves—where they might have once stood—are often long destroyed. Stones are used to mark many sites of power and those held to be holy. Many have stood for longer than anyone can remember; often, any runes that marked them have long since been rubbed away, giving these sites an aura of mystery and strangeness as well as a provenance that nobody understands. In most cases they are simply markers or guardians of long-forgotten magic, but at times they can be dangerous to adventurers.

Terror stones are almost identical to normal standing stones. They can be created when a cleric destroys a powerful

undead creature through use of Channel Divinity or with radiant damage near an existing stone of suitable size. In this case, the nearby menhir siphons away a portion of the destroyed undead's necrotic energy, turning an ordinary standing stone into a terror stone. There is a 10% chance plus 2% per Hit Die of the destroyed undead that a terror stone will form.

Skeletal patterns form in the stone as it transforms over several hours. These patterns are the only visual cue that anything is wrong with the stone. Even more, because so many stones have been carved by hand with similar symbols, these markings are not a surefire way to identify a terror stone. Nonetheless, a successful DC 14 Intelligence (Religion) check can discern a normal standing stone from a terror stone.

Terror stones radiate a 20-foot-radius aura of fear. Any creature that enters this area must make a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature that has experienced this fear or made its saving throw becomes immune to this effect for 24 hours.

NEW DISEASES

ARCANE PESTILENCE

Arcane pestilence is a magical sickness that, once contracted, easily spreads to others. One who dies of this sickness spews a toxic cloud of spores in an explosion that engulfs everything within 20 feet of the corpse—anything and everything within that area becomes tainted by the disease. Anyone touching an infected individual, an item the infected has touched, or anything the cloud has touched has a chance of contracting the disease. Any living creature exposed to arcane pestilence must make a DC 13 Constitution saving throw or become infected.

Arcane pestilence causes the skin of the afflicted to glitter and their eyes to flicker with sporadic sparkles of light as the disease moves through their body. These symptoms cease upon death as their body emits the sparkling spores in all directions.

It takes 1 day for arcane pestilence's symptoms to manifest in an infected creature. Symptoms include severe headache, swollen tongue and a ringing in the ears. An infected creature cannot maintain concentration on any spell.

After each long rest, an infected creature must make a DC 13 Constitution saving throw. On a failed save, the creature loses 1d3 points from its spellcasting ability. They also do not regain any expended or lost spells slots, and they lose access to their highest level slots available. This is repeated after each long rest.

CURSED FIRE

Magical fire that stems from an infernal or necromantic source may infect those harmed by it with a magical disease—an unquenchable, ever-burning flame that slowly consumes them from the inside out, until nothing remains but ashes. This disease is caused by a subtle interplay of the infernal and necromantic magics native to Abaddon. Anyone that suffers magical fire damage (whether from spells or weapons with a magical flame) has a 10% chance of contracting cursed fire. Victims of cursed fire are flushed and feel warm to the touch. They may cough up ashes and a faint glow may be seen to emanate from within their flesh when in darkness. Those who touch the victim may succumb to the burning poison affliction.

If a creature takes magical fire damage and falls within that 10% chance, they must make a DC 15 Constitution saving throw. Symptoms manifest 1 day after infection and include high fever and constant sweating. The infected creature gains one level of exhaustion that cannot be removed until the disease is cured.

When the creature enters a stressful situation, such as the start of combat or a dangerous event, the creature must make a DC 15 Constitution saving throw. On a failed save, the creature takes 11 (2d10) fire damage. This damage cannot be healed or regenerated either through rest or with magical healing.

At the end of a long rest, an infected creature can make a DC 15 Constitution saving throw. On a failed save, the creature gains another level of exhaustion. On a successful save, the creature's exhaustion level decreases one level. If this saving throw removes all levels of exhaustion, the creature is cured.

DEMONIC PLAGUE

Demonic plague is a vile disease that spreads through contact with demonic carriers, who brought the plague from their home planes before becoming trapped on Abaddon. The touch of a demon or creature native to the lower planes can cause this disease to take root, though the demons themselves are merely carriers and do not suffer from it. Demonic plague can also spread by touching the corpse of one who suffered from it, though burning afflicted bodies can eliminate the disease and halt its spread.

Demonic plague causes lingering and terrible pain that slowly grows. Over time, the affliction can cause sufferers to writhe in agony as they are slowly worn down by the unceasing torment, an echo of the torments of the damned. The death throes of the diseased are particularly violent, as the victims often snap their own back or neck in their contortions or shatter their teeth by clamping down on their jaw.

When a creature takes damage from the weapon attack of an infected fiendish creature, they must make a DC 14

Constitution saving throw or become infected. The disease's symptoms appear 1d4 days after infection and include muscle spasms with intense pain. The infected creature suffers one level of exhaustion and its hit point maximum is reduced by 5 (1d10) points. In addition, the infected creature regains no hit points from finishing a long rest; magical healing is unaffected by this disease, however.

Following each long rest, an infected creature can make a DC 14 Constitution saving throw. On a failed save, the creature gains another level of exhaustion and its hit point maximum is reduced by 5 (1d10). On a successful save, the character's exhaustion level decreases by one. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

MANA ROT

At times, using the magical arts has consequences in the world of Abaddon. A creature that contracts mana rot exudes a dimly phosphorescent ooze from their eyes.

