



Mythos Monsters





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WHAT YOU WILL FIND INSIDE MYTHOS MONSTERS

Mythos Monsters is the latest installment in the *Beasts of Legend* series from Legendary Games, bringing you richly detailed and evocatively described monsters for the 5th Edition of the world's most famous roleplaying game, drawing upon the myths and legends of the real world and throughout the history of RPGs. You can check out the fantastic flair of these monster accessories in the companion volumes *Coldwood Codex*, *Boreal Bestiary*, *Construct Codex*, and *Beasts of the East!* The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official System Reference Document or 5eSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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INTRODUCTION

Using monsters from the Lovecraftian mythos, whether based on H.P. Lovecraft's own conceptions of them or the authors that influenced him, like Robert Chambers and Arthur Machen, or that followed in his footsteps, opens up a great variety of possibilities for forbidden lore and ancient and terrible knowledge. This knowledge includes spells, to which one could apply the [mythos] descriptor to indicate spells that derive from or touch upon the powers and knowledge of Elder Things from Beyond. Much as spells use descriptors, such as acid, air, chaotic, cold, etc, the mythos descriptor represents spells and spell energies tapping powers or beings beyond the Tapestry of Night or including rituals that call upon such beings or powers. In similar fashion, feats can be organized as Mythos feats for classes, archetypes, and other character options related to the mythos.

Most relevant for this product, the mythos subtype can also be applied to creatures, indicating eldritch and alien beings from beyond, much as you would apply descriptors like aquatic, fire, or daemon. If using this rule, all of the creatures in this product, of course, would qualify as having the mythos subtype. In addition, the following monsters from the standard **5E System Reference Document** would qualify as creatures of the mythos subtype: aboleth, cloaker, gibbering moulder, grick, intellect devourer, and of course the brain-eating flayers.

MYTHOS CREATURES

The mythos subtype represents creatures with their origins in the Lovecraftian mythos of ancient alien gods from beyond the stars and madness-inducing forays into secrets man was not meant to know. While mythos creatures are often aliens from elsewhere in the physical universe, they can also be creatures from alien dimensions beyond the bounds of time and space as ordinary mortal creatures understand them. Most mythos creatures are covered by the aberration type, though some may be monstrosities, oozes, plants, undead, or rarely other creature types.

Mythos creatures are sometimes infused with extradimensional power far beyond that of similar creatures. Mythos creatures thus may have maximum hit points per HD, and some of the more complex creatures may have save DCs set to a single value to make them easier for GMs to run. This flat value is generally linked to the creature's AC.

FROM THE FARTHEST REALMS BEYOND

In addition to the specific literary creations of Lovecraft and those who developed his universe, the mythos concept is one that inspires a great many oddities from elsewhere. A common trope within the mythos is the idea of infestation and infiltration; that things from Beyond might come to the meager world of mortals and make a home, and in fact that our neighbors and pets and family and friends might secretly be the aliens in disguise. This theme works equally well with any number of horrible creatures in a fantasy campaign, from sci-fi themed extraterrestrial aliens to outsiders, ghostly or demonic possession, lycanthropy, or any number of shapeshifting creatures. Still, it works particularly well as a way of upsetting the (literally) natural order of things when seemingly ordinary creatures, whether humanoid or monstrous, or even familiar animals and plants, can suddenly turn into awful abominations of indescribable horror. Perhaps even worse, they may in fact be those you once loved but who have been taken into the clutches of an alien *thing* and made into something terrible and aberrant.

The Farthest Realms Beyond: The place of origin of mythos creatures varies a great deal. Many classic mythos stories refer to specific locations on alien planets or stars, but these don't necessarily correlate to any known locations in the physical universe. A possible explanation is that the realms from which mythos creatures hail are at the farthest reaches of the physical universe. This could mean that they occupy a sort of multidimensional transplanar substrate where the ragged edges of the Material Plane fray and come apart into entropic shards and fibers, or that they bend back upon themselves as the grand curvature of the universe becomes deformed. At the farthest edges of the Material Plane, the transitive planes like the Shadow Plane or the Plane of Dreams could be overlapped and compressed with the Material Plane in such a way that creatures there exist in multiple realities or even multiple locations simultaneously. These realms could be the location or the melding of universal matter and energy with the notional physics of antimatter, darkmatter, and hyperspace. In a universe that displays physical manifestations of metaphysical constructs dimensions of time, space, and reality can easily be assumed to bend and warp into geometries and probabilities that beggar description and are as alien and impossible to the presumptive universal constants of the "normal" core areas of the Material Plane as to be unrecognizable to those who live there.

Rules-wise, it is possible to consider these "farthest realms beyond," however defined and constructed, as other planes, in which case mythos creatures should be considered to have the extraplanar subtype. However, it is equally valid to presume the aberrant reality of their home space to still be a part of the Material Plane. The latter is the assumption used in this product.

Alien Cysts: A classic feature of alien nests often casts aberrant things from beyond as being somewhat insectoid, creating hives or cysts built out of mucus and resin exuded through their unnatural orifices and accreted into cells and chambers that seal out the air of the living world and trap in a noxious effluent that more closely mimics the atmosphere of the nightmare dimensions they call home. This can be used as a merely descriptive effect to bring home the strangeness of these beings from beyond, but the following templates presuppose that these pseudonatural “xenoid” creatures are actually dependent on these alien environments if they are to operate freely in their unnatural state. Otherwise, they must remain hidden in their fleshy cages as they walk among the fleshy beings of our world.

Cystic Resin: A xenoid creature can express enough alien cystic resin, sometimes called *kaor*, to coat a 10-foot square area with an inch-thick layer, which hardens to the strength of solid wood in 1 hour. This takes one hour and can be done once per day, and once applied the resin layer lasts 1 year before decaying into crumbling flakes. At the GM’s option, this material can be shaped into any objects that could normally be crafted out of wood or leather. Alternatively, a xenoid creature can exude a more refined resin called *kaorak* which has the hardness of steel, but it can produce only a 1-foot-square area an inch thick, sufficient to use as the material for a light or one-handed weapon, or with several days of effort to make an item similar in quality to *darkwood*. Items made of this alien resin can be made masterwork or even into magical items and follow normal crafting rules.

CREATING A XENOID CREATURE

A xenoid can be created by modifying an existing creature’s statistics using the following rules. This can be done to modify any living creature that has been corrupted from within by alien forces from beyond the farthest realms. A xenoid creature uses the base creature’s statistics and abilities except as noted here.

Type. The creature’s type changes to aberration. The creature also gains the shapechanger and mythos subtypes.

Armor Class. A xenoid creature gains a bonus to Armor Class equal to its Intelligence modifier.

Special Attacks. Xenoid creatures gain the following special attack:

- **True Strike.** A xenoid creature can use *true strike* once per day as an innate spell.

Traits. A xenoid creature gains darkvision 60 feet and the following abilities.

- **Energy Resistance.** Xenoid creatures gain energy resistance to acid and lightning.

- **Spell Resistance.** Xenoid creatures gain a modicum of magical resistance, they add +1d4 to their saving throws against magical effects.
- **Unnatural Anatomy.** Xenoid creatures have a chance to negate critical hits due to their strange and deceptive anatomy. If a creature scores a critical hit against a xenoid, the xenoid may make a Constitution saving throw with a DC equal to the result of the attack roll, if successful, the critical hit becomes a normal hit
- **Unnatural Form.** Xenoid creatures seem normal at first glance; however, as an action they can reveal their true alien nature in a horrifying transformation. They can also trigger this transformation as a reaction after a creature scores a critical hit against them. Any non-xenoid creature that can see the xenoid creature when it transforms is affected as if the xenoid creature had cast *fear* on the creature. This affects only creatures with fewer Levels/CR than the xenoid creature. A creature that saves against a xenoid creature’s unnatural form is immune to the unnatural form of all xenoid creatures of the same type for 24 hours.



A xenoid creature can remain in its unnatural form for a number of hours equal to its Challenge. While in its unnatural form, a xenoid creature gains an ability listed under “Monster Features” of the “Creating a Monster” chapter of the official *5E Game Master’s Guide*. Roll a d100 to determine the ability it gains, any roll above 90 indicates you should roll twice and gain two abilities but subtract 5 from the roll each time this happens (GM’s discretion of course!).

At the GM’s option, all xenoid creatures of a particular kind may share the same ability in their unnatural form or abilities could vary by individual. Likewise, most xenoid creatures have one specific ability that they gain when they shift into their unnatural form, but if desired the ability can be randomly determined each time a xenoid creature assumes its unnatural form.

Xenoid creatures crave being in their unnatural form and feel constricted and morose if trapped in their natural bodies for long periods. A xenoid creature can remain in its natural body for a maximum number of hours equal to its Constitution score, after which it becomes shaken and has disadvantage on skill and ability checks until it spends at least 1 hour in its unnatural form. Each hour thereafter that it does not transform it must succeed at a Wisdom saving throw (DC 15, +1 per hour after the first) or be compelled to transform into its unnatural form, becoming confused (as the spell) after the transformation.

Weaknesses. While in its unnatural form, a xenoid creature gains the following weakness.

- **Toxic Reality.** The thick and orderly physical reality of the Material Plane is painful and disturbing to a xenoid creature in its unnatural form. Each hour it remains in this form it must succeed on a Constitution saving throw (DC 15, +1 for each hour after the first) or take 1d6 points of psychic damage and become exhausted. This psychic damage cannot be healed until the xenoid creature resumes its normal form or reaches an alien environment more suited to its nature.

Ability Scores. A xenoid creature uses the base creature’s ability scores, but its Intelligence is at least 3.

Alignment. A xenoid creature’s alignment is shifted one step towards evil, though it retains the lawful or chaotic component of the base creature’s alignment.

EPIC XENOID CREATURES

Epic xenoid creatures follow the same rules as ordinary xenoid creatures, but their alienness is far more pronounced and they are imbued with far greater pseudonatural power.

The epic xenoid template can be applied to any creature that already possesses the xenoid creature template and must have a Challenge level of at least 20. This template overlaps and does not replace the xenoid template – they stack.

Hit Points. The creature gains maximum hit points for its hit-dice. This effect is retroactive.

Ability Scores. +4 Str, +2 Dex, +2 Con;

Additional Traits. Choose or randomly select 1 when the creature first acquires the template. It then may pick another additional option from those below for each Challenge level it has over 20.

1. **Grab.** A mythic xenoid creature in its unnatural form can automatically grapple a target whenever it makes an attack with its tentacles.
2. **Pseudonatural Impregnation.** A mythic xenoid creature can transform another living creature into a xenoid creature, permanently granting it the xenoid creature template (or the mythic xenoid creature template, if the target creature is already a mythic creature). This process requires 8 hours, during which the target creature must be helpless or willing. The mythic xenoid creature must remain in continuous intimate physical contact with the target throughout the process. At the end of this time, the mythic xenoid creature must sacrifice 1 HD permanently and the target must succeed on a Constitution saving throw (DC 8 + xenoid creature’s proficiency bonus + its Constitution modifier) or become a xenoid (or mythic xenoid) creature permanently. A willing target may, of course, voluntarily choose to fail the saving throw. If the target saves, the mythic xenoid creature can repeat the process, and each subsequent attempt increases the DC by 1.
3. **Rotting Rake.** Each time a mythic xenoid creature succeeds on a grapple with its tentacles, it deals 1d3 points of Strength damage per hit to the target. A successful Constitution saving throw (DC 8 + xenoid creature’s proficiency bonus + its Constitution modifier) halves this Constitution damage (minimum of 1).
4. **Tentacle Rake.** A mythic xenoid creature in its unnatural form gains an additional tentacle attack.
5. **True Strike.** A mythic xenoid creature can use its *true strike* ability as part of its attack action at will.
6. **Unnatural Form.** Non-epic creatures seeing a mythic xenoid creature’s unnatural form are affected by its fear presence whenever they see it, rather than only being affected if they witness its transformation.

In unnatural form, a mythic xenoid creature gains one of the listed abilities, plus one additional ability for every 4 CR/Level it possesses.

ABOLETH, VEILED MASTER

Aboleths are ancient nigh-immortal creatures who have wandered the cosmos through the dreamlands, often influencing or even ruling the primordial deeps long before humanoid races rose to sentience and brought with them the attention of their gods. When younger races arose upon worlds aboleths claimed as their own, or alighted upon them during their exploration of space, aboleths began to manipulate these interlopers like puppets. Some of their kind disguised themselves to walk among their pets, veiling themselves with magic to appear as humanoids. These were the veiled masters—if one were to foolishly attempt to impose human hierarchies upon this alien race, veiled masters would be considered the nobility among their aboleth kin. In truth, while aboleths do treat veiled masters with utmost respect and defer to their decisions, they are not regarded as the rulers of the race. Stranger and still more dangerous entities rule over veiled masters from the deepest trenches below the sea.

Master Manipulators. While all aboleths are skilled at domination and illusion, veiled masters are the true experts of the arcane. Veiled masters engineered their grandest deceptions and manipulations, their subtle coaxings often encouraging a rise to glory with veiled masters walking among the populace, whispering into their leaders' ears. The people knew the veiled masters as scholars and arcanists, with murmurs that their mysterious cabal was more than human, but veiled masters destroyed the bodies and minds of those who proved too curious. Whenever their proteges showed hubris—believing that they were greater than their patrons—these manipulators brought punishment upon them. Should they fail to fall into line, the veiled masters unleashed their eldritch powers and rituals to invoke world-ending cataclysms while they retreated to the depths of the sea to live on, watching and waiting until the opportunity arose to walk among a new race once more and teach new lessons in secrets with too high a price.

The average veiled master measures 14 feet in length and weighs 1,500 pounds.

ABOLETH, VEILED MASTER

Large aberration (mythos), lawful evil

Armor Class 18 (natural armor)

Hit Points 300 (24d10+168)

Speed 10 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	25 (+7)	21 (+5)	18 (+4)	22 (+6)

Saving Throws Con +12, Int +10, Wis +9

Damage Resistance cold

Damage Immunities lightning

Skills History +15, Perception +14

Senses darkvision 120 ft., passive Perception 24

Languages Deep Speech, telepathy 120 ft.

Challenge 16 (15,000 XP)

Amphibious. The veiled master can breathe air and water.

Innate Spellcasting. A veiled master's spell casting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *glyph of warding*, *suggestion*

3/day: *major image*, *symbol*

1/day each: *polymorph* (self only), *programmed illusion*, *teleport*



Mucus Cloud. While underwater, the veiled master is surrounded by transformative mucus. A creature that touches the veiled master or that hits it with a melee attack while within 5 feet of it must succeed on a DC 20 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the veiled master, the veiled master learns the creature's greatest desires and darkest fears if the veiled master can see the creature. Additionally, for each minute of continued telepathic communication, the veiled master can experience one of that creature's memories.

ACTIONS

Multiattack. The veiled master makes three tentacle attacks.

Tentacle. Melee Weapon Attack. +9 to hit, 20 ft. reach, one target. **Hit:** 13 (2d8 + 4) bludgeoning damage plus 21 (6d6) lightning damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by *heal* or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Bite. Melee Weapon Attack. +9 to hit, 10 ft. reach, one target. **Hit:** 15 (2d10 + 4) piercing damage. If the target is a creature, it must succeed on a DC 17 Wisdom saving throw or suffer an additional 27 (6d6 + 6) psychic damage as the veiled master consumes its memories. The target's hit point maximum is reduced by an amount equal to the psychic damage taken, and the veiled master regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. If the target's hit point maximum is reduced to 0, it remains alive and conscious and is treated as though it had 1 hit point, but it becomes a mindless slave of the veiled master, as though affected by the veiled master's *enslave* ability.

Enslave (3/day). The veiled master targets one creature it can see within 60 feet of it. The target must succeed on a DC 19 Wisdom saving throw or be magically charmed by the veiled master until the veiled master dies or until it is on a different plane of existence from the target. The charmed target is under the veiled master's control and can't take reactions, and the veiled master and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the veiled master.

LEGENDARY ACTIONS

The veiled master can take 4 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 veiled master regains spent legendary actions at the start of its turn.

Detect. The veiled master makes a Wisdom (Perception) check.

Mental Assault. The veiled master bombards the mind of a single creature within 60 feet with psychic static. That creature has disadvantage on all d20 rolls it makes until the beginning of its next turn.

Psychic Drain (Costs 2 Actions). One creature charmed by the veiled master takes 21 (6d6) psychic damage, and the veiled master regains hit points equal to the damage the creature takes.



BHOLE

Known on some worlds as dholes, bholes are among the largest of living creatures, wormlike leviathans of such size that few can claim to have seen one wholly from head to tail, and those who do tend toward madness and other afflictions that carry with them a heavy burden of doubt. The coloration of these creatures' coiling bodies ranges widely—from darker blues and purples to paler grays, yellows, or bleached white—with a cavernous mouth consisting of long, bony jaws that extend and unfold from the creature's head when it feeds.

Nigh-immortal. By all accounts, bholes are incredibly long-lived—those that exist in remote worlds or on other dimensions have done so for countless eons. The bholes themselves seem to have no interest in their history, perhaps as a result of their limited intellect, but by all accounts a bhole can live forever, barring death by violence. For a creature as immense and dangerous as a bhole, such conditions essentially amount to immortality.

Wasteland Worm. Regions inhabited by bholes are always barren wastelands. What creatures survive there do so with a combination of stealth and speed, and even then they quickly learn to make themselves scarce when the telltale rumbling of an approaching bhole begins to shake the ground. Bholes themselves seem able to eat and digest anything and everything, and in time can reduce a huge area to a honeycombed network of immense tunnels. These regions swiftly collapse, leaving behind crumpled, rubble-filled pits of vast and terrifying size. Legends speak of entire worlds being reduced to rubble by bholes—they also tell of the danger of allowing these monsters into inhabited worlds, for their hunger is eternal, and a relatively small number of bholes can do incredible damage on a continental scale.

Impossible Size. A typical bhole is only 30 feet wide yet is hundreds of feet long and weighs thousands of tons. Combat with such immense monsters might present some challenges for games based around miniatures and play mats. When you include an encounter with a bhole in such a game, it might be best to describe the immense worm as extruding itself out of the earth to attack those nearby—if the bhole needs to move, it simply burrows to a new location, sticks out its head, and starts attacking new targets.

Alternatively, you can treat the bhole's head as its only actively dangerous portion. In this case, attacks directed at its immense body are irrelevant, with only those directed at its head (which consists of a 30-foot space) actually reducing its hit points. You might even run an encounter with a

bhole using a truly enormous space on a battlemat—a space of 100 feet or more, perhaps. This solution presents its own challenges, obviously, particularly if your gaming area lacks for space. Of course, if these options for handling immense monsters don't sit well with you, the best solution is to simply downsize bholes in your game; assume they coil up on themselves and fit entirely into their 30-foot space, with their length accounting for their unusually enormous reach. Finally, you might consider not using miniatures at all for a fight against a bhole, with the assumption that once combat begins, the immense monster poses a significant threat to all in the area and that even several rounds of flight might not put a victim outside the monster's reach. Pick the solution that works best for your style of game play; in the end, the point is that a fight with a bhole should be one that your players remember for a long time.



BHOLE

Gargantuan monstrosity (alien, mythos, titan), chaotic neutral

Armor Class 20 (natural armor)

Hit Points 459 (17d20 + 119)

Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	25 (+7)	5 (-3)	14 (+2)	18 (+4)

Saving Throws Dex +5, Wis +9

Skills Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 120 ft, passive Perception 19

Languages Aklo (rarely speaks)

Challenge 21 (33,000 XP)

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

Magical Weapons. A bhole's weapon attacks are magical.

Overwhelming Strength. A bhole always applies 1-1/2 times its Strength modifier on all weapon attacks and the critical multiplier of each of its weapon attacks is increased by one step (included in its attack options).

Slime Coat. A bhole is covered in sticky bhole slime. Any manufactured weapon striking the bhole automatically adheres to its and cannot be used to make attacks until freed (Escape DC 20).

ACTIONS

Multiattack. The bhole makes three attacks: one with its bite and two with its body slam.

Bite. *Melee Weapon Attack:* +16 to hit, reach 60 ft., one target. *Hit:* 40 (5d10 + 13) piercing damage. On a critical hit this attack does 95 piercing damage. If the target is a creature of Huge size or smaller and this damage reduces it to 0 hit points or it is incapacitated, the bhole swallows it. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the bhole, and it takes 21 (6d6) acid damage at the start of each of the bhole's turns. If the bhole takes 40 damage or more on a single turn from a creature inside it, the bhole must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the bhole. If the bhole dies, a swallowed creature is no longer restrained by

it and can escape from the corpse by using 20 feet of movement, exiting prone – assuming it is no longer incapacitated.

Body Slam. *Melee Weapon Attack:* +16 to hit, reach 60 ft., one target. *Hit:* 23 (3d6 + 13) bludgeoning damage and the target is knocked prone. On a critical hit this attack does 44 bludgeoning damage.

Spew Slime (Recharge 5-6). A bhole can expel a prodigious amount of thick slime from its gullet. This attack has a range of 900 feet and creates a 40-foot-diameter sphere of slime in its targeted area. Creatures within this area are stunned for 1 minute on a failed DC 20 Constitution saving throw which they may repeat at the end of their turn to end the condition. The slime transforms the area it coats into difficult terrain, and any creature entering or beginning its turn within the area is restrained by stickiness of the goop. As an action, the restrained target can make a DC 20 Strength check, bursting out of the slimy restraint on a success. The hardened slime can also be attacked and destroyed (AC 10; hp 50; boiling water instantly melts the slime; immunity to slashing, poison, and psychic damage). Destroying the slime frees the creature. Bhole slime persists for 2d6 hours and bhole lairs are typically pre-caked with the stuff. A bhole can move through bhole slime without penalty.

LEGENDARY ACTIONS

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

Body Slam. The bhole makes one body slam attack.

Awesome Blow (Costs 2 Actions). The bhole makes one bite attack.

Ground Smash (Costs 3 Actions). The bhole can rear up and smash headfirst into the ground, causing an intense, localized tremor equivalent to an *earthquake* centered on the point of impact (DC 20 Constitution saving throw for this spell-effect). The bhole is subject to the effect but cannot be pinned beneath rubble and can easily burrow out of any damage zone created by the spell.

BLACKGATE BEHEMOTH

Blackgate behemoths are titanic, solitary alien beings native to the dark places between and beyond the stars, seeded by greater masters onto planets they might explore and enslave. They are towering creatures, their bulk heaving with terrifying swiftness upon four clawed legs like tree trunks. Mismatched eyeballs glare from every part of its body, scattered among a host of gnashing maws and a veritable forest of lashing fanged tentacles. They may lurk in deep caves for decades at a time but emerge at times of cosmic conjunctions that only they can sense to deposit mysterious black monoliths across the landscape. It is these strange runecarved portals that give blackgate behemoths their name. A blackgate behemoth is over 30 feet tall and weighs 15 tons.

Cult Master. While their Black Gates undoubtedly serve some inscrutable cosmic purpose, behemoths also use them as lures for the curious or the foolish, drawing them in and using them to establish cultic cells. They encourage the creation not only of cults that bring them sacrifices and offerings to leave at their mysterious Black Gates but also to leave and create sleeper cells elsewhere. Those who unravel the mysteries of a Black Gate may be drawn into it by the behemoth lurking nearby, often using its *meld into stone* ability to listen to the pathetic paeans of praise offered up by its deranged cultists while reading their minds itself and opening their minds to the touch of its darkling masters far off in the deeps of space. Blackgate cults are typically led by a bard, sorcerer, or witch of 7th-9th level, while the cultists are typically 3rd-level aristocrats, commoners, experts, or warriors.

