

USHEMOI

FOULSPAWN OF THE FAR REALM

Introduction: Warped beyond recognition by the Far Realm, these servants of madness set out to remake the world in their image.

ABBERRANT HUMANOIDS FROM CR 1 TO CR 8

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FOULSPAWN

If I am mad, it is mercy! May the gods pity the man who in his callousness can remain sane to the hideous end!

—H.P. Lovecraft, *The Temple*

Foulspawn (known in their native deep speech as the Ushemoi) are humanoids who have been twisted by contact with the Far Realm, a dimension of madness and abominations. They hate what they once were, and desire nothing more than to see the natural world and all its inhabitants destroyed, or remade in the image of the Far Realm.

Aberrant Servitors. Foulspawn are naturally drawn to aberrations, and are often found serving creatures with ties to the Far Realm, like aboleths, mind flayers and beholders. More rarely, they can be found working alongside Great Old One cultists. In both cases, such alliances are tenuous and likely to be broken off if the foulspawn's natural instinct to kill or remake the world inhabitant-by-inhabitant is not properly sated.

Protean Forms. A foulspawn's body has been fundamentally changed from its time in the Far Realm, but their transformation is never truly complete. Pain unlocks something primal in a foulspawn's mind, and allows them to further twist their bodies into more grotesque arrangements, bypassing physical limitations built into the natural humanoid form.

Eldritch Warrens. Foulspawn are often drawn to places where the border between the Far Realm and the everyday worlds is thin. Around these locations, they build alien structures, covered in undecipherable sigils, that spiral out in bizarre, labyrinthine patterns. Those who wander into these warrens seldom escape, and even when they do it is never with their sanity intact.

ARKAMOI (FOULSPAWN SEER)

These corpulent spellcasters are the tacticians of the foulspawn, telepathically giving advice to their kin in heat of battle. The magic flowing through them causes their xanthous skin and the fat beneath it to oscillate in a grotesque parody of water rippling.

FOULSPAWN SEER

Medium aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Con +3, Cha +5

Damage Resistances bludgeoning from nonmagical attacks

Senses darkvision 120 ft. passive Perception 10

Languages Deep Speech, telepathy 120 ft.

Challenge 4 (1100 XP)

Power From Pain (Recharges When The Seer Takes Damage).

As a bonus action, the seer may apply one of the following effects to its spells:

Heightened Spell: When the seer casts a spell that forces a creature to make a saving throw to resist its effects, it can give one target of the spell disadvantage on its first saving throw made against that spell.

Empowered Spell: When the seer rolls damage for a spell, it may reroll up to 3 damage dice. It must use the new rolls.

Spellcasting. The foulspawn seer is a 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The foulspawn seer has the following sorcerer spells prepared:

Cantrips (at will): *light, mage hand, prestidigitation, ray of frost*
1st level (4 slots): *detect magic, jump, magic missile*
2nd level (3 slots): *acid arrow, mirror image, scorching ray*
3rd level (3 slots): *hypnotic pattern, lightning bolt*
4th level (2 slots): *ice storm*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) damage.

REACTIONS

Foul Insight. When an ally starts its turn within 50 feet of the seer, the seer can give the ally tactical advice. This grants advantage on the ally's next ability check, attack roll or saving throw.

HADRIMOI (FOULSPAWN MANGLER)

A flash of steel, two red eyes and a fanged mouth in a twisted smile. That is all most victims of a foulspawn mangler ever see. These agile, four-armed assassins get faster the more punishment they take, as a result of their muscles shifting and growing more elastic.

FOULSPAWN MANGLER

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	12 (+1)	13 (+1)	11 (+0)

Saving Throws Dex +7

Skills Athletics +4, Stealth +9

Damage Resistances bludgeoning from nonmagical attacks

Senses darkvision 120 ft. passive Perception 11

Languages Deep Speech, telepathy 120 ft.

Challenge 5 (1800 XP)

Mangler's Mobility. The mangler doesn't provoke opportunity attacks when it moves out of an enemy's reach.

