

# PLANAR BESTIARY

SCORES OF NEW MONSTERS FROM ACROSS THE PLANES!

BY BRUCE R. CORDELL AND SEAN K. REYNOLDS





# PLANAR BESTIARY



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# TABLE OF CONTENTS

Introduction ..... 4

## A

Abolisher of sorrow ..... 5  
 Accumulator ..... 6  
 Agonizer ..... 7  
 Alterwrath ..... 8  
 Angels ..... 9  
 Dissolute angel ..... 9  
 War angel ..... 10  
 Anokapsik ..... 11  
 Avessor ..... 12

## B

Blister rat ..... 13  
 Breath thief ..... 14  
 Burrulk ..... 15

## C

Carcerian ranger ..... 16  
 Carcinisating vilomah ..... 17  
 Champion of Summer ..... 18  
 Coal nix ..... 19  
 Convergent killer ..... 20  
 Crooked roach ..... 21  
 Cryptic moth ..... 22  
 Cumulolupine ..... 23  
 Curse of the crypt ..... 24

## D

Delurazon ..... 25  
 Demon ..... 26  
 Inexorable ..... 26  
 Izamaz ..... 27  
 Roggidj ..... 28  
 Devil ..... 29  
 Avernus observer ..... 29  
 Blood hellion ..... 30  
 Taker of bones ..... 31

Devouloth ..... 32

Distransit ..... 33

Divergent skull ..... 34

Doom of retribution ..... 35

Dwimmershrike ..... 36

## E

Ebon tullith ..... 37  
 Echo of divinity ..... 38  
 Eilfgar ..... 39  
 Elar ..... 40  
 Elementals ..... 41  
 Flux elemental ..... 41  
 Obsidian elemental ..... 42  
 Sand elemental ..... 43  
 Etherclaw ..... 44  
 Eusker ..... 45  
 Evaclast ..... 46

## F

Far Realm aberration ..... 47  
 Ghath ..... 47  
 Gologoth ..... 48  
 Orglin ..... 49  
 Vorothid ..... 50  
 Feralflower ..... 51  
 Festering amnic ..... 52  
 Fettered gremlin ..... 53  
 Flayed messenger ..... 54  
 Flayer of teeth ..... 55

## G

Galvanic scar ..... 56  
 Ganrejith ..... 57  
 Ghoul beetle swarm ..... 58  
 Glacier imp ..... 59  
 Glimmer moth ..... 60  
 Gloom strider ..... 61  
 Grethk ..... 62

## H

Hag exile ..... 63  
 Harrow trooper ..... 64  
 Head of Hades ..... 65  
 Headstone golem ..... 66  
 Hoard giant ..... 67  
 Howling saw ..... 68  
 Hunakak ..... 69

## I

Immaculate justiciar ..... 70  
 Infernal pyre ..... 71  
 Invex avatar ..... 72  
 Iridescent crake ..... 73  
 Iron locust ..... 74  
 Iron magus ..... 75

## J

Joyful trine ..... 76

## K

Khasasia ..... 77  
 Knargalian ..... 78  
 Krumveret ..... 79

## L

Labyrinth stalker ..... 80  
 Lahairon mind thief ..... 81  
 Lava husk ..... 82  
 Lord of Dogs ..... 83  
 Luck lamprey ..... 84

## M

Masked skein ..... 85  
 Mileusian bloom ..... 86  
 Minauran dealer ..... 87  
 Mind mold wraith ..... 88  
 Psionic mold ..... 88  
 Modron deadfall ..... 89  
 Moietan ..... 90  
 Moonstrider ..... 91  
 Morpheusian ..... 92  
 Myrmic colossus ..... 93

## N

Nambu bounty hunter ..... 94  
 Necrostolon ..... 95  
 Neonate ..... 96  
 Nettle blight ..... 97  
 Nexus foreteller ..... 98  
 Nilim shambler ..... 99

## O

Ossuary blob ..... 100  
 Ovisan hunter ..... 101

## P

Pauvak ..... 102  
 Peripleth ..... 103  
 Planar mite ..... 104  
 Portal dragon ..... 105  
 Portal wight ..... 106  
 Primogenitor ..... 107  
 Prince of dust ..... 108  
 Psychic leech swarm ..... 109  
 Psychic war veteran ..... 110  
 Puddle weird ..... 111  
 Pyske ..... 112

## Q

Qoreth-shemkur ..... 113

## R

Ramiahn outcast ..... 114  
 Reflection hound ..... 115  
 Refuse revenant ..... 116  
 Residual ..... 117  
 Reymcubus ..... 118  
 Roheen conqueror ..... 119  
 Rust hog ..... 120

## S

Sangrelith decapitae ..... 121  
 Shape of water ..... 122  
 Shechnyku ..... 123  
 Shoe thief ..... 124  
 Shrouded soldier ..... 125  
 Smothering tulum ..... 126  
 Solfatar ..... 127  
 Sorgonian ..... 128  
 Spell incarnate ..... 129  
 Stormwing ..... 130  
 Stygian sleepfish ..... 131  
 Styx jack ..... 132

## T

Thanatops ..... 133  
 Thorn dancer ..... 134  
 Tomb of Winter ..... 135  
 Trapdoor lurker ..... 136  
 Traveler guide ..... 137  
 Trinavar ..... 138

## U

Umbral slime ..... 139

## V

Vanura ..... 140  
 Cerulean vanura ..... 141  
 Maroon vanura ..... 142  
 Ochre vanura ..... 143  
 Verdigris vanura ..... 144  
 Vesied ..... 145  
 Vociferous skew ..... 146  
 Voor ..... 147

## W

Wanderfervor gadbill ..... 148  
 Warden of the lost ..... 149  
 Werebasilisk ..... 150  
 Winter herald ..... 151

## Y

Yox ..... 152  
 Ysgard nemesis ..... 153

## Z

Zeitgebar witness ..... 154

Creatures by Level ..... 155

Glossary ..... 156

# INTRODUCTION

Unfamiliar with a planar term or location used in a creature entry? Check out the Planar Glossary at the end of the book.

Glossary, page 156

Planar Bestiary was developed as part of the Path of the Planebreaker crowdfunding campaign, which presents new alternate worlds, including new planar foci, planar and species descriptors, special abilities, cyphers and artifacts, and of course, new planar creatures for the GM. Despite that, you don't need the Path of the Planebreaker book to use and enjoy Planar Bestiary. All you need is a working knowledge of the Cypher System.



Throughout this book, you'll see page references to various items accompanied by this symbol. These are page references to the Cypher System Rulebook (CSR), where you can find additional details about that rule, ability, creature, or concept.

During my formative gaming years in the 1980s, I occasionally ran tabletop roleplaying games for my friends. Early on, that was mostly D&D, just like you'd expect. But our group branched out into other systems as they came to our attention through the pages of *Dragon* magazine. One of those was *Gamma World*, a game about adventuring in a vastly changed new world following a nuclear holocaust. I was keen to run it and bring my group of friends into an alternate dimension of mutants and radioactive threats the likes of which they'd never seen before.

So, one afternoon we sat down and rolled up characters. Someone had scored a secondary source of new abilities from a different publisher. I don't recall where it came from, but the players were eager to fuse those additional interesting quirks into their characters, and I was all for it. Getting everything squared away during character creation took well over an hour, maybe two.

But finally, it was time to play! I had a short location ready for the player characters (PCs) to explore: a gargantuan land ark constructed generations earlier, partly buried, filled with moldering super-science remnants and horrible monsters. And in the very first compartment the PCs opened, they encountered gamma moths.

According to my recollection, gamma moths were radioactive. The monster entry asked that I roll on a radiation reaction chart to see what weird thing would happen to the PCs. I rolled, and in my shock at the result, I blurted it out loud before I could think twice about the repercussions: "You're all dead!"

Which I knew, even as I said it, was a terrible, no-good way for the game to go. Chalk it up to a learning experience we all benefited from. Sometimes, you gotta let the dice *inform* your decisions as the game master (GM), not dictate them. I mean, sure, a total party kill might eventually be in the cards; I've got a reputation to consider. But not during the first encounter.

Learn from my mistake. When you take your game someplace strange, like a perilous new world of the Material Plane or some other place in the multiverse, pay attention to what the monsters encountered there—and let's face it, there will be monsters—can actually do if they're new to you.

Guess what? *Planar Bestiary* is a trove of monsters gathered from across the planes of existence. All of them have an odd quirk, an unexpected backstory related to crossplanar travel or a dimensional anomaly, or possibly a deadly ability designed to test foes to the limit and beyond. New fiends and celestials, weird aberrations and monstrosities, and strange new humanoids (including some that hail from worlds of high technology) can be found within these pages.

However, here's my solemn promise to you: breathe easy—no gamma moths wait in ambush here.



*BRall*

## CREATURES A TO Z

## ABOLISHER OF SORROW

2 (6)

This songbird's feathers seem more vibrant, more colorful, and more luxurious than those of other avian creatures of similar size and disposition. Their beak is crimson, and their eyes sparkle like stars.

Blown off course by especially violent planar maelstroms in the Feywild, mated abolisher pairs can end up in other dimensions, especially on worlds of the Material Plane. Other times, travelers moving through a Feywild crossing encounter a lone abolisher and, finding them beautiful, capture them and take them as a prize or a pet. Later, they may forget where they got the creature and simply release them someplace new.



*Lone abolishers are dangerous enough to those who don't understand their power. A flock of abolishers can wipe away someone's entire mind.*

*Stealing an abolisher's egg from the nest is rumored to strike the thief down immediately with a curse of senility.*

**GM intrusion:** *A collector of rare avian creatures (level 4), wearing headgear that protects them from sound, arrives suddenly, intent on defending the abolisher under assault.*

**Motive:** Sing away memories

**Environment:** The Feywild, forested areas, or aviaries, sometimes alone or in mated pairs, or in flocks of up to eight

**Health:** 9

**Damage Inflicted:** 2 points

**Armor:** 3 against sound-based attacks

**Movement:** Immediate; short when flying

**Modifications:** Speed defense as level 4 due to tiny size; stealth and deception tasks as level 5; memory-stealing song as level 5

**Combat:** An abolisher bites with their beak, but their primary weapon is song. The abolisher's alluring melodies feel like a mental balm.

When the abolisher sings, one creature within short range failing an Intellect defense task takes 2 points of Intellect damage (ignores Armor) and stands entranced. For the target to realize their memories are under assault and do anything other than continue to listen to the beautiful song requires that they also succeed on a level 5 Intellect defense task. Nearby creatures that are not the target hear only delightful songbird music. An ally who realizes what's happening can use their action to shake the target out of their listening trance. A creature who understands the threat is immune to the abolisher's song (and takes no Intellect damage from it).

Creatures who are native to the Feywild or who have fey ancestry are immune to this attack.

**Interaction:** Abolishers of sorrow are not predatory like wolves, but once they sense unprotected memories, they continue to sing until none are left if not prevented.

**Use:** The PCs find a home echoing with sweet song and two corpses, dead of mysterious causes. PCs may later learn that despite the dangers of listening to abolishers overlong, some people use them to lessen the sting of loss from a loved one's death or other tragedy. The grieving allow their painful memories to be washed away by this bird's captivating tune. However, if the process isn't monitored by a third party, those seeking relief from their sadness eventually lose too many memories to recall even their own name.

**Loot:** The nest of a mated pair of abolishers eventually contains two or three perfect eggs with shells of iridescent, jewel-like crystal, as beautiful to gaze upon as an abolisher's song is to hear, each having the value of an expensive item (about 100 gold coins).

## ACCUMULATOR

4 (12)

Often, accumulators are drawn first to those wearing lots of metal.

**GM intrusion:** As part of their lightning claw attack, the accumulator completes an electrical circuit with their target, who takes an additional 4 points of damage and must succeed on a Might defense task or be stunned for one minute; the target can attempt a new Might defense task each round to end the stun.

**GM intrusion:** In response to an attack, the accumulator splits into two adjacent copies of itself, each with identical health. The attacking creature chooses which accumulator is their target, but the attack that round is hindered.

Born of the Elemental Chaos and the Plane of Air, accumulators are elementals of almost pure electrical energy.

A standing bolt of twisting lightning with a vague semblance of a humanoid form, an accumulator stalks from point to point like individual lightning strikes advancing across the ground.

Lightning given substance and mind, accumulators seek to grow their electrical charge greater and greater, then in a blast of energy, they branch into two individuals, each charged with the same power and purpose of the original.

Though most form naturally in the Elemental Chaos, some accumulators are generated in the laboratories of wizards and others who run experiments past the edge of common sense, attempting to coax energy out of wires, glass, and rude materials. If something can conduct a spark, perhaps it can store the energy of a lightning storm if treated just right. Or if things go wrong, forge a joyfully destructive new accumulator.

**Motive:** Hungers for energy

**Environment:** Anywhere with strong connections to electricity or the Plane of Air

**Health:** 12

**Damage Inflicted:** 4 points

**Armor:** 1

**Movement:** Short

**Modifications:** Perception as level 5; perceives invisible living creatures as level 7

**Combat:** Accumulators attack with claws of pure lightning, inflicting damage and stunning their targets for one round on a failed Might defense task.

Every few rounds, accumulators release a lightning burst in an immediate area, inflicting 4 points of damage to every creature they strike.

Accumulators don't have much of a solid physical form. This allows them to pass around or through other creatures, or even through spaces only a few inches wide. As their action, accumulators can transport themselves to any spot within a very long distance, so long as they can see the area and electricity could travel that path.

An accumulator is immune to electricity and poison damage.

**Interaction:** Accumulators are intelligent but focused entirely on survival and reproduction. They understand the language of air elementals (Auran). They can be bribed with items that create or store electricity, but their inability to speak makes communication difficult and limited to performing simple requests, such as "leave this place" or "let us pass."

**Use:** A creature of elemental lightning breaks free of a wizard's laboratory. An electrical storm releases a group of accumulators into the area.

**Loot:** Accumulators have no need for material goods, but anything they've killed in the area might have something interesting.





## AGONIZER

4 (12)

An agonizer is a floating, nearly spherical eyeball about 3 feet in diameter, with one large iris and several smaller ones scattered over their surface. A three-fingered claw dangles from their underside. They are a fiend created to spy on, watch over, or torture other creatures.

No one knows if agonizers were bred independently by demons, devils, yugoloths, and other fiends, or if one kind of fiend spawned them and the others copied the original. Regardless, they can be found on all the Lower Planes, in service to various evil masters.

An agonizer memorizes everything they see, allowing them to perfectly recall a confession under torture and any conversation they witness. Their master can order them to erase some or all their memory at any time, which prevents what they know from falling into the wrong hands.

*An agonizer works alone, with others of their kind, or in subservience to some other creature, as their master desires.*

**Motive:** Serve other fiends, record confessions

**Environment:** The Lower Planes, anywhere fiends operate

**Health:** 12

**Damage Inflicted:** 4 points

**Armor:** 1

**Movement:** Short when flying

**Modifications:** Resists magical mental influence as level 10; resists mundane trickery as level 2

**Combat:** An agonizer targets a creature within immediate range with a mental assault, inflicting Intellect damage (ignores Armor) on a failed Intellect defense task. A victim that takes damage must succeed on a second Intellect defense task, or lose their ability to act for one minute or until they succeed on an Intellect defense task on a subsequent round to end the effect early.

The agonizer can reduce themselves to the size of a regular human eyeball as their action. While so tiny, they attempt stealth tasks as level 6, but their attacks, including the one indicated hereafter, inflict only 1 point of Intellect damage (ignores Armor). They can return to their normal size as part of another action.

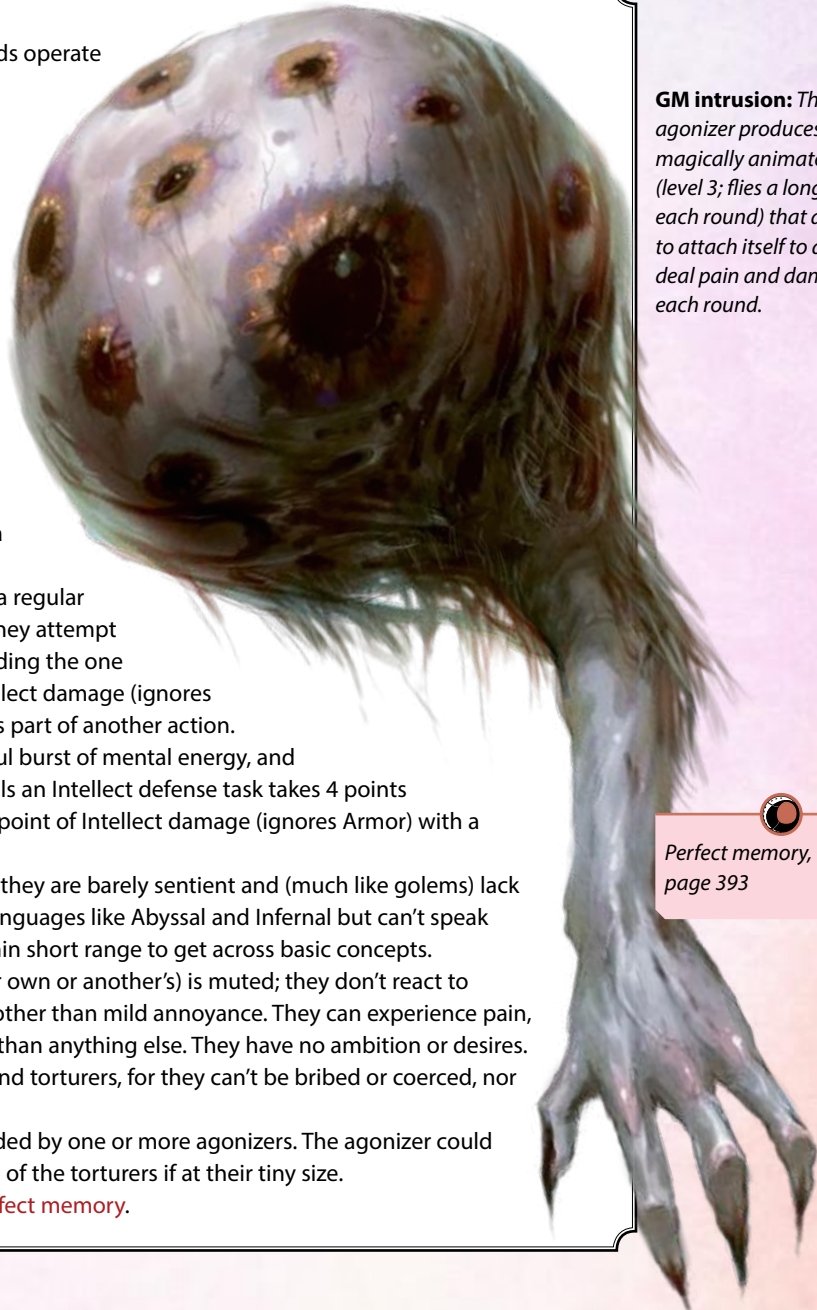
When the agonizer dies, they explode in a painful burst of mental energy, and each creature within immediate range that fails an Intellect defense task takes 4 points of Intellect damage (ignores Armor), or just 1 point of Intellect damage (ignores Armor) with a successful defense task.

**Interaction:** Although agonizers are intelligent, they are barely sentient and (much like golems) lack emotional depth. They understand fiendish languages like Abyssal and Infernal but can't speak audibly. However, they can use telepathy within short range to get across basic concepts.


An agonizer's response to pain or pleasure (their own or another's) is muted; they don't react to torture or even mortal threats with anything other than mild annoyance. They can experience pain, but the sensation is more akin to a slight itch than anything else. They have no ambition or desires. These qualities make them excellent guards and torturers, for they can't be bribed or coerced, nor do they understand mercy.

**Use:** The PCs find a victim being tortured, attended by one or more agonizers. The agonizer could be hidden in the empty eye-socket of the one of the torturers if at their tiny size.

**Loot:** Some agonizers carry a single bead of **perfect memory**.



**GM intrusion:** *The agonizer produces a magically animate torturer (level 3; flies a long distance each round) that attempts to attach itself to a foe to deal pain and damage each round.*

 Perfect memory, page 393

## ALTERWRATH

5 (15)

As an undead being, an alterwrath doesn't require air, food, drink, or sleep.

Alterwrath are sometimes associated with the Tomb of Winter (page 135).

Necrotic damage is damage that accelerates rot and decay, withers living flesh, and is sometimes associated with the energy that animates undead beings.

**GM intrusion:** One of the fused parts of the alterwrath begs a foe for mercy, even as the combined being continues to attack.