The alien intelligence of a blackgate behemoth is often strange to terrestrial sentients, as the uses to which they put their cults may appear nonsensical. Some simply enjoy the adulation of their faux divinity, but other behemoths develop curious obsessions and drive their cultists to make them a reality, building bizarre monuments, retrieving incomprehensible combinations of objects for ineffectual or debasing rituals, slaughtering all creatures of a certain kind, or driving out rival religions. Some direct their cultists to kidnap priests of all kinds and drag them before the behemoth to demonstrate the impotence of their faith in the face of its primeval interdiction of divinity, the better to convince them to abandon their calling and worship the behemoth or its starry masters.

Awakened Hunger. Blackgate behemoths have very little impact on the natural world when hibernating, but when they awaken they can cause massive and terrifying disruptions to the landscape and the creatures dwelling in it. They sap the living essence of vegetation with their *diminish plants* and *blight* abilities, drawing a strange sustenance from it even as they leave swaths of blasted and defoliated wastelands in their wake. A behemoth's mere presence drives animals into a mad frenzy of wild slaughter, though by attuning its will it can turn their crazed behavior into calm compulsion as its eerily

silent slaves. Blackgate behemoths are omnivorous, eating as a supplement to their biospheric draining, but they are as likely to bite a creature once to inflict its poison as to devour a victim entirely. They frequently create their own food using *stone to flesh*, and a behemoth's lair is often marked with disgusting mounds of rancid, half-eaten flesh of its own creation.

BLACKGATE BEHEMOTH

Gargantuan aberration (alien, mythos), neutral evil

Armor Class 16 (natural armor)

Hit Points 625 (25d20 + 125)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	16 (+3)	17 (+3)	21 (+5)

Saving Throws Wis +8

Senses passive Perception 13

Languages Aklo

Challenge 16 (15,000 XP)

Innate Spellcasting. The blackgate behemoth's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no components:

At will: *air walk*, *blight*, *diminish plants* (as *plant growth*, but in reverse), *meld into stone*, *mold earth*, *stone shape*, *stone tell* (this spell works as *clairvoyance* except the sensor is any rock or stone the behemoth chooses. The stone can recall up to 24 hours of information)

3/day each: *flesh to stone*, *song of discord* (as a fireball but does thunder damage), *stone to flesh* (as *flesh to stone*, but in reverse), *wall of stone*

1/day each: *animal friendship* (9th level), *clashing rocks*, *earthquake*, *symbol of insanity* (my cause the symbol to appear in midair and the blackgate behemoth is immune to the spell effects), *move earth*, *rampart*

Communion of the Black Gate (1/Week) A blackgate behemoth can disgorge a mystical slab of stone from its inward parts, appearing as a closed door of weathered black stone one foot thick and up to 15 feet square, covered in gruesome alien script. Each 5-foot section of the Black Gate has a damage threshold of 12 and 180 hit points; if the Black Gate is destroyed, the behemoth has disadvantage on all d20 rolls for 24 hours due to the psychic shock and feedback, and it cannot create a new Black Gate until after this time. The door cannot be created in any location that is being directly observed by a creature whose Intelligence exceeds 2, save for creatures with the mythos subtype (or anything the GM deems appropriate, for example, other aberrations). Once the



Black Gate is created, it endures for 1d7+7 days; a behemoth may have only one Black Gate in existence at a time.

A blackgate behemoth uses this mystic portal to observe and sometimes communicate with creatures of the mortal world. The behemoth can observe the door and its surroundings at will as if using *clairvoyance*. It may also use *detect thoughts*, emanating from any point on the Black Gate, regardless of its distance from the door.

The script graven upon the Black Gate can be deciphered with a DC 16 (Intelligence) Arcana or Religion check or *comprehend languages* spell. Failing the skill check by 5 or succeeding the check by more than 5 results in insanity unless the target succeeds on a DC 16 Wisdom saving throw. The target remains insane until it passes the saving throw which it may repeat after every long rest. While the target is insane it acts as outlined by the *confusion* spell. Creatures using magic to read the script are also subjected to this insanity. A creature not driven mad may read from the Black Gate for 24 hours, deriving answers to 1d6 questions as if casting *contact other plane*. A character studying the Black Gate gains advantage on any checks related to the divination school of magic, as long as the spell is cast while reading from the Black Gate. A creature making a knowledge related Intelligence skill check while reading from the door adds 1d6 to the result of the skill check (2d6 if the check pertains to creatures, objects, places, or effects related to the alien mythos).

While a creature is reading from the Black Gate, once a day, the behemoth may draw a creature into the Black Gate, where it is trapped within a bizarre subspace realm that functions as *maze*. In addition, when the creature finally escapes from the *maze*, the behemoth may inflict one effect upon a trapped creature; the effects it may choose depend on how long the creature remained trapped within the Black Gate.

TRAPPED TIME	POSSIBLE EFFECTS
1 round	<i>charm person</i>
2 rounds	<i>touch of idiocy</i> (as <i>feeblemind</i> but the duration is 1 day)
3 rounds	<i>suggestion</i>
4 rounds	<i>modify memory</i>
5 rounds	<i>dream</i>
1 minute	<i>geas</i>

Creatures drawn into a Black Gate, even for a single round, receive a blackgate brand.

Blackgate Brand (1/Day). A blackgate behemoth may inscribe the blackgate brand on the forehead or chest of a helpless

creature. This mark, which often resembles a deformed black goat's head, lasts for 14 days and cannot be perceived by the creature on which it is inscribed other than via true seeing. However, other creatures with Intelligence greater than 2 perceive it subliminally when they spend at least 1 minute within 10 feet of the creature. Such creatures are compelled as a *geas* (spell save DC 19) to seek out the blackgate behemoth or a Black Gate. Creatures of CR (or level) 7 or higher gain a +1d4 bonus on their saving throw. The effects last up to 2d6 days, though compelled creatures can attempt a new saving throw every 24 hours to remove the compulsion, with the DC decreasing by 1 each day after the first.

Divine Disruption. A blackgate behemoth weakens the local connection between divine spellcasters and their patrons. A divine spellcaster includes clerics and paladins as well as any warlock whose patron is not from the mythos. Creatures attempting to cast a divine spell within 60 feet of a behemoth must succeed at a DC 16 spellcasting check (as if making a spell attack roll) or the spell fails. Even if this check succeeds, a behemoth may expend one use of its legendary actions as a reaction to force a creature casting the divine spell to make two separate DC 16 Wisdom saving throws. If either save fails, the divine spellcaster's spell is ruined. If both saves fail, the divine spellcaster is also stunned until the end of its next round by the psychospiritual backlash. This use of this trait can also interdict a creature's supernatural class abilities granted through a divine spellcasting class, such as a paladin's lay on hands, or a cleric's domain powers or ability to channel energy.

Frictionless. The blackgate behemoth is under a constant *freedom of movement* spell.

Hibernation. A blackgate behemoth can enter a state of hibernation at will; doing so takes 1 minute. While in this state, it can take no actions and is incapacitated, as if it were in a deep sleep. However, the duration of its Black Gate and any spell-like ability it has used on itself are extended as long as it remains hibernating, as if no time is passing. A behemoth can remain in hibernation for as long as it wishes — while in this state, it does not need to eat or drink, nor does it age. Time effectively stands still for a hibernating behemoth. If it is jostled or damaged while hibernating, or if a creature touches its Black Gate or attempts to decipher the writing on it, the behemoth can attempt a DC 16 Wisdom saving throw. If it succeeds, it awakens in 2d4 rounds. Otherwise, it takes 1d4 days to awaken from hibernation. A blackgate behemoth can set the length of its hibernation when it first enters this state, so that it can awaken after a set amount of time has passed. When awakening at a set time in this manner, a behemoth needs only 1d3 rounds to rouse itself, with no Wisdom saving throw necessary.



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

Magic Weapons. A blackgate behemoth's weapon attacks are magical.

Psychotic Paralysis. A poisoned creature reduced to 0 hit points by a blackgate behemoth's attacks is driven mad as the neurotoxic effluents of its bite attack its brain. Each round that a creature remains unconscious while poisoned, it must succeed on a DC 16 Wisdom saving throw or gain a random form of madness – roll randomly to determine the length of madness – short, medium or long then and then roll on the appropriate table. Multiple failed saves result in multiple forms of insanity. Creatures driven insane in this fashion, and who remain unhealed, often become obsessed with the place where they became insane and may establish mystery cults devoted to calling the blackgate behemoth back to that place and sharing its gift of madness with others.

Speak with Beasts and Plants. *The blackgate behemoth can communicate with beasts and plants as if they shared a language.*

Under the Darkling Moon. When outdoors at night, the save DC for any of a behemoth's abilities that requires a Wisdom or Intelligence saving throw is increased by 1; during the three nights of the new moon, the DC is instead increased by 3. During the nights of the new moon, if a blackgate behemoth using its aberrant vomitus ability to create a monster expends 3 legendary actions, the creature does not perish after one hour.

ACTIONS

Multiattack. The blackgate behemoth uses Alien Presence then makes four attacks of its choice.

Alien Presence. *Each creature of the blackgate behemoth's choice that is within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. While frightened the creature is confused (as the spell). 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 blackgate behemoth's Alien Presence for the next 24 hours.*

Bites. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 27 (6d6 + 6) piercing damage and the target is poisoned for 1 day on a failed DC 16 Constitution saving throw (see psychotic paralysis for additional effects).

Tentacles. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 33 (6d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone. Alternatively, the blackgate behemoth may choose to grapple the target (escape DC 16).

Until this grapple ends, the target is restrained, and the blackgate behemoth loses one of its four tentacle attack options. While grappled the target automatically takes 33 (6d8 + 6) bludgeoning damage at the start of the blackgate behemoth's turn due to being constricted.

LEGENDARY ACTIONS

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

Tentacle. The blackgate behemoth makes one tentacles attack.

Seductive Compulsions. A blackgate behemoth may use this legendary action whenever it uses an enchantment effect (including its psychotic paralysis), forcing the target to save with disadvantage.

Aberrant Vomitus (Costs 2 Actions). The blackgate behemoth can spew out a heap of noxious multicolored tissue and bile that functions as a maximum hit point gibbering moulder under the behemoth's control. At the GM's option, it may use this ability to create any aberration of CR 6 or lower. This creature perishes 1 hour after its creation.



BLOOD OF YOG-SOTHOTH

This twisted, powerfully built human has two bulbous mauve-colored eyes, nubs for ears, a mouth full of oversized canine teeth, and seven-fingered hands that clutch a steel-tipped spear. They are the direct offspring of either a spawn of Yog-Sothoth and a humanoid, often resulting in a multiple birth, with quintuplets being most common. Though the act of birthing a litter of these twisted, mewling offspring is extraordinarily painful, some mothers survive the ordeal though their minds invariably bear deeper scars than their overstrained bodies. Like their sires, the blood of Yog-Sothoth grow tall and strong and reach adulthood as quickly—at around 10 years of age. However, these creatures retain very little of their father's intellect, and most of the creatures develop a propensity for brutishness, violence, and cannibalism.

Deformities. Their bodies polluted by the essence of the outer god Yog-Sothoth, all blood of Yog-Sothoth are sterile and possess multiple physical deformities. Common abnormalities include extra fingers or toes, elongated or bloated faces that resemble those of fish, goats, hounds, or toads, odd-colored eyes, over-sized body-tumors, and vestigial facial features or other vestigial or stunted body parts. The blood of Yog-Sothoth can live an average of up to 90 years, though most perish by violence or misadventure much earlier.

BLOOD OF YOG-SOTHOTH

Medium aberration, chaotic evil

Armor Class 13 (hide armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	7 (-2)	12 (+1)	4 (-3)

Saving Throws Con +5

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

Damage Resistances cold, fire

Senses darkvision 60 ft., passive Perception 13

Languages Common, Deep Speech

Challenge 2 (450 XP)

Brute. A melee weapon deals one extra die of its damage when a blood of Yog-Sothoth hits with it (included in the attack).

Intimidating Manner. A blood of Yog-Sothoth uses his Strength score to Intimidate.

Stench (3/Day). A blood of Yog-Sothoth always exudes an unpleasant musky scent. As a bonus action, the blood of Yog-Sothoth can intensify this scent, causing it to

become sickening. Any living creature within 30 feet must succeed at a DC 13 Constitution saving throw or become incapacitated for 1 round. The blood of Yog-Sothoth can exude this sickening stench for multiple rounds, but these rounds need not be consecutive. Each round the blood of Yog-Sothoth wishes to maintain the stench, it must use a bonus action to do so.

ACTIONS

Multiattack. A blood of Yog-Sothoth makes two attacks with its spear.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 11 (2d8 + 2) piercing damage if used with two hands to make a melee attack.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage if thrown, 7 (2d4+2) if used to make a melee attack.

BLOOD OF YOG-SOTHOTH HUNTERS

Medium aberration, chaotic evil

Armor Class 14 (hide armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	8 (-2)	13 (+1)	6 (-3)

Saving Throws Con +7

Skills Athletics +7, Intimidation +7, Perception +4, Stealth +5

Damage Resistances cold, fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Deep Speech

Challenge 6 (2,300 XP)

Special equipment. *Potion of invulnerability, potion of invisibility.*

Brutal. A melee weapon deals two extra dice of its damage when these hunters hit with it (included in the attack).

Intimidating Manner. A blood of Yog-Sothoth uses his Strength score to Intimidate.

Steadfast. These Blood of Yog-Sothoth have advantage on saving throws to resist being charmed or frightened.

Stench (3/Day). A blood of Yog-Sothoth always exudes an unpleasant musky scent. As a bonus action, the blood of Yog-Sothoth can intensify this scent, causing it to become sickening. Any living creature within 30 feet must

succeed at a DC 15 Constitution saving throw or become incapacitated for 1 round. The blood of Yog-Sothoth can exude this sickening stench for multiple rounds, but these rounds need not be consecutive. Each round the blood of Yog-Sothoth wishes to maintain the stench, it must use a bonus action to do so.

ACTIONS

Multiattack. These Yog-Sothoth make two attacks with their maul or three with their longbow.

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 12 (2d10 + 2) piercing damage.



BLOOD OF YOG-SOOTH WARLOCK

Medium aberration, chaotic evil

Armor Class 13 (hide armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

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

14 (+2) 14 (+1) 18 (+4) 16 (+3) 14 (+2) 16 (+3)

Saving Throws Con +7

Skills Arcana +6, Intimidation +4, Nature +6, Perception +5, Stealth +4

Tools Alchemist's supplies

Damage Resistances cold, fire

Senses darkvision 60 ft., passive Perception 13

Languages Common, Deep Speech, Draconic, Elven, Sylvan

Challenge 7 (2,900 XP)

Brute. A melee weapon deals one extra die of its damage when the warlock hits with it (included in the attack).

Stench (3/Day). A blood of Yog-Sothoth always exudes an unpleasant musky scent. As a bonus action, the blood of Yog-Sothoth can intensify this scent, causing it to become sickening. Any living creature within 30 feet must succeed at a DC 13 Constitution saving throw or become incapacitated for 1 round. The blood of Yog-Sothoth can exude this sickening stench for multiple rounds, but these rounds need not be consecutive. Each round the blood of Yog-Sothoth wishes to maintain the stench, it must use a bonus action to do so.

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

At will: *armor of agathys*, *hellish rebuke*, *hex*, *invisibility* (self only), *suggestion*

1/day each: *feblemind*, *forcecage*

Spellcasting. The warlock is a 16th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *friends*, *poison spray*, *prestidigitation*

1st-5th level (3 5th-level slots): *blight*, *witch bolt*, *hold monster*, *expeditious retreat*, *dispel magic*, *ray of enfeeblement*, *scrying*, *vampiric touch*, *hold person*, *banishment*

Special Equipment. *Bead of force*, *potion of greater healing*.



ACTIONS

Multiattack. The warlock makes three attacks with her greatclub.

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage, or 13 (2d10 + 2) piercing damage if used with two hands.

BLOOD OF YOG-SOOTH ABOMINATION

Huge aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	20 (+5)	17 (+3)	17 (+3)	20 (+5)

Saving Throws Wis +7

Skills Arcana +7, Athletics +15, Intimidation +13, Perception +7, Stealth +6

Damage Resistances thunder

Damage Immunities cold, fire

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17

Languages Common, Deep Speech (can't speak intelligibly)

Challenge 11 (7,200 XP)

Brute. A melee weapon deals one extra die of its damage when a blood of Yog-Sothoth hits with it (included in the attack).

Intimidating Manner. A blood of Yog-Sothoth uses his Strength score to Intimidate.

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

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

Stench (3/Day). A blood of Yog-Sothoth always exudes an unpleasant musky scent. As a bonus action, the blood of Yog-Sothoth can intensify this scent, causing it to become sickening. Any living creature within 30 feet must succeed at a DC 17 Constitution saving throw or become incapacitated for 1 round. The blood of Yog-Sothoth can exude this sickening stench for multiple rounds, but these rounds need not be consecutive. Each round the blood of Yog-Sothoth wishes to maintain the stench, it must use a bonus action to do so.

ACTIONS

Multiattack. The abomination makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Tentacles. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage, and 14 (4d6) necrotic damage and the target is grappled (escape DC 17). The target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Invisibility. The abomination magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the abomination wears or carries is invisible with it.

CEREBRIC FUNGUS

Cerebric fungi are a race of carnivorous, intelligent fungi native to a distant planet. Although they are one of the lowliest life forms on their homeworld, the fungi still possess an alien intellect far beyond that of most terrestrial creatures. Cerebric fungi display great curiosity about other races and species when they visit other worlds, asking endless, apparently senseless, questions and engaging in disturbing experiments. Some eccentric scholars claim to have learned unsettling secrets from these interrogations. Although capable of fine manipulation with their prehensile filaments, cerebric fungi normally forgo the use of weapons in favor of their tendrils and magical powers.

CEREBRIC FUNGUS

Medium plant, unaligned

Armor Class 15 (natural armor)

Hit Points 176 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	15 (+2)	10 (+0)	15 (+2)

Skills Stealth +2

Damage Resistances cold

Damage Vulnerabilities thunder

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Aklo, telepathy 100 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The cerebric fungus's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

3/day: *calm emotions*

1/day: *feblemind*

Legendary Resistance (1/Day). If the cerebric fungus fails a saving throw, it can choose to succeed instead.

Magic Weapons. A cerebric fungus's weapon attacks are magical.

Detect Sentience. The cerebric fungus can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

Aura of Terrible Visions. Foes in melee with a cerebric fungus experience terrible visions of their past or potential futures, making it difficult for them to distinguish friend from foe or even discern their surroundings. Any creature damaging or damaged by a cerebric fungus in melee (within 5 feet) becomes confused for 1 round (as the spell, DC 15), and its vision becomes blurry and overlaid with phantom visions, resulting in disadvantage on attack rolls. This visual distortion lasts as long as a creature remains within 5 feet of the cerebric fungus and for 1d3 rounds thereafter.

Otherworldly Mind. Any creature attempting to contact a cerebric fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 15 Wisdom saving throw or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 psychic damage and are confused for 1d6 rounds (as the spell), and the divination effect immediately ends.

Seductive Compulsions. Creatures targeted by the cerebric fungus's enchantment spells have disadvantage on the saving throw.



Unsettling Appearance. A cerebriic fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a DC 15 Wisdom saving throw or take a -1d4 penalty on attack rolls.

ACTIONS

Multiattack. The cerebriic fungus makes two tendrils of madness attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15), and the cerebriic fungus uses its Engulf on it.

Tendril of Madness. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and the target is dazed and has disadvantage on attack rolls and saving throws until the end of its next round.

Engulf. The cerebriic fungus engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 15 Constitution saving throw at the start of each of the fungus's turns or take 13 (2d8 + 4) bludgeoning damage. If the cerebriic fungus moves, the engulfed target moves with it. The cerebriic fungus can have only one creature engulfed at a time.

Read Thoughts. The fungi magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the fungi can continue reading its thoughts, as long as the fungus's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the fungi has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

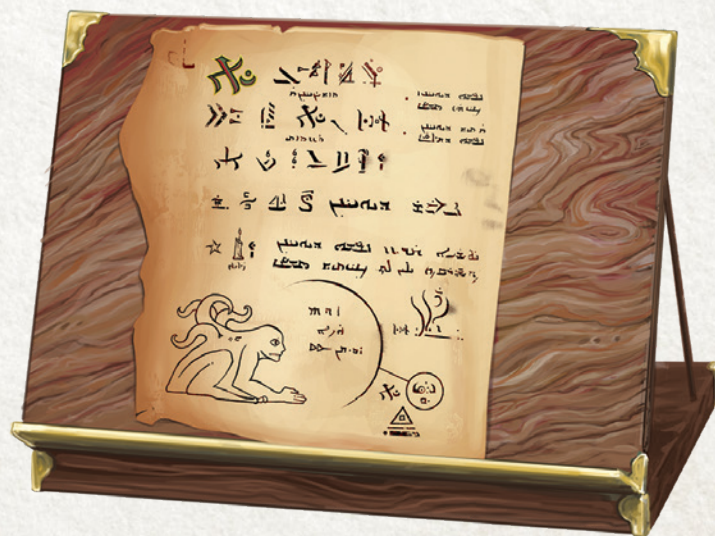
Star-Shriek (1/Day). A cerebriic fungus can unleash a shrill scream of madness. All creatures (except other cerebriic fungi) within 30 feet must make a DC 15 Wisdom saving throw or be nauseated for 1 minute. A nauseated creature spends its turn throwing up. The target may repeat the saving throw at the end of its turn to end this effect.

LEGENDARY ACTIONS

The cerebriic fungus can take 1 legendary action, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The cerebriic fungus regains spent legendary actions at the start of its turn.

Tendril of Madness. The cerebriic fungus makes one tendril of madness attack.

Call of the Void (1/Day). The cerebriic fungus uses star-shriek, it automatically recharges if already used.



COLOUR OUT OF SPACE

The deepest, strangest parts of space hold truly alien beings—and of those, few are more notorious than the colour out of space. The lack of a physical body does little to impede this deadly alien life form's ability to cause incredible devastation to other life it encounters. A colour out of space's life cycle requires periodic visits to the deepest reaches of space for the creature to gestate and grow in the vicinity of powerful gravitational fields (such as those created by planets), and this custom only increases the monster's opportunities to bring ruin to countless worlds.

The colour out of space is just that—a mobile radiance. Its glow is unlike any seen in nature. The few who encounter one of these creatures and survive sometimes describe the radiance or portrayed it in art as a sinister, green-gray illumination, but these depictions are flawed reproductions. To witness the colour out of space is to know there are things no humanoid mind can fully comprehend, describe, or explain, but its eeriness brings with it a stifling sense of latent malignancy.

Colour Blight. Very little is known about the life cycle of a colour that dwells in the depths of space, for it is only when it comes to a planet to grow and reproduce that other life forms encounter it. A colour's arrival upon a world is typically via a small meteorite strike—the colour itself infuses a meteoroid, and shortly after the falling star's arrival, the rock crumbles away to expose the semisolid mass of a larval colour that seeps into the surrounding landscape. Although a colour is incorporeal, and thus able to move through solid objects, it can also exist as a free-floating, eerie radiance. Natural sunlight doesn't particularly harm colours out of space, but they prefer to dwell in darkened areas like deep caves or abandoned wells where their own radiance is the only light.