Speed From Pain. Each time the mangler takes damage, it gains a +10-foot bonus to its land speed (to a max of 80 feet.) This effect lasts for 1 minute starting from the first time it takes damage in an encounter.

ACTIONS

Multiattack. The mangler makes four melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or range 20/60 ft., one creature. *Hit:* 6 (1d4+4) piercing damage and 4 (1d8) poison

LASHEMOI (FOULSPAWN GRUE)

You hear something in the shadows. The ground beneath your feet begins to turn into some foul ooze, and your steps become more difficult. You twist around looking for the source of this madness. Too late, you see two empty eyes staring out from a face that has its skin stretched too tightly over its frame. You have been eaten by a grue.

FOULSPAWN GRUE

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	5 (-3)	11 (+0)	8 (-1)

Skills Stealth +4

Damage Resistances bludgeoning from nonmagical attacks

Senses darkvision 120 ft. passive Perception 10

Languages Deep Speech, telepathy 120 ft.

Challenge 1 (200 XP)

Eldritch Ground. The ground in a 15-foot radius around the grue is doughlike difficult terrain for nonaberration creatures.

Chaos From Pain. Each time the grue takes damage, the radius of its eldritch ground increases by 15 feet (to a max of 45 feet.) This effect lasts for 1 minute starting from the first time it takes damage in an encounter.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) damage.

Whispers Of Madness (Recharge 5-6). All creatures standing on the grue's eldritch ground must make DC 12 Wisdom saves or take 11 (3d6) psychic damage.

QULLANMOI (FOULSPAWN BERSERKER)

The foulspawn berserker has a more tribal bent, often decorating itself with bones, tattoos or scarification after each battle. Their presence breaks the minds of those who get too close to them, and this effect only strengthens the more pain they endure.

Their mindset has been altered to such a degree that any attempt to change their behavior or attitudes via magic causes a horrible feedback effect injuring both the berserker and the hapless caster.

FOULSPAWN BERSERKER

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	8 (-1)	3 (-4)	12 (+1)

Saving Throws Str +7, Dex +5, Con +6

Damage Resistances bludgeoning from nonmagical attacks

Condition Immunities frightened

Senses darkvision 120 ft. passive Perception 6

Languages Deep Speech, telepathy 120 ft.

Challenge 5 (1800 XP)

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

Confusion Aura. When a creature makes a melee attack within 5 feet of the berserker, it must first make a DC 13

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 attack. On a 1 to 4, the creature does nothing. On a 5 to 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

Mayhem From Pain. Each time the berserker takes damage, the save DC of its Confusion Aura increases by 1 (to a max of DC 17.) This effect lasts for 1 minute starting from the first time it takes damage in an encounter.

Mental Feedback. Whenever a creature attempts to charm the berserker, the creature and the berserker both take 10 (3d6) psychic damage.

ACTIONS

Multiattack. The Foulspawn Berserker makes three melee attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) slashing damage.

TURLEMOI (FOULSPAWN HULK)

The foulspawn hulk looks like a giant whose skin has been completely flayed off. Their bloody muscles are exposed to the air, and as injuries pile up in battle it becomes obvious that they are constantly shifting and changing to suit the hulk's needs in any given situation.

FURTHER READING

Images, and further information about the foulspawn can be found at the following site:

- https://www.wizards.com/dnd/files/194_MMUpdate_Foulspawn.pdf

FOULSPAWN HULK

Large aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	7 (-2)	7 (-2)	14 (+2)

Saving Throws Con +8, Wis +1, Cha +5

Damage Resistances bludgeoning from nonmagical attacks

Condition Immunities frightened

Senses darkvision 120 ft. passive Perception 8

Languages Deep Speech, telepathy 120 ft.

Challenge 8 (3900 XP)

Strength From Pain. When the hulk has half of its hit points or fewer, it gains advantage on one attack roll or saving throw of its choice each round.

ACTIONS

Multiattack. The hulk makes two melee attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 25 (3d12+6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.