Alterwrath are undead spirits that exist in perpetual misery, joined together and forced to cooperate to achieve their ends despite an undying hatred for each other. But doing anything else would soon lead to the extinction of both. They are now a single entity comprised of two painfully fused, mismatched animate humanoid corpses. Reanimated in a Lower Plane, the creature "wears" a hovering crown of shadow, the negative light of a solar corona. Able to bend and jerk their body without the need to worry about living joints or the weakness of flesh, what would be clumsy and downright impossible for another creature is a nightmarishly agile and quick movement for the alterwrath.

A region of Hades called Pluton trapped the souls of an unending stream of creatures from Material Plane worlds, imprisoning them in lightless vaults where their desperation and fear grew without surcease, forever. Most of these vaults still lie undiscovered, buried on a plane that most gods and monsters alike prefer to forget. But alterwrath are two souls that, working together, forged an unbreakable alliance until the bitter end.

**Motive:** Hungers for flesh  
**Environment:** Hades, anywhere else in the multiverse undead are found  
**Health:** 20  
**Damage Inflicted:** 5 points  
**Armor:** 1  
**Movement:** Short  
**Modifications:** Deceives, perceives, and resists effects that influence or control undead as level 7  
**Combat:** An alterwrath attacks twice each round with their fists.

Once every few rounds, an alterwrath targets a creature within short range with a life-draining necrotic ray, dealing 5 points of Speed damage (ignores Armor) on a failed Might defense task. In addition, the target is sickened until the end of their next turn, hindering all tasks. On a successful defense task, the target still takes 2 points of Speed damage, but isn't sickened.

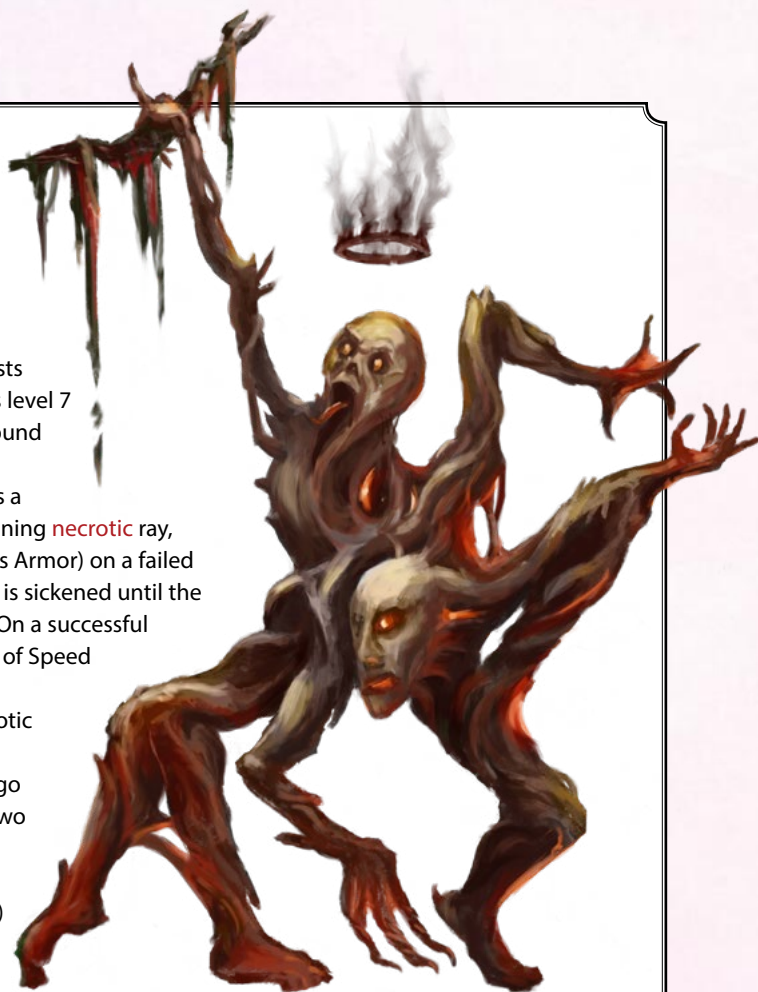
An alterwrath is immune to poison and necrotic attacks.

If an alterwrath is in mortal peril, they undergo "plutonic estrangement," separating into two beings standing next to each other. The resultant burst of necrotic energy inflicts 5 points of Speed damage (ignores Armor) on all creatures within short range that fail a Might defense task, or 2 points even with a successful task. The resulting two singles have the same stats as the fused version, except each has 10 points of health. If they survive the conflict, they still perish because they turn on each other once other enemies are eliminated, or after one day.

**Interaction:** An alterwrath is driven by a hunger to feed on the living like many undead; however, they might be willing to briefly negotiate with those who offer a way to separate without leading to both singles' deaths.

**Use:** An alterwrath serves as the door ward to a necromancer's tomb.

**Loot:** A defeated alterwrath's hovering crown of shadow solidifies into a coal-colored cirlet that can be used as a **dark sight** cypher.



Darksight, page 386

## ANGELS

Envoys, messengers, and warriors of the Upper Planes, angels are varied in outlook and role. They include both those raised up and chosen to fill out battle hosts, and those who've become debased and fallen.

## DISSOLUTE ANGEL

7 (21)

Once, dissolute angels worked to enforce the plans and commandments of good-aligned gods, sometimes providing aid, other times acting as a god's strong hand. But that was before. A long road of bad choices and questionable bargains can lead an angel to lose their status and their wings. Most dissolute angels proudly display the bloodied stumps, even piercing them with cruel iron hooks and jewelry depicting skulls and small blades. When roused to fury, their eyes take on a reddish gleam that some could mistake for hellfire. Instead of maces, they wield greatswords wreathed in death and ash.

Some angels "fall" when their pride leads them to judge a situation prematurely, such that the angel, believing they're doing right, actually does the opposite. Dissolute angels, however, know exactly where and when they crossed the line. They feel a vindication that it was their choice, not something imposed upon them by others.

**Motive:** Selfish goals of power and unfettered gratification, freedom at any cost

**Environment:** Anywhere in the multiverse, usually leading a cult and in the company of brainwashed followers, one or two **occultists**, and many **zombies**

**Health:** 33

**Damage Inflicted:** 7 points

**Armor:** 2

**Movement:** Short

**Modifications:** Resists magical mental influence and fear effects as level 10

**Combat:** The dissolute angel attacks twice each round with their magical greatsword that can reach targets within short range (see Loot).

The angel can utter a "word of death" three times each day, targeting a creature in short range with necrotic energy. On a failed Might defense task the target takes 10 points of Speed damage (ignores Armor), or 2 points of Speed damage (ignores Armor) with a successful defense task. A humanoid killed by the damage rises as a zombie under the angel's command on the angel's next turn.

The angel can use their action to take some other humanoid or beast shape. The new form has the same stats as the dissolute angel, but all attempts to magically find them are hindered by four steps. No matter what form they take, the angel can't form wings or gain the ability to fly under their own power.

**Interaction:** Instead of becoming outcasts or seeking to get as far away from the Upper Planes as possible by looking to rule below, dissolute angels often set themselves against the interests of the gods they once served, working from the shadows in a Material Plane world. They form cults that draw in vulnerable adherents, slowly leading these hopeful joiners through an accumulation of small lies and group acts to become foot soldiers in a war against some good-aligned deity's most dearly held beliefs and/or believers.

They can speak all languages, and when they wish, speak telepathically within long range.

**Use:** An exclusive new "club" is the talk of the town. Later (maybe after they've gone a few times themselves), the PCs hear rumors of "unholy" parties below the club making city officials nervous.

**Loot:** The greatsword (heavy weapon) wielded by many dissolute angels is an artifact (level 7; depletion: —) that can extend its length for a brief instant, with no penalty to the wielder, allowing the wielder to make melee attacks within short range.



*As an immortal being, an angel—even a dissolute one—doesn't require food, drink, or sleep.*

*For a dissolute angel, the ideal of "freedom at any cost" often masks their own inability to feel empathy for anyone but themselves.*

*A handful of dissolute angels seek redemption, if they could only find the way.*



Occultist, page 375

Zombie, page 371

**GM intrusion:** *One of the dissolute angel's followers ruins a character's otherwise successful attack on the angel.*

WAR ANGEL

3 (9)

When divine hosts assemble, frontline warriors are called to form fire teams, troops, and companies. War angels—celestials who have trained to work together to combat evil at the behest of a greater angel, avatar, or god—often make up a portion of these armies. Charged with a shard of divinity themselves, war angels fight with the vigor of true believers, though most are benevolent and give quarter if an enemy is routed or surrenders.

It is commonly held that greater angels take shape in the divine afterimage of gods. Thus, it is believed, these beings possess a hint of the individual gods that shaped them. War angels, however, are usually chosen to be trained and raised up as a reward, blessing, or requirement of penitence to wash away some past indiscretion. Their former lives are not forgotten entirely, but recalled only as a dream. For a war angel, training and battle are the most important things.

**GM intrusion:** *The war angel tells a character they've been "marked for divine retribution." Is it true, or just a ruse? Either way, the character is hindered on their next turn as they absorb the information.*



**Motive:** Good works, fight for divine good

**Environment:** Anywhere in the multiverse, scouting alone, in a squad of two to four, or in a host of hundreds led by greater angels

**Health:** 9

**Damage Inflicted:** 6 points

**Armor:** 2

**Movement:** Short; short when flying

**Modifications:** Perception and detecting deceit as level 5

**Combat:** A war angel attacks with their longsword, inflicting 3 points of damage plus 3 points of damage from pure divine energy.

When at least two war angels focus their actions on a single target, they can attack once as a level 5 creature, inflicting 5 points of damage plus 5 points of damage from pure divine energy.

Whether in combat or not, once per day a war angel's touch can restore 10 Pool points to a creature. The recipient is also freed from any curse, disease, poison, blindness, or deafness up to the angel's level.

A war angel can sense the presence of an aberration, celestial, elemental, fey, fiend, or undead within short range. Similarly, the war angel knows if there is a place or object within short range that has been magically consecrated or desecrated, unless blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**Interaction:** Sometimes a war angel is sent to aid mortals, though unlike the greater angels, the war angel arrives as an ally, not a commander. While some mortals might prefer an ally who takes charge, others appreciate a war angel's willingness to work alongside them. War angels prefer to speak Celestial when interacting with allies but can understand other languages.

**Use:** A squad of four war angels is protecting a "known" malefactor in the bad part of town. Why?

**Loot:** A defeated war angel wears fine chainmail (medium armor) and wields a longsword (medium weapon).

## ANOKAPSIK

8 (24)

An anokapsik is an enormous fiendish predator of the Abyss that terrorizes all creatures in their territory. They're similar in shape to a Material Plane Tyrannosaurus rex, but with armored plates, spiked joints, extra eyes on their body, and erratic tufts of hair, feathers, or fingerlike tendrils.

An anokapsik hunts by chasing down any live prey that is smaller than itself (whether beast, demon, or other strange creature of the Abyss) but is just as willing to devour carrion, gigantic bones, or anything vaguely digestible (including fleshy animate portions of their plane).

The ferocity and strength of anokapsiks make them appealing as pets for demon lords, fiendish generals, and other powerful entities of the Abyss. These semi-tamed creatures are often modified so their attacks inflict additional acid or poison damage, but sometimes their master imbues them with an unusual ability such as flight, a breath weapon, or teleportation.

**Motive:** Hungers for flesh

**Environment:** The Lower Planes, usually solitary or in small groups serving as demonic cavalry

**Health:** 53

**Damage Inflicted:** 11 points

**Armor:** 1

**Movement:** Short

**Modifications:** Speed defense as level 5 due to size; resists fear as level 10

**Combat:** An anokapsik attacks twice each round, once with their bite and once with their tail. The tail attack inflicts 6 points of damage plus 3 points of damage from acid, lightning, or other exotic energy.

A bite victim takes damage and—if human-sized or smaller—must succeed on a Might defense task or be held unable to move in the anokapsik's mouth until the victim can escape or is swallowed. The held target's Speed defense tasks are hindered.

If the anokapsik begins their turn holding a victim in their mouth, the demon probably swallows the target. A swallowed target takes 10 points of damage each round from the digestion process. The swallowed creature is blinded and hindered but can attack from within if wielding a weapon. If the anokapsik takes 8 points of damage or more on a single turn from the swallowed creature, they regurgitate the victim, which falls prone in front of the demon. If the anokapsik dies, a swallowed creature can also wiggle free.

The Anokapsik is immune to damage from poison.

**Interaction:** Anokapsiks are savage, ferocious demons, always hungry and, except for those that are tamed by other demons, seize any opportunity to eat.

**Use:** Foes the PCs hope to overcome have made a deal with demons of the Abyss, gaining a small force of anokapsik cavalry for their trouble.

**Loot:** Anokapsiks swallow victims whole, equipment and all. Sometimes valuables can still be found after the digestion process is complete.

*Anokapsiks have been known to cannibalize their own mates and young when food is scarce.*

**GM intrusion:** *The anokapsik swallows a target they hold in their mouth, or tosses the victim off a cliff, through a portal, into lava, and so on.*





Fire elemental, page 326  
 Instant servant, page 391  
 Lightning wall, page 391

## AVESSOR

6 (18)

An avessor is the union of two powerful elemental spirits of air and fire, resembling a burly humanoid shape made of smoke and topped with an elaborate gem-studded helmet. Filled with volatile thoughts and emotions, they feel out of place in most environments, and wander the elemental planes in search of meaning, solitude, or company, as their mood takes them.

Typically, an avessor is the result of an accidental conception between a noble djinni and a noble efreeti (a rare and scandalous affair between two rival genie factions) or between a noble of one kind and a common genie of the other.

Avessors quickly mature to their full power within minutes of their birth, but they still have the emotional and intellectual development of young children. As such, either they are cast out by their ashamed parents, or they storm off after having a destructive tantrum.

**GM intrusion:** A character choking because of the avessor's smokey form begins to suffocate, descending one step on the damage track each round they fail a Might defense task or until they receive respite in the form of magic or a successful healing task.

**Air elemental:** level 4, stealth as level 6; health 24; short-range wind blade inflicts 4 points of damage; tornado attack inflicts 4 points of damage to all creatures in immediate range; flies a long distance each round



**Motive:** Hungers for power and control

**Environment:** The Inner Planes, or anywhere power can be found, alone or with an entourage of fire elementals and imprisoned mortal servants

**Health:** 25

**Damage Inflicted:** 8 points

**Armor:** 2

**Movement:** Short; short when flying (as smoke)

**Modifications:** Speed defense as level 5 due to size; magical and planar lore as level 7

**Combat:** Avessors prefer to use magic in combat against targets within long range, flinging magical bolts—twice each round—of fire, lightning, or thunder (or a mixture of all three); summoning defensive walls of wind; or creating limited illusions in the mind of one target.

Once each day an avessor can summon a fire or air elemental, become invisible until they attack another creature, and transfer to another plane of existence (bringing up to six willing allies with them).

If need be, an avessor can attack a foe twice each round with their fists.

When they desire, the avessor's physical form transforms to magical smoke, allowing the creature to fly and move through tiny gaps without pause; however, they can't use magic or take physical actions as smoke. Foes that begin their turn next to the smoke-form avessor take 1 point of damage from fire and on a failed Might defense task begin to choke, hindering them by two steps until they spend a round beyond the avessor's smokey influence.

An avessor is immune to poison damage.

**Interaction:** Avessors usually communicate in the languages of Air or Fire (Auran and Ignan). They can be pleasant when flattered or bribed, but quickly become angry or frustrated when they don't get their way.

**Use:** A ruined tower has recently gained a new occupant: an avessor and their entourage, looking to control nearby territory.

**Loot:** Avessors often carry treasure in chests (or relegate carrying it to someone in their entourage) containing valuable coins, gems, and possibly even a few magical items, such as a ring of instant servant and a figurine of lightning wall.

## BLISTER RAT

3 (9)

A blister rat is a source of virulent disease. A newly established nest near a populated area is certain to cause an outbreak unless their presence is first noticed as a silhouette running up a shadow-strewn urban alley, as a rustling in the trees, or as a heavy thump and rattle across rooftops.

Those who have seen this chalk-white creature describe them as a hairless rat the size of a dog with outsize claws, dead eyes, and a breath of such pestilence that being too close makes one gag.

Blister rats were conceived in a distant world of the Material Plane where wars fought with magical famine and disease killed off higher life, leaving blister rats to inherit what was left. Able to slip between the folds of reality when their numbers grow too large, colonies of these disease-spreading vermin have popped up across the multiverse.

Blister rats are not picky, eating a diet of garbage, rotted flesh, or live prey as they can get it. However, they prefer to eat creatures infected with disease of nearly any kind, mundane or magical, which—instead of infecting the blister rats—makes them stronger.

**Motive:** Hungers for diseased flesh

**Environment:** Almost anywhere, alone or in a nest of four to ten

**Health:** 9

**Damage Inflicted:** 4 points

**Armor:** 1

**Movement:** Short; short when climbing

**Modifications:** Perception and stealth as level 5; Speed defense as level 2 due to large size

**Combat:** Creatures within immediate range of a blister rat are poisoned by the rat's stench on a failed Might defense task, hindering the victim's **tasks** on their next turn.

The blister rat attacks twice each round with their claws, or bites once. If the blister rat's bite attack succeeds, the rat regains 2 points of health, or 5 points of health if the target is suffering from a disease. A bite also confers a disease called Blisters (see box) on a failed Might defense task.

The blister rat can release a pestilent breath once every few rounds (and again if the rat is killed), targeting up to three creatures within immediate range. Targets that fail a Might defense task take damage from the flesh-decaying influence and become infected with a disease called Blisters.

A blister rat is immune to poison damage and disease.

**Interaction:** Blister rats are clever predators but flee if outmatched.

**Use:** A group of strangers met on the road all bear unsightly blisters, obviously some form of disease. They're looking for a cure before they succumb.

**GM intrusion:** A character affected by the rat's stench is also blinded for about a minute by watering eyes.

*Unless indicated otherwise, anytime a creature's tasks are hindered, that includes attack and defense tasks as well.*

## BLISTERS DISEASE

The blister rat confers a disease called Blisters. Until the disease is cured, painful blisters appear on the target and grow to cover them. The target can't recover Pool points except by magical means (recovery actions don't help). Each day, the target can attempt to overcome the disease with a Might defense task. Failure indicates the targets takes 3 points of Speed damage (ignores Armor).



## BREATH THIEF

4 (12)

*Thanks to their elemental nature, a breath thief doesn't require air, food, drink, or sleep.*

*Other names for breath thieves include "lurking screams" and "avenging scuds."*

**GM intrusion:** *The breath thief intensifies their choking attack by entering a character's lungs, rendering the elemental invulnerable to mundane attacks, and hindering the victim's ability to escape the choking grasp by two steps.*

The Plane of Air's idyllic expanses are vast and empty, extending forever. Unlucky Material Plane explorers can meet their end here by various means, including by falling until their food and water give out. These victims' deaths become the spark of a malicious air elemental.

Though breath thieves are elementals, the traumatic, screaming deaths of mortal beings in the Plane of Air sparked their creation. That spirit infused each breath thief with hatred for those that still breathe. Breath thieves seek every opportunity to blow through portals leading to other worlds and out onto interdimensional paths, looking for victims.

Often apparent only as a light breeze, breath thieves can be indirectly observed by the leaves and litter they pick up and swirl around. Where possible, breath thieves prefer to move with other, natural winds, at least until they locate a new target. Which is why breath thieves are so hard to notice until it's too late.