Lassitude. Over the course of several weeks, months, or even years, the colour feeds upon the surrounding plant and animal life—the act of being fed upon is weirdly addictive to its victims, who develop a self-destructive lassitude that prevents them from fleeing the region. When a colour has absorbed enough life to grow to full maturity, it gathers its strength and erupts from its den, coruscating into the sky as it launches the majority of itself back into space. Sometimes, enough remains of the parent colour to survive on its own, and in these cases the life cycle repeats again and again. Areas blighted by a colour out of space are singularly recognizable, not only for the eerie pallor of local plant life and large swaths of blasted, barren landscape, but also by the presence of those the colour has fed on. These unfortunate, deformed individuals, known as colour-blighted creatures, never live for long, but while they do, their madness often drives them to violent behavior, be they people or beasts.

COLOUR OUT OF SPACE

Huge ooze (mythos), chaotic neutral

Armor Class 7

Hit Points 76 (8d12 +24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	5 (-3)	15 (+3)	15 (+3)	15 (+3)	20 (+5)
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Damage Resistances fire; bludgeoning, and piercing from nonmagical attacks

Damage Immunities acid, cold, lightning, slashing

Damage Weaknesses force

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 16

Languages Deep Speech (cannot speak)

Challenge 13 (10,000 XP)

Amorphous. The colour out of space can move through a space as narrow as 1-inch wide without squeezing.

Incorporeal Movement. The colour 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 a Gargantuan creature but not an object.

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

ACTIONS

Disintegrating Touch. *Melee Natural Weapon Attack.* +8 to hit, reach 15 ft.; one target. *Hit:* 75 (10d6 + 40) force damage. It otherwise acts as the *disintegrate* spell.

Feed (Recharge 5-6). A colour can attempt to feed on any living creature or a region of plant life. Each creature in line of sight must succeed on a DC 18 Charisma saving throw, taking 1d4 points of Charisma damage on a failed save or half as much on a success. A creature killed by this effect crumbles into a mass of desiccated tissue.

LEGENDARY ACTIONS

The colour out of space 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 colour out of space regains spent legendary actions at the start of its turn.

Destructor. The colour out of space makes a disintegrating touch attack.

Color Vampire. The colour out of space uses its feed attack option. If this option is not available it instead may roll to recharge it, if successful it may use its reaction to use it.

Drain. The colour out of space can feed on a single target creature it can see. The target takes 1 level of exhaustion if it fails a DC 18 Charisma saving throw. On a success, the creature takes no damage but has disadvantage on its next Charisma saving throw. A creature who is killed by this ability instead gains the color-blighted template and will seek to protect the colour out of space.

REGIONAL EFFECTS

The region containing a colour out of space's lair is warped by the colour's nature, which creates one or more of the following effects:

- The colour's aura of lassitude reaches up to 6 miles from its lair though its effects are much weaker. All living creatures have a general, yet persistent, feeling of weariness and lethargy come over them. If the colour out of space dies, this effect fades over the course of 1d6 days.
- Within 1 mile of the colour out of space's lair everything is gray and nights are much darker than normal. All living creatures have disadvantage on Constitution and Charisma saving throws while within this area. Beasts and other creatures in the area gain the color blighted template (see below) and aggressively attack intruders. If the colour out of space dies, this effect fades over the course of 1d10 days and blighted creatures return to normal over the same period.
- An aura of lassitude is palatable in the area immediately around the colour out of space's lair. A creature within 300 feet of a colour out of space (even when the colour is hiding within a solid object) must succeed at a DC 18 Charisma save or become overwhelmed with listlessness and ennui. While under this effect, the creature has disadvantage on all Charisma saving throws and doesn't willingly travel farther than a mile from the area where it failed its saving throw against that colour's aura of lassitude. A *dispel magic* spell (or similar effect vs. DC 18) ends the effect, as does removing the victim from the aura's area of effect. Every 24 hours, a creature affected by an aura of lassitude can attempt a new DC 18 Wisdom save to cast off the effects of the aura. A creature that succeeds at this saving throw is immune to that colour's aura of lassitude for 24 hours. A creature that is under the effects of an aura of lassitude from a colour out of space can't be further affected by this ability from other colours. If the colour out of space dies, this effect ends immediately.

COLOR-BLIGHTED CREATURE TEMPLATE

A beast, humanoid, giant, or plant can become a color-blighted creature. It keeps its statistics, except as follows. As long as a creature suffers the colour-blighted template, it becomes aggressive toward creatures that do not exude the colors of a colour out of space and gains a +1 bonus on attack and damage rolls such targets. Every time the creature takes a long rest (or 24 hours for plant creatures), a creature suffering from this template must succeed at a DC 12 Constitution saving throw or crumble into fine, white ash—such a doom means instant death and, for many color-blighted creatures, the only chance at escape from a life filled with pain.

Acquiring the Template: If a creature is killed by the colour out of space's drain or aura of lassitude ability (see regional effects) it gains the color-blighted template. It loses the template if its Charisma score is restored back to normal or if the colour out of space is killed.

Alignment: The creatures' alignment changes to chaotic neutral.

Ability Scores: These remain unchanged except for Charisma which is set to 1.



DEEP ONE

Deep ones are as at ease dwelling in the most remote of ocean trenches as they are in the shallows that hug secluded shorelines, although their favorite haunts combine the two. The largest deep one cities are located at places not far off shore but nestled in vast submerged canyons unusually close to those coastlines. This proximity allows deep ones to pursue one of their favorite goals—commingling with and corrupting surface-dwelling humanoids. Deep ones do so not out of a biological need but as a way to spread their blasphemous religion above the ocean waves. The hybrid children of deep ones and humans form a race of their own. These offspring typically live near others of their kind, assuming positions of leadership in their small towns. A deep one's gray-green hide glistens with moisture, and saliva dribbles from its fishlike maw.

Deep Devotees. Deep ones usually worship the alien entities known as the Outer Gods or the Great Old Ones, with Cthulhu the foremost among them. Deep one settlements that contain a deep one elder instead typically venerate that powerful deep one, who in turn serves one of the eldritch gods.

Underwater wielders. Deep ones prefer to fight with their claws. If they do resort to manufactured weapons, they prefer piercing ones, as these function best underwater. They can also use wands and staves; deep ones who pursue the study of more powerful magic often learn to create magic items for their weaker kinfolk to wield.

Immortal. A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

Deep Dweller. Deep ones are immune to damage from water pressure; their bodies are capable of instantly adjusting to different water depths or even the surface with ease.

Deep One Bishop. Deep one bishops incite religious fervor in their kinfolk and promote their chosen deities as the greatest among the Outer Gods.

Hybrid Horrors. Deep one hybrids are the spawn of humans and deep ones. They are most comfortable with others of their kind, and typically cluster in small, insular settlements where they can assume positions of authority. They keep any humans within their towns subservient and cowed, making sure those other residents know better than to act against local laws. Though deep ones are devoutly religious, they usually cloak their true beliefs under a facade of more conventional worship, believing that by doing so they can avoid suspicion from visitors and nearby societies.

DEEP ONE

Medium monstrosity (mythos), chaotic evil

Armor Class 12 (natural armor)

Hit Points 26 (4d8+8)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	15 (+2)	12 (+1)	14 (+2)	10 (+0)

Skills Religion +3, Stealth +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 12

Languages Common, Deep Speech

Challenge 1/4 (50 XP)

Amphibious. The deep one can breathe air and water.

Item Use. A deep one can use magic items as though it were a cleric, warlock, or wizard.

ACTIONS

Claws. *Melee Weapon Attack.* +4 to hit, 5 ft. reach. *Hit:* 7 (2d4 + 2) slashing damage.



DEEP ONE BISHOP

Medium monstrosity (mythos), chaotic evil

Armor Class 12 (natural armor)

Hit Points 39 (6d8+12)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	15 (+2)	12 (+1)	14 (+2)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +5, Stealth +3

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 12

Languages Common, Deep Speech

Challenge 2 (450 XP)

Amphibious. The deep one can breathe air and water.

Dark Devotion. The deep one bishop has advantage on saving throws against being charmed or frightened.

Item Use. A deep one can use magic items as though it were a cleric, warlock, or wizard.

Spellcasting. A deep one bishop is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). A bishop typically has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *bane, inflict wounds, shield of faith*

2nd level (3 slots): *aid, blindness/deafness, hold person*

ACTIONS

Multiattack. The deep one makes two melee attacks.

Claws. *Melee Weapon Attack.* +4 to hit, 5 ft. reach. *Hit:* 7 (2d4 + 2) slashing damage.

DEEP ONE ELDER

Gargantuan monstrosity (mythos), chaotic evil

Armor Class 19 (natural armor)

Hit Points 232 (15d20+70)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	21 (+5)	16 (+3)	18 (+4)	16 (+3)

Saving Throws Con +11, Wis +10, Cha +9

Skills Religion +8

Damage Resistance acid, cold, lightning; bludgeoning and slashing from nonmagical attacks

Senses passive Perception 14

Languages Common, Deep Speech

Challenge 17 (18,000 XP)

Amphibious. The deep one can breathe air and water.

Deep Dweller. Deep ones are immune to damage from water pressure; their bodies are capable of instantly adjusting to different water depths or even the surface with ease.

Innate Spellcasting. An elder deep one's spellcasting ability is Wisdom (spell save DC 18). The elder deep one can innately cast the following spells, requiring no material components:

3/day each: *confusion* (as an 8th-level spell), *dream, freedom of movement, hold monster*

1/day each: *black tentacles, dominate monster, symbol*

Item Use. A deep one can use magic items as though it were a cleric, warlock, or wizard.

Legendary Resistance (3/Day). If the elder deep one fails a saving throw, it can choose to succeed instead.

Reflective Mind. Any time an elder deep one succeeds at a saving throw against a spell or magical ability that cannot affect creatures that are immune to being charmed or frightened or that inflicts psychic damage, the effect is reflected back on the source, affecting the original caster as if the elder deep one cast the spell or used that magical ability.

ACTIONS

Multiattack. The elder deep one can use its Awful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack.* +13 to hit, 5 ft. reach. *Hit:* 16 (2d8 + 7) piercing damage.

Claw. *Melee Weapon Attack.* +13 to hit, 20 ft. reach. *Hit:* 14 (2d6 + 7) slashing damage. If the elder deep one scores a critical hit, it rolls damage dice three times, instead of twice, and the target must succeed on a DC 21 Constitution saving throw. On a failed saving throw, the target is stunned until the end of their next turn.

Awful Presence. Each creature of the elder deep one's choice that is within 120 feet of the elder deep one and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature is incapacitated as long as it is frightened in this way. 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 elder deep one's Awful Presence for the next 24 hours.

LEGENDARY ACTIONS

An elder deep one 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 elder deep one regains spent legendary actions at the start of its turn.

Claw Attack. The elder deep one makes a claw attack.

Madness (Costs 2 Actions). All creatures other than deep ones within a 30-foot radius must make a DC 18 Wisdom saving throw. On a failed saving throw, a creature is affected as the spell *confusion* until the end of its next turn. Creatures with total cover are not affected.

Move. The elder deep one moves or swims up to half its speed without provoking opportunity attacks.

DEEP ONE HYBRID CULTIST

Medium humanoid (human, mythos), chaotic evil

Armor Class 12 (natural armor)

Hit Points 13 (2d8+4)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Deception +2, Religion +2

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Common

Challenge 1/8 (25 XP)

Dark Devotion. A deep one hybrid cultist has advantage on saving throws against being charmed or frightened.

Final Change. A deep one hybrid ages faster than a human. A mere 1d12 months after a deep one hybrid reaches venerable age at 60 years old, it dies a painful, agonizing death, only to have its body transform into that of a mature deep one. This transformation functions as the *reincarnate* spell.

Hold Breath. The deep one hybrid can hold its breath for 15 minutes.

Sea Longing. Every 24 hours a deep one hybrid spends more than 10 miles from the sea, it must succeed on a DC 15 Wisdom saving throw. On a failure, the deep one hybrid has disadvantage on ability checks, attack rolls, and saving throws. If the deep one hybrid is already suffering this penalty, it takes 1d6 psychic damage on a failure. The deep one hybrid no longer suffers this disadvantage once it has spent 24 hours within 10 miles of the sea.

ACTIONS

Scimitar. *Melee Weapon Attack.* +3 to hit, 5 ft. reach. *Hit:* 4 (1d6 + 1) slashing damage.



DENIZEN OF LENG

These eerie denizens travel the universe from their strange homeland of Leng, walking uncontested only when they disguise themselves as humans by wearing loose-fitting robes and wrappings about the head and face. Under these disguises, they have horned brows, clawed fingers, mouths full of tentacles, and crooked goatish legs with cloven hooves. A denizen of Leng weighs 200 pounds and stands roughly 5-1/2 feet tall.

Dimensional Raiders. Many scholars have argued over where the otherworldly realm of Leng lies— some believe it can be found among the Outer Planes, while others are convinced it can only be reached via a dimension of dreams. The denizens of Leng can travel to other planes freely, and often do so in strange, black ships, constantly seeking new breeds of slaves or trading rubies for unusual services or magical treasures. At other times, their visits are much more violent, focusing on abducting victims for use as slaves or worse. On Leng, these denizens have long fought a war against that realm's monstrous spiders, a war that sometimes spills over into other worlds.

DENIZEN OF LENG

Large monstrosity (mythos), neutral evil

Armor Class 18

Hit Points 190 (20d10+80)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	18 (+4)	18 (+4)	14 (+2)	16 (+3)

Damage Resistance necrotic

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Infernal

Challenge 11 (7,200 XP)

Alien Anatomy. When an attacker scores a critical hit against a denizen of Leng, it has a 50% chance to treat it as a normal hit instead. It also takes only half damage from a rogue's sneak attack. A denizen of Leng also gains advantage on saving throws against *polymorph* spells or any other effect that would change its shape.

Deflect Spells. A denizen of Leng is immune to spells which specifically affect undead.

Dimensional Regeneration. A denizen of Leng regains 5 hit points at the start of its turn. If it takes force or radiant damage, this trait doesn't function at the start of the denizen's next turn. The denizen dies only if it starts its turn with 0 hit points and does not regenerate. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its gear. It is rumored that slain denizens simply reform new bodies in Leng, conjured out of the mutable essence of the dimension of dreams, rather than being permanently slain.

ACTIONS

Multiattack. A denizen of Leng makes two claw attacks.

Claws. *Melee Weapon Attack.* +9 to hit, 5 ft. reach. *Hit:* 14 (2d8 + 5) slashing damage, and 14 (4d6) psychic damage.

Confusion (Recharge 6). Each creature in a 10-foot-radius sphere is affected by a *confusion* spell (save DC 16).



ECHKAYAB

Eekhayabs are inhuman servants of the Great Old Ones and the Outer Gods whom they serve. They are a race of interstellar predators, vaguely humanoid in shape but prone to frequent mutation and aberrant physiology, both internally and externally. Their motion is hideous to behold, with the rhythmic flapping of its wings clashing with the spasmodic thrashing of disjointed limbs ending in cruel claws and its scabrous tail dripping dark venom. Its skin seems to split in a welter of weeping sores and creases, as though its inward parts were ready to burst.

Eekhayabs are always winged, with a generally humanoid head and torso and at least four limbs. In some eekhayabs these are more akin to legs than arms and in some the opposite, and vestigial or accessory limbs are not at all unusual, but in all cases their appendages are tipped with cruel claws. Though eekhayabs are most comfortable in the air, they typically have webbed digits to aid in swimming. Most eekhayabs have tails as well, sometimes long and sinuous and in others bulbous and insectoid, like the abdomen of a wasp. Those who have beheld the eekhayab in person rarely describe them the same way, in part due to the grotesque variation these creatures exhibit, but also due to the fog of nightmares that inevitably follow in the wake of their advent.

Mythos Minions. It is unknown whether eekhayabs originated on one of the home planets or prison worlds wherein the Great Old Ones are bound, or perhaps were refugees from a planet long since destroyed by the predations of world-devouring elder things, or perhaps have always been a star-spanning race and never a terrestrial one. What is certain is that as a race they are bound to the will of the Great Old Ones and their masters (especially Hastur the Unspeakable), and often compelled to answer the summons of earthly cultists calling upon their alien patrons for aid. Eekhayabs are strong flyers and may carry willing supplicants (as well as unwilling victims) far from their terrestrial home into the reaches of space and the dark places between and beyond the stars, though their passengers are best advised to have their own means of survival amid the rigors of space. Eekhayabs are willing warriors as well when called to serve, snatching up their victims and tearing them limb from limb or dropping them into gaping pits of toxic effluence that open in the eekhayab's presence like rents in a reality that rebels against their alien presence.

Star Scavenger. Eekhayabs are primarily carnivorous, preferring fresh blood and flesh. They are cruel beasts and enjoy stinging their prey with their mind-rotting venom and allowing their victim to descend into madness, giving themselves over to the eekhayab for their feasting pleasure. However, eekhayabs are also scavengers, taking whatever nourishment they can find to fuel their long interplanetary and interstellar journeys.

ECHKAYAB

Medium aberration (mythos), chaotic evil

Armor Class 16 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
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17 (+3)	16 (+2)	18 (+4)	10 (+0)	17 (+3)	15 (+2)
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Saving Throws Dex +7, Wis +6, Cha +5

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 12

Languages Deep Speech

Challenge 8 (3,900 XP)

Breathless. The eekhayab does not need to breathe and can survive in the void of space.

Exuviate. When an eekhayab is killed, it triggers its unspeakable molt action.

Hybrid Mount. An eekhayab's carrying capacity in flight is twice normal, and a Medium or smaller creature can ride on a flying eekhayab as a mount even though an eekhayab is itself Medium-sized. It cannot carry a Medium-sized creature as a rider when not flying.

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

Mythos Minion. Eekhayab are called to serve many who follow the cults of the mythos, having disadvantage on saving throws to avoid spells cast by servants of any of the Great Old Ones.

Starflight. Eekhayab can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a journey beyond should take 3d20 days (or more, at the GM's discretion)—provided the eekhayab knows the way to its destination.

ACTIONS

Multiattack. The eekhayab makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

Talons. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target.

Hit: 14 (2d10 + 3) slashing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target

is restrained, and the eekhayab can't use its talons on another target.

Toxic Cesspit (1/Day). An eekhayab can cause ordinary reality to deform and decay in its presence temporarily. It can create a pit within 30 feet of it that is a 10-foot cube filled with acid to a depth of 5-feet. The fumes given off by the toxic cesspit are so foul that any living, breathing creature beginning its turn within the pit must succeed on a DC 13 Constitution saving throw or be poisoned for 1-minute spending its turn writhing and heaving. A poisoned creature can make another DC 13 Constitution saving throw to end the poison effect at the end of its turn. On success, the target creature is poisoned until the end of the eekhayab's next turn. While a creature is poisoned in this way, it is stunned and takes 7 (2d6) poison damage at the beginning of its turn.

Unspeakable Molt. An eekhayab's wings are continually shifting through phases of molt, decay, and regrowth, like those of a decomposing vulture suffused with tissue that is simultaneously insectoid and bat-like, with a corrupted humanoid core underneath. An eekhayab causes its external membranes to rupture and slough off in pestilential shreds, revealing disgustingly abnormal new tissues beneath.

When an eekhayab molts its speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it can make an additional beak attack, Dash, Disengage, Hide, or Use an Object action. This effect lasts for 1 minute.

Any creature within 30 feet that witnesses an eekhayab's unspeakable molt must make a DC 17 Wisdom saving throw.

A failed saving throw makes the creature frightened. The affected creature may make another saving throw at the end of its turn to remove the frightened effect. On a second failed save the target is affected by nightmares the next time it sleeps. The target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies of fright.

The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic. The target is immune to this eekhayab's unspeakable molt for 24 hours after succeeding on the saving throw.

If a creature fails multiple saving throws against this ability, the nightmare effect recurring during an additional sleep cycle for each failed save.

REACTION

Slough. Whenever a critical hit is made against an eekhayab, as a reaction, it may use its unspeakable molt action.



ELDER THING

Elder things are strange beings with star-shaped heads and numerous writhing appendages arranged radially around its barrel-shaped body. Known by various names on various worlds, often translating to “elder things” or “old ones,” these alien creatures are interested in creating lasting works of art, architecture, and even life (such as the dreaded shoggoths). They possess a boundless capacity for war and egotism.

Devices. Elder things may possess a variety of tools and weapons, including technological or magical inventions or mechanisms that blend both.

ELDER THING

Medium monstrosity (mythos), lawful neutral

Armor Class 15 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., fly 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	17 (+3)	15 (+2)	15 (+2)

Saving Throws Con +5, Wis +4

Damage Resistances fire

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 12

Languages Elder Thing

Challenge 3 (700 XP)

Does Not Breathe. Elder things can function in water as well as on land, survive the vastness of space, and do not need to breathe. They can still be affected by gasses and other attacks that do not require them to breathe.

Hibernation. An elder thing can enter a state of hibernation at will; doing so takes 1 minute. While in this state, it can take no actions and is effectively helpless, as if it were in a deep sleep. An elder thing can remain in hibernation for as long as it wishes—while in this state, it does not need to eat or drink, nor does it age. Time effectively stands still for a hibernating elder thing. If it is jostled or damaged while hibernating, an elder thing can attempt a DC 15 Wisdom save. If it succeeds, it awakens in 2d4 rounds. Otherwise, it takes 1d4 days to awaken from hibernation. An elder thing can set the length of its hibernation when it first enters this state, so that it can awaken after a set amount of time has passed. When awakening at a set time in this manner, an elder thing needs only 1d3 rounds to rouse itself, with no Wisdom saving throw necessary.

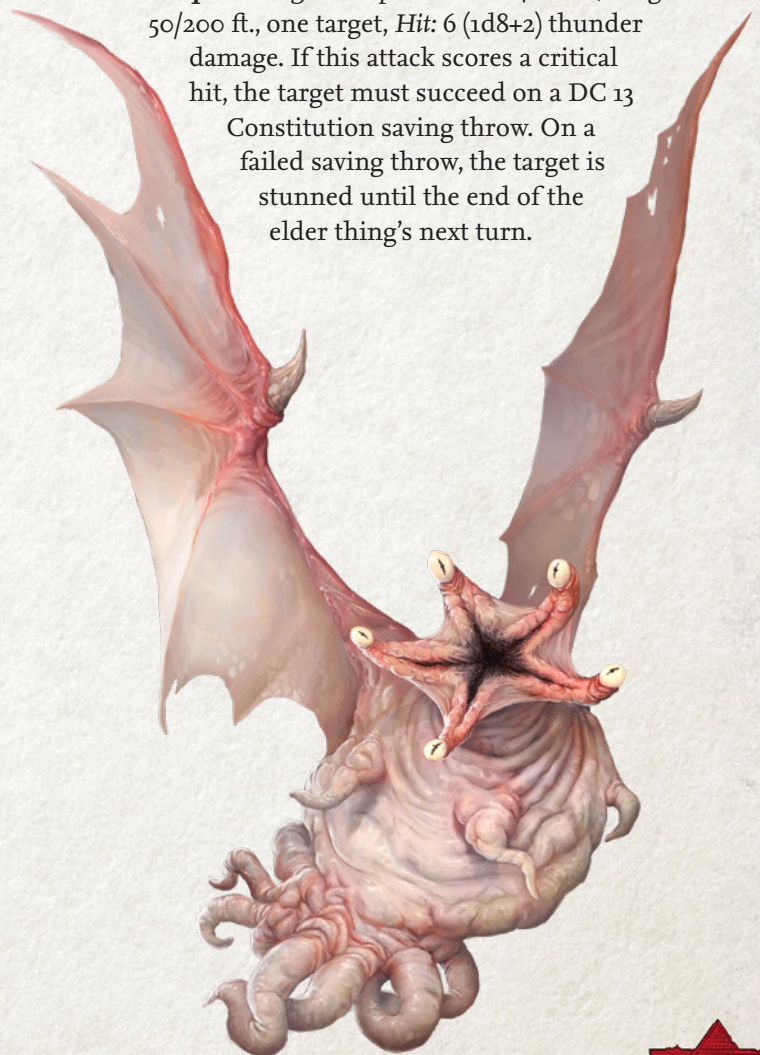
Limited Starflight. An elder thing can survive in the void of outer space, and its wings allow it to use its fly speed in that environment despite the lack of air. Unlike creatures with full starflight, an elder thing’s ability to fly in outer space does not allow it to reach unusually high speeds—an elder thing that wishes to travel from one planet to another typically calculates the distance and then hibernates for the majority of the journey, relying on its momentum and inertia to carry it to its destination while it slumbers along the way.