Regular spells have little chance of causing this disease, but the magical energy necessary to create permanent items has a much higher chance of doing so. These items, left fallow for a long time, tend to become coated with a thin veneer of mana rot.

If a creature fashions a magic item, or is part of the process of making such an item, there is a 5% chance they are exposed to mana rot. If this occurs, the character must make a DC 13 Constitution saving throw. If the creature fails, they become infected with mana rot.

The disease's symptoms start to appear 2d4 weeks later, at which time the creature suffers 2 points of Constitution damage.

Thereafter, after every long rest the creature must make a DC 13 Constitution saving throw. If the creature fails, it loses another 2 points of Constitution. If the creature succeeds at two consecutive saves, it is cured of the disease.

NECROMANCIA

Coming into direct contact with the necromantic energies afflicting Abaddon can bring on disease. This supernatural illness, dredged from the negative plane that wraps Abaddon like a stifling blanket, is carried with necromantic spells and can affect both the living casters and targets of those spells.

A creature that casts a necromancy spell or suffers necrotic damage has a 1% chance of being infected with necromancia. If this occurs, the creature must make a DC 15 Constitution saving throw. If the creature fails this save, it becomes infected.

Once infected, the creature shows symptoms after 1d4 days. Necromancia manifests as a sloughing of skin and flesh. If

the disease goes untreated for too long, deep pencil-thick ulcers grow, which can dig down through the flesh to the bone. Those who die of necromancia have an 8 in 10 chance of rising as a zombie or a ghoul. When the symptoms manifest, the creature can no longer benefit from natural or magical healing or regeneration. In addition, the creature gains a level of exhaustion and suffers disadvantage on Constitution ability checks.

Following a long rest, the infected creature must make a DC 15 Constitution saving throw. If it fails, it suffers 13 (3d8) necrotic damage, which also cannot be healed while the creature remains sick, and the creature also gains another level of exhaustion. If the creature succeeds at two consecutive saving throws, it becomes cured of the illness.

SHADOW SICKNESS

Shadow monsters carry a taint of negative energy in their teeth and claws. Those attacked by these beasts may escape with their lives, only to fade away to the rigors of disease in the following days. Victims of shadow sickness slowly turn to shadows as the disease spreads, eventually losing their life and fading away. This affliction does not turn its hosts into shadow creatures, but simply kills them slowly and terribly.

A creature injured by the melee weapon attack of a shadow creature must make a DC 12 Constitution saving throw or become infected with shadow sickness. Symptoms manifest 1 day later. Those infected with shadow sickness feel cold and clammy and slowly fade, becoming increasingly transparent and smoky as they lose more and more energy. Eventually, all that remains is their shadow, permanently burned into the place where they lost their life. The creature gains a level of exhaustion and loses 1 point of Strength.

After each long rest, the infected creature repeats the DC 12 Constitution saving throw. If they fail this save, they gain another level of exhaustion and lose another point of Strength. Once the creature makes two consecutive saving throws, it is no longer infected.

SLIMY DOOM, CRIMSON

This horrid disease turns its victim into infectious goo. The effects of this affliction are similar to the transformation of a khymer. The origin of this disease has been linked to meteoric dust and fragments, which radiated necromantic energy or carried along the disease in its normal infectious cycle.

A creature who comes into contact with crimson slimy doom—or any creature infected by this disease—must make a DC 16 Constitution saving throw or become infected. The symptoms of the illness manifest 1 day later and include red and purple blotches on the skin, rampant diarrhea, and running mucous membranes. Victims of crimson slimy doom slowly liquefy. Starting from their extremities, their flesh



runs like wax in a candle flame until all that remains is an infectious pool.

Once the disease manifests, the creature's hit point maximum immediately reduces by 10 (3d6) and they suffer disadvantage on Strength and Constitution ability checks. After each long rest, the infected creature must make a DC 16 Constitution saving throw, losing another 10 (3d6) from their Constitution maximum on a failed save. If the creature succeeds at two consecutive saves, they are cured of the disease.

WHISPERING DOOM

Whispering doom first manifests in one's dreams, but then seems to spread throughout the community by contact—not just physical contact, but likely any kind at all. Merely conversing with the infected is enough to risk catching the disease, and there seems to be no real rhyme or reason as to who gets infected or how.

Victims of whispering doom show no physical symptoms. Its symptoms and effects are all mental, making the afflicted extremely distracted and, in some cases, driving them insane,

the voices seeming to never leave. The voices seem to convey no particular meaning, save for the very rare word able to be picked out. Victims report the voices as like those in a tavern, a background of noise without individual conversations that can be made out.

If a creature speaks with, touches, or otherwise interacts with a creature infected by whispering doom, they must make a DC 13 Constitution saving throw or become infected. Symptoms appear 2d6 months later and include difficulty in concentrating or focusing. An infected creature suffers disadvantage on initiative checks. Intelligence skill and ability checks likewise suffer disadvantage. Finally, a spellcaster must make a DC 10 Constitution saving throw to maintain concentration on a spell round to round. If the caster fails this save, they lose the spell.

At the end of each long rest, the infected creature must make a DC 13 Constitution saving throw. If they fail, they lose 1 point of Intelligence and 1 point of Wisdom. If the creature's Intelligence or Wisdom score drops to 0, they become permanently insane. If an infected creature succeeds on three saves (they need not be consecutive), they are cured of the disease.