**Motive:** Hungers to steal the breath of the living

**Environment:** The Plane of Air, worlds of the Material Plane, alone or in pairs

**Health:** 18

**Damage Inflicted:** 4 points

**Movement:** Long when flying

**Modifications:** Defends against nonmagical attacks as level 5

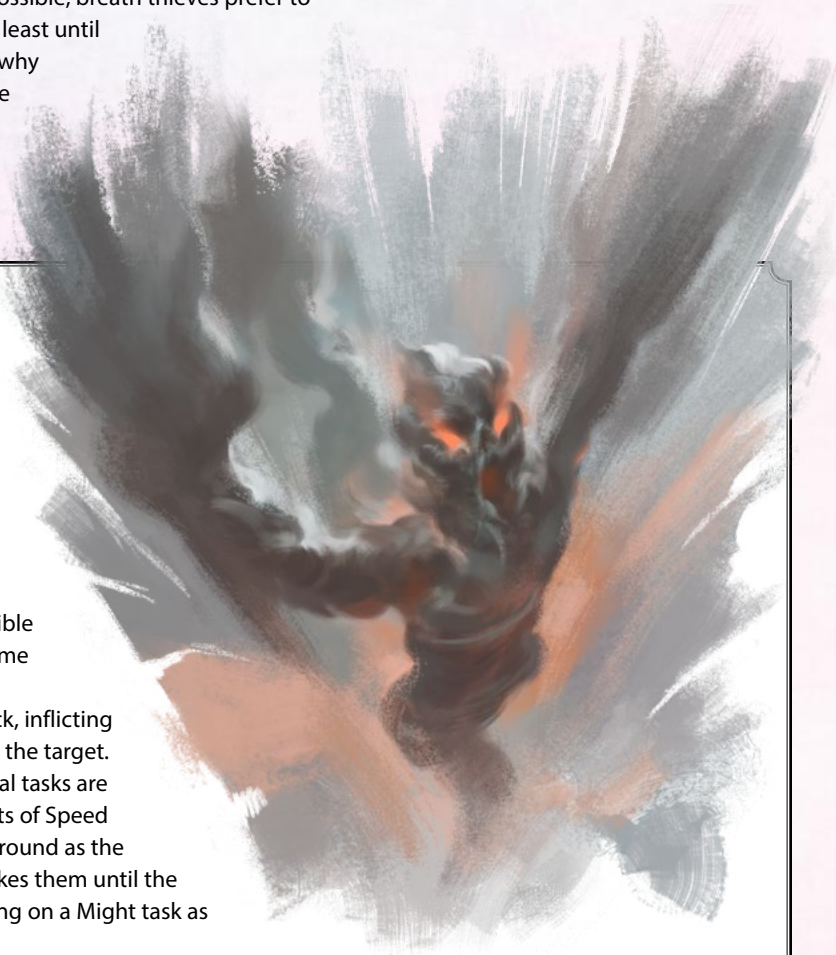
**Combat:** Breath thieves are invisible until they attack and can become invisible again as their action.

A breath thief makes a slam attack, inflicting damage on a hit and grabbing the target. All the grabbed victim's physical tasks are hindered and they take 4 points of Speed damage (ignores Armor) each round as the breath thief automatically chokes them until the victim can escape by succeeding on a Might task as their action.

Alternatively, the breath thief can release a magical scream reminiscent of the one that birthed them once every handful of rounds. Creatures within immediate range that fail a Might defense task take 4 points of damage from the cutting blast of air, are pushed out of immediate range, and fall prone. Creatures farther away but within short range that fail an Intellect defense task are frightened and must use their actions to move away from the breath thief for one minute, or until they succeed on an Intellect defense task on their turn to end the effect early. A creature that succeeds on their Intellect defense task against the breath thief's fear is immune to it for 24 hours.

**Interaction:** Breath thieves are vicious, elemental predators with little to no fear of death.

**Use:** An unforeseen side effect of a teleportation or planar travel spell calls one or two breath thieves into the area.





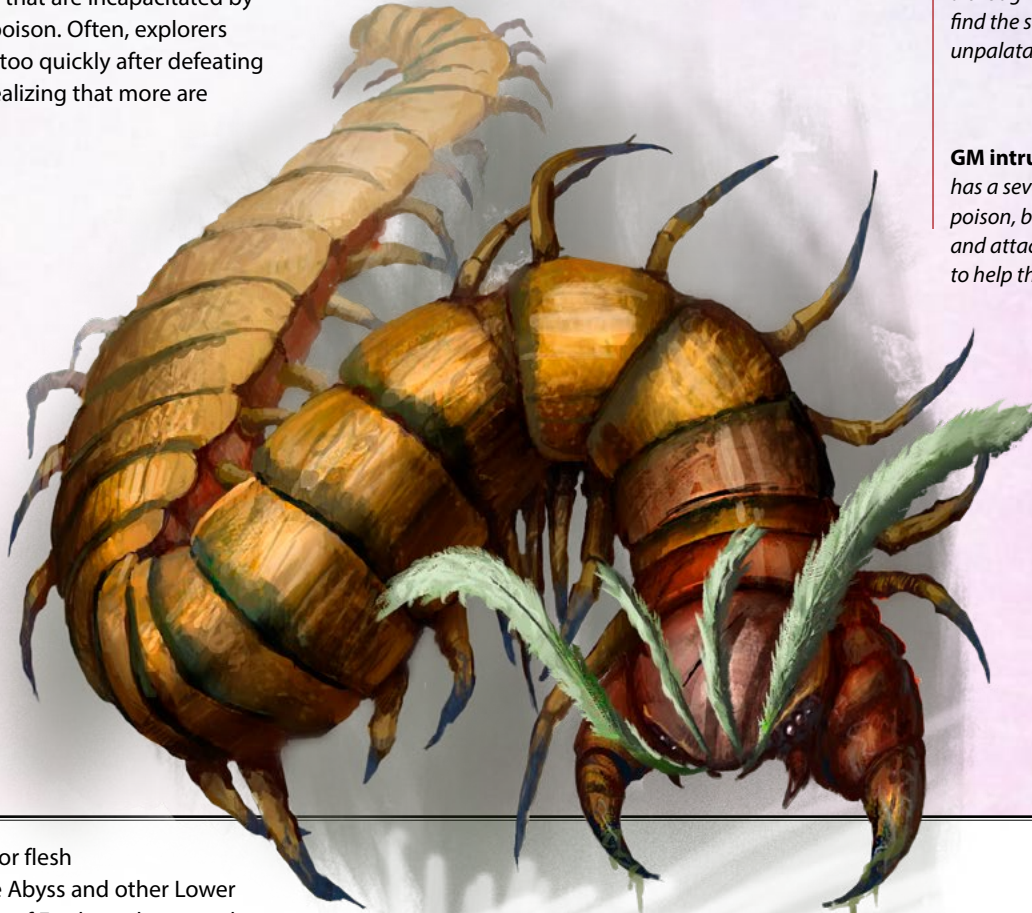
## BURREULK

S (15)

These horrid things are much like ogre-sized grey millipedes with oversized mandibles and four feathery antennae on their heads. Surprisingly agile, they can make tight turns or bend over backward to retreat down a tunnel or attack something approaching from their rear.

Burrulks have a knack for sensing and digging through the thin places between dimensions. The ravenous things have few natural predators and can easily wreak havoc on unfamiliar ecosystems.

Multiple burrulks—perhaps hatched from the same batch of eggs—commonly hunt the same area, although they don't seem to communicate or coordinate their attacks. When one finds prey, others in the area quickly converge on their location, preferring to attack creatures that are incapacitated by the first burrulk's poison. Often, explorers celebrate and rest too quickly after defeating one burrulk, not realizing that more are about to arrive.



*Despite their ability to burrow between planes, some wonder if some fool deliberately spread burrulks between dimensions.*

*Some enjoy the intoxicating effect of a burrulk's poison, although most creatures find the stuff nasty and unpalatable.*

**GM intrusion:** *A character has a severe reaction to the poison, becoming confused, and attacks anyone trying to help them.*

**Motive:** Hungers for flesh

**Environment:** The Abyss and other Lower Planes, the Plane of Earth, underground areas on other planes, in groups of two to five

**Health:** 15

**Damage Inflicted:** 4 points

**Armor:** 3

**Movement:** Short; short when climbing, immediate when burrowing

**Modifications:** Perception as level 7; attacks and Speed defense as level 3 due to large size

**Combat:** A burrulk attacks twice each round with their bite.

When they bite (or when they're threatened), the burrulk releases a dusting of brain-affecting poison from their antennae as part of the same action. Creatures in immediate range that fail a Might defense task can't take actions or move for about a minute. Victims are freed from the poison's effect early if they are damaged or someone else uses an action to shake the victim from their stupor. A creature that succeeds on the defense task is immune to the poison's effect for about a day.

A burrulk is immune to damage from acid and poison.

**Interaction:** Burrulks are little more than hungry predators.

**Use:** A planar merchant keeps live burrulks that they move between dimensions to sell freshly concentrated hypnotic burrulk poison. Sometimes, one or two get loose.

## CARCERIAN RANGER

6 (18)

*Carcerian rangers have been known to stow away or buy passage on an astral ship heading to where their prey is hiding.*

When the impossible happens and a prisoner of Carceri absconds from the prison plane (from which, supposedly, no one can escape), Carcerian rangers sense the lapse. Eventually, one comes looking for the fugitive, no matter where across all the planes of existence they have fled.

Carcerian ranger horns are useful for more than skewering foes. The great horns are sensitive to the desperate energy that fugitives imprint on the Psychosphere (a rarely encountered layer of the Astral Plane). However they manage it, once a ranger touches something the escapee owned or even just handled, it's only a matter of time before the ranger finds and subdues the target, clapping them in manacles and bodily dragging them back to their prison.



**GM intrusion:** *The ranger uses an item producing a portal. The portal leads to another plane of existence, potentially Carceri, but also possibly a waypoint dimension from which many other planes can be reached.*

**Motive:** Hunt down bounties

**Environment:** Anywhere in the multiverse, tracking an escapee from Carceri or some other prison

**Health:** 25

**Damage Inflicted:** 6 points

**Armor:** 3

**Movement:** Short; short when flying

**Modifications:** Deception, tracking, and perception tasks as level 9

**Combat:** A Carcerian ranger attacks twice each round with their horns. If they hit when attacking with surprise, the attack deals an additional 6 points of damage.

About once every minute, a Carcerian ranger can release a storm of psychic energy. All creatures within short range that fail an Intellect defense task take 6 points of Intellect damage (ignores Armor) and are stunned for one minute, unable to take actions on their turn. Even on a successful defense task, targets still take 1 point of Intellect damage (ignores Armor) but are not stunned. A stunned creature can repeat their defense task each turn, ending the effect early if successful.

**Interaction:** If one is the target of a Carcerian ranger, there's no negotiation to be had. Others, however, may find the ranger to be either a short-term ally or foe, depending on whether they also want the ranger's target dealt with, or protected. Rangers can speak many common languages, the language of demons (Abyssal), and telepathically within long range.

**Use:** Carcerian rangers are open to being bounty hunters for anyone or any reason—as long as the prey can be delivered dead or alive—and accept fees in coin or in souls from those who summon them and engage their fugitive-tracking services.

**Loot:** Ranger horns not only give the rangers their edge in pursuing prey but also resonate with psychic energy. Those with psionic powers and others with expertise in the mental arts can crush these horns and use them as components for creating psionic meditations and objects of power. Doing so marks that psion to any other Carcerian ranger that crosses their path as a fugitive that needs to be transferred to Carceri, bounty or not.

## CARCINISATING VILOMAH

5 (15)

A carcinisating vilomah resembles a monstrous withered crone that has partially transformed into a shelled animal. Portions of her body have hard growths like a crab, her hands are enlarged into grasping crab claws, and her eyes might extend out of their sockets on segmented eyestalks. Her flesh might be muted colors to help blend in with the walls of her lair, or it can be bright red, green, or violet if she is angry and aggressive.

A vilomah was originally a variety of fey being known as a “hag” who was unusually attached to one of her daughters, only to be devastated when that daughter died (regardless of how old she was or the manner of her death). The hag finds an isolated place where she can retreat into her grief, hardening herself against the world, mentally and physically, transforming into a vilomah and developing magic appropriate to her lair and emotions.

A carcinisating vilomah’s lair is filled with dozens of common crabs, which were once intruders or local animals but were transformed by her spells of shapechanging. She feeds and frets over these creatures like an elderly human who takes care of dozens of cats, but she is not averse to snacking on them when distracted or when food is scarce. Threatening or harming her pets is the quickest way to provoke her ire.

**Motive:** Grieving, transforming intruders

**Environment:** Anywhere near or beneath water, usually alone

**Health:** 20

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Short; short when swimming

**Modifications:** Deception, perception, magic lore, and stealth as level 7

**Combat:** The vilomah attacks twice per round with her claws. On a hit, the victim takes damage and is grabbed. A grabbed victim is held immobile and takes 2 points of damage each round from the crushing claw. The victim can escape with a successful Might task as their action. The vilomah can cast spells within short range that deal damage to a target by spraying poison or frost, that further protect her from damage, that disguise her true nature, that dispel other magic or that confer the ability to breathe water on herself and others. Three times per day, she can target a creature within short range with a transformation spell; on a failed Might defense task, the target’s physical tasks on their next turn are hindered. At the end of their next turn, if they fail another Might defense task they are transformed into a mundane crab, or regain normal movement on a success. Only magic able to reverse curses or more powerful magic can turn a shapechanged crab back to their original form.

**Interaction:** A vilomah is often encountered magically disguised as a mundane humanoid creature.

Negotiation with one is difficult, because the vilomah’s underlying grief demands that she create more crab “children” from other creatures she finds or captures.


**Use:** People in a nearby fishing village have lost three of their number out on the water in the last month. They fear a sea monster has moved to the bay.

**Loot:** The lair of a vilomah may contain a few magical charms and powers, including the following: a powder of **blinking**, a charm that will turn one shapechanged victim back into their true form, and a scroll that restores 6 points of health or Pool points to the reader.



*Grieving hags who retreat to underwater or coastal locations become carcinisating vilomahs and have water-themed abilities, but those who choose other environments develop similar abilities relating to those places and the local vermin. For example, a desert-dwelling vilomah might develop scorpion-themed abilities, a city-dwelling one might take on a cockroach aspect, one in a forest might become more like a spider, and so on.*

**GM intrusion:** *The claw grabbing a character detaches, creating a separate claw entity (level 2) under the vilomah’s control, still grabbing the character. The vilomah magically regenerates the lost arm after a few rounds.*

 *Blinking, page 385*

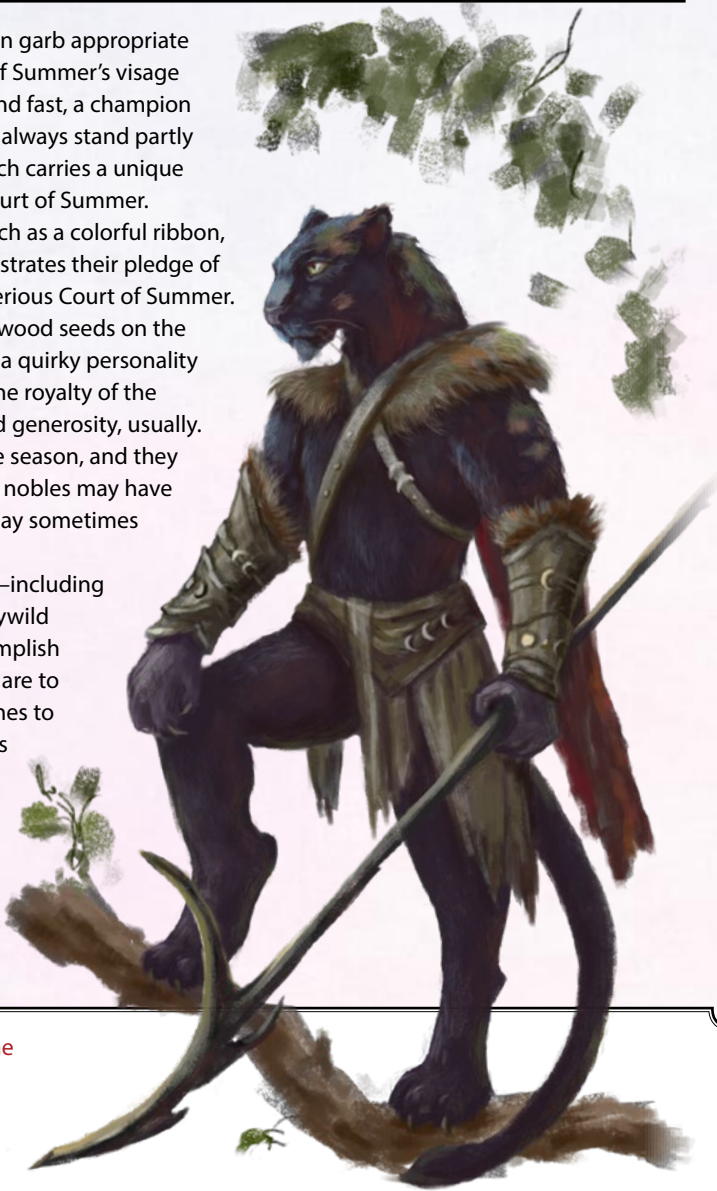
# CHAMPION OF SUMMER

4 (12)

Though humanoid in form and dressed in garb appropriate to a Feywild noble hunter, a champion of Summer's visage is that of a black-furred jaguar. Sinewy and fast, a champion of Summer is hard to focus on, as if they always stand partly veiled by canopies of Feywild forests. Each carries a unique favor given to them by a noble in the Court of Summer.

The champion of Summer's favor—such as a colorful ribbon, a gleaming charm, or a banner—demonstrates their pledge of service to a particular noble in the mysterious Court of Summer. Fey nobility are as numberless as cottonwood seeds on the June breeze. But they're all unique, with a quirky personality and a specific role to play in the court. The royalty of the Summer Court are beings of warmth and generosity, usually. But catch them during the change of the season, and they can as easily be deadly adversaries. Plus, nobles may have competing agendas. Thus, champions may sometimes work at cross purposes to each other.

The court sends pledged champions—including champions of Summer—out into the Feywild and across the wider multiverse to accomplish multifarious goals. Sometimes the goals are to protect those facing predation, other times to promote the growth of struggling forests or other biomes. Often, however, the goal is to collect a rare trophy (such as an exotic treasure or the head of an epic beast) for a given court member, as part of a hard-to-parse never-ending competition among court royalty.



**GM intrusion:** A character that tries and fails to hit the champion of Summer with a melee attack is banished as if the champion had successfully affected the character with their banishing attack.



*Noble of the Summer Court, page 348*

**Motive:** Undertaking a task or acquiring a trophy for a noble of the Court of Summer

**Environment:** The Feywild, or almost anywhere in the multiverse on a quest

**Health:** 18

**Damage Inflicted:** 5 points

**Armor:** 1

**Movement:** Short

**Modifications:** Speed defense as level 5 due to magical illusion distorting the champion's actual location; perception as level 7

**Combat:** A champion attacks twice each round with their spear or bite, or once with each.

The champion can magically banish a target once per day. A creature in immediate range that fails an Intellect defense task disappears, vanishing into the depths of what seems to be an endless forest somewhere deep in the Feywild. Every couple of rounds, a vanished target can attempt to escape by succeeding on an Intellect task hindered by two steps. Those that succeed reappear in the spot they left or the nearest unoccupied space.

**Interaction:** Shrewd and watchful, champions of Summer don't like to give away their thoughts, jump to conclusions, or otherwise reveal their preferences to strangers. They avoid giving in to anger in the face of insults, and instead look for an advantage they might use later in the pursuit of their larger goal. Most prefer to speak only the language of fey creatures (Sylvan), but they will speak other languages grudgingly.

**Use:** A champion tracks down a character, indicating that something valuable to that character has been demanded by a noble of the Court of Summer as a trophy, charging the champion to bring it back to the Feywild.

## COAL NIX

3 (9)

At about 3 feet tall, these coal-dark beings resemble spindly dwarves always surrounded by a cloud of swirling, choking coal dust. At need, they can briefly become a dangerous, spinning cloud of coal dust themselves. Clutching a war pick in one hand and laden with bags of coal, these bearded fey are brooding, perennial miners. They like to claim underground coal fields for themselves, and are jealous of others, wherever they might be, who try to claim coal for their own.

Coal nixies are of the Feywild, where coal beds are shot through with refulgent seams. They sometimes follow those seams to various worlds of the Material Plane, where other coal nixies have yet to make a claim. In such worlds, they spy on dwarves, orcs, and other creatures that mine underground, sometimes allying with them, but eventually betraying any trust they've built up.

*As fey spirits, coal nixies do not require air, food, drink, or sleep.*

**GM intrusion:** *The coal nix strikes a tunnel, wall, or ceiling, causing it to collapse on a character, inflicting damage and trapping them beneath the rubble until they can escape.*



**Motive:** Mining, claiming new coal fields

**Environment:** Any underground location in the multiverse, prospecting alone or in a group of four to six

**Health:** 12

**Damage Inflicted:** 4 points

**Movement:** Short; short when climbing

**Modifications:** Speed defense as level 4 due to size; deception, perception, and stealth as level 5

**Combat:** A cloud of swirling, magical coal dust surrounds the coal nix. Creatures within immediate range that fail a Might defense task breathe in too much coal dust and violently choke. A choking creature can do nothing but loudly hack and cough on their turn, and attempt a Might task as their action to end the effect. Once recovered, defense tasks against the cloud are eased for one day. Additional precautions, such as wetting a cloth and breathing through that, provide an asset to defense tasks against the cloud.