Special Equipment. The elder thing carries a sonic disruptor, a technological weapon.

ACTIONS

Tentacles. Melee Weapon Attack. +4 to hit, reach 5 ft., one target, *Hit:* 16 (5d4 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the elder thing can’t use its tentacles on another target.

Sonic Disruptor. Ranged Weapon Attack. +4 to hit, range 50/200 ft., one target, *Hit:* 6 (1d8+2) thunder damage. If this attack scores a critical hit, the target must succeed on a DC 13 Constitution saving throw. On a failed saving throw, the target is stunned until the end of the elder thing’s next turn.



EYE OF MU

These ancient creatures resemble 5-foot wide scaly orbs, with iron-hard carapaces bedecked with spines and sensory tendrils. Their bodies are dominated by a massive pale central eye and gaping maw with a forest of curved fangs. Hundreds of small seaweed-like bristles hang from the bottom of its body, while two large crab-like pincers protrude from its body and a pair of long, thin eyestalks sprout from the top of its orb, these eyes glowing like lures.

Ocean Masters. Eyes of Mu hunt the pelagic depths of ocean trenches, using the mystical radiance of their eyestalks to entrance their enemies and draw them into the deeps where they may feast upon them at their leisure. They also haunt the diluvian ruins of ancient empires, some inundated by past cataclysms and others fully aquatic realms that may have been wholly unknown to those on the surface. They often dominate pods of lesser eyes of the deep and other aquatic species, manipulating them and using them as their agents in schemes for power.

EYE OF MU

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 266 (19d10 + 76)

Speed 5 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8

Skills Perception +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities prone

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 22

Languages Aklo, Aquan, Common

Challenge 13 (10,000 XP)

Diluvian Diver. An eye of Mu never takes damage from water pressure.

Hyper-Awareness. An eye of Mu's eyestalks allow it to see in all directions at once. It cannot be surprised.

Legendary Resistance (3/Day). If the eye of Mu fails a saving throw, it can choose to succeed instead.

Swim-by. The eye of Mu doesn't provoke opportunity attacks when it swims out of an enemy's reach.

Metamorphic Molt (Recharges after a Short or Long Rest). If an eye of Mu is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it ejects its outer shell, regains 133 hit points, has -2 to its AC, and moves up to its speed without provoking opportunity attacks. All ongoing negative effects are also ended when this transformation takes place. The penalty to the eye of Mu's AC is removed when it completes a long rest.

Mirages of Mu. An eye of Mu can combine the power of its eye rays to create a 6th-level *major image* powered with psychic energy giving the image some depth and "realness". The illusion can be of anything within the spells limitations but whatever is created as 25% of the original items hit points and all of its other statistics. For example, an eye of Mu creates a Mirages of Mu giant shark. This creature has a shadowy cast to it and 25% of the real creatures hit points but is otherwise identical to the original. It takes the eye of Mu 1 minute to create an image. The illusions it creates are unremarkable at first glance, but upon closer inspection (such as when making a Will save to disbelieve) horribly twisted and alien. Creatures failing their save (DC 18 Wisdom saving throw) when attempting to disbelieve become shaken have disadvantage on further attempts to disbelieve the illusion as long as they can see the illusion. A creature rolling a natural 1 on a Wisdom save to disbelieve an eye of Mu's illusions is affected as *dream* the next time it sleeps.

ACTIONS

Multiattack. The eye of Mu uses stun cone, pincers then shoots an eye ray. It may also bite a grappled target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Pincer. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. *If the target is a Medium or smaller creature, it is grappled (escape DC 15).* The eye of Mu has two pincers, each of which can grapple only one target.

Stun Cone. An eye of the deep's central eye can, once per round, produce a 90-foot cone that stuns all creatures for 1 minute on a failed DC 18 Constitution saving throw. Creatures may repeat the saving throw at the start of their turn to end this condition.

Eye Rays. The eye of Mu shoots one of the following magical eye rays, choosing one to three targets it can see within 120 feet of it:

1. *Left Eye – Draining ray.* The targeted creature takes 7 (2d6) necrotic damage and must succeed on a DC 18 Constitution saving throw or be have disadvantage on ability checks, attack rolls, and saving throws based on Strength for 1 minute. During this time, it also deals one-half damage with all attacks that use Strength. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the save fails, the target remains enfeebled and takes an additional 7 (2d6) necrotic damage.
2. *Right Eye – Lingering paralysis ray.* The targeted creature must succeed on a DC 18 Wisdom saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns. A creature successfully saving against its eye ray is slowed (as the *slow* spell) for 1 minute, and can repeat the saving throw as above each round to end the *slow* effect.
3. *Both Eyes - Mirages of Mu.* See the related trait.

LEGENDARY ACTIONS

The eye of Mu can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The eye of Mu regains spent legendary actions at the start of its turn.

Eye Ray. The eye of Mu uses one random eye ray.

When the eye of Mu uses its metamorphic molt, it can use the following legendary actions for 1 hour.

Numbing Pincers. The eye of Mu makes two attacks with its pincers. If both attacks hit the same creature, it takes an extra 7 (2d6) poison damage and must succeed on a DC 18 Constitution saving throw or become paralyzed *until the start of the eye of Mu's next turn.*

Toxic Tendrils. The eye of Mu's tendrils surrounds it in a beautiful display of deep-sea beauty. All creatures within 10 feet of the eye of Mu must make DC 18 Constitution saving throw or become poisoned and paralyzed *until the start of the eye of Mu's next turn.*



FACELESS STALKER

These hairless, leathery bipeds with faces dominated by unsettling whorls and slits rather than actual features were created by aboleth fleshwarpers ages ago as living weapons. Scorned by their former masters when the scheme for which they were designed unraveled, the faceless stalkers fled into swamps, marshes, or any other dark, wet places they could find—the closest they could come to the aquatic cities they once considered home.

Shapeshifting Spies. Originally designed to serve as spies that could walk uncontested among the air-breathing races, faceless stalkers adopt new forms by reshaping their skin and contorting their rubbery bodies. This painful process takes approximately 10 uninterrupted minutes—a faceless stalker typically seeks a private place to do it, avoiding even others of its own kind. The sensation of returning to its true form is quite exhilarating and results in a momentary burst of euphoria.

Blood Soaker. Faceless stalkers cannot digest solid food even when in the form of a creature with a mouth. Instead, they subsist on liquids, including blood. In their natural forms, they have three hollow tongues which they use to penetrate and lap blood from their victims. Since they have no particular skill at grappling foes, most faceless stalkers wait until a victim is helpless or asleep before attempting to drink its blood—although the best is when a victim is helpless but conscious during the process, so that the faceless stalker can “play with its food” by having grisly and cruel conversations with it.

FACELESS STALKER

Medium aberration (shapechanger), chaotic evil

Armor Class 15 (natural armor)

Hit Points 121 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances Piercing, and Slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Common; *tongues*

Challenge 5 (1,800 XP)

Blood Frenzy. Anytime the faceless stalker does necrotic damage to a living creature, it becomes invigorated. It receives the benefits of a *haste* spell until the end of its next turn. It does not suffer the exhausting aftereffects of a *haste* spell so long as it continues to do necrotic damage to a living creature.

Faceless. In its natural form, a faceless stalker has no discernible facial features. It has advantage on any saving throws made to resist attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, thunder attacks and similar attacks. This bonus does not apply to illusions.

Legendary Resistance (1/Day). If the faceless stalker fails a saving throw, it can choose to succeed instead.

Magic Weapons. A faceless stalker’s weapon attacks are magical.



ACTIONS

Multiattack. The faceless stalker makes two attacks, only one of which can be a blood drain slam attack.

Masterwork Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Blood Drain Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken as the tiny suction pads that cover the creature's arms draw blood from its target, and the faceless stalker regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Shapechanger. The faceless stalker can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

LEGENDARY ACTIONS

The faceless stalker can take 1 legendary action, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The faceless stalker regains spent legendary actions at the start of its turn.

Attack. The faceless stalker makes one attack of its choice.

Maddening Duplication. A faceless stalker can focus its will on a Small or Medium humanoid within 30 feet and rearrange its rubbery facial features to perfectly mimic the humanoid's face. The duplication effect is over in the blink of an eye and is only noticed by the humanoid whose face the faceless stalker duplicated. If the humanoid can see the faceless stalker's brief yet disturbing transformation, the target must succeed on a DC 15 Wisdom saving throw or become confused for 1 minute (as the spell).



FIRE VAMPIRE

Fire vampires, also called flamewraiths, are the fading remnants of fire elemental creatures whose life force has been drained, either by contact with the undead or at the planar verge between the Elemental Plane of Fire and the Negative Energy Plane. Composed of nearly transparent ghostly flames shot through with strange colors, they give off a withering heat. They are birthed into the cosmos amid the fading flames of dying stars, cast out into the void by collapsing neutron stars or in the explosive aftershocks of nova and supernova explosions. Some fire vampires linger roaring halos around the stellar surface in the wake of their creation, but others soar through the heavens seeking only to slay and burn out their hate and fury of the living before they themselves dissipate into cosmic nothingness.

FIRE VAMPIRE

Medium undead, neutral evil

Armor Class 13

Hit Points 52 (7d8 + 21)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Ignan

Challenge 3 (700 XP)

Ghost Flames. At the start of each of the fire vampire's turns, each creature within 5 feet of it takes 3 (1d6) fire damage, and flammable objects in the area that aren't being worn or carried ignite. If the fire vampire takes any amount of cold damage, this ability is suppressed for 1 round.

Incorporeal Movement. The fire vampire 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.

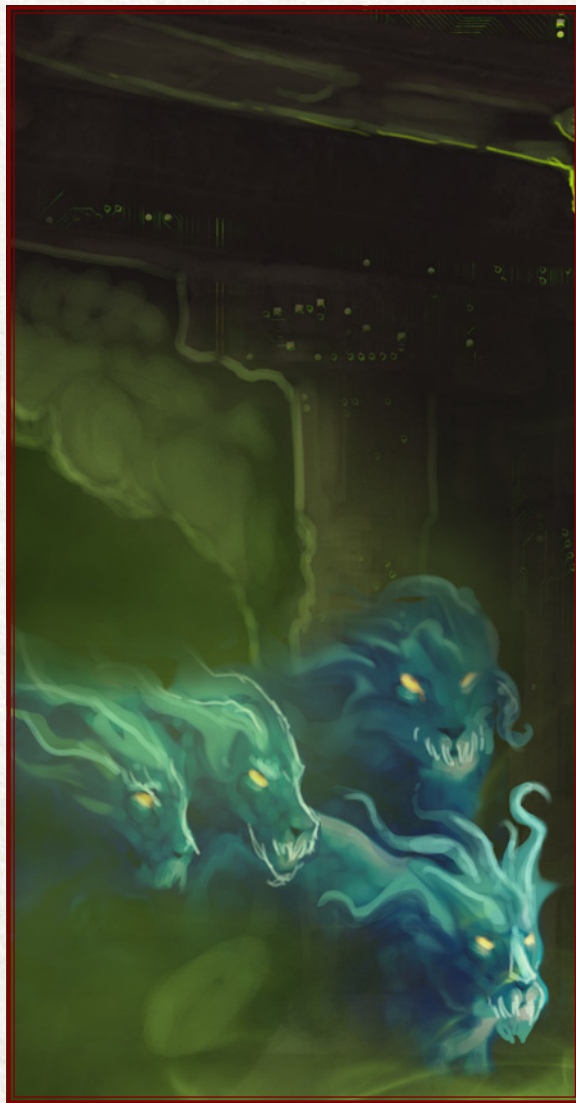
ACTIONS

Flame Lash. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) fire damage. If the target is a creature or a flammable object, it must succeed on a DC 12

Dexterity throw or ignite. Until a creature takes an action to douse the fire, the target takes 7 (2d6) fire damage at the start of each of its turns.

Flame Blast. *Ranged Weapon Attack.* +5 to hit, range 60/240 ft., one target. *Hit:* 10 (2d6+3) fire damage. If the target is a creature or a flammable object, it must succeed on a DC 12 Dexterity throw or ignite. Until a creature takes an action to douse the fire, the target takes 7 (2d6) fire damage at the start of each of its turns.

Inferno (Recharge 5–6). The fire vampire's ghost flames blaze outward in a 10-foot-radius radius centered on the fire vampire. Creatures in this area must succeed on a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one. After using this action, the fire vampire's ghost flames ability is suppressed until it recharges this action.



FISHER FROM OUTSIDE

Fishers from outside are thought to be related to the elephantine shantaks, though they are, in fact, two distinct species. They resemble deformed fishing-birds with a single taloned leg, a serrated beak, and single blazing red eye swoops from the darkness. Their hide is scaled rather than feathered, and scaly, translucent wings hold the creature aloft in great sweeping gusts, and its cry is likened to the grinding, ragged edges of Hell.

With only one leg and over-sized talon and one eye, fishers from outside are clumsy and ungainly on the ground, but they are graceful and swift fliers. They dwell primarily in caverns on the moon, where they serve the strange masters of that realm in exchange for blood sacrifices. They are capable of going long periods of time without feeding and can subsist on eating the rubble of their strange caverns if necessary, though they always prefer fresh prey when they can get it. Unlike their shantak cousins, fishers from outside are incapable of unaided starflight and must rely on external or magical means to travel between planets or across the voids space.

Fishers from Outside first appeared in the Lin Carter short story, "The Fishers from Outside."

FISHER FROM OUTSIDE

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Skills Athletics +9, Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages Aklo (cannot speak)

Challenge 5 (1,800 XP)

Constrict. As a bonus action, the fisher from outside transfers a victim it has grappled with its talon into its mouth. This frees up its talon to attack other targets. The creature remains grappled (escape DC 14). When the fisher makes a bite attack against this grappled target, it automatically

hits each. The fisher cannot use its raucous call ability or make bite attacks against other targets while it has a victim grappled in its mouth.

No Breath. The fisher does not need to breathe.

ACTIONS

Multiattack. The fisher from outside makes one talon attack and one bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 5) piercing damage.

Talon. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 5) slashing damage, and the target must make a DC 14 Strength saving throw. On a failed save, the target is grappled (escape DC 14). Until the grapple ends, the target is restrained and suffers disadvantage on Strength checks and Strength saves. The fisher from outside cannot attack with its talon while grappling a creature with it.

Raucous Call. The fisher from outside emits a raucous, grating call. All living creatures, other than a fisher from outside or a shantak, within 30 feet of the fisher that can hear it must make a DC 12 Wisdom saving throw or become paralyzed. A paralyzed creature can attempt a new saving throw at the beginning of each of its turns, ending the effect on itself with a success. Once a creature saves against the raucous call, it becomes immune to this effect for 24 hours.



FLYING POLYP

A flying polyp is a nauseating mass of flesh, eyes, tentacles, and mouths surrounded by a vortex of sucking wind. A typical flying polyp measures 30 feet in length but is unusually light for its size, weighing no more than 2,000 pounds. These creatures seem to have no maximum lifespan, but their violent, warlike nature ensures that death eventually occurs—even if it takes eons for the polyp to encounter something capable of defeating it.

Unstable Substance. A flying polyp is a physical being, but one composed of material strangely unlike the flesh that garbs most living creatures. While the stuff that makes up the exterior of a flying polyp's body might seem similar to ordinary flesh, it often behaves in ways that should be impossible. The material seems to fade in and out of visibility, almost at random, at points becoming transparent enough that the nauseating inner workings of the thing's body are laid bare. Although the polyp feels moist and damp to the touch, what might serve as blood in other creatures behaves more like strange vortices of wind within a flying polyp's body. When wounded, its damaged flesh does not bleed so much as whistle and gust.

Eldritch Architects. Although flying polyps display some of the features of other sentient races, particularly in their habit of building cities (although these towering settlements usually incorporate architectural features that most other races find awkward and unsettling), in other areas they seem strangely primitive or uninterested. They are as aberrant in mind and philosophy as they are in physical form. For example, they seem to have neither a name for their own race, nor a language to call their own. Their cities, while bewildering in their vast scale, seem to serve little purpose other than to unnerve, for flying polyps do not engage in trade or politics or other social constructs. They are relentless in the pursuit of war and genocide, however, using their powers to drag armies across continents (and in some cases even to other planets) and annihilate all who oppose them. Even if defeated and sealed away, they seethe in immortal hatred awaiting release to seek revenge.

FLYING POLYP

Huge aberration (mythos), chaotic evil

Armor Class 19 (*deflecting winds*)

Hit Points 288 (16d12 + 96)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	23 (+6)	18 (+4)	12 (+1)	16 (+3)

Saving Throws Dex +11, Wis +6, Cha +8

Skills Perception +6

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, cold, thunder

Damage Vulnerabilities lightning

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, restrained

Senses darkvision 60 ft., passive Perception 16

Languages Aklo

Challenge 16 (15,000 XP)

Innate Spellcasting. The flying polyp's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *eldritch blast* (3 beams, +3 bonus to each damage roll), *gust of wind*, *wind walk*

3/day: *wind wall*

1/day: *control weather* (also see the Tornado action)

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

Magic Weapons. A flying polyp's weapon attacks are magical.

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

Gusting Wound. When a creature within 5 feet of the flying polyp damages it with a piercing or slashing attack, the attacking creature is struck by an explosive gust of air issuing from the flying polyp's wound. The attacking creature takes 14 (4d6) points of bludgeoning damage and is knocked prone.

Numbing Winds. Any creature that takes damage from a flying polyp's wind blast or gusting wound attack has disadvantage on attack rolls and -10 feet to movement until the end of the target's next turn.

Otherworldly Reflexes. Whenever a flying polyp must make a Dexterity saving throw, it rolls three dice and keeps the highest roll.

Partial Invisibility. A flying polyp's body constantly flickers and shifts, passing from visibility to invisibility in a seemingly random pattern and often not wholly at once, leaving the creature's body in what appear to be multiple sections. This ability, combined with the flying polyp's amorphous, elastic form, makes it difficult to target the creature, imposing a -1d4 on attack rolls against it. By concentrating (as concentrating on a spell), a flying polyp can become fully invisible.

ACTIONS

Multiattack. The flying polyp makes four tentacle attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 19 Constitution saving throw or be poisoned until the end of its next turn. The target is also grappled (Escape DC 19).

Wind Blast (Recharge 5-6). A mythic flying polyp can create a powerful blast of wind at a range of up to 240 feet. This blast of wind creates a sudden explosion of flesh-scouring wind in a 30-foot-radius sphere. All creatures within this area take 59 (17d6) points of bludgeoning damage, with a successful DC 16 Dexterity saving throw halving the damage. These winds automatically extinguish torches and small fires and can check or blow away creatures as if they were tornado-strength winds. Additionally, when a corporeal creature reduced to less than 0 hit points from a flying polyp's wind blast attack, the flying polyp can expend 1 use of its legendary actions as a reaction to reduce the creature's body to a fine red mist if the target fails a DC 16 Constitution saving throw.

Tornado. When a flying polyp uses its *control weather* spell it may also summon a chaotic evil air elemental as a bonus action which remains for 7 minutes and obeys the flying polyp.

REACTIONS

Breath-Stealer. When a creature within 20 feet of the flying polyp fails a saving throw, the flying polyp gains 10 temporary hit points.

LEGENDARY ACTIONS

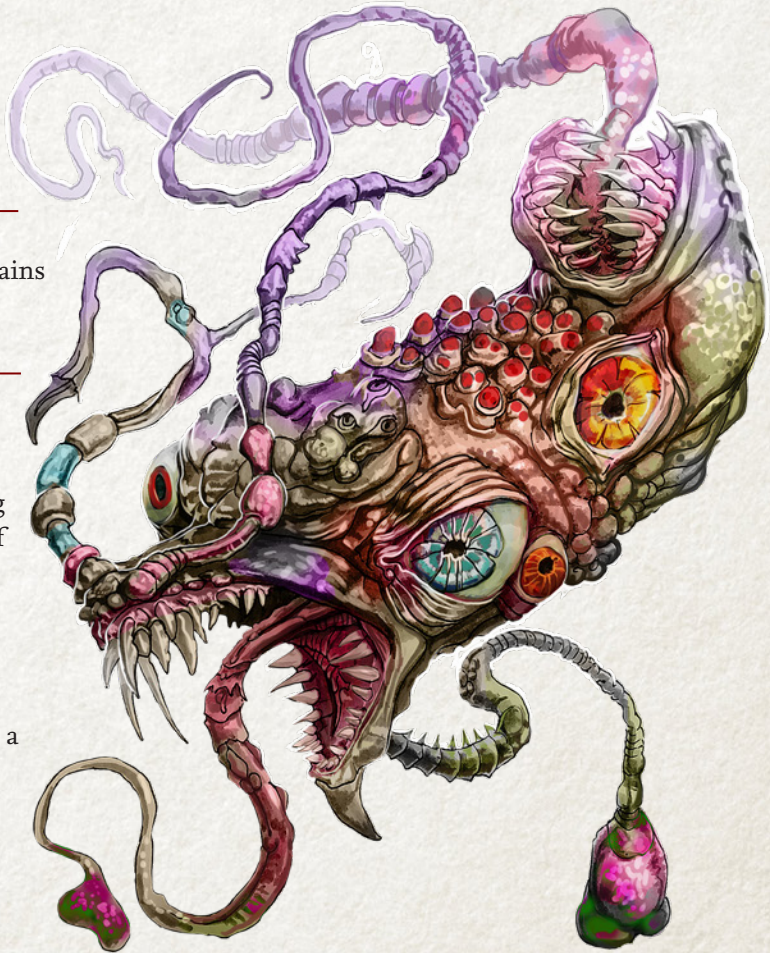
The flying polyp can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The flying polyp regains spent legendary actions at the start of its turn.

Spell. The flying polyp casts one spell.

Slamming. The flying polyp makes one slam attack.

Sucking Wind. This attack allows the flying polyp to send an eerie wind out to slow and eventually stop a creature's escape. The wind itself isn't particularly strong, but it creates a peculiar sucking sensation as if it were attempting to pull creatures back toward the flying polyp. The flying polyp must concentrate each round to maintain the effect (as

if concentrating on a spell). The sucking wind manifests as a 100-foot-radius sphere, with the flying polyp at the center. Each round the polyp maintains concentration, the sucking wind's radius increases by 100 feet, to a maximum radius of a mile. A flying polyp can detect creatures within this area via tremorsense. As a free action, it can increase the effects of the sucking wind on up to five different creatures within the area at one time. Each targeted creature must succeed at a DC 16 Strength save each round it remains in the area of the sucking wind or it is slowed until it leaves the area losing 10 feet of movement. A creature already under the effects of any slowing effect (such as from this sucking wind or a *slow* spell) that fails this save is restrained and held in place for 1 round — it is not helpless but cannot move via any means. *Freedom of movement* protects against the effects of the sucking wind, and *control winds* negates its effects in the area of effect of the *control winds* spell. Natural windstorms or other powerful winds have no effect on a sucking wind. A flying polyp can maintain concentration on the effect for up to an hour (as if concentrating on a spell).



GIBBERING MOUTHER

This horrid mass of eyes, mouths, and formless flesh stares in all directions, its countless maws yammering ceaselessly as it forms into faces, vestigial limbs, and atrophic appendages that melt back into the protoplasm of the creature's mass as quickly as they are created. Disgusting, loathsome, and hungry—these are the only words that properly describe this horrifying cousin of the gibbering moulder. A foul beast that lurks in underground caves, sewers, and nightmares, moulthers have no societal, ecological or religious significance other than their ability to drive those that listen to them mad. They do tend to aggregate in groups more often than their solitary kin, and the echoing interplay of each creature's deranged babbling is what gives these creatures their name.

DELIRIOUS CHORUS

Medium aberration (mythic), neutral

Armor Class 14 (babbling cloak)

Hit Points 108 (9d8 + 36)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Language Aklo

Challenge 7 (2,900 XP)

Aberrant Rebirth (Recharges after a Short or Long Rest).

When the delirious chorus is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, the damage splits the creature open vomiting out 1 gibbering moulder per character that is in the encounter at the time it was split open. The delirious chorus heals 108 hit points, resets its legendary resistance and gains an additional legendary action.

Aberrant Ground. The ground in a 10-foot radius around the delirious chorus is dough-like difficult terrain.

Each creature that starts its turn in that area must succeed on a DC 14 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Amorphous. The delirious chorus can move through a space as narrow as 1 inch wide without squeezing.

Beckoning Babble. Any creature within 60 feet of the delirious chorus but more than 20 feet away must make a DC 15 Wisdom saving throw or be compelled to move towards the moulder.

Delirious Chorus. The save DC to resist the beckoning babble or gibbering of any gibbering moulder within 30 feet of the delirious chorus is increased by 1, and creatures within 10 feet of the delirious chorus have disadvantage on such saving throws.

Gibbering. The delirious chorus babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 15 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction.



On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Legendary Resistance (2/Day). If the delirious chorus fails a saving throw, it can choose to succeed instead.

Magic Weapons. A delirious chorus's weapon attacks are magical.

ACTIONS

Multiattack. The delirious chorus makes two bite attacks and, if it can, uses its Blinding Spittle.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 18 (5d6 + 1) piercing and 7 (2d6) necrotic damage. If the target is Medium or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouther. The mouther heals as many hit points as it did in necrotic damage.

Blinding Spittle (Recharge 4–6). *The mouther spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 14 Dexterity saving throw or be blinded until the end of the mouther's next turn. On a natural 1 the target is permanently blinded.*

LEGENDARY ACTIONS

The delirious chorus can take 2 legendary action, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The delirious chorus regains spent legendary actions at the start of its turn.

Attack. The delirious chorus makes one bite attack.

Spit (Costs 2 Actions). The delirious chorus uses blinding spittle. The ability automatically recharges if it is not ready.

If the delirious chorus has used its Aberrant Rebirth ability, it gains 1 additional legendary action each round for 1 hour, and during this time it can use the options below as legendary actions.

Rampage (Costs 2 Actions). The delirious chorus uses Multiattack.

Aberrant Growth (Costs 3 Actions). Each creature within 10 feet of the delirious chorus must make a DC 15 Dexterity saving throw, taking 13 (3d8) piercing damage on a failed save as the ground beneath them spawns hundreds of vicious teeth, or half as much damage on a successful one. Until the start of its next turn, the delirious chorus and its spawn gain a +2 bonus to AC.

GREAT OLD ONE, CTHULHU

Known to some as the Dreamer in the Deep, Great Cthulhu is the mightiest of the Great Old Ones. Cthulhu is represented often in artwork—particularly in sculpture, painting, and poetry, for his influence is particularly strong among such sensitive and creative minds. In these eldritch works of art, he is depicted or described as having a vaguely humanoid frame, but with immense draconic wings and an octopus-shaped head. His actual form is somewhat fluid—the Great Old One can shift and reshape his exact countenance as he wills, allowing him to occupy a smaller space than one might expect for a creature that stands over 100 feet tall.

It is fortunate indeed that Cthulhu is currently imprisoned on a distant planet within the sunken city of R'lyeh. There, the Great Old One slumbers away the eons in a state neither quite dead nor living, held in stasis by ancient magic and the potency of the Elder Sign, yet at times the city rises from the sea and the doors to his tomb open, granting Cthulhu limited mobility before he must return to his tomb.

Cthulhu's Cult. Although Cthulhu is imprisoned on a far-flung world, his dreams span the gulfs of existence and are capable of touching upon the sleeping minds of sensitive or artistic souls, inspiring them with insane visions and driving the creation of all manner of eldritch artistry. In such ways, his cult spreads like a night-borne virus of the dreaming mind across all worlds on which sapient life dwells. Cthulhu is worshiped by various aquatic races and folk who dwell along coasts, but also among certain decadent or fringe societies of artists, poets, and philosophers. When they form, his cults are secretive and careful to hide their allegiance to the Great Old One, meeting only in desolate and otherwise abandoned locales hidden from society's notice. Central among his cult's beliefs is the prophecy that one day, the stars will be right and Great Cthulhu shall rise from his corpse-city to usher in the end times, wiping clean all worlds to make them ready for his kind. The cultists believe they might be spared this fate through proper obeisance and fealty, when in truth Cthulhu is unlikely to notice the difference between those who worship him and anyone else.

Cthulhu's cult is associated with cataclysms, dreams, and the stars, and his sacred symbol is a complex rune surrounding an open eye. Cthulhu's temples are monolithic structures of a stark and cyclopean architectural style, but most of his faithful lack the resources to build such temples and instead make do with what they can, hiding away personal shrines in underground chambers or in shacks or glades in the remote wilderness.

Immortality. Cthulhu does not age, nor does he need to eat or breathe. Only violence can bring about the death of a Great Old One, and even then, only temporarily.

CTHULHU

Gargantuan aberration (mythic, mythos), chaotic evil

Armor Class 21 (natural armor)

Hit Points 702 (36d20+324)

Speed 40 ft., fly 60 ft., swim 40 ft.

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

30 (+10) 13 (+1) 29 (+9) 22 (+6) 25 (+7) 30 (+10)

Saving Throws Str +19, Con +18, Int +15, Wis +16, Cha +19

Skills Arcana +15, Perception +16

Damage Immunities cold, poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 60 ft., truesight 60 ft., passive Perception 26

Languages Deep Speech, telepathy 300 ft.

Challenge 30 (155,000 XP)

Innate Spellcasting. Cthulhu's spell casting ability is Charisma (spell save DC 27). He can innately cast the following spells, requiring no material components:

At will: *dream, sending, suggestion*

3/day: *confusion* (as a 9th level spell), *control weather, feeblemind, weird*

1/day: *dispel magic, gate, symbol*

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

Overwhelming Mind. Cthulhu's mind is overwhelming in its power and alien structure. He is immune to any effect that would sense his emotions or read his thoughts, and divination spells. This even foils *wish* spells and spells or effects of similar power used to affect his mind or gain information. The first time a creature other than a fiend or aberration makes mental contact with Cthulhu, it must succeed at a DC 27 Wisdom saving throw or contract indefinite madness^{SRD}. On a successful save, the creature cannot take reactions and can make either an action or a bonus action (not both) for 1 round; creatures that are immune to being stunned are unaffected. This effect can occur whether Cthulhu initiates mental contact (such as via a *dream*, or once per round merely by telepathic communication) or another creature attempts to do so

(such as via *detect thoughts* or *dominate monster*). Once a creature is exposed to Cthulhu's overwhelming mind, it is immune to this effect for 24 hours.

Resurrection. If Cthulhu is killed, his body immediately fades away into a noxious cloud of otherworldly vapor that fills an area out to his reach. This cloud blocks vision as *fog cloud* but can't be dispersed by any amount of wind. Any creature in this area must succeed at a DC 26 Constitution save or be poisoned for as long as it remains in the cloud and for an additional 1d10 rounds after it leaves the area. Cthulhu returns to life after 2d6 rounds, manifesting from the cloud and restored to life via *true resurrection*, but for 2d6 rounds cannot take reactions and can take either an action or a bonus action on his turn but not both. If slain again while he is suffering from this effect, Cthulhu reverts to vapor form again and his essence fades away after 2d6 rounds, returning to his tomb in R'lyeh until he is released again.

Starflight. Cthulhu can survive in the void of outer space, and flies through outer space at incredible speeds. Although the exact travel time will vary from one trip to the next, a trip within a solar system normally takes Cthulhu 2d6 hours, and a trip beyond normally takes 2d6 days (or more, at the GM's discretion).

ACTIONS

Multiattack. Cthulhu can use his Unspeakable Presence. He then makes six attacks: two with its claws and four with its tentacles. It can shove a creature in place of a claw attack.

Claw. *Melee Weapon Attack.* +19 to hit, reach 40 ft., targets all creatures in a 10-foot square. *Hit:* 19 (4d6 + 10) slashing damage. Make one attack roll; any creature in the area whose AC is equal to or lower than the result takes damage from the claw.

Tentacle. *Melee Weapon Attack.* +19 to hit, reach 40 ft., one target. *Hit:* 21 (2d10 + 10) bludgeoning damage. If the target is a creature, it is grappled (escape DC 29). Until this grapple ends, the target is restrained. Cthulhu has four tentacles with which to grapple targets; while a tentacle is being used to grapple, it cannot be used to attack a different target.

Unspeakable Presence. Each non-aberration, non-fiend within 300 feet of Cthulhu and aware of him must succeed on a DC 27 Wisdom saving throw or become frightened for 1 minute. A creature that becomes frightened drops to 0 hit points and begins dying. A creature that is immune to being frightened and fails the saving throw becomes incapacitated for 1 minute; at the end of each of the target's turns it may make a new saving throw, becoming no longer incapacitated on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Cthulhu's Unspeakable Presence for the next 24 hours.

REACTIONS

Non-Euclidean. Cthulhu does not exist wholly in the physical world, and space and time strain against his presence. He may add a +9 bonus to AC when an attack would hit or +9 to his Dexterity saving throw when he would fail. This can cause an attack to miss or Cthulhu to succeed at a saving throw.



LEGENDARY ACTIONS

Cthulhu 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. Cthulhu regains spent legendary actions at the start of his turn.

Detect. Cthulhu makes a Wisdom (Perception) check.

Claw Attack. Cthulhu makes a claw attack.

Trample (Costs 2 Actions). Cthulhu moves or swims his movement rate without provoking opportunity attacks. He may move through the spaces of other creatures of less than Gargantuan size, ending in an unoccupied space. Each creature whose space he passed through must succeed on a DC 27 Dexterity saving throw or take 19 (2d8 + 10) bludgeoning damage and be knocked prone.

CTHULHU'S LAIR

Cthulhu's lair is typically a grand temple, fallen into obscurity from aeons of neglect. He may also be found keeping court in deep undersea caves. Cthulhu's dread presence permeates the lair, making it sick with the taint of madness and causing its cyclopean proportions to distort in the mind.

LAIR ACTIONS

On initiative count 20 (losing all initiative ties), Cthulhu can use one of his lair action options. He can't do so while incapacitated or otherwise unable to take actions. If surprised, he can't use one until after his first turn in the combat.

Chill. Unnatural chill permeates a 20-foot radius centered on a point Cthulhu can see within 120 feet. Creatures in the area must succeed on a DC 15 Constitution saving throw or take 14 (4d6) cold damage.

Madness. Shadows of the mind afflict a 20-foot radius centered on a point Cthulhu can see within 120 feet. Creatures in the area must succeed on a DC 15 Wisdom saving throw or suffer a short-term madness.

Non-Euclidean Shifts. Cthulhu chooses two creatures within 120 feet that he can see. The targets must succeed on a DC 15 Intelligence saving throw. On a failure, the creature moves up to 10 feet in a direction of Cthulhu's choice, without provoking opportunity attacks or causing the target to leave a solid surface or a body of water. If both targets fail, Cthulhu can instead switch their positions.

REGIONAL EFFECTS

- Creatures that sleep within 1 mile of the lair can sense Cthulhu's dreams. Dreamers may be inspired, frightened, or bewildered.
- Cthulhu's huge temples seem to defy ordinary geometry. Passages and rooms may overlap or differ in length, seemingly in contradiction of physical possibility.
- Intelligent creatures within 1 mile of the lair may gradually develop various forms of madness. The more sensitive or powerful the intellect, the worse the madness.

These effects end within 1d10 hours of Cthulhu's final defeat, as he slips into a death that is not death.

GREAT OLD ONE, HASTUR

Hastur, the Great Old One, is an enigmatic figure of frightening power. His physical manifestation is the King in Yellow, a tall, thin, humanoid form draped in a tattered yellow robe, its features draped and hidden.

Cult of Hastur. Followers of Hastur are often aristocrats from the upper crust of society. They are jaded and world-weary, their quest for fulfillment leading them down bizarre and deviant paths. Their places of worship are often hidden rooms in lavish settings—theaters, bathhouses, mansions—where their perverse pursuits can be conducted in private. These decadent and often nihilistic cultists delight in the corruption of the innocent, attempting to place them under the sway of the Yellow Sign, to enslave them to the King in Yellow and perhaps even draw his physical manifestation to their world.

Immortal. Death has no true hold on the Great Old Ones. If Hastur is slain, his tattered robes fall to the ground, whatever form they may have garbed simply vanishes. Any humanoid creature that touches them must succeed at a DC 23 Wisdom saving throw or be unable to resist the urge to don the yellow robes as its next action. Once it has donned the robes, the creature immediately dies and its body is destroyed. In its place, Hastur lives again, as if brought back via true resurrection. If the robes are not donned within 24 hours, they crumble away, leaving a faint, but indelible, yellow stain behind. In this instance, Hastur cannot manifest a physical form again until the conditions are right, or some brazen person or persons manage to call him forth again.

Reveal Visage. As a bonus action, Hastur may reveal the true form that lies beneath his robes to one adjacent creature. The creature must succeed at a DC 23 Wisdom saving throw or be paralyzed for 1d4 rounds and suffer disadvantage on all Wisdom-based rolls. A lesser or greater restoration will remove the latter effect, and a *calm emotions* spell suppresses this disadvantage for its duration.

Dark Wishes. As an optional ability, the GM may allow Hastur to innately cast *wish* once per day, requiring no

material components. He can only grant the wishes of other creatures, and only once to any given creature. The results of the wish, however it is worded, should inevitably serve the purposes of Hastur in some fashion.

HASTUR

Medium aberration (mythic, mythos), chaotic evil

Armor Class 24 (natural armor)

Hit Points 435 (30d8 + 300)

Speed 60 ft., fly 60 ft. (hover)

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

24(+7) 24(+7) 30(+10) 30(+10) 28(+9) 30(+10)

Skills Acrobatics +16, Deception +19, Perception +18, Sleight of Hand +16

Damage Resistances acid, fire, lightning

Damage Immunities cold, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, diseased, frightened, paralyzed, petrified, prone

Senses truesight 120 ft., passive Perception 28

Languages all, telepathy 100 ft.

Challenge 30 (155,000 XP)

Innate Spellcasting. Hastur's spellcasting ability is Charisma (spell save DC 27). He can innately cast the following spells, requiring no material components:

At will: *dispel magic*, *dream*, *sending*

3/day: *mass suggestion*, *project image*, *teleport*

1/day: *feeblemind*, *symbol* (one of each type)

Legendary Resistance (3/Day). If Hastur fails a saving throw, he can choose to succeed instead.

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

Unspeakable Presence.

A creature that comes within 100 feet of Hastur and is aware of him must make



a Wisdom saving throw (DC 23). If it fails, the creature suffers from short-term madness^{SRD}. A creature already suffering madness instead is affected as if by *confusion* until it is more than 100 feet from Hastur. If the creature fails its saving throw by 5 or more, it suffers from long-term madness instead.

The Yellow Sign. Once per day, as a bonus action, Hastur can touch any solid surface and inscribe the Yellow Sign upon it. The Yellow Sign remains for 1 year but is only active when light from the sun of Hastur's distant home world shines in the night sky as a star. Any creature that looks upon the Yellow Sign must succeed at a DC 23 Wisdom saving throw or fall under the control of Hastur (as *dominate monster*). Regardless of the results of the saving throw, that particular Yellow Sign has no further effect on the creature for the next 24 hours.

ACTIONS

Multiattack. Hastur makes 4 attacks with his tattered lash.

Tattered Lash. *Melee Weapon Attack.* +16 to hit, 40 ft. reach, one target. *Hit:* 16 (4d8+7) slashing damage and 5d6 necrotic damage, plus the wound made by the tattered lash continues to bleed, and the target takes an additional 5d6 necrotic damage at the beginning of its turn. The target can then make a DC 23 Constitution saving throw, ending all the effects of such wounds on itself on a success. Alternately, the target, or a creature within 5 ft. of it, can use an action to make a DC 23 Wisdom (Medicine) check, ending the effects of the wounds on a success.

LEGENDARY ACTIONS

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

Spellcasting (2 actions). Hastur innately casts *dispel magic*.

Tattered Lash. Hastur makes one attack with a tattered lash.

Teleport. Hastur magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.



GUG

Gugs are inhuman monstrosities that dwell in the deep places of the world. Whether they were banished to the dark lands by ancient gods or the light-loving races they terrorized, or perhaps were brought to the deep realms by dark powers from some even more inhuman nightmare realm, is unknown, but gugs are loathed by other races for their carnal rites of slaughter. Gugs are 16 feet tall and weigh nearly 2,000 pounds.

Flexible. Gugs are huge, but they move with an eerie, unnatural gait as though their limbs contained far too many joints. They can contort and distend their limbs for greater reach or to wriggle easily through impossibly small passages.



Cave Ambushers. Gugs may cling for long hours to cave walls or just within dark side-caverns, lying in wait for prey to stumble too close. Their senses are keen, however, and their joy in the bloody hunt is considerable and gugs who catch the scent of blood may stalk their prey for long days, even venturing at times beyond their caves to dare the bright lands of the surface in search of tasty meat to drag back for their horrific sacrifices.

Hunter-Scavengers. Gugs are savage fighters when driven by a strong leader, but on their own may flee if brought to fewer than half their hit points, carrying off fresh meat for later feasting if they are able. They can subsist on fungi, slimes, and molds as well as carrion and even undead flesh—particularly that of ghouls.

GUG

Huge monstrosity (mythos), chaotic evil

Armor Class 17 (natural armor)

Hit Points 173 (17d12 + 68)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	11 (+0)	15 (+2)	11 (+0)

Saving Throws Wis +5

Skills Perception +8, Survival +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., blindsight 30 ft.; passive Perception 18

Languages Deep Speech

Challenge 8 (3,900 XP)

Slither. When crawling, a gug does not have to spend extra movement to move through difficult terrain. They can squeeze through a space that is large enough for a Medium creature.

ACTIONS

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

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target, *Hit:* 9 (1d8+5) piercing damage.

Claws. *Melee Weapon Attack.* +8 to hit, reach 15 ft., one target, *Hit:* 19 (4d6+5) slashing damage.

GUG SAVANT

Huge monstrosity (mythos), chaotic evil

Armor Class 17 (masterwork scale mail)

Hit Points 340 (20d12 + 100)

Speed 40 ft., climb 20 ft.

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

29 (+9) 14 (+2) 20 (+5) 16 (+3) 18 (+4) 18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9

Skills Arcana +8, Athletics +14, History +8, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 19

Languages Undercommon

Challenge 13 (10,000 XP)

Innate Spellcasting. The gug savant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *invisibility*, *levitate*,

3/day each: *spike stones* (as *entangle*, but, in addition, any restrained target also takes 1d8 piercing damage)

Dread Toll. When the gug savant is reduced to 0 hit points, the sound of an ominous gong tolls as the gug savant splits in half and bursts in a torrent of gore. All creatures within 10 feet take 21 (6d6) necrotic damage and 21 (6d6) psychic damage, and all creatures in this area are affected by the gug savant's entangling evisceration.

Earth Glide (1/Day). For 1 minute each day, the gug savant can burrow through nonmagical, unworked earth and stone. While doing so, the gug savant doesn't disturb the material it moves through.

Magic Weapons. A gug savant's weapon attacks are magical.

Slither. When crawling, a gug savant does not have to spend extra movement to move through difficult terrain. They can squeeze through a space that is large enough for a Medium creature.

Warp Spell (2/Day). A gug savant's deep connection with the Dreamlands allows it to subtly twist the fabric of reality and form a buffer against magical attacks. If the gug savant fails a saving throw, it can choose to succeed instead. Additionally, when a gug savant uses this ability it may use a legendary action to reflect the spell back on the caster.

ACTIONS

Multiattack. The gug savant makes two eviscerating claws attacks.

Eviscerating Claws. *Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) slashing damage.* If this attack hits the same target it also takes an additional 10 necrotic damage.

Rock. *Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.*

Unholy Blight (Recharge 5–6). The gug savant hurls a magical negative energy bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. Good aligned creatures have disadvantage on the Dexterity saving throw.

REACTIONS

Entangling Evisceration. When a gug savant does necrotic damage to a living creature, the target is restrained as intestines and other internal organs spill out and dangle about the victim's legs and feet. The restrained condition lasts for one minute or until the victim receives any amount of magical healing (whichever comes first). Additionally, each round the victim remains restrained the victim must succeed on a DC 17 Constitution save or take another 10 points of necrotic damage.

LEGENDARY ACTIONS

The gug savant can take 1 legendary action to make a rock or eviscerating claw attack, and only at the end of another creature's turn. The gug savant regains the use of this legendary action at the start of its turn.

HOUND OF TINDALOS

Hounds of Tindalos are otherworldly predators from beyond the bounds of known reality, usually appearing only when summoned by reckless spellcasters. Little is known about their nature outside of blood-spattered notes and deranged writings of the nearly insane survivors of their attacks. Although possessed of great cunning and cruel intellect, the hounds show no evidence of understanding or communicating with mortals. They enter the physical world on their own in pursuit of those who have trodden too much the netherways beyond time and reality—time travelers (be it physical travel or simply divinatory glimpses forward or backward in time) and creatures that teleport without regard to how this movement impacts subtle magical currents in the multiverse particularly draw their interest.

HOUND OF TINDALOS

Medium fiend (mythos), neutral evil

Armor Class 15 (natural armor)

Hit Points 98 (12d8 + 44)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	15 (+2)	17 (+3)	15 (+2)

Skills Stealth +6

Damage Resistances psychic; bludgeoning, piercing, and slashing attacks from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13

Languages Deep Speech

Challenge 6 (2,300 XP)

Otherworldly Mind. Any creature attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes 22 (5d8) points of psychic damage and must succeed on a DC 15 Wisdom saving throw or become stunned for 1 minute.

Ripping Gaze. The sight of a hound of Tindalos evokes torn realities of the void where the creature comes from and mirrors this effect in the viewer's flesh. When a creature that can see the hound of Tindalos' eyes starts its turn within 30 feet of the hound, the creature must succeed at a DC 15 Constitution saving throw. If the saving throw fails, the creature takes 22 (5d8) points of slashing damage as its skin twists and tears.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the hound of Tindalos until the start of its next turn, when it can avert its eyes again. A hound of Tindalos is immune to its own gaze.