A coal nix attacks with their war pick, preferentially targeting those overcome by their coal dust.

A coal nix can collapse into a whirlwind of spinning coal dust once every few rounds. All creatures in immediate range that fail a Speed defense task take 5 points of damage and are blinded; those who succeed still take 1 point of damage but retain their sight.

While collapsed, the coal nix can move through spaces as narrow as 1 inch. The coal nix remains a whirlwind until their next turn; nonmagical attacks against the whirlwind have no effect.

**Interaction:** The coal nix's covetous ways mix with their often-sinister goals so that in some circles, they are thought of as creatures that help people find coal and other valuable minerals beneath the earth. A coal nix may indeed offer to lead prospectors to just such a find, but if not closely watched, leads them astray, or directly into a dangerous situation or trap.

**Use:** A group of territorial coal nix prospectors find the explorers who recently sold or used gems to make a purchase, asking questions about that gem's provenance.

**Loot:** Coal nixies may carry maps of coal seams that transcend planar boundaries.

## CONVERGENT KILLER

5 (15)

**GM intrusion (group):** *The convergent killer teleports up to a long distance, appearing next to their target. All other creatures within short range that fail a Speed defense task are rolled with dimensional instability, teleported in random directions a long distance away.*

**Law of Self-Cancellation:** *If a creature meets a parallel version of themselves from the Planes of Mirror and Shadow, one or both could become obsessed with killing the other. In some cases, that psychosis spreads to other, unrelated creatures, until finally whole dimensions could be extinguished if the spread isn't stopped.*

A parallel version of a character, bedecked in all manner of strange items from hundreds of different dimensions, tracks them down across the multiverse to kill them.

A convergent killer may have decided to track down all other versions of themselves because of overweening narcissism. They may do it to subsume the power of all their alternates. Or perhaps an alternate version of the character—or the character themselves—mucked with magic that briefly produced a parallel version of themselves, thus invoking the little-understood and rarely encountered **Law of Self-Cancellation**. In any case, the convergent killer is the result.

### STILL ALIVE

A killer's subconscious retains the assassinated personality of the dimensional counterpart. A strong-willed victim could attempt to become the dominant personality. If the killer suffers physical or mental trauma, goes unconscious, and so on, the victim can attempt an Intellect defense task. If successful, they become the dominant personality, effectively returning to life in a new body with their original stats (but possibly not their original equipment). However, the convergent killer's mind may persist in the same way, hoping to regain control should the character go unconscious because of magic or trauma.



**Motive:** Assassinate alternate versions of themselves

**Environment:** Anywhere in the multiverse, usually alone, or as a group targeting a parallel group

**Health:** 25

**Damage Inflicted:** 5 points (7 points when targeting their counterpart)

**Armor:** 2

**Movement:** Short

**Modifications:** Disguise (as their dimensional counterpart) as level 7

**Combat:** The killer attacks twice each round, once with a weapon taken from another plane of existence (such as a pistol or pet monster), and once with a duplicate signature attack, ability, or artifact of the character they have targeted. Attacks, defenses, and other tasks opposing their dimensional counterpart are eased by two steps.

The killer regains 5 points of health each round while their target is within short range. If the killer eliminates their target, the killer is completely healed and rejuvenated. The eliminated dimensional counterpart's body turns to dust, and as their action the killer can use the liberated energy to move to another world of the Material Plane, where another parallel version of them exists.

**Interaction:** A convergent killer often attempts to pass themselves off as their dimensional counterpart to learn useful information, and later, sow confusion amongst their target's allies.

**Use:** A character activates a forbidden artifact, creating a doorway through the multiverse that allows a convergent killer through.

**Loot:** The convergent killer often possesses a mix of two or three cyphers that the target character has previously owned, and possibly even an artifact the target previously (or currently) owned.

## CROOKED ROACH

3 (9)

Human-sized roaches with human faces, crooked roaches come out in the dark, but otherwise dwell in dim tunnels, abandoned basements, and ruins. Sometimes groups of roaches emerge at night under the cover of cloud, looking to establish new infestations.

Hailing from a distant dimension of twisted magic and incomprehensible energies, crooked roaches (also sometimes called “Cataclyst roaches”) are a segment of a once-humanoid population that waged a horrific war. The descendants of those humanoids paid a terrible price, as did all in that distant realm.

The cruel energies and magic that blasted their world and reshaped their bodies also granted crooked roaches various strange abilities. Each roach is misconfigured differently, and a few have an equally twisted aggressive power they can use to acquire food and secure new lairs. Some of these include the ability to step into other dimensions, which is how crooked roaches began spreading through the multiverse.

Crooked roaches are intelligent and territorial, regarding all other creatures as enemies or food (or usually both). Within any given lair, a roach abides by what is best for the group, and an individual thinks little of sacrificing themselves to protect their fellows or a hidden nest.

**GM intrusion:** *The magical mutation inflicted on a character causes one of their arms to take on the form and function of a crooked roach’s. At first, the character can’t use the limb at all, but over a few hours, they can learn how.*



**Motive:** Territory, defense, and spreading to new dimensions

**Environment:** Anywhere in the multiverse where it’s dark, usually in groups of two to five

**Health:** 9

**Damage Inflicted:** 4 points

**Armor:** 3

**Movement:** Short; short when climbing

**Combat:** A crooked roach attacks with claws, inflicting damage and—on a failed Might defense task—a magical mutation. A victim could receive multiple mutations over the course of several attacks. The magical mutation persists for about a day, though magic able to remove curses or dispel magic can clear the effect early. Some mutations come with a visible deformity.

#### d10 Mutation

- |    |  |
|----|--|
| 1  | <b>Mentally vulnerable:</b> Intellect defense tasks are hindered.  |
| 2  | <b>Slow and lumbering:</b> Speed defense tasks are hindered.   |
| 3  | <b>Sickly:</b> Might defense tasks are hindered.   |
| 4  | <b>Horrible growth:</b> A goiter, tendril, or extra eye hangs from the target’s face, hindering all pleasant interactions. |
| 5  | <b>Useless limb:</b> One of the target’s limbs is unusable or missing.   |
| 6  | <b>Degraded eye:</b> One of the target’s eyes is unusable or missing. Tasks requiring eyesight are hindered.               |
| 7  | <b>Degraded ear:</b> One of the target’s ears is unusable or missing. Tasks requiring hearing are hindered.                |
| 8  | <b>Weak:</b> Any time the target spends points from their Might Pool, the cost is increased by 1 point.                    |
| 9  | <b>Slow:</b> Any time the target spends points from their Speed Pool, the cost is increased by 1 point.                    |
| 10 | <b>Naive:</b> Any time the target spends points from their Intellect Pool, the cost is increased by 1 point.               |

In sunlight or other especially bright light, a crooked roach’s attacks are hindered.

**Interaction:** Crooked roaches are almost always hostile when encountered, taunting and threatening in their own language, or using pieces of a common language they’ve picked up.

**Use:** A visit to dark places in some out-of-the-way planes of existence scares up a few crooked roaches when light is introduced.

**Loot:** A roach nest may contain a couple of magic items, usually cyphers.

## CRYPTIC MOTH

5 (15)

Normal moths haunt the twilight, fluttering erratically in their search of light and food. The feathery touch of their wings on someone's face can be startling. Far better that passing fright, however, than encountering cryptic moths, malign and intelligent entities of the Feywild.

Cryptic moths are uniquely beautiful, and consistently dangerous. Sometimes referred to as mothmen, other times as shadow faeries, cryptic moths are not of the Material Plane, despite preferring to hunt there. Each possesses a unique wing pattern and coloration and, to some extent, body shape. These patterns and colors may signify where in the hierarchy a particular cryptic moth stands among their siblings of the night, but for those who don't speak the language of moths, the complexity of their social structure is difficult to parse or ever fully understand.



**GM intrusion:** *The cryptic moth grabs a character and flies up and away, unless and until the character escapes.*

**Motive:** Capture

humanoids, possibly for food, possibly for breeding purposes

**Environment:** Worlds of the Material Plane at night, alone or as part of hunting duo

**Health:** 23

**Damage Inflicted:** 5 points

**Movement:** Short; long when flying

**Modifications:** All knowledge tasks as level 6; stealth as level 7

**Combat:** Cryptic moths usually only enter combat when they wish, because until they attack and become visible, they can remain unseen and invisible to most eyes.

The touch of a cryptic moth's wing draws life and energy from targets, inflicting 5 points of Speed damage (ignores Armor).

Once every hour or so, cryptic moths can summon a thick cloud of **fey moths** to aid them in combat, or more often, serve as a fashion accessory or component in a piece of living art. They may also carry items directly useful in combat, as noted under Loot.

Cryptic moths regain 1 point of health per round while their health is above 0. Damage from silver or cold iron negates this regeneration for one round.

**Interaction:** Although very few cryptic moths speak human languages, peaceful interaction with these creatures is not impossible. It's just very difficult, as they see most humans as a source of food or as breeding stock (to lay their eggs in).

**Use:** A character is followed by a cryptic moth intent on capturing them.

**Loot:** If a cryptic moth is prepared, they may carry cyphers useful in combat such as a powder of **armor reinforcer**, an egg of **detonation** that explodes into a fury of moths, and perhaps even a **wand of firebolts** (a reusable artifact) that bites its owner with tiny teeth if jostled, dealing 1 point of damage.

**Fey moth swarm:** *level 2; flies a short distance each round*



*Armor reinforcer, page 384*

*Detonation, page 386*

*Wand of firebolts, page 257*



## CUMULOLUPINE

S (15)

Ever seen a cloud that looks like a face or a castle...or a wolf? Hopefully, it's just a chance resemblance to something familiar, not actually a native of the Plane of Air hunting in cloud shape, stalking prey moving across the landscape below.

Natives of the Elemental Plane of Air, cumulolupines (also commonly called "cloud wolves") are lone stalkers, given to migrating to other dimensions with clouds and sources of food, and occasionally, taking part in djinn-organized hunts. In appearance and in manner, cloud wolves resemble mundane wolves, though ones much larger than the regular kind, and only when they're not in cloud form.

Cloud wolves are hungry but playful. A cumulolupine hunts nearly anything if they're hungry enough, including humanoids. If not desperate for food, a cloud wolf may spend their time in cloud form, taking on all manner of different shapes to delight (or frighten) viewers on the ground below.



*While in cloud form, the cumulolupine is indistinguishable from a regular cloud (unless they choose to sculpt their shape).*

**GM intrusion (group):** *Weather in a 5-mile radius changes as the cloud wolf desires over the course of a few rounds, including increasing or decreasing cloud cover; changing wind direction; turning clear conditions to rain, hail, or snow; turning inclement weather clear; or anything in between. The conditions persist for up to 8 hours, but only while the cloud wolf is in the area. If the cloud wolf creates extreme weather in the area, physical tasks for characters in the affected area are hindered.*

**Motive:** Thrill of the hunt, play

**Environment:** The Plane of Air, other worlds of the Material Plane with wide open skies, alone or part of a small cluster of two or three

**Health:** 21

**Damage Inflicted:** 5 points

**Movement:** Short; short when flying

**Modifications:** Speed defense as level 4 due to large size; disguise and perception as level 7

**Combat:** A cloud wolf attacks twice each round with their bite.

Every few rounds, a cumulolupine can release a thundering growl. This shocking thunderclap inflicts damage on targets within short range that fail a Might defense task. Damaged targets are also deafened for a few rounds afterward.

Once each minute, a cloud wolf can breathe out a miniature thunderstorm of flashing lightning and booming thunder, inflicting 7 points of damage on up to three targets within short range that fail a Speed defense task, or 3 points even if a target succeeds on the defense task.

When they wish, a cumulolupine can magically change shape as their action, becoming a colossal grey-white cloud, or reverting back into their true form. Any equipment they are wearing or carrying is absorbed into the cloud. They revert to a cloud shape if they die, and slowly disperse like a regular cloud over time.

In cloud shape, the wolf retains their stats, but as an immaterial being can't make attacks, and only magical attacks affect them. While in cloud form, a cumulolupine can use their action to transport themselves, and up to three other cloud wolves, to a different plane of existence known to the wolf where clouds are present.

**Interaction:** Cumulolupines are like normal wolves in that they are clever predators, if a bit smarter and sometimes willing to engage in play rather than hunting behavior if not too hungry.

**Use:** A strange cloud formation has lingered around the nearby mountain for weeks. In it, travelers swear they can see all sorts of shapes coming and going, and not just in their imagination.

CURSE OF THE CRYPT

5 (15)

The curse is sometimes associated with the Tomb of Winter (page 135).

As an undead being, a curse of the crypt doesn't require air, food, drink, or sleep.

**GM intrusion:** When the curse evades a ranged attack that targets only them, the attack (whether magic or mundane) is reflected off the curse's greatsword and directed back at the attacker as if the curse had launched the attack.

Breaking into a tomb sealed by defensive magic can have immediate consequences. Other times a curse slowly gathers and concentrates magic, finally investing nearby remains as an undead avenger tasked with finding the intruder.

These "walking curses" track down grave robbers months or years later, traveling as far as necessary to find their quarry, across mountains, seas, and even planar boundaries. The curse of the crypt promises death to grave robbers. Eventually.

- Motive:** Revenge on tomb robbers
- Environment:** Anywhere in the multiverse tomb robbers have fled
- Health:** 22
- Damage Inflicted:** 5 points
- Armor:** 2
- Movement:** Short
- Modifications:** Perception as level 7; resists mental influence and effects targeting the undead as level 9; tracks cursed quarry as level 10
- Combat:** A curse of the crypt attacks twice each round with their greatsword, or twice with a necrotic ray against targets who are up to a long range away. Both ray and greatsword are suffused with necrotic energy, inflicting 5 points of damage (ignores Armor).

The curse of the crypt can magically frighten a creature within short range. On a failed Intellect defense task, the victim drops whatever they are holding and must use their action to move away from the curse by the safest available route for one minute. If the victim reaches someplace they can't see the curse, they can stop running and begin attempting Intellect tasks to end the effect early. Tactically, a curse of the crypt uses this ability to peel away allies from their primary target.

Once per day, the curse can use their action to transfer to another plane they know to exist, or one that a tracked target has previously entered.

A curse of the crypt is immune to poison attacks.

**Interaction:** After entering a warded tomb, one or more characters feel as if they've stirred up a malign influence, though they probably don't know how or what. Within about six to nine months, a curse of the crypt tracks them down.

A curse is single-minded, though they may speak with creatures using common humanoid languages or telepathy, seeking information about their quarry. They might even ally with other creatures for a brief time if that helps the curse reach their quarry more quickly. Once physically manifest, a given curse may have a mental list of several targets to visit, each one in turn.

**Use:** A rich tomb raider asks for aid, claiming a revenant has risen and is tracking him down. He won't willingly admit it's because he transgressed into a sacred tomb and stole something of unique cultural value from a distant world of the Material Plane.



## DELURAZON

6 (18)

Looking much like a huge, stony star-nosed mole covered in metal spines, a delurazon is a casual hunter on the Plane of Earth and adjacent planes, digging tunnels to search for living creatures, metals, and raw gemstones, which they eat as food.

Although it's common for a delurazon to simply pass by or over a creature that isn't in their direct path, sometimes they sense something especially flavorful nearby and relentlessly pursue that prey for several minutes. The delurazon continues to eat other things even as they chase this chosen prey.

Delurazons often attract multiple **xorn** (bizarre natives of the Plane of Earth with trigonal body configuration), trailing these creatures in their wake as they crawl and dig through the ancient rock of their home plane. The two kinds of creatures do not appear to communicate, and the delurazon sometimes bites a xorn that gets too close to their face, but otherwise the xorn seem content to roam near the much larger creature, sometimes gobbling up items the great beast ignores or that pass through their digestive tract.

**Motive:** Hungers for minerals and gems

**Environment:** The Plane of Earth, anywhere underground near precious veins of metal or gemstone, either alone or in the company of two or three xorn

**Health:** 22

**Damage Inflicted:** 4 points

**Armor:** 2

**Movement:** Short; short when burrowing

**Modifications:** Speed defense as level 4 due to huge size; perception tasks using smell to pinpoint precious metals and stones within short range as level 10; resisting tricks as level 3

**Combat:** A delurazon attacks three times each round, once with their bite and twice with tendrils.

A target struck by a tendril is grabbed and can't move until they can escape.

If the delurazon bites a creature already grabbed in one tendril, the attack is eased, and instead of taking damage on a hit, the target is swallowed.

A swallowed target takes 10 points of damage each round from the digestion process. All the physical tasks of a swallowed creature are hindered but they can attack from within if wielding a weapon. If the delurazon takes 6 points of damage or more on a single turn from the swallowed creature, the delurazon regurgitates the victim, which falls prone in front of them. A swallowed creature can also wiggle free of a dead delurazon.

Just being near a delurazon is hazardous; a creature that touches the delurazon or hits them with a melee attack takes 4 points of damage from their spiky body.

**Interaction:** A delurazon isn't intelligent but could be lured by precious minerals or gems.

**Use:** A nearby noble's vaults have been breached by several elemental creatures, including one as large as an elephant that looks like a mole. The creatures are intent on eating all the riches of the noble unless someone is brave enough to drive them off or kill them.

**Xorn:** level 4; Armor 4; can glide through earth and stone without disturbing it; three claw attacks; can pinpoint precious metals and stones within short range

**GM intrusion:** The delurazon, reacting to an attack by a character, simply sits on the character, pinning them beneath their great bulk until the character can escape. The pinned character automatically takes 4 points of damage each round from being crushed.



## DEMON

Creatures of cruel mayhem, demons originate in the Abyss in the Outer Planes.

### INEXORABLE

4 (12)

**GM intrusion:** *The inexorable's defensive reaction causes a character's weapon to fly from their hands, landing a short distance away.*



*Detonation (singularity), page 387*

A powerful demon queen of the Abyss bred an army of dual-winged, skull-visaged demons from her own flesh. These creatures, called inexorables, are mostly short-lived. If the situation is desperate enough, they use up their one-time-only ability to execute a single perfect attack against the foe of their choosing. The cost of using their transcendent ability is typically their life.

Inexorables don't impulsively use up their perfect attack, given that their life comes to an end afterward. Instead, they usually save that ability for when they have no other choice. Unlike some demons, inexorables have a sense of self-preservation. At least, that is, until they've had children (which they do by budding). After that, their impulsivity returns.

Bred for war in the Lower Planes against other demons, inexorables know something of fighting fiends. One trick involves feigned fear and obeisance, which they keep up just long enough to surprise their foe. If that surprise comes as a perfect attack, it's all the more effective.

The many layers of the Abyss, especially those where fire and magma predominate, are home to small inexorable groups that have spread out from their birthplace. When the wind is just right, they can even dive into higher dimensions, including worlds of the Material Plane.

**Motive:** Slaughter

**Environment:** The Abyss and adjacent planes, solitary or in groups of two to five

**Health:** 15

**Damage Inflicted:** 6 points

**Armor:** 2

**Movement:** Short; short when flying

**Modifications:** Melee attacks, perception, and stealth as level 5

**Combat:** An inexorable attacks with a flurry of bites and slashes with their sharp wings, which altogether inflict 6 points of damage.

Once in their lifetime, an inexorable can make a perfect attack; the demon automatically hits their target and inflicts 12 points of damage, and the attack counts as magical.

An inexorable is immune to fire and poison attacks.

**Interaction:** Because they once had a sort of order imposed on them by the demon queen that bred them, inexorables have the potential to follow a hierarchy. Sometimes demons from other parts of the Abyss make an alliance with inexorables, using them as honor guards or in other positions of importance. Praising and honoring an inexorable is an effective tool in dealing with them.

**Use:** Demons from other parts of the Abyss have made an alliance with a group of inexorables, using them as special-purpose honor guards or in other positions of importance. A mortal wizard has summoned several inexorables in the hopes of rediscovering the alchemical secret to cloning more of them.

**Loot:** Most inexorables are fatalistic and don't care about physical wealth, but might carry a one-use magical item (such as a **detonation (singularity)** ring) given to them by their master with a specific purpose.



## IZAMAZ

S (15)

An izamaz is a fiend with a genius-level intellect who uses their knowledge to lead and support other demons. Their body is mostly a giant gnarled, brain-like head, with a leering demonic face in front and a few crab-like limbs dangling underneath.

Izamaz are very intelligent and know how to make the best use of their allies' abilities. Although dangerous on their own, they make their companions even more skilled and lethal; it's common for an izamaz to remain in the rear guard during a battle, giving advice and orders. Many of them consider it a point of pride and honor to not attack, seeing such things as a failure of their intellect and tactics. However, if they are personally threatened or the odds turn against their side, they're quick to step in with their own formidable abilities.

An izamaz believes their tactics are superior to anything other demons could come up with, and as such they don't take well to having their orders questioned or countermanded by demons of equal or lesser power—especially other izamaz. They have the practical sense to not begrudge imperfect commands from their superiors.

**Motive:** Lead and support other demons' conquests

**Environment:** Anywhere demon forces assemble, usually encountered singly with other demons

**Health:** 20

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Immediate; short when flying

**Modifications:** Deception and resisting magical attacks as level 6; magical and planar lore as level 7

**Combat:** An izamaz prefers to use magic in combat at up to long range, creating effects that mark foes of interest (easing allied attacks against that foe), mentally moving objects, creating minor illusions, charming or holding individuals immobile, detecting an individual's thoughts, and inflicting necrotic damage on targets. Once per day an izamaz can magically teleport themselves and a few allies up to a very long distance, dispel magic, or attempt to take complete mental control of an individual.

If their magic completely fails them, an izamaz attacks twice each round with their bite.

An izamaz is immune to poison damage.

**Interaction:** Izamaz enjoy manipulating and distracting their foes. In combat, they often claim to be an innocent creature enslaved by their demonic companions, all the while biting and blasting their foes with magic. If their opponents try to counteract whatever magic is "controlling" the izamaz, the demon thanks them for their help, praises them, and continues to attack.

**Use:** An injured izamaz, having used a potion that changed their shape to a normal-seeming humanoid, is recovering at a local inn. The stranger has roused interest because the coin they paid with is exotic, etched with images of what appears to be a two-headed demon.

**Loot:** An izamaz may have a few magical items, including a wand of **force cube** and an **instant shelter** scroll.

*A demon lord or powerful Abyssal general who has multiple izamaz at their disposal usually has them work with separate demonic teams so they don't squabble.*



**GM intrusion:** *The izamaz casts a spell that creates a stone cube prison (level 5) around a character.*

**Force cube**, page 388

**Instant shelter**, page 391

## ROGGIDJ

4 (12)

*Abyssal generals claim that slowly tearing a roggidj in half in just the right way creates two smaller ones that (if supplied with fiendish limbs) quickly grow to full size.*

The demons of the Abyss have countless forms, many of which don't resemble anything humanoid at all. The roggidj is one such creature, an elephant-sized ball of clawed limbs around a hidden central trunk, with long eyestalks flicking in and out like a serpent's tongue.

Roggidj live only for violence, moving rapidly across the land by grasping with their various claws and rolling instead of running. They pause long enough to tear a foe apart or crush them, often celebrating an enemy's death by ripping the corpse to shreds or grinding it into a bloody paste on the ground.

A roggidj acts like an agglomeration of multiple creatures; in the rare times they choose to communicate, they refer to themselves as "we" or "us." The shapes of their short limbs vary considerably, looking like humanoid hands or feet, bird talons, claws of beasts or fiends, fleshy hooks, and so on. They have been known to slowly roll through the sites of battles in the Lower Planes, tearing off the limbs of the dead and dying and incorporating these parts into their own forms.

**Motive:** Hungers for violence

**Environment:** The Lower Planes and wherever demons are summoned, alone or in groups of two to four

**Health:** 24

**Damage Inflicted:** 4 points

**Armor:** 2

**Movement:** Short; immediate when burrowing or climbing

**Modifications:** Speed defense as level 2 due to huge size; perception as level 7

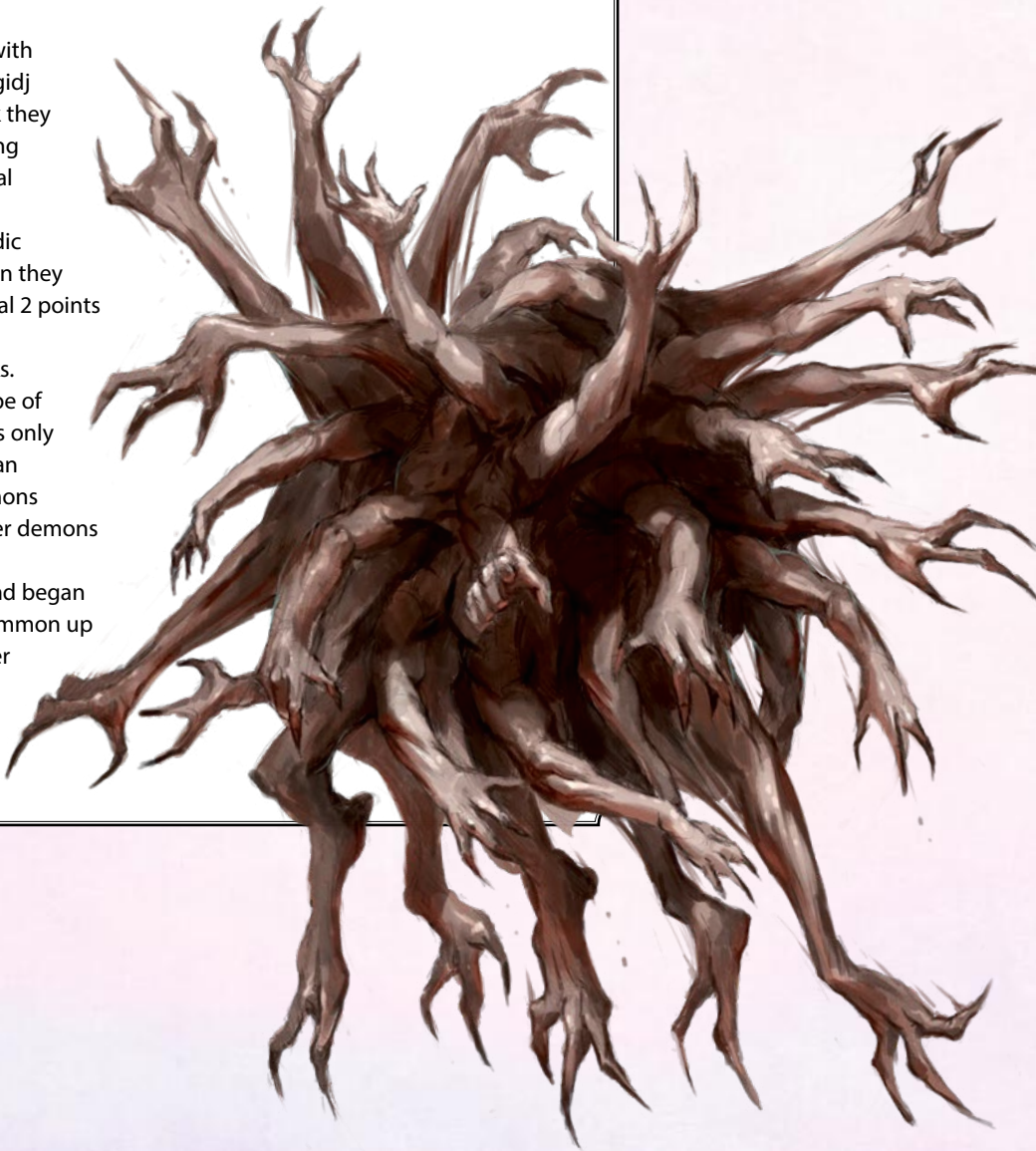
**Combat:** A roggidj attacks twice each round with their claws. If outside of melee range, a roggidj charges from short range as a special attack they can make on their first turn of combat, easing their claw attacks and inflicting an additional 2 points of damage with each hit.

Once every few rounds, a roggidj excretes acidic slime as part of another action (usually when they attack); their claw attacks inflict an additional 2 points of damage from the acid for one round.

A roggidj is immune to poison and acid attacks.

**Interactions:** Regular creatures have little hope of interacting with a slaving roggidj, which is only interested in violence. However, a roggidj can speak and understand the language of demons (Abyssal) and may pause to listen what other demons have to say before attacking them.

**Use:** A down-on-their-luck merchant found and began using a cursed artifact, allowing them to summon up a roggidj once every few weeks to send after their competitors. Explorers come upon two roggidj violently tearing each other apart, perhaps due to rivalries or as some mating ritual.



**GM intrusion:** A character hit by one or more claw attacks is knocked prone, allowing the roggidj to make an extra claw attack immediately.

## DEVIL

The Nine Hells in the Outer Planes are home to all manner of beings who enjoy trapping prey spiritually and literally.

## AVERNUS OBSERVER

5 (15)

A fiend spawned on the banks of a river of blood in Avernus, the observer is a devil that misses nothing. As a weapon used by some devils against others, an Avernus observer is a powerful equalizer, as they can see how possibilities play out over alternate timelines. But Avernus observers are more interested in corrupting mortals in other planes, making certain that everyone is literally living in the worst timeline by collapsing their realities to those that are the most desperate and fell.

Like other devils, Avernus observers delight in entering into compacts with mortals hoping to improve their own circumstances in some fashion. But even more so than other devils, Avernus observers are adept at seeing the loopholes in their own contracts. It's rare that someone who strikes a bargain with an observer doesn't end up defaulting, usually through no direct fault of their own, but because of circumstances outside of their control. But contracts don't care, and their souls become forfeit.

An Avernus observer sees into many alternate realities at once, always finding the worst possible outcome for their foes. They manage this feat by pulling on the threads of possibility by pure focus on their nearly unparalleled ability to see and concentrate on a single outcome. Few can pull failure from the jaws of victory quite so well as an Avernus observer.



*Avernus observers delight in making personal wagers against other creatures, betting on outcomes that seem as if they should be entirely random. But an observer's ability to see the worst outcome for an opponent often translates to a win for the devil, with the loser's soul paid in compensation.*

**Motive:** Gathering information and corrupting mortals

**Environment:** Almost anywhere that has a connection to Hell

**Health:** 15

**Damage Inflicted:** 4 points

**Armor:** 3

**Movement:** Short

**Modifications:** Perception as level 7; resists mental influence and sees through illusions as level 10

**Combat:** The observer attacks four times each round with their claws.

If attacked with mental influence or an illusion, the observer absorbs the magic and regains 6 points of health.

Once every few rounds, they use a hellish ability as their action, as follows.

- *Collapse Possibility:* The observer fires a ray at a creature within short range. On a failed Intellect defense task, the target becomes the worst version of themselves (in terms of personality and competence) for one minute. The victim can only move an immediate distance each round and all their tasks are hindered by two steps. The victim can attempt a new Intellect defense task each round to end the effect early.
- *Dimensional Slide:* The observer teleports a short distance.
- *Gaze of Confusion:* The observer fixes their magical eye on one creature within short range, who becomes confused with a vision of multiple possible overlapping timelines on a failed Intellect defense task. Each round, the affected character acts as the GM determines (taking no action, wandering off, attacking a random target, and so on). Each round the victim can attempt another Intellect defense task to end the effect.

An Avernus observer is immune to fire and poison attacks.

**Interaction:** Observers usually prefer to bargain with strangers for some service or treasure they can provide in exchange for a carefully crafted diabolical contract.

**Use:** An observer offers a deal to the PCs, granting them something they'd like in exchange for something the observer wants. An evil group conjures an observer to negotiate with the characters or on behalf of something more powerful.

**Loot:** A observer may have a couple of magical cyphers relating to information or persuasion, as well as a few unfulfilled contracts with various mortals.

**GM intrusion:** *The observer uses their collapse possibility, dimensional slide, or gaze of confusion ability in addition to making their physical attacks.*

# BLOOD HELLION

8 (24)

Born of the Nine Hells, blood hellions serve as assassins for infernal armies, targeting opposed factions as often as they do creatures from Material Plane worlds. Able to bleed anything with blood, blood hellions are despised by devils and mortals alike.

- Motive:** Thirsts for blood
- Environment:** Usually solitary, on the edges of civilization
- Health:** 33
- Damage Inflicted:** 8 points
- Armor:** 4
- Movement:** Short; short when swimming
- Modifications:** Speed defense as level 7 due to large size; perception as level 9
- Combat:** The hellion attacks three times each round, once with their bite and twice with their claws. In addition to regular damage, successful claw attacks cause the target to bleed for 1 point of damage (ignores Armor) each round on their turn until the target receives magical healing. Multiple claw attacks result in multiple bleeding wounds.



On any round the hellion has inflicted at least 1 point of damage to a creature within short range and is not at 0 health, the hellion regains 2 points of health, as blood from victims is drawn to the hellion's body and absorbed.

About once every minute, the hellion can use their action to ignite the blood of a creature within short range that fails a Might defense task. A victim can't take actions or move, but they can scream in unutterable pain, taking 5 points of ambient damage each round as flame consumes their blood from inside.

Each round the victim can attempt another Might defense task to end the effect. If the target is bleeding from one or more bite or claw wounds, all creatures within immediate range of them take 2 points of damage from the wounds' spewing fire each round.

The hellion can form a pool of blood on a solid surface they can see within short range once per day. The pool spreads to cover an area up to a short distance in diameter and depth, persisting for up to 1 hour. (The depth exists in a temporary dimension phased with the ground just beneath the pool's surface.)

Creatures in or that enter the area are pulled beneath the pool's surface on a failed level 5 swimming task; otherwise, they can remain on the surface. All creatures in the pool, whether on the surface or fully submerged, take 8 points of Speed damage (ignores Armor) from necrotic energy each round. A creature on the surface can swim to exit the pool. A submerged creature must first succeed on a level 5 swimming task as their action to surface before swimming to the pool's edge.

A blood hellion is immune to cold, fire, and poison attacks.

**Interaction:** An offering of blood in sufficient quantities is the only way to begin a negotiation with a blood hellion, who can speak in the language of demons (Abyssal) or telepathically.

**Use:** Blood hellions are sometimes summoned by accident by those attempting summoning or portal magic, especially if blood is one of the components used in the spell or ritual.

**Loot:** As assassins, blood hellions sometimes must go under cover. These carry a **disguise module** potion.

**GM intrusion:** *Just as it seems a character will escape the hellion's summoned pool of blood, demonic arms pull them back in and under the surface.*



*Disguise module, page 388*



## TAKER OF BONES

S (15)

A distinct variety of devil, a taker of bones could almost be confused for a skeleton, though they are merely skeletally gaunt, not undead. With their two terrible stingers and their bony, crown-like crest, this creature demands attention. And that's even before a victim understands what the devil can demand from them.

The taker of bones can plunge a stinger into a target and pull out their bones, which immediately animate as an undead under the taker's control, leaving the victim a boneless pile of flesh.

**GM intrusion:** *The taker of bones uses a skeleton under their command as an endpoint destination for a magical teleportation effect, no matter how far away the endpoint is, including across planar boundaries.*

**Motive:** Collect "fresh" skeletons from the living, make crooked deals

**Environment:** The Lower Planes, anywhere in the multiverse, in the company of one or two skeletons

**Health:** 20

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Short

**Modifications:** Speed defense as level 4 due to large size; perception as level 7

**Combat:** The taker attacks twice each round with their stinger. Every few rounds, the taker can try to bloodlessly pull the skeleton out of the body of a creature they hit with a stinger attack. The victim takes damage normally, but if the victim fails a Might defense task, the victim's skeleton is removed and deposited in an empty space next to the taker. The stolen bones act as an undead **skeleton** under the taker's command.


The victim of skeletal theft can't take physical actions, or even speak intelligibly. They can attempt another Might defense task each later round. If successful, their skeleton is no longer under the command of the taker of bones. The uncontrolled skeleton then uses its action to return and fuse with the victim. A victim who regains their skeleton is immune to this effect for one day. If the skeleton is destroyed while roaming outside its owner's body, the victim can't regain their bones. A victim that can't retrieve their bones dies within a few minutes from suffocation (they can't properly breathe) unless they are treated with magic able to remove a curse or similar magical intervention.

A taker of bones is immune to fire and poison attacks.

**Interaction:** A taker of bones doesn't necessarily wade into a new encounter pulling skeletons from strangers (though they may). Instead, they might ask (in one of several common languages, the language of demons, or telepathically) what they can do for a stranger, insisting that they will take their skeleton as a trophy only when the target no longer has any use for it. The word "when" is important in this deal, because a taker of bones would argue that someone has no use for bones when those bones are not inside them. Anyway, that's the fiend's justification, assuming they can provide the target with the service they ask for (or a reasonable facsimile thereof).

**Use:** Explorers seeking to enter a sealed structure are greeted by a taker of bones, who says they can get them into the structure "for a price."



 Skeleton, page 353

*A taker's victim has only so much time to retrieve their skeleton before they suffocate.*

## DEVOULOTH

5 (15)

*Devouloths are so detested that the species has disappeared almost entirely, except for a few hidden conclaves encysted across the planes of existence.*

These insectoid fiends feed on magic, though if no magic is available, they can subsist on egregious amounts of blood from living things. Their wings keep them almost constantly aloft, and their many chiton-plated arms clatter and click as they try to latch onto fresh prey with their spell-eating mandibles.

A less well-known variety of yugoloth (a variety of fiend related to devils and demons), a devouloth is hated by other yugoloths for the ability to eat their magic just as easily as they eat the magic of mortal victims. Which is why devouloths are hunted, even among their own kind, but also by demons and devils.

**Motive:** Hungers for magic

**Environment:** Anywhere in the multiverse

**Health:** 21

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Immediate; short when flying

**Modifications:** Perception as level 8

**Combat:** A devouloth attacks twice each round, once with their bite and once with their claws. In addition to damage, a target hit by a claw attack is grabbed until they can escape. All the grabbed target's physical tasks are hindered.

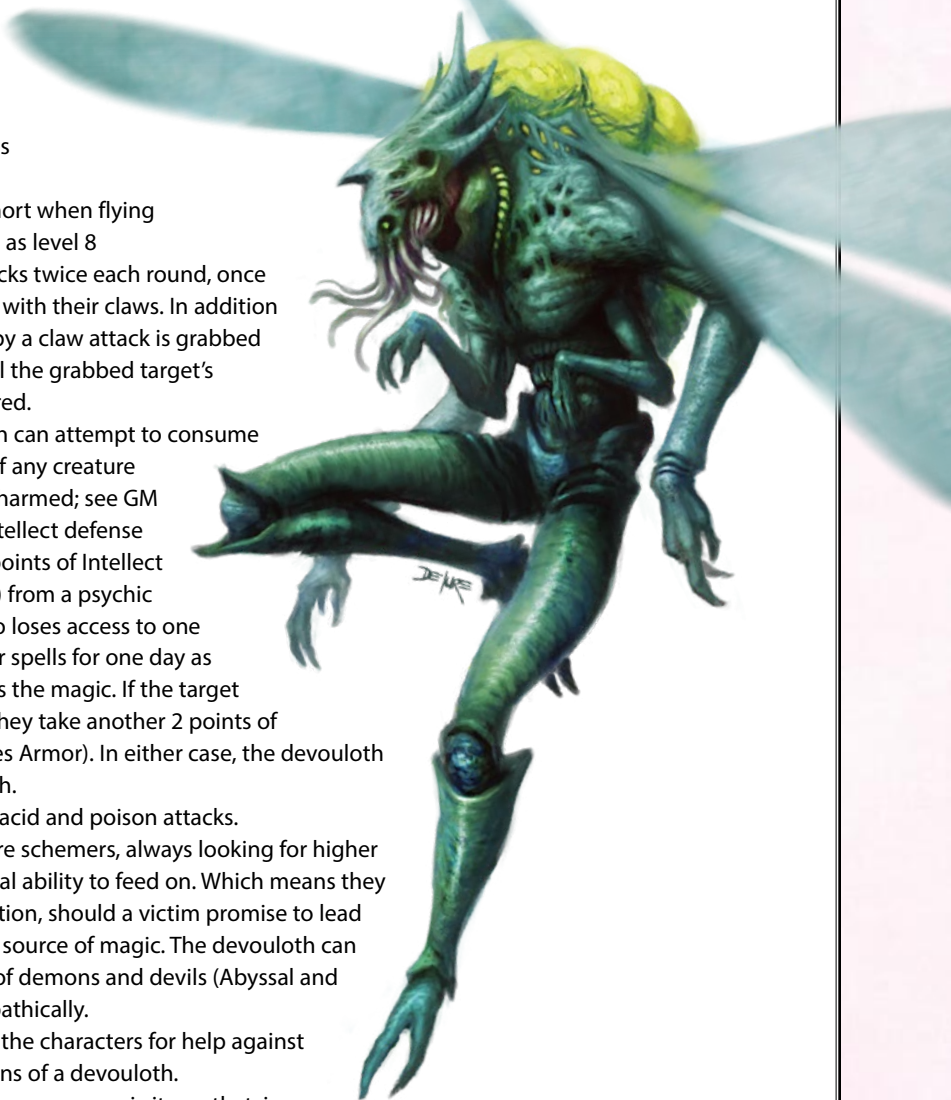
As their action, a devouloth can attempt to consume a portion of the magic of any creature they have grabbed (or charmed; see GM intrusion). On a failed Intellect defense task, the target takes 5 points of Intellect damage (ignores Armor) from a psychic intrusion. The victim also loses access to one of their magic abilities or spells for one day as the devouloth consumes the magic. If the target has no magic or spells, they take another 2 points of Intellect damage (ignores Armor). In either case, the devouloth regains 5 points of health.