ACTIONS

Multiattack. The hound of Tindalos makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target, *Hit:* 12 (3d6 + 2) piercing damage.

Claws. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.

Angled Entry. The hound of Tindalos may use *teleport* (self only) at will and *plane shift* (self only) 3/day. The hound of Tindalos' destination point must be adjacent to a fixed angle or corner in the physical environment, such as a wall, floor, or ceiling. It cannot use these abilities to enter curved architecture or open outdoor environments.



LENG SPIDER

Leng spiders are intelligent, carnivorous spiders with hideously bloated bodies, though they can move with terrifyingly fluid grace. An adult has a legspan of 20–30 feet or occasionally more, but smaller (younger) specimens are common. An adult weighs 1–3 tons. Since they never stop growing, a few are far larger. They vary in color from deep purple to lambent orange.

Trapster. Leng spiders are sly and design traps for their prey. These can be elaborate and often involve treasure as bait. They are clever enough to let some adventurers live after finding the treasure, to entice further visitors to their mountain lairs. They delight in preying on humanoid egos and spring traps when a would-be treasure-seeker is most confident. Leng spiders thrive on being underestimated.

Dream Stalkers. These murderous beasts are not terrestrial at all but hail the mysterious plateau of Leng beyond the Dimension of Dreams. Both in their home realms and in their nests and networks in the mortal world, Leng spiders have a complex society and are readily able to wage war on those who infringe on their territory. Unless in their homes, they rarely fight to the death and will retreat if severely wounded to plot their revenge.

LENG SPIDER

Huge fiend (mythic), chaotic evil

Armor Class 20 (natural armor)

Hit Points 384 (24d12 + 96)

Speed 40 ft.

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

16 (+3) 24 (+7) 18 (+4) 22 (+6) 20 (+5) 22 (+6)

Saving Throws Dex +13, Int +12, Wis +11, Cha +12

Skills Deception +18, Insight +11, Perception +11, Stealth +19

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 21; *detect magic*

Languages Aklo; *tongues*

Challenge 17 (18,000 XP)

Innate Spellcasting. A leng spider's innate spellcasting ability is Intelligence (spell save DC 20). It can innately cast the following spells, requiring no material components:

At will: *dispel magic*, *fabricate* (web constructs only), *freedom of movement*

3/day each: *wind walk*, *invisibility*, *major image*

1/day each: *charm monster* (as *charm person* except it effects any creature type), *insanity* (as *confusion* but the duration is 1 day) *mirage arcane*, *seeming*

Legendary Resistance (3/Day). If a Leng spider fails a saving throw, it can choose to succeed instead.

Magic Weapons. A Leng spider's weapon attacks are magical.

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

Transdimensional Perception. A Leng spider can perceive the Ethereal Plane, the Plane of Shadow, and the Dimension of Dreams (unless Leng is also currently inside the Dream Dimension) from Leng and the Material Plane. By expending one use of its legendary actions it can phase its melee and bite attacks across the dimensional barriers to attack the inhabitants of those planes. By expending two uses of its legendary actions, a Leng spider can ensnare a target with its web strand and pull the target to the same plane unless it succeeds on a DC 20 Intelligence saving throw.

Web Sense. While in contact with a web, the Leng spider knows the exact location of any other creature in contact with the same web.

Web Walker. The Leng spider ignores movement restrictions caused by webbing.

Web Weaponry. A Leng spider is talented at using its webs to construct weapons and tools. This technique of weapon creation allows the spider to effectively create a flail or bolas by attaching a heavy object such as a rock or chunk of metal to a cord of webbing. The spider attaches one end of this webbing to a leg and can then wield the weighted cord like a flail or bolas (treat as a net). It can only wield one such weapon at a time — it must use its other legs to walk. If a Leng spider drops or loses a web weapon, it takes 1 minute to create a replacement weapon, provided it has access to heavyweight objects of the correct size (such as loose rocks or skulls).

ACTIONS

Multiattack. The Leng spider makes three web-flail attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 20 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web-Flail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 12 (1d8 + 8) bludgeoning damage plus 10 (3d6) poison damage, and if the target took any poison damage it has disadvantage on the next attack roll it makes before the Leng spider's next turn. In addition, if the target is Medium or smaller, the Leng spider can make a Strength (Athletics) check as a bonus action to shove the target and knock it prone.

Web. *Ranged Weapon Attack:* +13 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 20 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

LEGENDARY ACTIONS

A Leng spider 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. A Leng spider regains spent legendary actions at the start of his turn.

Attack. The Leng spider may use one of its available attack options (except Multiattack).

Cast a Spell (Costs 2 Actions). The Leng spider casts one of its innate spells.

Shifting Dreamscape (Costs 3 Actions). The Leng spider rapidly takes the form of several nightmarish creatures, lashing out at all nearby. Each creature within 10 feet of the Leng spider must succeed on a DC 20 Dexterity saving throw or take 18 (4d8) damage of a type chosen by the spider: acid, cold, fire, lightning, or necrotic.



MI-GO

Mi-go are both scientists and colonists—extraterrestrial travelers from deep space who view the universe as a canvas to be mastered and controlled. Their numbers on any particular planet can vary, but taken on a galactic scale, are mind-numbing in scope.

Fungi from Beyond. Mi-go are unnaturally graceful creatures has a bulbous, lumpy head, spiny insectoid wings, and a tangle of spiky, clawed legs. Although a mi-go's shape might suggest it is an arthropod, the creature is, in fact, a highly evolved form of extraterrestrial fungus. Mi-go communicates via a combination of clicking pincers and subtle shifts in the coloration of their bulbous heads. A typical mi-go is roughly the size of a human but weighs only 90 pounds.

Mi-Go

Medium plant (mythos), neutral evil

Armor Class 15 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +6, Wis +5

Skills Perception +5, Deception +4, Medicine +5

Damage Resistances fire, lightning; bludgeoning and piercing from nonmagical attacks.

Damage Immunities cold

Condition Immunities blinded, deafened, frightened

Senses blindsight 10ft., darkvision 120ft., passive Perception 15

Languages telepathy 60 ft. (does not speak though there is a humming sound when it uses telepathy)

Challenge 6 (2,300 XP)

Deceptive. A mi-go is a master of deception. It has advantage on Deception and Disguise checks.

Evisceration (1/Turn). A mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When a mi-go makes a successful Strength (Athletics) check to grapple a target, or hits a grappled, restrained, or incapacitated target, it deals 13 (4d6) slashing damage in addition to any other effects.

Starflight. A mi-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the mi-go knows the way to its destination.

Tech-Magic. A mi-go possesses the ability to create strange items that blur the line between magic and technology, given time and resources. Each encountered mi-go will have some type of special equipment. Unlike other technological weapons mi-go tech-magic items are biological in nature and require a Wisdom (Medicine) check to figure out (see Alien Technology in Chapter 9 of the Official 5th Edition Guide for Game Masters)

ACTIONS

Multiattack. The mi-go makes four claw attacks.

Claw. *Melee Natural Weapon Attack.* +6 to hit, reach 5 ft.; one target. *Hit:* 7 (1d8 + 3) piercing damage and the target is grappled (escape DC 13).

Marro Bonegun (Tech-Magic). *Ranged Weapon Attack.* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.



MI-GO PRIEST

Medium plant (mythos), chaotic evil

Armor Class 17 (natural armor) plus *bramble armor* 7 (1d6 + 4)

Hit Points 247 (26d8 + 130)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	21 (+5)	14 (+2)	21 (+5)	15 (+2)

Saving Throws Dex +10, Wis +10

Skills Deception +7, Medicine +14, Religion +12

Damage Resistances fire, lightning; bludgeoning and piercing from nonmagical attacks.

Damage Immunities cold, poison

Condition Immunities blinded, deafened, frightened

Senses blindsight 10ft., darkvision 120ft., passive Perception 17

Languages telepathy 60 ft. (does not speak though there is a humming sound when it uses telepathy)

Challenge 16 (15,000 XP)

Deceptive. A mi-go priest is a master of deception. It has advantage on Deception and Disguise checks.

Droning Pipes. Enemies within 30 feet of mi-go priest have disadvantage on Wisdom saving throws while they can hear its prayers to its alien gods.

Evisceration (1/Turn). As a mi-go.

Magic Resistance. A mi-go priest has advantage on saving throws against spells and other magical effects.

Starflight. As a mi-go.

Tech-Magic. As a mi-go.

Wooden Fists. A mi-go has fists as hard as wood covered in tiny thorns. Treat its claws as magical weapons.

ACTIONS

Multiattack. A mi-go priest makes two claw attacks and may use its Cosmic Shock-Staff in place of a claw attack.

Claw. *Melee Natural Weapon Attack.* +10 to hit, reach 5 ft.; one target. *Hit:* 9 (1d8 + 5) piercing damage plus target is grappled (escape DC 13).

Cosmic Shock-Staff (Tech-Magic). *Melee Weapon Attack.* +10 to hit, reach 5 ft.; one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus one of the following effects:

Physical Shock: Add 13 (2d12) poison damage and the target gains one level of exhaustion. A target that makes a DC 18 Constitution save takes half damage and does not gain a level of exhaustion.

Psychic Shock: Add 13 (2d12) lightning damage and the target is confused for 1d3 rounds. A target that makes a DC 18 Wisdom save takes half damage and is not confused.

Fleshworm Infestation (Recharge 5-6). The mi-go priest vomits up ravenous fleshworms in a 50-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Constitution saving throw, taking 27 (5d10) poison damage on a failed save, or half as much damage on a successful one.

Summon Monstrous Aid (1/Day). A mi-go priest may call an earth elemental – which appears as a cross between an eel and an octopus made from soggy fungus – but is otherwise treated as a normal earth elemental.

MOON-BEAST

Moon-beasts have no voice or eyes, yet they “see” more than most and can project their thoughts into the very minds of those they wish to communicate with. These monstrosities hail not from any physical moon, but rather from the shared satellite of all slumbering minds in the Dimension of Dream beyond the wall of sleep. Here, the moon-beasts raise stone cities on the oily shores of night-black seas found upon the dark side of the dreaming moon, from which they launch long, dark galleys crewed by not-quite-human slaves that sail through the void of space down to the seas of the Dimension of Dream to seek new slaves and stranger, more sinister wares. A moon-beast is 9 feet long and weighs 800 pounds.

Slave-Hunters. Moon-beasts are slavers, first and foremost. They use their magic to curb rebellion or to quickly gain minions, but much prefer using physical and mental regimens of torment and reconditioning to break the spirit of their captives. They often work with the denizens of Leng, a metaphysically nearby dimension of nightmare and madness, although as often as not these planar neighbors serve the moon-beasts merely as slaves.

Mythos Worship. Worshipers of ageless entities from beyond the stars, moon-beasts are often compelled to travel to the Material Plane for strange and frightening causes, not the least of which is gathering suitable sacrifices for their mysterious and demanding lords.

MOON-BEAST

Large aberration (mythos), chaotic evil

Armor Class 19 (natural armor)

Hit Points 119 (14d10+42)

Speed 50 ft., climb 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	16 (+3)	16 (+3)	19 (+4)

Skills Perception +7, Stealth +10

Damage Resistances lightning; bludgeoning that is nonmagical

Damage Immunities cold, poison

Condition Immunities poisoned, blinded

Senses blindsight 90 ft. (blind beyond this radius); passive Perception 17

Languages understands Deep Speech but can't speak; telepathy 300 ft.

Challenge 9 (5,000 XP)

Amorphous. A moon-beast can squeeze through a space that

is large enough for a Small creature.

Breathless. Moon-beasts do not need to breathe.

Innate Spellcasting. The moon-beast's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: detect thoughts

3/day each: dominate monster, dominate person

1/day each: confusion, major image, mirage arcane, plane shift (self only), seeming

Magic Resistance. The moon-beast has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The moon-beast makes two attacks: once with its claws and once with its tentacles.

Claws. Melee Weapon Attack. +9 to hit, reach 5 ft., one target. Hit: 19 (4d6 + 5) slashing damage.

Tentacles. Melee Weapon Attack. +9 to hit, reach 10 ft., one target. Hit: 22 (5d6 + 5) bludgeoning damage, and the target must make a DC 16 Wisdom saving throw. On a failed saving throw, the target takes 5 (1d10) psychic damage and its maximum hit point decreases by the same amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

MOON-BEAST MASTER

Huge aberration, chaotic evil

Armor Class 20 (natural armor)

Hit Points 171 (18d12 + 54)

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	17 (+3)	22 (+6)	18 (+4)	22 (+6)

Saving Throws Con +7, Int +10, Wis +8

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities blinded, charmed, exhaustion, frightened, poisoned, prone

Skills Athletics +10, Perception +8, Stealth +8

Senses Blindsight 90 ft. (blind beyond this radius), passive Perception 18

Languages Aklo (cannot speak), Telepathy 300 ft.

Challenge 12 (8,400 XP)

Amorphous. the moon-beast master can move through a space as narrow as 2 inches wide without squeezing.

Innate Spellcasting. the moon-beast master's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*

3/day each: *charm monster*, *dispel magic*, *dominate person*, *dream*, *suggestion*

1/day each: *compulsion*, *confusion*, *feeblemind*, *major image*, *modify memory*, *mirage arcane*, *phantasmal killer*, *plane shift* (self only, can't use)

Fear Aura. the moon-beast master emits a constant aura of fear in a 60-foot radius around him. A creature within this area of effect that can see the moon-beast master must make a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can attempt a new save at the end of each of its turns, with success ending the effect on itself. Once a creature succeeds at this save, it cannot be affected by the moon-beast master's fear aura again for 24 hours.

Immutable Form. the moon-beast master is immune to any spell or effect that would alter its form.

Magic Resistance. the moon-beast master has advantage on saving throws against spells and other magical effects.

Magic Weapons. the moon-beast master's weapon attacks are magical.

Nightmare Slave. the moon-beast master targets a living creature frightened by its fear aura within 30 feet of it. As a bonus action, the moon-beast master can cast *dominate person* against the charmed creature. If the target fails its saving throw to resist this spell, it becomes permanently in thrall to the moon-beast master. *Dispel magic*, *wish*, or similar magic can break this domination. Otherwise, the dominated creature can attempt a new saving throw following each long rest, ending the domination on itself with a success. If it fails three such consecutive saving throws, only *dispel magic* or similar spells can end the effect.

No Breath. the moon-beast master does not need to breathe.

Wind Walk. As a bonus action, the moon-beast master transforms into a gaseous form as if he had cast *wind walk*. It can end this effect and solidify as a bonus action.

ACTIONS

Multiattack. the moon-beast master makes two claw attacks and two tentacle attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 15 (2d8 + 6) piercing damage.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage. If the moon-beast master hits a target with two tentacle attacks on the same turn, it does an additional 14 (4d6) bludgeoning damage.



MOONCALF

Mooncalves are unearthly eyeless monstrosities that originate from the dark side of the moon, drifting across the airless surface. They inhabit the barren lunar landscape and can subsist on most forms of matter, even digesting rocks and gravel which they grind down with their incredibly hard, razor-sharp teeth, scooping up fodder with undulating tentacles and a throng of writhing, stubby appendages around their tooth maws. Mooncalves gracefully float across the lunar wastes in small groups and while they find the heavier gravity of other planets more difficult, their alien biology still allows them to remain aloft. While a dangerous menace themselves, mooncalves often serve as scouts and foot soldiers for dominant overlords who rule the moon and the voids beyond space.

MOONCALF

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	13 (+1)	12 (+1)	11 (+0)

Skills Perception +4, Stealth +6

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages Aklo (cannot speak), Telepathy 100 ft.

Challenge 6 (2,300 XP)

Feeder Arms. As a bonus action, the mooncalf transfers a grappled victim from a tentacle into its feeder arms. The escape DC for the feeder arms is the same as that for the tentacles. The mooncalf can make a bite attack against a creature grappled with its feeder arms as a bonus action.

Life Sense. The mooncalf can detect the location of any living creature within 120 feet of it.

No Breath. The mooncalf does not need to breathe.

ACTIONS

Multiattack. The mooncalf makes one bite attack and two tentacle attacks.

Severing Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. In addition, if the mooncalf rolls a critical hit with its bite against a Medium or smaller creature, the target must make a DC 16 Constitution saving throw or have an arm or leg severed (50% chance of either).

A creature that loses a limb in this manner suffers 7 (2d6) damage each round until another creature spends an action to staunch the bleeding with a DC 12 Wisdom (Medicine) check.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained and suffers disadvantage on Strength checks and Strength saves. The mooncalf can't use the same tentacle against a different target.



MOONFLOWER

These extraterrestrial plants resemble twisted tree trunks clustered with bulbous blossoms holds up a gaping mouth ready to swallow a victim whole. A fully-grown moonflower easily stands 20 feet tall, its massive trunk frequently 4 feet or more in diameter. The roots extend away from the base and into the soil, making the plant seem well anchored, but the roots themselves possess an agility that belies the great size of the plant and allows the moonflower to uproot itself and move with surprising speed. The tendrils of the plant are independently prehensile and writhe around the large flytrap-like “head” that crowns the stem.

Latent Telepathy. Moonflowers have never been known to communicate with other creatures, even with druids and others who regularly converse with plants. The plants do possess some manner of strange telepathy, though, and are in constant communication with their nearby brethren. Those who manage to intrude upon the creatures’ alien thoughts face an assault of horrible visions of terrifying jungles filled with ancient, sentient, and malign plants.

MOONFLOWER

Huge plant, neutral

Armor Class 14 (natural armor)

Hit Points 104 (11d12+ 33)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	5 (-2)	12 (+1)	17 (+3)

Skills Perception +4, Stealth +3

Damage Resistances cold; slashing from nonmagical attacks

Damage Immunities lightning

Damage Vulnerabilities fire

Condition Immunities deafened, exhaustion

Senses darkvision 60 ft., passive Perception 14

Languages telepathy, 1 mile (other moonflowers only)

Challenge 6 (2,300 XP)

Pod Spawn. When a Small or larger creature is killed and digested by a pod prison (see the bite attack, below), the pod transforms the remains into an adult moonflower with full hit points after 1d4 hours. The newly-formed moonflower has its own consciousness, but some aspect of its trunk or blossoms resembles the creature that died within. The dead creature’s equipment remains inside the new moonflower and can be retrieved by killing it.

ACTIONS

Multiattack. The moonflower makes one bite attack and two tentacle attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 18 (3d8 + 5) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be wrapped in constricting digestive plant pod and deposited in an adjacent space. A creature trapped in this pod prison is blinded and restrained, has total cover against attacks and other effects from outside the pod, and suffers 7 (2d6) bludgeoning and 7 (2d6) acid damage at the start of each of the moonflower’s turns.

The pod is AC 12 with 20 hit points and resistance to bludgeoning damage from nonmagical weapon attacks. The occupant suffers half of any damage done to the pod. If the pod sustains enough damage, it falls apart and disgorges its occupant prone in that space.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 15 (3d6 + 5) bludgeoning damage.

Light Pulse. The moonflower releases a pulse of blinding light.

A creature within 60 feet of the moonflower must make a DC 14 Constitution saving throw or be blinded for 4 rounds. A blinded creature can attempt this save again at the end of each of its turns, ending the blindness on itself with a success. This ability does not affect other moonflowers.



MORLOCK

Degenerate humans long lost from the world of light, morlocks have regressed through years of subterranean dwelling into ravenous, barely thinking beasts of the endless night with skin pale as a slug's belly and huge and bulging eyes. They no longer remember the civilized lives their ancestors led, although many morlock tribes still dwell in the shattered ruins of their ancient homes. Ironically, in many cases morlocks worship the statues left behind by these ancestors as their gods. Morlocks reach adulthood at age 5 and can live as old as 60, though most die far sooner due to violence, including cannibalistic feasting by their own kin. A typical morlock stands just over 5 feet tall and weighs roughly 150 pounds.

Beast Runner. Morlocks move about on two legs at times, but often drop down to a creepy four-limbed shuffle when speed or stealth is necessary. Their wiry, often emaciated frames mask the strength of their limbs and their swift reactions.

MORLOCK

Medium monstrosity (mythos), chaotic evil

Armor Class 14

Hit Points 39 (6d8+12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	5 (-3)	14 (+2)	6 (-2)

Saving Throws Dex +6, Con +4

Damage Immunities poison

Skills Athletics +4, Stealth +8

Senses darkvision 120 ft., scent, passive Perception 12

Languages Deep Speech

Challenge 2 (450 XP)

Expert Climber. A morlock can move up, down, and across vertical surfaces, and even cling upside-down from ceilings, all while leaving its hands free for other purposes.

Sneak Attack. Morlocks are masters of ambush attacks, similar to rogues. Once per turn, when a morlock hits a creature with an attack and had advantage on the attack roll, it can deal an extra 2d6 points of damage with that attack. The morlock can also use this ability if another enemy of the target is within 5 feet of it, that

enemy isn't incapacitated, and the morlock doesn't have disadvantage on the attack roll.

Swarming. Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they both gain advantage on their attack roll.

ACTIONS

Club. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage.

Leap Attack. The morlock moves up to 30 feet and can make one club attack at any point along the course of this movement. While performing a leap attack, the morlock's movement does not provoke opportunity attacks. Additionally, the morlock gains advantage on the attack roll, but all attack rolls made against the morlock until the beginning of its next turn have advantage.



MU SPORE

A mu spore is a thankfully rare plant of vast power and strange intellect. The smallest of mu spores (such as the one presented here) are never less than a hundred feet long from tentacle tip to tentacle tip and weigh a minimum of 200,000 pounds. They are covered in tentacles and eyes, with a vast mouth opening like a toothy cavern. Yet despite their vast bulk, mu spores are capable of flying with an uncommon grace, venting jets of foul-smelling spores to guide their flight through the air or even through space, able to hold their breath for long periods when flying through the void.

Immensity. Mu spores dwell in vast caverns, but sometimes drift up to the surface through immense pits or tunnels—they have no fear of sunlight but prefer nocturnal habits. Mu spores are more than just ravenous eaters of nations—they possess uncommon intellects, and if peaceful contact can be made, their knowledge can be quite valuable. Even more valuable, to many debased alchemists, are the strange secretions and spores they emit, for these rare materials can be brewed into the strangest of drugs and elixirs.

MU SPORE

Gargantuan plant, chaotic neutral

Armor Class 21 (natural armor)

Hit Points 444 (24d20+192)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	27 (+8)	18 (+4)	24 (+7)	27 (+8)

Saving Throws Con +15

Damage Resistance piercing, slashing

Damage Immunities acid, poison

Skills Arcana +11, Medicine +14, Nature +11

Senses blindsight 240 ft., low-light vision, passive Perception 17

Languages Common, Deep Speech, Terran, Deep Speech

Challenge 21 (30,000 XP)

Grasping Tendrils. Sticky arm-length tendrils cover a mu spore. When an adjacent creature hits the mu spore with a melee attack, the mu spore can use these tendrils to attempt to grapple that creature as a reaction. The mu spore makes an attack roll with a +15 bonus, and on a successful hit, the attacker becomes grappled (escape DC 20) and restrained until the grapple ends.

ACTIONS

Multiattack. The mu spore makes one bite attack or swallow attack, and up to two constrict attacks.

Bite. *Melee Weapon Attack.* +15 to hit, reach 5 ft., one target. *Hit:* 29 (6d6+8) piercing damage and 21 (6d6) acid damage.