A devouloth is immune to acid and poison attacks.

**Interaction:** Devouloths are schemers, always looking for higher concentrations of magical ability to feed on. Which means they may be open to negotiation, should a victim promise to lead the fiend to some richer source of magic. The devouloth can speak in the languages of demons and devils (Abyssal and Infernal), as well as telepathically.

**Use:** A minor demon begs the characters for help against the constant depredations of a devouloth.

**Loot:** Devouloths sometimes carry magic items that, in a pinch, they can consume the magic of (and regain 5 points of health), such as a scroll of *inferno wall* or a potion of *intelligence enhancement*.



**GM intrusion:** A character that fails an Intellect defense task comes under the mental control of the devouloth, and willingly obeys their telepathic commands for one minute (or, on a successful defense task, only during their next turn). If the controlled target takes damage or is commanded to harm themselves, they can repeat the defense task to end the effect early.



*Inferno wall*, page 390

*Intelligence enhancement*, page 391

## DISTRANSIT

5 (15)

It's hard to determine exactly what a distransit looks like, as they constantly shift their texture and shape to take on the context of the dimension they currently inhabit. The creature might not have a base shape, but instead be in constant flux.

Most crossplanar trips are unremarkable. Rarely, planar travel is interrupted, and the travelers in question are never seen again. Under some circumstances, the energy of the transfer and the life lost in the disrupted transit emerges elsewhere, becoming a living aberration of unrecalled loss and constant hunger: a distransit.

A distransit's continued existence relies on feeding on areas of unstable spacetime. Their preferred food source, dimensionally speaking, is prey knocked askew from its proper frame of existence. This misalignment produces transdimensional nutrition for the distransit, at the prey's expense. If a target of this feeding perishes, nothing remains of them but dust.

A distransit, having no shape to call their own, can appear as a tree, a boulder, a wardrobe, a stalagmite, a living creature, or even a section of a wall or ground—whatever allows them to seamlessly blend in. When they move, they flicker between all these forms and more (possibly even briefly recalling the humanoid shape from which they were born), making them hard to look at for those prone to dizziness.



**Motive:** Hungers for unstable planar boundaries

**Environment:** Anywhere in the multiverse lurking near out-of-the-way planar portal exits

**Health:** 25

**Damage Inflicted:** 5 points

**Movement:** Short

**Modifications:** Speed defense as level 4 due to large size; perceives invisible creatures as level 7; stealth as level 9 (when motionless, they resemble an ordinary part of the environment)

**Combat:** The distransit bludgeons a foe, inflicting damage and rendering them “dimensionally askew” for up to one minute. Dimensionally askew victims are blinded by a cascade of crossplanar images and sensations and suffer 5 points of Intellect damage (ignores Armor) each round. Each subsequent round, the victim can attempt an Intellect task to end the effect. Once returned to normal, a victim is immune for one day.

A distransit regains 1 point of health each round that at least one target within 30 feet of them is dimensionally askew.

**Interaction:** A distransit doesn't speak or understand language; they are an aberration that exists only to feed on the planar instability they can induce in living prey.

**Use:** The characters need to use a specific portal, and so must first deal with or escape from the distransit that uses the area around the portal as hunting territory.

*To observers, dimensionally askew victims of a distransit attack glow with flickering, incoherent illumination.*

**GM intrusion (group):**  
*The distransit stops moving, and they take on the visual and textural context of their surrounding environment; the characters lose track of the creature's specific location. Treat the distransit as invisible until they attack again.*

D

## DIVERGENT SKULL

5 (15)

*As an undead creature, a divergent skull doesn't require air, food, drink, or sleep.*

*Though rare, a given divergent skull could be an alternate-reality version of a still-living individual who exists elsewhere in the multiverse.*

**GM intrusion:** *The divergent skull fires a necrotic ray as part of their attack, at the same character or a different one.*



*Controlled blinking, page 386*

*Curse bringer, page 386*

A divergent skull is a remnant of someone who was once native to—or later became trapped in—a dead or dying dimension. Divergent skulls manifest randomly on other planes of existence, possibly to escape their disintegrating plane, though if so, they make few friends in the still-extant dimensions they now stalk.

Divergent skulls once had names, purposes, and lives in an alternate reality completely unlike most planar locations. They had little use for “magic” but instead relied on technology of greater and greater magnitude. However, this very technology may have proved to be the precipitating factor that destroyed their dimension and all the bordering planes as well, creating an expanse of splintered, decaying dimensions. Something to do with “cosmic engineering gone wrong.”

Divergent skulls have only limited memories of what their lives were like on the dead planes where they once lived. Like regular creatures trying to suppress bad dreams, divergent skulls don't like to think about their existence prior to their current form. Their minds are slightly broken, but they are hellishly smart.

Divergent skulls “eat” by erasing victims from extant planes and sending them through a dimensional fold into a null realm. Through some sort of symbolic cosmic equation, the transfer of energy enlivens and heals the divergent skull.



**Motive:** Hungers for energy (by transferring others to a null, dying realm)

**Environment:** Almost anywhere, usually encountered alone

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 3

**Movement:** Immediate; short when flying

**Modifications:** Speed defense as level 6 due to small size

**Combat:** A divergent skull attacks either by biting, inflicting 5 points of damage, or firing a ray of necrotic energy at a creature in short range, inflicting 5 points of damage (ignores Armor).

A divergent skull can telekinetically move an object up to five pounds within short range, create an illusion no larger than a 5-foot cube, or once per day compel a creature in short range to obey a command for one minute.

About once a minute, the skull can tear a gap in reality, affecting an area a short distance across adjacent to them. Creatures in the area that fail a Might defense task begin to fade from existence, during which time they cannot move from their location and all their tasks are hindered. On the creature's next turn, they must attempt another Might defense task; if they succeed, they are freed from the effect, but failure means they are erased from their current dimension and banished to a null, dying realm from which they cannot escape until freed by powerful magic. Each transfer grants the skull 5 points of health.

A divergent skull is immune to poison.

**Interaction:** Most divergent skulls have picked up a few standard languages in their travels, allowing them to communicate with creatures in other planes. The most dangerous divergent skulls are those that erase victims. However, planar travelers have encountered less powerful varieties. Those that recall more of their old lives are given to constant weeping.

**Use:** A gang of criminals has been using a divergent skull to dispose of troublesome foes without leaving a trace. A divergent skull presents itself as a lich, demanding “souls” to consume.

**Loot:** A divergent skull might telekinetically carry or stow a couple of useful magical cyphers taken from their previous victims, such as a potion of **controlled blinking** or a **curse bringer** coin.

## DOOM OF RETRIBUTION

2 (6)

A doom of retribution arises from the planar flux to mete literal doom out against those who trespass against life. Sometimes a doom of retribution acts as a messenger of a coming apocalypse or serves as a literal omen. A doom of retribution—commonly shortened simply to “doom”—targets creatures of the Material Plane, though even fiends and other celestials could find themselves facing a doom in rare situations.

A doom of retribution normally arises spontaneously, but rarely and randomly. A mortal's act of cruelty or violence can call a doom into existence. The newly formed doom's only purpose is to destroy whoever summoned them by their atrocious actions. Even high-level targets have reason to fear a doom of retribution's appearance.

Certain powerful spellcasters and other creatures have learned of the mystical levers of the multiverse. These individuals know a spell to summon dooms and might cast it on their enemies, despite the possibility of blowback. Likewise, ancient artifacts and guarded locations might have the ability to call a doom of retribution should anyone attempt to use the object or access the location.

A doom of retribution usually appears exactly where they are needed, without having to track down their targets. Once called into existence, a doom does their best to slay their target.

A doom is unflinching in completing their objective. They can't be reasoned with or distracted. That said, a doom called through use of a spell capable of summoning them seems to understand the arbitrary nature of their limited existence. Their target might not be a legitimate one, at least as far as the multiverse is concerned. In such cases, a doom of retribution is open to changing their target, but only if the initial target can provide a compelling reason why the creature should do so.

**Motive:** Fulfilling their cosmic purpose to slay their target

**Environment:** Anywhere they are summoned

**Health:** 6

**Damage Inflicted:** 3 points

**Armor:** 1

**Movement:** Short

**Modifications:** Initiative as level 7; Speed defense and perception as level 3; perceives invisible creatures as level 7

**Combat:** A doom attacks three times each round with their doomblade. If five or more dooms are present in an area a long distance across, their attacks are eased.

If a doom is killed, 1d6 – 2 additional dooms appear to continue the fight, attacking the first doom's target, whoever killed that doom, or both. This continues each time a doom is killed until there are nineteen dooms in the area (the maximum possible number). Once the doom's initial target is dead (or manages to evade them), more dooms stop appearing.

**Interaction:** A doom always announces their purpose in a language the target understands. Unless presented with a reason why their target is less preferable than another in the area, a doom ignores attempts to parley or surrender.

**Use:** A doom appears, ready to punish a PC for a secret deed. An ally or enemy is pursued by multiple dooms.

**Loot:** A slain doom leaves behind no items or treasure, except sometimes their doomblade (a mundane, if perfectly formed shortsword).



*As a celestial being, a doom doesn't require air, food, drink, or sleep.*

*Some sages suggest that dooms of retribution are a fundamental reflex of the cosmos. Intelligent creatures started using the word “doom” only because of the existence of these entities, not the other way around. However, because of increased crossplanar travel, people in some worlds of the Material Plane are now learning about them as incarnate beings.*

**GM intrusion:** *The doom senses a weakness in the character's defenses, easing their own attack by four steps and inflicting an additional 4 points of damage.*

## DWIMMERSHRIKE

4 (12)

When in their native form, a dwimmershrike's crystal carapace sparkles with visible light, as well as with light from the magic they feed upon. However, these fey creatures spend much of their time pretending to be ordinary mundane objects in locations where spellcasters and magical items are likely to pass, because dwimmershrikes feed on magic. If interrupted, they defend their food source with vicious tenacity.

Once each year dwimmershrikes return to the special mountainsides in the Feywild where they hatched, where they lay clutches of eggs in hopes of bringing new generations into existence. Luckily for wizards the multiverse over, many Feywild creatures preferably predate these eggs.



A dwimmershrike, shaped like a chair or an old chest, might be responsible for random failures of magic in a wizard's laboratory or magic shop.

**Motive:** Hungers for magic

**Environment:** Anywhere near spellcasters, hiding in plain sight

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Short; short when climbing

**Modifications:** Speed defense as level 5 due to small size; disguise as level 6

**Combat:** A dwimmershrike can use their action to magically shapechange into an ordinary object ranging in size from something as small as a kettle to as large as an end table, or return to their normal shape as part of another action. But they prefer to stay hidden, passively absorbing magic by targeting a creature, object, or magical effect within immediate range.

The dwimmershrike can use their action to target and feed upon one magic item within immediate range that they can see. The feeding automatically succeeds against an untended cypher or artifact of level 7 or less. If the item is in a character's possession, the character must succeed on an Intellect defense task to resist. Affected cyphers are expended, and a depletion roll must be made for an affected artifact.

If the dwimmershrike attempts to absorb the magic of an ongoing magical effect created by a spellcaster in an area or on a person, the spellcaster must succeed on an Intellect defense task to keep the effect active.

When they successfully feed, the dwimmershrike regains 5 points of health, and the creature briefly glows, hindering their disguise task by three steps for about a round.

If discovered, a dwimmershrike can take their normal shape as part of an action either to escape or attack.

In their true form, they can bite twice each round.

They can feed on magic in their true form, and if they do so successfully, as part of the same action, they can exhale magic energy targeting up to three creatures within short range, inflicting 6 points of damage from shimmering lightning if the targets fail their Speed defense tasks, or 2 points even when successful.

**Interaction:** Dwimmershrikes are clever animals, knowing enough to retreat if they are overmatched. Other than their need to feed on magic, dwimmershrikes are drawn to the Feywild once every year, usually the spot where they were born where they can spawn in turn.

**Use:** A spellcaster has unwittingly brought a dwimmershrike with them on their adventures, in the form of a small sculpture or oddity. They don't realize the oddity is what's responsible for magic items in the spellcaster's vicinity spontaneously depleting, one every handful of days.

**GM intrusion (group):**

Instead of lightning, the dwimmershrike's spell breath entangles and holds helpless up to five creatures within short range with glowing magical threads until they can escape.

## EBON TULLITH

2 (6)

If a creature boasts a shadowy veneer flowing over their skin like tiny trickling threads of darkness, that veneer might be the protective embrace of an ebon tullith. If that protection is disrupted, the tullith is expelled, condensing as a darting, shadowy point in the air seeking another host, or the nearest living creature that they can use to flee back to the Elemental Chaos by creating an implosive, fleeting portal.

Because of an ebon tullith's resonance with necrotic energy, usually only undead and necromancers dare to conjure them. Long-term bonding with an elemental steeped in "negative" necrotic energy may lead to ill effects in otherwise normal creatures. But for undead and spellcasters able to insulate themselves from consequences, an ebon tullith is an ideal additional safeguard.

**Motive:** Bond with undead or necromancer

**Environment:** Anywhere in the multiverse, singly or in groups of two or three, often in the company of undead or necromancers

**Health:** 6

**Damage Inflicted:** 2 points

**Armor:** 1

**Movement:** Short when flying

**Modifications:** Speed defense as level 4 due to tiny size; perception as level 5; stealth as level 5 (in dim or dark areas)

**Combat:** An ebon tullith is usually encountered already bonded to an undead creature or necromancer, visible as a shadowy veneer of protective energy. The bonded creature enjoys an additional 10 points of health from this bonding. If the bonded creature loses those extra points of health for any reason, the bond breaks. The tullith condenses as a darting point of shadow next to the creature they were previously bonded to. On their turn, the tullith flies to a non-bonded undead creature within short range that hasn't previously enjoyed a bond with a tullith. If the tullith reaches such a target, they use their action to form a new bond with that creature, granting them the same benefit as the previous bonded creature.

If no undead or necromancers are in range, the tullith flies to the nearest living creature they can sense and attacks, attempting to touch them. If successful, an implosive blast of necrotic energy inflicts

5 points of Speed damage (ignores Armor) to the target and all creatures within immediate range that fail a Speed defense task.

Whatever the outcome, the implosive blast opens a momentary portal to the Elemental Chaos, through which the ebon tullith vanishes.

An ebon tullith is immune to necrotic and poison attacks.

**Interaction:** Individually, tulliths are dull and without much sense of self-preservation. But when two or more are present, they can speak to each other telepathically, and in so doing, convey a telepathic link between the creatures that are bonded to each tullith. When those bonded creatures are intelligent, some have noticed a silent, distant mental presence, observing. This has led some to wonder if these creatures are linked by a larger, hidden intelligence.

**Use:** A nearby cemetery has been infested with a group of ebon tulliths, rousing various undead to unusual and dangerous nighttime activity.



*As entities of necrotic energy, ebon tulliths don't require air, food, drink, or sleep.*

**GM intrusion:** *When a bonded creature loses their protective health shield, two ebon tulliths condense into existence instead of one.*

Before including an echo of divinity in a game, the GM should decide the creature's outlook, what sort of deity they served, their divine area of interest, whether they are a celestial or fiend, and the energy damage for their attacks.

**GM intrusion (group):** The echo calls down a pillar of holy fire targeting all creatures in an area a short distance across, inflicting 8 points of damage to targets that fail a Speed defense task, or 3 points even on a success.

Radiant energy usually derives from a god or other divine source. Though radiant energy can be used to heal the living in certain cases, radiant energy can also be used by those able to wield it to blast and damage foes.

## ECHO OF DIVINITY

6 (18)

An echo of divinity resembles a large humanoid, their body concealed under tightly wrapped garments and shrouded in a hooded cloak, trailed by illusory, fading replica images. (Underneath these clothes and protective illusions, their bodies are often scarred and branded, as if from torture or penance.) They are enigmatic beings who wander the planes, trying to carry out the orders of someone who is dead and forgotten.

An echo is probably a still-living portion of a slain deity, or perhaps one of their powerful servitors (such as a servitor angel) that survived their master's death, diminished from their former glory but still carrying on their remaining tasks. Each echo has a specific area of interest, such as weather, fire, magic, or life, and continues to act to advance this cause and fight those who oppose it.

Each echo of divinity looks slightly different, hinting at what they or their divine master used to be. For example, the echo from a dead god of storms may have a grey robe or one depicting thunderheads, their attack spells may inflict lightning damage, and so on.

**Motive:** Carry out orders of long-dead celestial beings

**Environment:** Anywhere in the multiverse, traveling alone or with those who venerate the same lost deity

**Health:** 30

**Damage Inflicted:** 6 points

**Armor:** 3

**Movement:** Short; short when flying

**Modifications:** Speed defense as level 7 due to illusory trailing images; perception as level 7

**Combat:** A divine echo makes two "divine strike" attacks each round at targets within long range, inflicting the kind of damage appropriate to the echo's particular variety (i.e., electricity if the echo is concerned with storms, or possibly **radiant energy**, necrotic energy, or something else).

A divine echo is an innate spellcaster and can create magical effects within short range that heal, restore to life someone who's died in the last few rounds, create a zone of silence an immediate distance in diameter, and banish an opposing celestial or fiendish creature back to their plane of origin. A divine echo can also cast one powerful spell related to the particular domain of interest the echo represents. For example, an echo of divinity who is associated with hope might be able to cast a spell that relieves a target of fear, curses, diseases, and other infirmities.

**Interaction:** If engaged on topics related to their domain of interest, an echo is certain to respond enthusiastically, speaking in whatever language is needed, or telepathically. If opposed, an echo of divinity can become a fearsome enemy.

**Use:** An echo seeks lost relics of the deity the echo once served as avatar, hoping those relics might rekindle that lost deity's manifestation somewhere in the multiverse, or within themselves.

**Loot:** Echoes often carry a few useful cyphers, such as a potion of **knowledge enhancement** and a scroll of **instant servant**. Some might also carry a potent artifact such as a **soulflaying weapon**.



Knowledge enhancement, page 391

Instant servant, page 391

Soulflaying weapon, page 257



## EILFGAR

6 (18)

In a heavenly Outer Plane known as Ysgard, slain warriors strive against each other forever. If they are killed on the field of battle, new existence is breathed into them when the sun next rises. Some of these spirits have gone through this cycle so many times that their features, gender, and individuality have eroded away over the millennia, leaving only the pure essence of fighting behind.

Various magical items can summon berserker spirits, compelling them to fight. Rarely, for reasons the gods have not deigned to reveal, a much more powerful eilfgar appears instead. The eilfgar fights as the berserkers would have; however, after about an hour (or if they're killed and reform a day later), the summoned eilfgar takes their leave to seek their purpose in the larger multiverse.

If an eilfgar makes their way out of Ysgard purposefully or by accident, they regain a single memory of an unfinished task, failed quest, abandoned duty, undelivered message, or other unresolved matter from their earlier life. Even if years, decades, or centuries have gone by since, an eilfgar will try to resolve that tension by seeking those who they failed in some way.

*Because of time's cruel passage, most eilfgar are frustrated in their attempt to resolve an ancient, unfinished task, and become morose wanderers.*

**GM intrusion:** *The eilfgar blows on their great horn, producing a blaze of radiant energy that restores all their lost health.*

**Motive:** Defeat evil, complete an unfinished task

**Environment:** Anywhere in the multiverse, alone or with converts to the cause

**Health:** 30

**Damage Inflicted:** 6 points

**Armor:** 2

**Movement:** Short

**Modifications:** Perception as level 7

**Combat:** The eilfgar attacks twice each round with their swords.

About once every minute, the eilfgar blows on a great horn, producing a blaze of radiant energy affecting up to six creatures within short range, inflicting 6 points of damage on a failed Speed defense task, or 2 points even if successful.

Once per day, as the radiance of the "horn" attack fades, motes linger, forming into ten **berserkers** from the plane of Ysgard. They return to Ysgard after 12 hours or when they reach 0 health.

**Interaction:** Even if their unresolved tasks are never completed, eilfgar are still the spirits of slain heroes, and most cannot stand to see evil perpetrated in their presence. They summon their weapons of ancient days, wind spells of power around them, and deal with those whose deeds stain the earth.

Often, other beings who have complicated motives or who operate in a grey area look evil to an eilfgar.

**Use:** Explorers accidentally summon an eilfgar, which serves them for one hour, then asks that they in turn help the creature achieve some long-unfinished goal to push evil back.

**Loot:** An eilfgar's swords normally vanish when dropped, but occasionally one remains. The sword is a heavy weapon artifact that magically eases attacks made with it (level 6; depletion: —). Likewise, an eilfgar's horn normally fades when the eilfgar perishes, but every so often one remains. The horn is an artifact that produces 10 berserkers that serve the horn blower for one minute, then fade (level 6; depletion: 1 in 1d6).

**Berserker:** *level 2; two attacks as level 4 each inflict 4 points of damage*



## ELAR

5 (15)

*Pronunciation: eh-LAR*

*Aboleths are aquatic aberrations of horror with powerful mental abilities.*

**GM intrusion:** *The elar releases a powerful burst of electricity with their attack, easing their attack and stunning their target for a few rounds on a failed Might defense task. The stunned creature can attempt a new Might defense task on each of their turns.*



*Catholicon, page 385*

*Comprehension, page 385*

Natives of the Plane of Water, elars are deadly hunters, watchful trackers, and eager foes of **aboleths**. Sometimes they appear as huge silvery sharks, and other times as humans with skins as reflective as a placid lake with splashing water for hair. Both forms conceal the fact that these are creatures of living water.

Elars do not produce children, either among themselves or with other entities. Instead, they are spawned when a violent storm from the Elemental Chaos touches the Elemental Plane of Water. This singular inception for each individual means the population is never at risk of growing out of control. And should the last existing elar perish, there's a good chance that a crossplanar storm will eventually spawn more.

When aboleths first seeped into the cosmos, they attempted to eliminate elars, even casting a ritual to disrupt further elar spawning. A great hero arose and united all the elars under them, making the aboleths pay dearly. That hero is referred to as the Mother of Storms. Now, the elars hunt aboleths whenever they learn of a new nest.

Once spawned, elars sometimes migrate to one of several bodies of water that exist on other planes of existence, swimming the Ethereal to reach their destination. Elars prefer to hunt alone, though some individuals may ally with other creatures for brief periods, especially if an aboleth hunt is in the offing.



**Motive:** Hunting aboleths and water-dwelling aberrations

**Environment:** Shores and watery locations on various planes, alone or in pairs

**Health:** 20

**Damage Inflicted:** 6 points

**Armor:** 2

**Movement:** Short; long when swimming

**Modifications:** Perception as level 6

**Combat:** Regardless of their form, an elar attacks by biting, inflicting 4 points of damage plus 2 points of electricity damage.

Any creature that strikes an elar with a melee attack takes 4 points of electricity damage.

When swimming and attacking with surprise, an elar can charge through the water up to a very long distance and still make an attack; the attack is eased and inflicts an additional 6 points of damage.

An elar's natural form is an amorphous shape composed of living water. As their action, they can transform into a humanoid shape (that, under close scrutiny, still appears to be made of water) or an elephant-sized shark. They revert to their amorphous shape if slain.

If an elar is touching a body of water (river, lake, ocean, and so on), they regain 3 points of health on their turn.

An elar is immune to electricity and poison attacks.

**Interaction:** Some elars build simple dwellings on the water's edge and even take on a human identity for a while, though rarely for longer than a single human lifetime.

Elars know where to go to collect the largest and most exotic pearls in the multiverse. They consider personally gathered pearls priceless. If an elar's pearl is looted after a conflict, other elars may track the perpetrator and take back what was stolen.

**Use:** A huge shark has been lurking off the coast, frightening local fisherfolk. A mysterious hunter appears in search of bizarre aquatic monsters.

**Loot:** An elar usually has a collection of beautiful, unusual pearls, some of which may be magical cyphers, like a pearl of **catholicon** or **comprehension**.

## ELEMENTALS

Commonly recognized incarnations of existence include air, earth, and fire. Other beings composed of different substances and energy can also be called by spellcasters to worlds of the Material Plane, including flux elementals, obsidian elementals, and sand elementals.

### FLUX ELEMENTAL

6 (18)

Summoned from the Elemental Chaos, a flux elemental swirls with the power of water, cold, and electricity. Merely being near a flux elemental is dangerous.

A flux elemental is a packet of destructive energy that corrodes other objects and creatures. However, the flux's combination of elements produces a tertiary force every bit as destructive as the lightning that visually crackles across the creature's icy carapace. This "magnetic" force can reach invisibly through matter and armor alike to attract and repel objects, disrupt the senses of living beings, temporarily shut down constructs, and render artifacts from some worlds of the Material Plane that rely on technology inoperable.

As their name implies, flux elementals rarely retain a single shape for long.

Alone and unobserved, they resemble icy spheres ringed by lightning. However, when around creatures of other planes, they take on aspects of those forms, though never completely. The result is a hard-to-describe amalgam of forms.

**Motive:** Hungers for destruction; magnetize metals

**Environment:** The Elemental Chaos, worlds of the Material Plane where they are summoned, often in the company of their summoner looking for insights into magnetism

**Health:** 25

**Damage Inflicted:** 6 points

**Armor:** 2

**Movement:** Immediate; long when flying

**Combat:** All tasks attempted by foes within short range of the flux elemental are hindered by a continually varying, but extremely strong magnetic field the elemental generates. (Even creatures carrying no metal or magnetic materials are affected; the extreme field interacts with their flesh.)

The flux elemental bites twice each round. In addition to regular damage, a victim takes an additional 2 points of Speed damage (ignores Armor) from cold and electricity on a failed Might defense task.

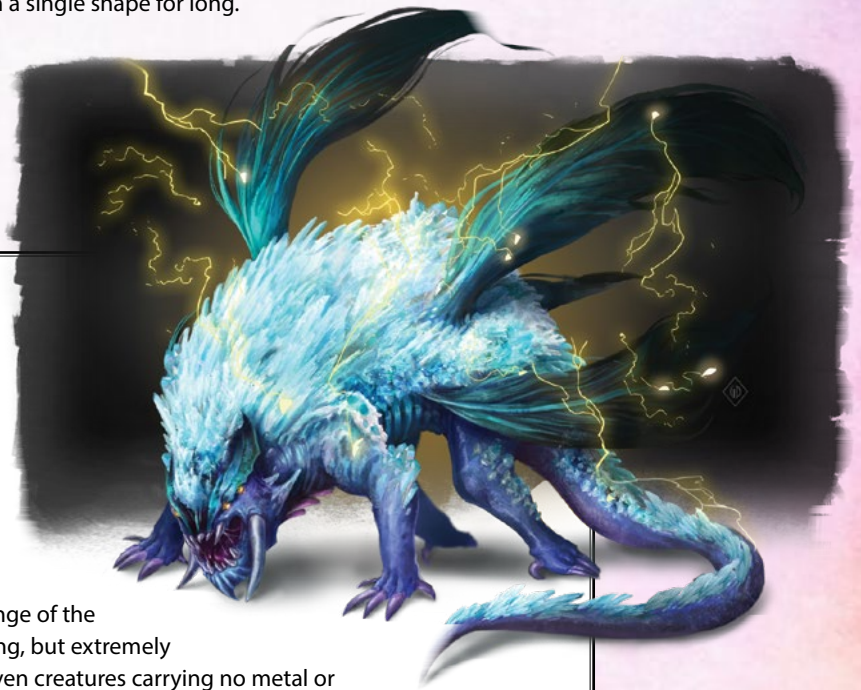
Targets that touch or attack the flux with a melee weapon take 2 points of Speed damage on a failed Might defense task.

The flux elemental can release a magnetic pulse about once a minute. One creature within short range that fails a Might defense task is blinded and poisoned (all tasks hindered) for one minute. If the target is a creature comprised mostly of metal, like an iron golem, or a machine, they cease to function for one minute. Some especially exotic objects created by technology (for example, a laser pistol) cease to function permanently.

Flux elementals are immune to cold, lightning, and poison attacks.

**Interaction:** Unless controlled by summoning magic, a flux elemental is bent on magnetic destruction.

**Use:** A stranger claims they've caught a "djinn" in a metallic lamp (which attracts metallic objects). The stranger threatens to let them go to wreak destruction unless they are paid a ransom.



*As a pure elemental being, a flux elemental requires no air, food, drink, or sleep.*

*Flux elementals delight in finding new materials to attract and repel, and if possible, they like to permanently magnetize objects made of metal, leaving behind a bit of their essence.*

**GM intrusion:** *The flux immediately deals 2 points of Speed damage (ignores Armor) from cold and electricity to a target the flux previously hit, even though it's not the elemental's turn. The cold and electricity burst from a metallic object in the victim's equipment.*

## OBSIDIAN ELEMENTAL

6 (18)

*As a creature of elemental stone, an obsidian stalker requires no air, food, drink, or sleep.*

An obsidian elemental is a variety of earth elemental summoned from the Plane of Earth. But because of their shape and demeanor, they're usually referred to as "obsidian stalkers."

The most common purpose given to a summoned obsidian stalker is to destroy a target or object. Alternatively, the obsidian stalker could also be tasked with recovering a specific object and returning it to the stalker's creator. Regardless of the task set them, the stalker accomplishes that task as poorly as possible, often twisting the command's meaning to the breaking point.

Once the task is complete (or the summoner dies), the magic that created the obsidian stalker ends and the elemental is released. When they are defeated or the magic that binds them expires or ends, an obsidian stalker falls into a pile of otherwise unremarkable obsidian shards.

### GM intrusion:

*A character's ranged attack is defused and defeated by the obsidian stalker's aura of swirling obsidian shards.*



**Motive:** Fulfill commands of summoner, but indiscriminately

**Environment:** Anywhere in the multiverse

**Health:** 25

**Damage Inflicted:** 6 points

**Armor:** 3

**Movement:** Long; short when burrowing

**Modifications:** Tracks and burrows as level 8; perception as level 9; stealth tasks relying on quietness as level 1 due to earthstorm aura

**Combat:** The obsidian stalker attacks twice each round with their claws or by flinging two obsidian shards up to long range.

The stalker can cloak themselves in a swirling aura of obsidian shards as part of another action. The aura is noisy, reminiscent of windows shattering over and over. Any creature starting their turn next to the stalker or that moves next to the stalker takes 6 points of damage from the swirling shards, and on a failed Might defense task, is deafened until their next turn.

The stalker can momentarily extend the radius of their aura once every few rounds, intensifying it so much that all creatures within short range that fail a Speed defense task take 7 points of damage from flying shards, or 3 points of damage even if the defense task succeeds.

Obsidian stalkers are immune to poison attacks.

**Interaction:** Obsidian stalkers, if magically summoned to complete a task, are unreliable. They hate being called from their realm. If possible, they accomplish a task that technically fulfills the objective as worded, but that fails to fulfill the spirit of the command.

**Use:** An oddity seller offers a magic item they claim can summon an "obsidian elemental" that will do the bidding of the summoner.

Depending on who gets the item, the resulting obsidian stalker could be used for revenge, thievery, or protection, or perhaps could be used by characters interested in helping others.

**Loot:** A defeated obsidian stalker leaves behind at least one expensive (250 gold coins) chunk of obsidian crystal.

## SAND ELEMENTAL

4 (12)

Swirling sand condenses to form a humanoid figure, constantly crumbling away and reforming in a never-ending whirlwind of scouring particles. Able to grow three to five times their “resting” size or shrink away to a mere dusty breeze, a sand elemental can be an egregious threat, or easily missed even by keen observers.

The turmoil of the Elemental Chaos never ceases, infused with material, energy, and naked life force in equal measure. Add in a little binding magic from some long-forgotten or currently active wizard, and a sand elemental can swirl into existence. Over time, many find their way to more stable planes if they came to be in the Elemental Chaos.

When first encountered, a sand elemental in mostly solid form might be taken for a nomad of the dunes, wandering the seared, sandy plains in search of an oasis to parch their thirst.

*A sand elemental doesn't require air, food, drink, or sleep.*

**Motive:** Curiosity about the living, vengeance against the living

**Environment:** The Elemental Chaos, dry regions of worlds of the Material Plane, alone, in the company of a summoner, or in groups of two or three

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 1

**Movement:** Short; short when flying; immediate when burrowing (doesn't disturb material they move through)

**Modifications:** Disguise and deception as level 5; damages objects and structures as level 7

**Combat:** When solid, the elemental attacks twice each round with their fists.

The sand elemental can spin itself into a “shamal” of dangerous, spinning sand every few rounds, inflicting 8 points of damage to all creatures within immediate range that fail a Speed defense task. Damaged creatures are also blinded for a few rounds, or until they succeed on a Might task as their action to clear their vision.

The elemental can choose to take the form of blowing sand as their action. In this form, only magical attacks can affect them, and they can only make their “shamal” attack. They can return to their regular form as part of another action.

A sand elemental is immune to electricity and poison attacks.

**Interaction:** The somewhat humanoid form that sand elementals adopt allows them to explore their curiosity about life lived by humans and similar species. Some attempt to pass as human, though few ever get so good that daylight doesn't reveal their sandy forms. Most only know the language of elder elementals (Primordial). When spurned (as they often are), sand elementals revert to a form more obvious in its elemental nature as their rage grows to become an enveloping storm of loss and, often, revenge on those who rebuffed them.

**Use:** Reports of “grit bandits” (individuals with sand for flesh) robbing desert travelers are common in the caravanserai situated at the edge of a great desolate desert.

**GM intrusion (group):**

*The sand elemental calls up a storm like their “shamal” ability, but one that fills an area a long distance across that lasts for several minutes or hours, potentially moving toward a nearby settlement, visible as a towering dust devil as it goes.*

# ETHERCLAW

3 (9)

Etherclaws are hard to spot because they flit into and out of worlds of the Material Plane from the Border Ethereal only long enough to bite and claw their targets.

Elongated and hairless, etherclaws are catlike creatures with filmy wings that trail into Ethereal vapor. Some think them cute when the creatures are encountered napping or playing in one of their demiplane lairs. Indeed, a sated etherclaw is frolicsome, or given to naps, and may even seek physical touch, though usually only among their own kind. But when they become hungry, their underlying hunter instinct rises.

Capable of fast and maneuverable flight in any world, the etherclaw is already a deadly hunter. Add to that their ability to flit into and out of a demiplane or Material Plane world, biting and slashing targets as they come and go, and it's difficult to imagine a more perfect guerilla stalker.

The etherclaw's bite is especially dangerous. The wound begins to fester with particulates of disease bred in a host of odd dimensions. The bite poisons victims, and if left untreated, many succumb to disease. However, etherclaw prides are drawn to such prey, killing and consuming them long before victims must face the prospect of death by disease.

**Motive:** Hunting prey, playing, napping

**Environment:** The Ethereal Plane, demiplanes, worlds of the Material Plane along the Border Ethereal, alone or in a pride of up to ten

**Health:** 10

**Damage Inflicted:** 6 points; see Combat

**Movement:** Short; short when climbing or flying

**Modifications:** Perception as level 5 (can see across the divide between the Border Ethereal and an overlapping area of a Material Plane world or demiplane); stealth as level 4

**Combat:** An etherclaw attacks twice each round, once with their bite and once with their claws. A bite victim takes 3 points of damage plus 3 points of damage from poison and must succeed on a Might defense task or be infected with a disease known as "sewer plague" (see box).

An etherclaw can step into the Border Ethereal as their action. If already on the Border Ethereal, they can step into an overlapping Material Plane world or demiplane.

**Interaction:** Etherclaws are clever predators, about as smart as wolves. They range alone, but if particularly toothsome (or troublesome) prey is discovered, the pride is called with a plane-piercing screech. A few rounds later, two or more etherclaws emerge at once from what may seem like thin air to attack. If the hunt is successful, the pride drags the carcass back into the Border Ethereal and then to a nearby demiplane lair where all can feed.

**Use:** Explorers notice a pride of winged cats napping around the entrance to a structure they wish to explore.



## SEWER PLAGUE DISEASE

An infected creature immediately descends one step on the damage track. Every ten to twelve hours, an infected creature that fails a difficulty 3 Might defense task descends another step on the damage track. On a successful task, the character ascends one step on the damage track. If a successful defense task makes the character hale, they recover from the disease.

**GM intrusion:** *The etherclaw paws a character's weapon or accessible piece of equipment, which falls into the Border Ethereal, becoming inaccessible.*

## EUSKER

5 (15)

Though they use deception to disguise themselves as a humanoid beggar, a eusker (often called an “eye taker” or “eye eater” by other creatures) soon reveals their fiendish nature when they decide they would rather have newly met strangers’ eyes for themselves.

A eusker is rarely without one or more eyes, stolen from a previous victim, that are magically embedded in their flesh. Because those eyes are consumed over time, more eyes are always required to keep them satisfied. The eyes of intelligent creatures are preferred.

**Motive:** Collect and consume eyes

**Environment:** Anywhere in the multiverse

**Health:** 25

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Short

**Modifications:** Perception as level 8; resists blinding effects as level 9

**Combat:** The eusker attacks twice each round with their claws. Alternatively, they can attempt one of the following special attacks, once every few rounds.

- A target within short range that can see the eusker and fails an Intellect defense task does as the eusker asks (usually telepathically) either immediately, or within 8 hours if there is a trigger. Asking the target to stab themselves, throw themselves into lava, or do some other obviously harmful act ends the effect immediately.
- A target within short range that can see the eusker and fails an Intellect defense task falls unconscious for one minute. They wake up if they take any damage or if another creature uses their action to shake the sleeper awake.
- A target within short range that can see the eusker and fails an Intellect defense task becomes frightened of the eye eater and moves as far away as possible on subsequent turns. If the target moves to a place a long distance away from the eusker where they can no longer see the creature, the fear ends.

As part of another action, the eusker can scoop an eye from a corpse within immediate range. The eye stitches itself into the eusker’s flesh and the eusker regains 5 points of health. Allies of the slain creature who see the eye of their comrade now part of the eusker are shaken, and their attacks against the eusker are hindered for about a minute.

**Interaction:** A eusker may lurk in shadows or pretend to be docile until they attack. Negotiation with an eye taker might be possible if a gift of eyes were offered. A eusker speaks several common languages.

**Use:** Refugees with no eyes arrive in town with stories of horror from a nearby village.

**Loot:** A eusker may carry a useful cypher or two, such as a ring of **disarm** or figurine of **detonation (web)**.



**GM intrusion:** A character that fails a Might defense task after taking damage from a eusker loses one eye. The eye is transferred to the eusker’s flesh, blinking back at the victim. The victim’s actions requiring sight are hindered for a few days until they adjust, or until magic is used to regenerate their lost eye.

*Disarm*, page 387

*Detonation (web)*, page 387

EVACLAST

7 (21)

Creatures shaped by surviving the cataclysmic end times of their own worlds, evaclasts have appeared in familiar planes from very far across the multiverse, possibly even the Planes of Mirror and Shadow where alternate parallel realities cancel each other out in sometimes apocalyptic fashion. Some people suggest evaclasts are not from our universe at all, but rather entities of the Far Realm. However, the few times that aberrations from outside the multiverse and evaclasts have met, they predate each other as they would any other creature.

When an evaclast appears, they may claim to serve the “Tribunal of Havoc.”

Little is known of such an entity, but rumors suggest that wherever this tribunal shows up, universal doom follows—doom so all-encompassing that news of the destruction rarely leaks beyond the fallen plane or world. However, an evaclast is more than a messenger. They may ultimately prove to be the reason everything is falling apart in the first place.



**Motive:** Hungers for flesh

**Environment:** Worlds of the Material Plane, as lone arbiters of doom, or with a **zombie** entourage

**Health:** 33

**Damage Inflicted:** 7 points

**Armor:** 3

**Movement:** Short; long when flying

**Modifications:** Perception as level 9

**Combat:** The evaclast attacks twice each round with their fists (or twice by spitting tooth-like projectiles at targets within long range), inflicting 5 points of damage plus an additional 2 points of damage from acid.