Constrict. *Melee Weapon Attack.* +15 to hit, reach 10 ft., one Huge or smaller creature. *Hit:* 41 (6d10+8) bludgeoning damage. The target is grappled (escape DC 20) and restrained until this grapple ends.

Spore Cough (Recharge 4-6). A mu spore can release a cloud of burrowing spores in a 120-foot cone. The burrowing spores deal 110 (20d10) necrotic damage to all creatures and wooden structures in the area, or half damage to any creatures that succeed on a DC 16 Dexterity saving throw. Plants and plant creatures are immune to this damage.

Swallow. The mu spore makes one bite attack against a Huge or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the mu spore, and it takes 90 (20d8) acid damage at the start of each of the mu spore's turns. A mu spore can have only one creature swallowed at a time.

If the mu spore takes 40 damage or more on a single turn from the swallowed creature, the mu spore must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the mu spore. If the mu spore dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.



NEH-THALGGU

Known also as brain collectors, the alien neh-thalggus hail from distant worlds, traveling the gulfs of space on immense living ships that swiftly decay when they land upon a new world, leaving behind a deadly cargo of hungry monsters. Neh-thalggus are crab-like nightmare with lamprey-like mouths, twitching eyes on its legs, and several blisters along its back that hold human brains. Some speculate that neh-thalggus encountered in this reality may merely be juveniles of their kind, perhaps exiled from their home worlds by greater kin until they can prove their worth on other worlds.

Brain Collectors. Neh-thalggus are carnivores, but they do not digest humanoid brains they eat—rather, these brains lodge in one of several bulbous blisters on the creature's back and help to increase its intellect. Their brain collections may be a morbid form of currency in their home realm, or the thoughts in these brains may merely be fuel for a dark apotheosis into an even more sinister mature form.

Mind Masters. Neh-thalggu masters lord it over their lesser kin by applying the drained brainpower of their victims toward mastering psychic magic and mesmerism. They may inhabit elaborate mindscapes as their lairs or may subtly influence the thoughts and senses of creatures they lure into their lair in furtherance of convoluted plots to manipulate the societies around them while they dwell in secret. Some dwell alone or with mind-controlled slaves, while others organize clusters of their own kind to spread their sinister schemes and feed their insatiable alien hunger.

NEH-THALGGU

Large aberration (mythos), chaotic evil

Armor Class 16 (natural armor)

Hit Points 127 (15d10 +45)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Insight +6, Perception +6, Stealth +5

Damage Resistance bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 16

Languages Common, Abyssal, Deep Speech, Dark Speech, Draconic, telepathy 100 ft.

Challenge 8 (3,900 XP)

Brain Collection. The neh-thalggu, or brain collector, can store up to ten humanoid brains and use them to

enhance its knowledge and power. The destruction of these brains causes the brain collector to lose some of its magical power. Each brain can be attacked (AC 20: 15 hit points). Destroying a single brain deals no damage to the brain collector but causes it to lose special abilities. The number of brains determines its additional special attacks. It may use each of these abilities once per day. These abilities are psionic in nature (treat as spellcasting). Its psionic ability is Intelligence (spell save DC 15, +7 to hit with these attacks). Some options are passive and are active so long as the neh-thalggu has the appropriate number of brains. It may also maintain as many concentration spells as it has brains:

0: No additional special abilities.

1-4: **Mind Worm.** The neh-thalggu targets a creature it can see. The target creature must make an Intelligence save or have disadvantage on Intelligence saving throws until the neh-thalggu is dead or loses this trait. The target is also slowed (as the slow spell). The neh-thalggu may use this ability once per day per brain up to four times per day.

5: **Whispers of Madness.** The neh-thalggu makes a ranged spell attack against a target within 100 feet that it can see; on a hit, the target takes 16 (3d8 +4) psychic damage and must pass an Intelligence save or become slowed (as the spell slow). If already slowed the target is paralyzed

6: **Invisibility.** As the spell of the same name.

7: **Bend Space (passive).** The neh-thalggu gains a reaction. If the neh-thalggu would be hit by an attack, it can teleport up to 15 feet. This does not provoke an opportunity attack.

8: **Distortion Blast.** All creatures in a 100-foot long line that is 5 feet wide must make an Intelligence save or take 32 (8d6 +4) psychic damage. Aberrations have advantage on this save and only take half damage.



9: **Venomous Mind.** All creatures within 5 feet of the neh-thalggu must make an Intelligence save or take 8 (1d8 +4) psychic damage and become confused (as the spell) until the end of the neh-thalggu's next turn. The creature then uses its reaction to make a single melee attack against a random adjacent creature.

10: **Celerity (passive).** The neh-thalggu may make its normal attacks as well as use a psionic ability or attack listed on this table.

Cerebral Power (Recharge 6). The neh-thalggu uses the power of its collected brains to supercharge its magic. The brain collector can use this ability as a bonus action to cause the target of one of its spells to make any saving throws against its brain collection trait with disadvantage.

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

Strange Knowledge. A neh-thalggu may add its proficiency bonus to all knowledge related ability checks.

ACTIONS

Multiattack. The neh-thalggu makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned 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.

Claw. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the neh-thalggu can't use one of its claw attacks on another target. However, the grappled creature automatically takes 14 (2d6 + 7) bludgeoning damage at the start of the neh-thalggu's turn. The neh-thalggu has two claws it can use to grapple a target.

Collect Brain. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one incapacitated, stunned or paralyzed humanoid grappled by the brain collector. Hit: The target takes 55 (10d10) slashing damage. If this damage reduces the target to 0 hit points, the brain collector kills the target by extracting and collecting its brain.

NEH-THALGGU MASTER

Large aberration, chaotic evil

Armor Class 20 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 10 ft., fly 40 ft.

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

22 (+6) 16 (+3) 25 (+7) 18 (+4) 16 (+3) 15 (+2)

Saving Throws Int +8, Wis +7, Cha +6

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

Damage Resistance psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Common, Abyssal, Deep Speech, Dark Speech, Draconic, telepathy 100 ft.

Challenge 13 (3,900 XP)

Innate Spellcasting. The neh-thalggu's spellcasting ability is Intelligence (spell save DC 19). She can innately cast the following spells, requiring no material components:

At will: *detect magic, mage hand, magic missile*

3/day each: *confusion, hideous laughter, hold person, irresistible dance*

1/day each: *dream, dominate monster, magnificent mansion*

ACTIONS

Multiattack. The neh-thalggu master makes four attacks: two bites and two claws.

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage, and the creature must make a DC 16 Constitution saving throw or take 21 (6d6) poison damage.

Claw. *Melee:* +2 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Hypnotic Gaze. As a bonus action, the neh-thalggu master may gaze at a creature within 30 feet. It gains disadvantage on Wisdom saving throws. This effect lasts until the master selects a new gaze target or it moves more than 30 feet away. Victims of this ability are unaware of the effect.

REACTIONS

Mesmerism (3/day). Through self-hypnosis, a neh-thalggu master can perform one of the following:

- Before a creature makes an attack against her, the master can redirect the attack against another creature adjacent to itself or its attacker instead.
- Reroll one saving throw when she would otherwise fail.
- When she enters dim light or darker, become invisible until the beginning of her next turn and move up to her speed.



NIGHTGAUNT

Nightgaunts haunt the deepest and darkest chasms of dreams and lurk in the shadows that loom at the edges of sane slumber but are ready at any moment to snatch a blithe dreamer away, carrying it off into realms of endless nightmare and tickling it terribly all the way. They appear as stooped, emaciated humanoids, yet possess a remarkable strength in their sinewy limbs. With inky black skin, batlike wings, a long spiny tail, and demonic horns protruding from its skull, a nightgaunt is a fearsome foe—yet the lack of any facial features is what makes it truly nightmarish. A typical nightgaunt would stand 7 feet tall if fully upright and weighs 175 pounds.

Emotion Eater. Nightgaunts feed on emotions, preferring despair, horror, and nervous laughter. They enjoy carrying their prey high over the mountains, tickling their prey to create a mix of emotions, and finally dropping their victims in remote areas where other monsters can stalk and kill them. Some creatures pay nightgaunts to serve as guardians or carry them from place to place, though the nightgaunts are prone to turn on their employers at the smallest slight. Most nightgaunts have little interest in anything other than sating their hunger on sleepers and gather in colonies to entertain each other by sharing emotion-memories through strange caresses. They sometimes war with the other creatures found in their desolate realms.

NIGHTGAUNT

Medium aberration (mythos), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 48 (8d8 + 12)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	17 (+3)	14 (+2)	5 (-3)	14 (+2)	11 (+0)
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Saving Throws Dex +5

Skills Perception +4, Stealth +5

Damage Immunities cold

Senses blindsight 120 ft., passive Perception 14

Languages Deep Speech (can't speak)

Challenge 1 (200 XP)

Faceless. A nightgaunt has no face but can still see in all directions as if its entire body were an eye. It is immune to gaze attacks, but not to illusions that rely upon vision to function. It has no need to breathe and is immune to all inhaled and scent-based effects.

ACTIONS

Claws. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target, *Hit:* 12 (2d8 + 3) slashing damage, and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained, and the nightgaunt can't use its claws on another target.

Tickle. As a bonus action, a nightgaunt can use its tail to tickle a grappled or helpless foe with horrible efficiency. The target must succeed at a DC 13 Constitution save or be incapacitated until the end of the nightgaunt's next turn.



RHU-CHALIK

A rhu-chalik, also called a void wanderer, is an alien entity that scouts through space on behalf of its conquering masters. In addition, this aberration also collects the memories of interesting creatures in the universe into a vast repository of knowledge that their masters use to slowly unravel all the secrets of existence. Thin tendrils trail from its misshapen ovoid body, while its underside holds a gray orb that resembles a bulging, lidless eye. A rhu-chalik is approximately 3 feet across and weighs only 30 pounds.

Silent Scouts. Rhu-chaliks serve their masters tirelessly and are as patient as they are long-lived. They rarely make an uncalculated move and seek only the most prized intellects to cast into the dark beyond for their masters' delectations. When exploring distant worlds, rhu-chaliks are not social beings, and they avoid other rhu-chaliks so their predations won't cause too much overlap in the mind collections of their masters. However, back in their native space, rhu-chaliks number in the billions, and the creatures feed off a countless number of disembodied minds.

RHU-CHALIK

Small aberration, chaotic evil

Armor Class 16 (*mage armor*)

Hit Points 66 (12d6+ 24)

Speed 5 ft., fly 60 ft.

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

Skills Perception +5, Stealth +5

Damage Immunities cold

Damage Resistances psychic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Aklo, telepathy, 100 ft.

Challenge 4 (1,100 XP)

All-Around Vision. The rhu-chalik sees in all directions at the same time.

Compression. The rhu-chalik can move through a space as narrow as 1 foot wide without squeezing.

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

At will: *detect thoughts*, *invisibility*, *mage armor*

1/day: *modify memory*

No Breath. The rhu-chalik does not need to breathe.

Void Transmission. If the rhu-chalik reduces a creature's Wisdom to 0 with its project terror ability, the rhu-chalik can take 10 minutes to copy and absorb the creature's entire consciousness and

send that consciousness through the void of space to its waiting masters. If the creature's Wisdom damage is healed and the creature revived prior to the end of this process, this effect fails. If the creature's Wisdom damage is healed after its consciousness is successfully transmitted, the creature awakes disoriented and suffers a level of exhaustion until completing a long rest. This effect otherwise doesn't harm the target as the target's consciousness isn't eliminated, only duplicated and transmitted.

ACTIONS

Multiattack. The rhu-chalik makes four tendril attacks.

Tendril. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) bludgeoning damage. In addition, the tendrils secrete an enzyme that inflicts excruciating pain. A creature hit by a tendril must make a DC 12 Constitution saving throw or become poisoned for 1 minute. A creature can attempt another Constitution save at the end of each of its turns, ending the effect on itself with a success. Creatures immune to the poisoned condition are immune to this ability.

Project Terror. The rhu-chalik harnesses the fears of any creature it has successfully used *detect thoughts* on within the last minute. This effect creates visions of that creature's most terrible nightmares in the target's mind; the target must make a DC 13 Wisdom saving throw or become frightened and also have their Wisdom score reduced by 1d4. The target falls unconscious if this reduces them to Wisdom 0. Otherwise, the reduction lasts until the target finishes a short or long rest.



SHANTAK

Shantaks are immense scaly, bird-like creatures with a vaguely horse-like head and vast, slime-encrusted wings. A shantak's ability to travel the gulfs of space ensures that these fanged fliers can be found on numerous worlds. Yet despite this unique ability, shantaks are generally quite reluctant to seek out new worlds unless faced with no other option, for a shantak knows well that an attempt to fly to an unknown world could easily result in being lost forever in the gulfs of space.

Myrmidons. Shantak myrmidons are the deadliest of their ilk, lacking the strange phobias that sometimes cripple their lesser kin and often entering into alliance with creatures able to impress them with their power, bearing messages and passengers for them through the endless void.

SHANTAK

Huge monstrosity (mythos), chaotic evil

Armor Class 15 (natural armor)

Hit Points 115 (11d12 + 44)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
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20 (+5)	15 (+2)	18 (+4)	8 (-1)	15 (+2)	10 (+0)
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Damage Immunities cold, poison

Senses darkvision 120 ft., passive Perception 13

Languages Deep Speech

Challenge 5 (1,800 XP)

No Breath. The shantak does not need to breathe and is immune to inhaled poisons and scent-based effects.

Phobia. The first time a creature uses a fear effect against a shantak, there is a 50% chance that something about that creature triggers a phobia in the shantak. For the next 24 hours, that creature has advantage on Charisma (Intimidation) checks against the shantak and the shantak has disadvantage on saving throws against becoming frightened by that creature. The shantak can make a DC 15 Wisdom saving throw once per day to end its phobia.

Share Defenses. A shantak can extend its No Breath ability and cold and poison immunity to a single creature touching it. It can withdraw this protection as a bonus action.

Starflight. The shantak can survive in the void of outer space, and flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days or more—provided the shantak knows the way to its destination.

ACTIONS

Multiattack. The shantak makes two attacks: one with its bite and one with its talons.

Bite. *Melee Weapon Attack.* +8 to hit, reach 15 ft., one target, *Hit:* 17 (2d8 + 5) piercing damage

Talons. *Melee Weapon Attack.* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 5) slashing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the shantak can't use its talons on another target.



SHOGGOTH

Although even lunatics and doom-saying prophets desperately claim the monstrous shoggoth is nothing more than a drug-induced vision or thankfully unreal nightmare, the truth is altogether more dire. The shoggoths exist, although they keep to the deepest of ocean trenches or the most remote of forgotten caverns and ruins, emerging only rarely to spread madness and destruction in their slime-caked wakes.

First and Eldest. The first shoggoths were created in eons past, long before the first gods turned their attentions to the Material Plane. Some hold that the aboleths engineered them, while certain strange texts hint of a race even older that engineered the first shoggoths as slaves. Eventually, these dread beasts developed enough intelligence to rebel against their creators, and now they lurk, patient but potent, in the lightless deep, and those first shoggoths to awaken retreated into the darkest pits below the world and the most awful corners of the universe to brood in sinister shadow. Some attract cults to worship them, though they rarely pay much attention to the pleas of their supplicants, focusing instead on birthing new abominations and aberrations into the world. Most simply devour any who dare come near, absorbing their physical substance and psychic essence to slake their eternal hunger.

ELDER SHOGGOTH

Gargantuan aberration, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 725 (25d20 + 225)

Speed 50 ft., climb 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	28 (+9)	12 (+1)	16 (+3)	13 (+1)

Skills Perception +10

Damage Resistances acid, fire, lightning; bludgeoning, piercing

Damage Immunities cold, thunder, slashing

Condition Immunities blinded, deafened, prone, stunned, unconscious

Senses *true seeing* 120 ft., tremorsense 60 ft., passive Perception 19

Languages Aklo

Challenge 23 (50,000 XP)

Amorphous. An elder shoggoth can move through a space as small as 1 foot wide. It must spend 1 extra foot of movement for every foot it moves through a space smaller

than itself, but it isn't subject to any other penalties for squeezing.

Anaerobic. An elder shoggoth doesn't need oxygen to live. It can exist with equal comfort at the bottom of the ocean or in the vacuum of outer space.

Chilling Paralysis. Each time a non-epic creature strikes an elder shoggoth while within 10 feet of, or otherwise touches the elder shoggoth, that creature is paralyzed until the end of its next turn. Creatures immune to cold are not affected by this trait and creatures resistant to cold may make a DC 18 Constitution saving throw to avoid the paralysis.

Gravitic Agnosticism. An elder shoggoth can use its climb speed to move in any direction, including straight up or sideways through empty air, mounting its heaving bulk upon the unseen angles between existence. It is unaffected by effects that reverse, increase, or otherwise alter the normal effects of gravity.

Hideous Piping. The fluting noises made by a s mythic hoggoth are otherworldly and mind-shattering. A creature that can hear this cacophony at the start of its turn and is within 120 feet of an elder shoggoth must succeed on a DC 18 Wisdom saving throw or be confused (as the spell *confusion*) for 1d4 rounds. Creatures that roll a natural 20 on this saving throw become immune to the Hideous Piping for 24 hours. Otherwise, characters who meet the conditions must repeat the saving throw every round.

Insidious Regeneration. An elder shoggoth has regeneration 10. It regains 10 hit points at the start of its turn. No form of attack can suppress an elder shoggoth's regeneration — it regenerates even if disintegrated or similar instantaneous death effect. If the elder shoggoth fails a save against an effect that would kill it instantly, it rises from death 1 hour later with 1 hit point if no further damage is inflicted upon its remains. The only way to permanently destroy an elder shoggoth is to reduce it to 0 hit points or less and then target it with a *wish* (or similarly powerful spell).

Keen Senses. An elder shoggoth has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (3/Day). If an elder shoggoth fails a saving throw, he can choose to succeed instead.

Magic Weapons. An elder shoggoth's weapon attacks are magical.

Rolling Charge. If the elder shoggoth moves at least 20 feet straight toward a creature and hits it with a slam attack on the same turn, that creature must succeed on a DC

18 Dexterity saving throw or be knocked prone. If the creature is knocked prone, the elder shoggoth immediately moves into the creature's space as a bonus action and crushes the creature beneath its bulk. The crushed creature can't breathe, is restrained, and takes 11 (2d10) bludgeoning damage at the start of each of the shoggoth's turns. A crushed creature remains in its space and does not move with the shoggoth. A crushed creature can escape by using an action and making a successful DC 20 Strength check. On a success, the creature crawls into an empty space within 5 feet of the elder shoggoth.

Utter Absorption. The body of a creature that dies while grappled by an elder shoggoth is completely absorbed into the elder shoggoth's mass. No portion of it remains to be used in *raise dead*, *reincarnate*, and comparable spells that require touching the dead person's body.

ACTIONS

Multiattack. The shoggoth makes 1d6 + 1 slam attacks. Reroll the number of attacks at the start of each of the elder shoggoth's turns.

Slam. *Melee Weapon Attack:* +15 to hit, reach 40 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage, and the target is grappled (escape DC 19) and restrained. The elder shoggoth can grapple any number of creatures simultaneously, and this has no effect on its number of attacks.

Unspeakable Propagation (1/Day). An elder shoggoth can give birth to a ravenous baby shoggoth (treat as a non-mythic shoggoth with disadvantage on d20 rolls for the next year). The baby shoggoth follows its sire's commands and defends it to the best of its ability. Fortunately, an elder shoggoth cannot abide its own offspring for very long, and most shoggoth-spawn are quickly consumed by their sire once the progenitor shoggoth is no longer threatened. However, a few lucky ones are able to escape their parent's insatiable hunger and within a year grow to terrible maturity losing their youth trait (disadvantage on d20 rolls).

REACTIONS

Reactive Strike. Whenever an elder shoggoth takes damage from a creature within 40 feet, it can make an attack against that creature after the attack is resolved. These attacks do not count against its normal allotment of reactions.

Tekeli-li! When a creature is confused by its hideous piping the shoggoth may expend one of its legendary resistance uses to inflict 3d6 Wisdom damage. If a creature is reduced to 0 Wisdom it falls into a coma and becomes permanently insane – even after the ability damage is healed (aka, the character becomes an NPC from this point forward).



SPAWN OF YOG-SOTHOOTH

These monstrous abominations resembles in part an ordinary humanoid, animal, or other creature, but what remains of its original form is only all the more horrible in contrast the portions of its physique that dissolve into a bloated, inchoate mass of otherworldly hideousness. Its overall shape gives the impression of a squirming mass accompanied by an indescribable monstrous stench. A spawn of Yog-Sothoth has a prodigious hunger, and given sufficient food it grows quickly to Large size, and rare specimens continue to stretch and strain until their seams literally burst into new fleshy tendrils and protuberances. A truly ancient spawn of Yog-Sothoth can be the size of a barn or even a small hill.

Not all spawn of Yog-Sothoth are massive or inhuman. Some (often twins to their more monstrous kin) remain roughly humanoid in shape and size, although their deformities still require them to wear disguises or layers of baggy clothing if they want to walk unchallenged in civilized regions.

Aberrant Birth. The spawn of Yog-Sothoth are begotten upon the world as the results of vile rituals in which cultists call down the essence of Yog-Sothoth, an Outer God from beyond the stars to impregnate a humanoid creature. The Outer God is not of this dimension or world; only by incorporating flesh and bone of a mortal can its spawn exist. Upon death, a spawn's flesh rapidly melts until nothing remains but a crusty stain. Although the spawn of Yog-Sothoth are naturally invisible, they exude a hideous, unforgettable stench that alerts others to their presence.

Harbingers of the End. Ancient legend holds that the spawn of Yog-Sothoth are inflicted upon a world to clear it of all sane life and to prepare the way for the return of the Great Old Ones. But it's just as likely that the carnage and mayhem it brings upon the world is due to its ravenous and constant hunger for blood as any agenda from masters beyond the stars.

SPAWN OF YOG-SOTHOOTH

Large aberration (alien, extraplanar, mythos), chaotic evil

Armor Class 17 (natural armor)

Hit Points 168 (12d10 + 48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	6 (-2)	15 (+2)	8 (-1)

Saving Throws Con +8

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, fire

Condition Immunities blinded

Senses blindsight 500 ft. (blind beyond this radius), passive Perception 16

Languages Aklo, telepathy 1 mile

Challenge 11 (7,200 XP)

Devastation. When a spawn of Yog-Sothoth takes the Multiattack action against an object, it deals double damage to structures and Large or larger objects.

Legendary Resistance (2/Day). If the spawn of Yog-Sothoth fails a saving throw, it can choose to succeed instead.

Magic Weapons. A spawn of Yog-Sothoth's weapon attacks are magical.

Nauseating Stench. A spawn of Yog-Sothoth exudes a hideous, unforgettable stench that nauseates living creatures within 30 feet for 1 minute unless the creature makes a DC 17 Constitution saving. Nauseated creatures are effectively paralyzed as they spend their turn retching. Creatures that successfully save are sickened and have -1d6 on all d20 rolls until the end of their next turn but cannot otherwise be affected by the same spawn's nauseating stench for 24 hours. Any effect that cures or protects against poison works on nauseated or sickened creatures. Creatures with immunity to poison are unaffected, and creatures resistant to poison have advantage on the saving throw.

Regeneration. The spawn of Yog-Sothoth regains 10 hit points at the start of its turn. If the spawn takes radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn dies only if it starts its turn with 0 hit points and doesn't regenerate.

Tenuous Natural Invisibility. The spawn of Yog-Sothoth is invisible, however, it shimmers when it attacks allowing it to more easily be located. No combat advantage or disadvantages related to invisibility are imposed when fighting a spawn though all attacks have a -1d2 to the attack rolls.

ACTIONS

Multiattack. The spawn of Yog-Sothoth makes a bite attack and up to two tentacle attacks, or it makes up to four tentacle attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 25 (4d10 + 3) piercing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 20) and is moved up to 5 feet toward the spawn of Yog-Sothoth. Until this grapple ends, the target is restrained, and the spawn can't use this tentacle against other targets. The spawn has four tentacles.

Chronal Sink (Recharge 5-6). A spawn of Yog-Sothoth can emit a 30-foot-radius sphere that dislocates affected creatures from the shared timestream. Creatures that fail a DC 17 Wisdom saving throw are slowed (as per *slow* spell) for 1 minute or, if already slowed by this effect, paralyzed and frozen in place for the same duration. As these conditions result from a subjective time manipulation effect, spells such as *freedom of movement* do not negate them.

Iridescent Globes (Recharge 5-6). A spawn of Yog-Sothoth can emit five 1-foot-diameter iridescent globes that immediately fly to attack one or more creatures of the spawn's choosing within 60 feet before disappearing. Each globe makes a +11 attack, if the attack lands the target is shunted forward in time 1d4 rounds. An affected creature immediately disappears and then reappears at the same location at the later time; for the affected creature, it's as if no time passed. An affected creature can choose to resist being shifted forward in time, but the spacetime flux rips and tears at it. For each round the affected creature wishes to reduce from the duration it is shunted into the future, it takes 14 (4d6) psychic damage. The spheres persist until they land an attack.

LEGENDARY ACTIONS

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

Bite Attack. The spawn of Yog-Sothoth makes one bite attack against one creature it has grappled.

Teleport. The spawn of Yog-Sothoth magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Vanish. The spawn of Yog-Sothoth magically becomes invisible for up to 10 minutes or until immediately after it makes an attack roll. This overrides its tenuous natural invisibility trait.

Reverse Gravity (1/day, 3 actions). The spawn of Yog-Sothoth casts *reverse gravity*, it is immune to the effects.



STAR-SPAWN OF CTHULHU

Of all the strange and malefic denizens of the void between the stars, few cause the same terror as this titanic race. They hail from a mad star whose light cannot be seen by conventional telescopes, and the smallest of these behemoths stand nearly 30 feet in height. Humanoid in shape, their immense bodies have rubbery flesh that seems to wriggle and seethe like a half-solidified ooze. Tremendous draconic wings, murderous taloned hands, and a tentacled visage that evokes the alien gaze of an octopus complete the being's monstrous shape. This malevolent race has a name, yet it is no name known to the sane. Among mortal scholars, they are known merely by the name of their greatest priest—they are the star-spawn of Cthulhu.

Impossible Anatomy. The star-spawn of Cthulhu have a strange, mutable anatomy—their form is not fixed. They can absorb parts of their bodies or enlarge others at will, a trait they often use on their claws or tentacles to dramatically extend their reach in combat beyond what might normally be possible for a creature of the same shape and size. Despite this mutable shape, the star-spawn's forms generally don't deviate far from that of an octopus-headed, winged humanoid, likely because of the powerful links their otherworldly minds have to their overlord and master, who lies dead but dreaming in the lost city of R'lyeh.

Environmentally Adaptable. Although they typically appear as immense humanoid creatures with rubbery hides and octopoid heads, the star-spawn of Cthulhu are not any more aquatic in nature than they are terrestrial—that they're often associated with a planet's oceans lies more in the simple fact that oceans often cover the majority of a planet's surface. The creatures themselves, being equally at home on land, at sea, or in the depths of space, make no real distinction between such regions, choosing them as the sites of their cities and temples for purposes only they can know.

Agents of Destruction. Servants of the alien gods of the void, they work upon the worlds they invade to wipe them clean of indigenous life in preparation for the eventual time when the deep void expands to replace all that exists with its strange realities. The star-spawn of Cthulhu hold little malice toward indigenous life—they simply can't proceed with their plans for a world while such life exists. Just as a human might move into a house thinking it to be abandoned, only to discover colonies of ants dwelling within the building's walls, the star-spawn work to eradicate indigenous infestations. Their methods seldom vary from world to world—those whose intellects they can influence via dreams and nightmares they besiege as the victims sleep, seeding the growth of destructive cults

and societies. These groups in turn further the star-spawn's agenda, preparing the world and bringing it to the brink of destruction. When such worlds are poised to tear themselves apart from within through unrest, civil war, excessive pollution, or genocide, the star-spawn mobilize their cults to end all things. The only reward such cults may receive for their (sometimes unwitting) aid is the dubious honor of being among the final few to be eradicated, for the star-spawn have no interest in and feel no responsibility toward their pawns.

When the Stars are Right. The fact that the star-spawn's plans to bring about the eradication of life span centuries or even millennia should not be mistaken for sloth or lassitude—the star-spawn are inhumanly patient, and the preparation of the universe's worlds must precisely follow an unknowable schedule, for only when the exact cosmic convergences are in place and the stars are right can they make their final moves to end all things. This time frame does give some worlds a chance to discover the star-spawn's influence and to delay or even defeat their world's star-spawned doom, but such tales of triumph are rare in the face of the void's relentless tides.

The star-spawn of Cthulhu war with many other strange races out of time and space, including elder things and the servitors of other Great Old Ones. They have also been known to use these creatures—and other races such as the mi-go—as pawns, slaves, or minions to promote their immortal agenda.

Immortality. A star-spawn of Cthulhu does not age, nor does it need to eat or breathe. Only violence can bring about the death of one of these creatures.

STAR-SPAWN OF CTHULHU

Huge aberration (mythos), chaotic evil

Armor Class 21 (natural armor)

Hit Points 312 (25d12+150)

Speed 40 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
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28 (+9)	13 (+1)	22 (+6)	18 (+4)	21 (+5)	19 (+4)
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Saving Throws Str +15, Con +12, Int +10, Wis +11, Cha +10

Damage Immunities cold, poison, psychic

Condition Immunities charmed, poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15

Languages Deep Speech, telepathy 300 ft.

Challenge 20 (25,000 XP)

Innate Spellcasting. A star-spawn's spell casting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *suggestion*

3/day each: *dream, confusion, sending*

1/day: *gate*

Limited Starflight. A star-spawn of Cthulhu can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. Unlike full starflight (like that of the mi-go), a star-spawn of Cthulhu's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its immortality and patience to complete the journey. When speed is required, it instead uses *gate* to make the journey quickly.

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

Overwhelming Mind. A star-spawn of Cthulhu's mind is overwhelming in its power and alien structure. It is immune to any effect that would sense its emotions or read its thoughts and divination spells. This even foils *wish* spells and spells or effects of similar power used to affect its mind or gain information. The first time a creature other than a fiend or aberration makes mental contact with a star-spawn of Cthulhu, it must succeed at a DC 18 Wisdom saving throw or be stunned for 1 round. On a successful save, the creature cannot take reactions and can make either an action or a bonus action (not both) for 1 round; creatures that are immune to being stunned are unaffected. This effect can occur whether the star-spawn of Cthulhu initiates mental contact (such as via a *dream*, or once per round merely by telepathic communication) or another creature attempts to do so (such as via *detect thoughts* or *dominate monster*). Once a creature is exposed to a specific star-spawn of Cthulhu's overwhelming mind, it is immune to this effect from all star-spawn of Cthulhu for 24 hours.

ACTIONS

Multiattack. The star-spawn can use its frightful presence. It then makes eight attacks: two with its claws and six with its tentacles. It can shove a creature in place of a claw attack.

Claw. *Melee Weapon Attack.* +15 to hit, reach 15 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage. If the star-spawn scores a critical hit, it rolls damage dice three times, instead of twice.

Tentacle. *Melee Weapon Attack.* +15 to hit, reach 15 ft., one target. *Hit:* 13 (1d8 + 9) bludgeoning damage. If the target is a creature, it is grappled (escape DC 23). Until this grapple ends, the target is restrained, and the star-spawn can't use that tentacle on another target.

Frightful Presence. Each creature of the star-spawn's choice that is within 120 feet of the star-spawn and aware of it must succeed on a DC 18 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 star-spawn's Frightful Presence for the next 24 hours.



VOID-STIRGE

These aberrations are vaguely humanoid in shape with two upper limbs and two lower limbs on a torso with a head in the usual location, but there the resemblance ends. They are not altogether crows, nor moles, nor buzzards, nor ants, nor vampire bats, nor decomposed human beings, but something both more and less, and when not flying they flop limply along, half with their webbed feet and half with their membranous wings (See “The Festival” by H.P. Lovecraft).

Terrible Hybrid Things. These eldritch abominations look like void-stirges of prodigious size but with a blood-red tint to their skin rather than the grayish-black of their compatriots. They are able to draw mystical power from the blood they drain to make themselves even more frightfully deadly.

VOID-STIRGE

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 40 ft., burrow 20 ft., climb 30 ft., fly 80 ft.

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

Damage Resistances cold

Condition Immunities charmed

Saving Throws Int +2

Skills Perception +6, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages Deep Speech

Challenge 3 (700 XP)

Bloodlust. The void-stirge has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Low Metabolism. While a void-stirge craves blood if it has not fed within the last 24 hours, it does not suffer any negative effects from starvation, and it can, in theory, survive forever without drinking or feeding. It is immune to effects that induce magical starvation or thirst, yet it still seeks to drink blood whenever it can to sate its desire.

No Breath. Void-stirges do not require air to breathe.

Starflight. A void-stirge can survive in the void of outer space, and it flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes it 3d20 months, while trip beyond normally takes it 3d20 years (or more, at the GM's discretion)—provided the void-stirge knows the way to its destination.

Strange Mind. A void-stirge is immune to the spell *confusion* and madness.

Yellow Sign Affinity. A void-stirge is immune to the effects of the Yellow Sign, and as an action, it can locate the nearest active Yellow Sign as per *locate object* with a range of 1 mile. When a void-stirge begins its turn with 1 or more hit points and it can see an active Yellow Sign, it regains 2 hit points and it has advantage on any Dexterity saving throw against effects it can see until the beginning of its next turn. An active Yellow Sign is either one that was created by Hastur or by the *Yellow Sign* spell. Inactive Yellow Signs, such as the unholy symbols carried by cultists of Hastur, do not bolster a void-stirge, but these creatures generally treat those who openly wear such symbols as allies. A character who displays a Yellow Sign in this manner has advantage on Charisma (Deception, Intimidation, and Persuasion) checks against a void-stirge.

ACTIONS

Multiattack. The void-stirge attacks with its bite and claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target is grappled (escape DC 14). The void-stirge may use Blood Drain as a bonus action.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Blood Drain. A creature grappled by the void-stirge loses 10 (3d6) hit points due to blood loss.



TERRIBLE HYBRID THING

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 216 (16d10 +128)

Speed 30 ft., fly 50 ft.

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

22 (+6) 14 (+2) 26 (+8) 14 (+2) 17 (+3) 19 (+4)

Skills Acrobatics +6, Perception +11, Religion +6, Stealth +10, Survival +7

Damage Immunities cold

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 21

Languages Aklo, Common

Challenge 10 (5,900 XP)

Bloodlust. The hybrid thing has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Blood Pool. When a creature is reduced to 0 hit points within 30 feet of the hybrid thing, it gains 2 points in its blood pool. The hybrid thing can have up to 10 points in its blood pool. Spending a blood point is a bonus action. Spending a blood point grants the creature any of the following benefits:

- * 1 points: An additional action, as per a fighter's action surge.
- * 1 points: The hybrid thing can cast *blood to sap* (see below).
- * 2 points: The effects of the *heal* spell.

A hybrid thing starts combat with 1d4-1 blood points.

Blood to Sap. The hybrid thing causes the blood of one creature within 60 feet to thicken in its veins, causing the target to take 28 (8d6) poison damage and become poisoned with excruciating pain for up to 1 minute, as long as the hybrid thing continues to concentrate. If the target succeeds on a DC 18 Constitution saving throw, it takes half as much damage and is not poisoned. Creatures poisoned by this effect have their speed halved. This ability has no effect on creatures without blood.

Low Metabolism. While a hybrid thing craves blood if it has not fed within the last 24 hours, it does not suffer any negative effects from starvation, and it can, in theory, survive forever without drinking or feeding. It is immune to effects that induce magical starvation or thirst, yet it still seeks to drink blood whenever it can to sate its desire.

No Breath. Hybrid things do not require air to breathe.

Starflight. A hybrid thing can survive in the void of outer space, and it flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes it 3d20 months, while trip beyond normally takes it 3d20 years (or more, at the GM's discretion)—provided the hybrid thing knows the way to its destination.

Strange Mind. A hybrid thing is immune to the spell *confusion* and madness.

Yellow Sign Affinity. A hybrid thing is immune to the effects of the Yellow Sign, and as an action, it can locate the nearest active Yellow Sign as per *locate object* with a range of 1 mile. When a hybrid thing begins its turn with 1 or more hit points and it can see an active Yellow Sign, it regains 2 hit points and it has advantage on any Dexterity saving throw against effects it can see until the beginning of its next turn. An active Yellow Sign is either one that was created by Hastur or by the *Yellow Sign* spell. Inactive Yellow Signs, such as the unholy symbols carried by cultists of Hastur, do not bolster a hybrid thing, but these creatures generally treat those who openly wear such symbols as allies. A character who displays a Yellow Sign in this manner has advantage on Charisma (Deception, Intimidation, and Persuasion) checks against a hybrid thing.

ACTIONS

Multiattack. The hybrid thing makes three attacks: once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage, and the target is grappled (escape DC 14). The hybrid thing may use *Blood Drain* as a bonus action.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Blood Drain. A creature grappled by the hybrid thing loses 10 (3d6) hit points due to blood loss. This effect does not function against constructs or creatures without blood.

REACTIONS

Caustic Blood. As a reaction to being damaged, the hybrid thing can bleed on the attacker, dealing 10 (3d6) acid damage.

VOID-STIRGES AND EEKHAYABS

The eekhayab and void-stirge are each based on different interpretations of the byakhee from the *Call of Cthulhu* game and the stories of H.P. Lovecraft, and that name is the property of Chaosium Inc., and is not Open Content. However, like Chaosium before us, we are basing the description of the creature on the H.P. Lovecraft short story "The Festival", which is in the public domain. Therefore, we are adapting the existing stat block but have to change the name of the beast for use in this book.

WIGHT, LUNAR

Lunar wights are humanoids who rise as undead after being brutally slain and their corpse abandoned under the light of a full moon. Lunar wights arise when a dark spirit from beyond this world possesses the corpse and permanently enters the dead body. While still somewhat recognizable to those who knew them in life, the wight's face bears a deathly grimace set with beastlike teeth and its eyes glow with madness. Lunar wights burn with hatred for the living and they seek to devour the flesh and steal the vital energy of any living creature they come across. Oddly, the undead creature's arms hang by its sides, as if the bizarre spirit possessing the corpse were unfamiliar with the concept of such manipulative appendages or incapable of exerting more than rudimentary control over them.

LUNAR WIGHT

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	11 (+0)	16 (+3)	17 (+3)

Skills Perception +6, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 8 (3,900 XP)

Create Spawn. Any humanoid creature slain by a lunar wight under the light of the moon becomes a lunar wight itself in 1d4 rounds. If the corpse is kept from direct exposure to moonlight, then this transformation is delayed until the rise of the next full moon. Spawn so created are less powerful than typical lunar wights and suffer disadvantage on Wisdom ability checks and saving throws and have two fewer Hit Dice. Spawn are under the command of the lunar wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed lunar wights. They do not possess any of the abilities they had in life.

Gaze of Lunacy. If a creature begins its turn within 30 feet of the lunar wight and the two can see one another, the wight can force the target to make a DC 14 Wisdom saving throw if the wight isn't incapacitated. On a failed save, the creature becomes affected by the *confusion* spell for 1 minute. The creature can repeat this save at the end of each of its turns, ending the effect on itself with a success.

A creature that isn't surprised can choose to avert its eyes and thus avoid making the saving throw at the start of its turn. If the creature does this, it cannot see the lunar wight until the start of its next turn, when it may choose to avert its eyes again.

Resurrection Vulnerability. A *raise dead* or similar spell cast on a lunar wight destroys it unless it succeeds on a Wisdom saving throw against the caster's spell save DC. Casting *raise dead* in this way does not require a material component.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) necrotic damage, and the target's Wisdom score is reduced by 1d4. The target falls drops to 0 hit points and is dying if its Wisdom score falls to 0. Otherwise, this reduction ends when the target completes a short or long rest.

Unearthly Shriek. The lunar wight unleashes a blood-curdling shriek. Any living creature within 30 feet that can hear this shriek must make a DC 14 Wisdom saving throw or become frightened for 1 minute. A frightened creature can attempt a new saving throw at the end of each of its turns, ending the effect on itself with a success. A creature that succeeds on this saving throw becomes immune to the lunar wight's shriek for 24 hours.



YITHIAN

These alien creatures resemble mollusks with an iridescent, vaguely cone-shaped body about ten feet tall and a wide, snail-like foot. Four protrusions sprout from the dorsal side of the body: two claws, a grasping mouth, and a horrific head bristling with sensing tentacles. Untold eons ago, the yithians inhabited a dying world. To escape their doomed planet, they cast their minds through time and space, eventually coming to rest in the strange, alien bodies they possess today. While these strange beings now reside in a distant galaxy, the yithians make use of their ability to astrally project to explore other planets, eager to find new worlds to explore.

Psychic Explorer. When a yithian arrives upon a new world, it often swaps minds with the creatures it encounters there so as to experience that world as if it were a native. Those who spend time in a yithian's body rarely tell of the strange times they have experienced, for yithians guard themselves well, and leave those they use in this manner amnesiacs who remember the truth only as fragmentary nightmares. Great yithians are the leaders of these psychic expeditions, seeking out new worlds they might inhabit, probing for hidden cells of their enemies, and coordinating the dream intrusions of their lesser kin.

GREAT YITHIAN

Large aberration (alien, mythic, mythos), lawful neutral

Armor Class 18 (natural armor)

Hit Points 180 (12d10 + 60)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	20 (+5)	23 (+6)	17 (+3)	17 (+3)

Saving Throws Con +9, Int +10, Wis +7, Cha +7

Skills Animal Handling +10, Arcana +10, Deception +10, History +10, Insight +10, Intimidation +10, Investigation +10, Medicine +10, Nature +10, Performance +10, Persuasion +10, Religion +10, Survival +10

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 20

Languages Aklo, Yithian, any 10 other languages, telepathy 100 ft.

Challenge 11 (7,200 XP)

Innate Spellcasting (Psionics). The great yithian's spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no components:

At will: *astral projection* (self only), *detect thoughts*, *hold monster*, *modify memory*

1/day: *foresight*

Keen Sight. The great yithian has advantage on Wisdom (Perception) checks that rely on sight.

Knowledgeable. The great yithian uses its Intelligence modifier on all Intelligence, Wisdom, and Charisma-based skills.

Legendary Resistance (2/Day). If the great yithian fails a saving throw, it can choose to succeed instead.

Magic Weapons. A yithian's weapon attacks are magical.

Precognitive Anticipation. A great yithian adds its Intelligence modifier on initiative checks and can always act during a surprise round. This bonus does not apply against creatures using *mind blank*.

Severing Snap. When a great yithian scores a critical hit with its pincers, it may choose to sever one of the target's limbs in lieu of dealing extra hit point damage. This deals 1d4 points of Strength, Dexterity, and Constitution damage, and 7 (2d6) necrotic damage, and the target may not perform actions requiring that limb. A creature missing an arm cannot use items requiring two hands and has a 50% chance of spell failure when casting spells with somatic components. A creature missing a leg is considered restrained; these penalties stack if the creature also becomes entangled. Ability damage can be healed in the normal fashion, but restoring the severed limb requires a magic like a *regenerate* spell.

Suction. A great yithian can establish or release powerful suction against any horizontal or vertical surface as a swift action. While using suction, its speed is halved but it is immune to the prone condition as well as any effect that would move it against its will. If such an effect also deals damage, that damage is halved while the great yithian is using suction.



Temporal Projection. A great yithian can propel its consciousness forward or backward in time. It can use *foresight* once per day. If it is touching a willing or helpless creature, it can project itself into that person's past or future self. Projecting itself into the future allows it to obtain visions of the future as if using *divination*. Projecting itself into the past enables it to seek out the answer to specific questions about that creature's past, as if interrogating a corpse using *Speak with Dead*.

ACTIONS

Multiattack. The great yithian makes either two pincer attacks or two electric gun attacks.

Deadly Pincer. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage. If the great yithian scores a critical hit, it rolls damage dice three times, instead of twice.

Electric Gun (6/day). *Ranged Spell Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 22 (3d10 + 6) lightning damage.

Amnesia (1/Day). The great yithian attempts to erase the memories of a creature it can communicate with telepathically. The target must make a DC 18 Intelligence saving throw. On a failure, it loses all memories except those the yithian chooses to leave intact and the yithian can choose to deal 82 (15d10) psychic damage to it. While amnesiac, the target can't apply its proficiency bonus on ability checks or Intelligence or Wisdom saving throws. A *remove curse* or *greater restoration* spell or similar magic cast on the target restores lost memories. If your game uses insanity and dread (see chapter 4), treat this as an insanity. A creature that succeeds on its saving throw against this effect takes half as much psychic damage and can't have its memory erased by Amnesia for 24 hours (although it still takes psychic damage if targeted again during that time).

Mind Swap. The great yithian attempts to exchange minds with a creature it can communicate with telepathically. The target must make a DC 18 Charisma saving throw or be possessed by the yithian. On a failed save, the yithian's soul moves into the target's body and the target's soul moves into the yithian's body. On a successful save, the target is unaffected and becomes immune to that yithian's Mind Swap for 24 hours. Once the yithian swaps minds with a creature, it takes complete control of that creature's body. The yithian's game statistics are replaced by the target's, though the great yithian retains its alignment and its Intelligence, Wisdom, and Charisma scores. The yithian keeps its Innate Spellcasting trait and its Amnesia and Mind Swap. The yithian can't use the target's

class features. Meanwhile, the target gains the yithian's statistics except for alignment and Intelligence, Wisdom, and Charisma scores. The target retains the use of class features compatible with the yithian's physical form but can't use the yithian's Innate Spellcasting trait, Amnesia, or Mind Swap. The target's ability to use the yithian's equipment might be limited (for example, trying to wield the large sized lightning gun built for pincers would be challenging for a non-yithian). While the yithian controls another creature's body, it can use its action to reverse the effect at any range, instantly returning both minds to the proper bodies. If the yithian wishes, it can use its Amnesia action on the creature as a bonus action immediately after reversing the swap. If a possessed body dies, its possessing mind dies with it and the other body permanently retains its possessing mind. Casting *dispel magic* (treat this as a 6th-level spell) or *remove curse* on either creature with a swapped mind causes each of the two swapped minds to return to its previous body unless either body is dead. Reviving a body that died while possessed by a swapped mind causes that original mind to return to the revived body, which kills the body left mindless.

LEGENDARY ACTIONS

The great yithian can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The yithian regains spent legendary actions at the start of its turn.

Pincer. The great yithian makes one pincer attack.

Auto-Lightning. The great yithian uses its electric gun.

Surgical Pincers (2 actions). The great yithian makes a pincer attack against one creature within 10 feet of it. The target must succeed on a DC 18 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature can't maintain concentration on a spell or any other effect that requires concentration. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



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