Once each day, the evaclast can turn one of their successful acidic fist attacks into a death touch as part of the same attack action. If a damaged target fails a Might defense task, they take 20 points of damage from a flare of necrotic energy. If killed, the victim rises as a zombie under the evaclast’s control.

The evaclast can spin up a necrotic vortex every few rounds. Creatures within immediate range that fail a Speed defense task take 7 points of Speed damage (ignores Armor).

The evaclast regains 5 points of health each round. If the evaclast takes radiant damage, this regeneration is suppressed for one round.

An evaclast is immune acid and electricity attacks.

**Interaction:** Whatever their origin, evaclasts can be judged only by their actions. Which, so far, involve consuming every other mortal, fiend, celestial, aberration, beast, or other creature they run across. Eating, they say, is the only joy left to them after the deaths of everything they once knew. (Deaths, some suggest, that might have been caused by the evaclasts themselves.)

**Use:** A long-standing prophecy of doom seems one step nearer when an evaclast arrives.

**Loot:** An evaclast may possess a few destructive cyphers, such as a pearl of **detonation (massive)** and possibly a horrific artifact taken from a destroyed world, such as a **sphere 23**.



Zombie, page 371

**GM intrusion:** The evaclast attacks twice more with their fists, or uses their ability to spin up a necrotic vortex, even if they’ve already taken an action or if it isn’t their turn.

**GM intrusion:** The evaclast uses magic to turn a victim within short range to stone for one round, even if the evaclast has already taken an action or if it isn’t their turn.



Detonation (massive), page 387

Sphere 23, page 282



## FAR REALM ABERRATION

Outside the multiverse, the Far Realm makes a mockery of time, existence, and purpose. Understanding it is impossible for a consciousness born of our cosmos, and attempts to do so can burn out a researcher's mind or, worse yet, warp them into monstrosities. All that's possible is to catalog the aberrations that seep down from that appalling place. Doing so may allow one to glean a truth or two, though indirectly and with almost certain physical and mental trauma that will need to be alleviated afterward—if one survives an encounter at all.

### GHATH

3 (9)

Ghaths are servitor creatures constituted by other aberrations from the rude matter of the multiverse. A ghash instinctively serves whichever creature formed them. They operate as spies, messengers, soldiers, or, often enough, as part of a nightmare entourage.

A ghash may be built up from two or more corpses of any kind, from stone and soil, or even sometimes from still-living flora and fauna. In this latter case, the living tissue may squirm and cry out, asking for help (if they retain vocal cords) even as the ghash they have become the body for does unspeakable things. A ghash is almost but not quite an automaton. As with anything spawned in the execrable domain outside our own cosmos, definitions and delineations are approximate at best.

If ghaths are abandoned by their creator, they degrade and crumble within a few days. Some manage to persist by remaining in clusters hidden below ground, predated nearby creatures for new raw material to reinforce their own crumbling façades and new life force to keep their minds sharp.

If accompanying a more powerful aberration, ghaths are bold and aggressive, showing themselves and declaring their purpose to their foes. However, lone ghaths prefer to hunt from ambush, using their bodies formed from the environment as ideal camouflage from which to spray prey with a viscous fluid that stifles both movement and breath.



**Motive:** Hungers for flesh (to reinforce their body)

**Environment:** Anywhere in the multiverse, alone or in a group of two or three accompanying a more powerful aberration

**Health:** 12

**Damage Inflicted:** 4 points

**Movement:** Short; short when flying

**Modifications:** Speed defense as level 2 due to large size; stealth as level 5

**Combat:** A ghash attacks twice each round with fists formed of their jumbled flesh. Each fist deals 2 points of damage plus 2 points of Speed damage (ignores Armor) from an acidic poison. If a ghash reduces a target to 0 health or Pool points, the target isn't dead but instead falls into a deathlike trance for about an hour, even if the victim is healed in some fashion before the hour elapses.

Every few rounds, a ghash can spray poisonous mucilage at a target within short range. On a failed Speed defense task, the target takes 3 points of Speed damage (ignores Armor) and can't take physical actions as the covering mucilage hardens into a clear shell (level 3). Each round a target can't break free, they take 3 more points of Speed damage (ignores Armor) from insinuating poison.

**Interaction:** Ghaths can pick up almost any standard language after just a few exchanges. They might use this gift to interrogate newly captured prey about the location of other potential targets (before incorporating the prey's flesh into themselves).

**Use:** A family living at the village edge is gone. But townsfolk whisper of seeing a horrible creature hunting the night. The creature supposedly contains recognizable features of each missing family member.

*Ghaths within a cluster usually cooperate with each other. But if ghaths of two different genesis events discover each other, rival clusters can form. Such groups predate each other.*

**GM intrusion:** *A character's successful melee attack triggers a defensive poison spray that inflicts 3 points of Speed damage (ignores Armor) to the character.*

## GOLOGOTH

5 (15)

A gologoth usually leaves the mind of a creature they have infested once they have drained them of half their maximum health or Pool points. However, if the victim is under attack by enemies, they may infest a victim's mind until the mind dies, then remain in the corpse for hours or days longer.

Gologoths originate from Marrow, a secret realm within the Astral Plane ruled by the Night Lords.

**GM intrusion:** The character that ousted the infesting aberration suddenly becomes certain that the gologoth left something behind in their mind, something that waits and watches...

An altered state of consciousness draws gologoths from the edge of existence. Sleep qualifies, but unconsciousness, extreme exhaustion, drunkenness, and especially hallucinations can draw a gologoth like a fly to excrement. Those who survive their initial attention may wish to avoid comprehending that the horrific vision they experienced was something invading their minds from outside the cosmos. However, once a bridge between a gologoth and a victim has been created, that victim is likely to be visited again and again until nothing remains of them but a mindless shell.

A nightmare or hallucination, even one born of normal circumstance, can shake a victim all by itself. Magnify that by ten, and that's what a gologoth victim experiences. The gologoth is an anathema of shape: a churning being whose insides and outsides replace each other without purpose, with eyes like poison emeralds, ebony scales etched with unknowable runes, and most nausea-inducing of all, a nest of twining tendrils that lash and grasp.



**Motive:** Hungers for minds, knowledge of the cosmos

**Environment:** Anywhere in the multiverse, usually alone

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Short; short when climbing

**Modifications:** Speed defense as level 4 due to large size; climbing, perception, and stealth as level 6

**Combat:** The gologoth can attack twice each round with an intrusive tendril, targeting creatures within immediate range. A target takes damage and on a failed Intellect defense task hallucinates or falls asleep (as the gologoth chooses) for about a minute. Another creature can spend an action attempting to shake a target from their hallucinations or sleep. Each time an attempt is made, the victim can attempt another Intellect defense task to wake up or stop hallucinating.

As an action, the gologoth can disappear into the mind of a sleeping or hallucinating creature within short range. The only telltale sign is the gologoth's eyes, usually appearing on the infested victim's palms. While inside a victim's mind, a gologoth can't be targeted by any attack, spell, or other effect, even if the eyes are targeted. The gologoth regains 3 points of health each round the infestation lasts. The infestation lasts until the host body wakes up, stops hallucinating, or the gologoth leaves as part of another action. When the infestation ends, the gologoth reappears next to the victim.

Each round a victim hosts a gologoth, they take 2 points of Intellect damage (ignores Armor) on a failed Intellect defense task. This damage doesn't wake the host from sleep or end the hallucinations, though the host may scream in a way that horrifies listeners.

**Interaction:** Just as sages and wizards of the multiverse strain their minds to learn more of the Far Realm, it seems that some force, entity, or group of beings from that incogitable domain wants to know more about our cosmos. Maybe. If so, gologoths could be horrific dimensional explorers that are cast out like psychic fishing lines, seeking to learn what they can by consuming the minds of those they snag.

**Use:** Someone in the next room at the inn begins to scream in their sleep in a horrifying manner but can't be woken by shaking.

## ORGLIN

4 (12)

Orglins originated in the Far Realm. Mutated by the mere desire of greater entities of that rulerless kingdom, they serve as mounts and beasts of burden for their masters or any who dare to telepathically command them. When orglins appear in the multiverse, they resemble snails with fleshy, retractable shells. An orglin moves unnaturally quickly on dozens of tentacle-like legs that emerge from beneath their large lower portion.

Telepathic aberrations use orglins as mounts and beasts of burden. A creature with telepathy can move into the brain-shell of a riderless orglin, link to their mind, and control them effortlessly. The beast reflexively closes their shell around their rider, protecting them against attacks.

An orglin's body is covered in slightly sticky mucus that smells horrible to humanoids and most normal animals. If frightened (or directed to attack by their rider), the orglin can vomit this material at range, coating foes and potential predators.

**Motive:** Hungers for flesh

**Environment:** Anywhere in the multiverse, almost always ridden by another entity spawned by the Far Realm

**Health:** 15

**Damage Inflicted:** 4 points

**Armor:** 2

**Movement:** Short; short when climbing

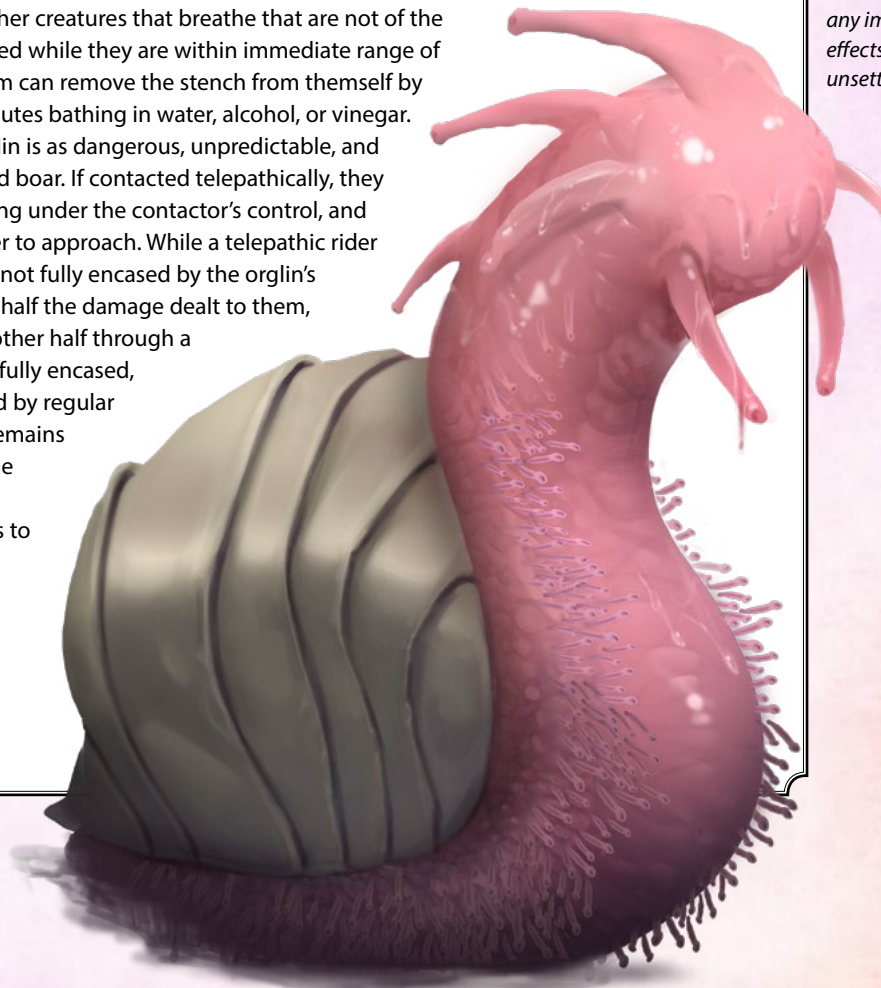
**Modifications:** Speed defense as level 2 due to huge size; resists mental influence as level 10 (while being telepathically controlled); climbs as level 7

**Combat:** An orglin slams or headbutts a target.

Once per day, an orglin can vomit a concentrated burst of offensive chemicals at three targets within short range. Targets that fail a Speed defense task are coated in foul-smelling liquid. A coated creature exudes a horrible stench for about an hour. The coated victim is hindered while the stench lasts. Other creatures that breathe that are not of the Far Realm are also hindered while they are within immediate range of the coated victim. A victim can remove the stench from themselves by spending at least ten minutes bathing in water, alcohol, or vinegar.

**Interaction:** A riderless orglin is as dangerous, unpredictable, and intelligent as a bull or wild boar. If contacted telepathically, they automatically calm, coming under the contactor's control, and wait for the potential rider to approach. While a telepathic rider controls the orglin and is not fully encased by the orglin's shell, the rider takes only half the damage dealt to them, and the orglin takes the other half through a bio-telepathic conduit. If fully encased, the rider can't be targeted by regular attacks while the orglin remains alive. If the rider harms the orglin or ends the mental contact, the orglin reverts to their normal behavior.

**Use:** A stranger whose skin is as transparent as glass, wielding unsettling biomechanical weapons, rides into the area on an orglin.



*Rarely, an orglin is hatched that is a throwback to their ancestral form, without the mutations granting them tentacle legs. Their masters normally slay these "useless" beasts and feed their meat to other minions.*

**GM intrusion:** *The orglin pins a character beneath their huge bulk, inflicting 4 points of damage each round; the victim's escape attempts are hindered by two steps.*

**GM intrusion:** *A character controlling and riding the orglin notices that their skin is beginning to lose its opacity, revealing hints of muscles and organs beneath. This doesn't have any immediate mechanical effects, but is probably unsettling for the character.*

## VOROTHID

2 (6)

A vorothid may cling to the hull of an astral vessel, dropping off when they reach an environment with suitable prey.

**GM intrusion:** The victim of psychic feeding glimpses a horrific vista of the Far Realm. At some future point, the victim ideates on visiting there until the influence is removed magically (such as with a spell that can remove curses) or telepathically.

These bizarre, alien creatures have four-tentacled octopus-like bodies and irregular crystalline “heads” that float above them. Oozing from the Far Realm through reality’s weak points, vorothids have infiltrated the multiverse. An infestation of young vorothids is a cluster of pretty, hand-sized animals resembling starfish (each with a thumbnail-sized gem embedded in their center) that cling to stones and feed on tiny vermin. If they have enough to eat, they can metamorphose into a larger adult form (about the size of large dog) within a couple of weeks.

Although a vorothid can subsist on flesh, they reproduce only if they have eaten their fill of psychic energy from intelligent prey. Vorothids prefer to ambush small animals or use psionic attacks to draw away a pet or mount for an undisturbed meal, but they may attack humanoids if they haven’t had a sapient meal in a while.

Because they are receptive to telepathy, a tamed vorothid makes an excellent scout and spy, for their master can order them to secretly observe an area, then read the creature’s mind for details. They can be trained to steal (or at least misplace) small objects using their telekinetic abilities, and they instinctively flee danger, often by flinging themselves off high spaces then using their psionic abilities to ensure a safe landing, or a landing on a potential target. Anyone who thinks they’ve tamed a vorothid should beware. These creatures are ultimately unknowable, and a “tame” individual or pack could simply decide one day to eat their owner’s mind.

**Motive:** Hungers for mental energy and flesh

**Environment:** The Outer Planes, underground regions on worlds of the Material Plane, and regions of the Astral, alone or in the company of a more powerful creature telepathically commanding them

**Health:** 6

**Damage Inflicted:** 2 points

**Armor:** 2

**Movement:** Immediate; immediate when climbing

**Modifications:** Speed defense as level 4 due to tiny size; climbing, perception, stealth, resisting magic attacks, and resisting mental attacks as level 6

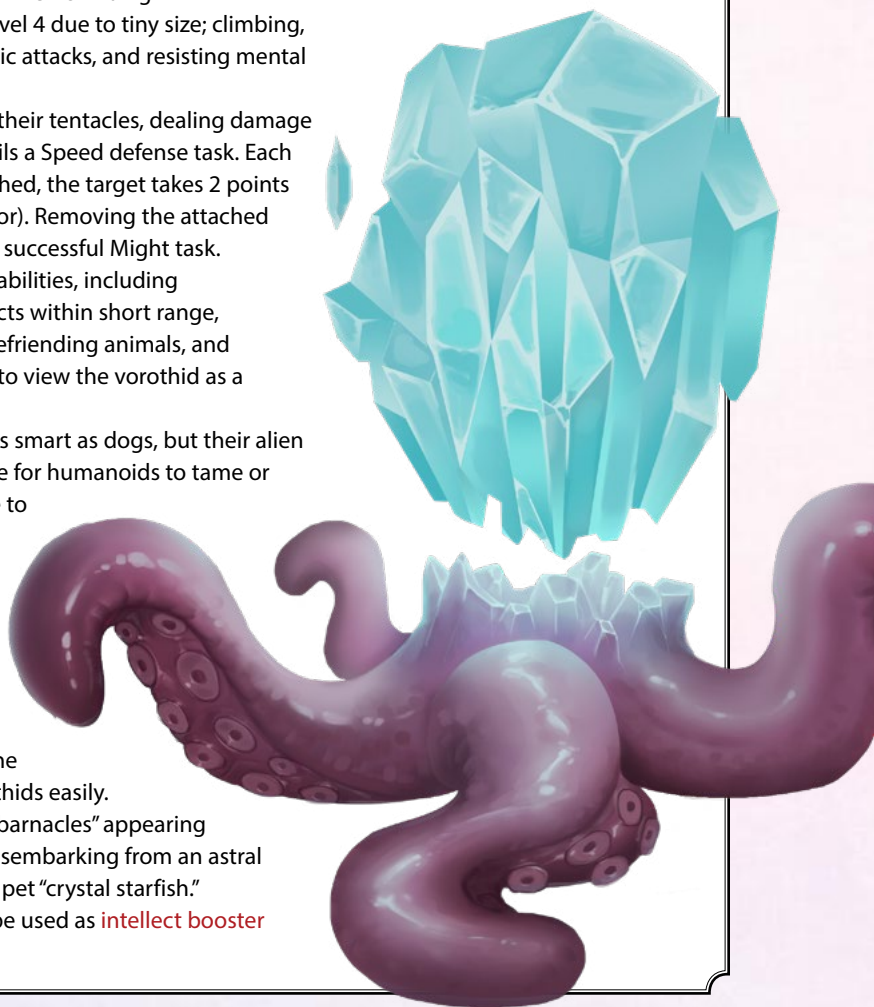
**Combat:** The vorothid attacks with their tentacles, dealing damage and latching onto a target that fails a Speed defense task. Each round the vorothid remains attached, the target takes 2 points of Intellect damage (ignores Armor). Removing the attached vorothid requires an action and a successful Might task.

A vorothid has a handful of psionic abilities, including telekinetically manipulating objects within short range, landing safely from any height, befriending animals, and mentally influencing humanoids to view the vorothid as a beloved pet.

**Interaction:** Vorothids are at least as smart as dogs, but their alien nature makes it almost impossible for humanoids to tame or understand them. They are prone to inexplicable behavior. Attempts to categorize the lights and patterns in their crystalline “heads” lead to confusion, contradictions, and sometimes literal headaches for their would-be owners. Telepathic entities, particularly those from the Far Realm, can interact with vorothids easily.

**Use:** A fisher complains of strange “barnacles” appearing on their boat. An astral traveler disembarking from an astral vessel proudly displays their new pet “crystal starfish.”

**Loot:** Some vorothids’ crystals can be used as **intellect booster** cyphers.



Intellect booster,  
page 391

## FERALFLOWER

3 (9)

Popping up among vast plains of wildflowers on the Outer Plane known as the Beastlands, feralflowers exist on the far end of the dimension's embodiment of beauty and wilderness. Ruby-red blooms may enchant the eye in an otherwise natural setting. Those who approach to view these blooms up close likely wander into a trap the hungry petals have crafted to render prey pliable to physical attacks.

A feralflower instinctively creates traps such as entrapping pits, hanging "noose" vines, blooms with soporific effects, and more.

When a feralflower attacks, their natural plantlike attributes give way to an agile ability to move across most surfaces, and up and down nearby trees or other vertical surfaces with surprising but deadly grace.

Feralflowers fruit every year, dropping delicious red berries attached to frizzy, entangling tendrils easily caught in fur and garments.

**Motive:** Hungers for flesh

**Environment:** The Beastlands, worlds of the Material Plane, in groups of three or more

**Health:** 12

**Damage Inflicted:** 3 points

**Movement:** Short; short when climbing

**Modifications:** Perception, stealth, and trap building as level 5

**Combat:** The feralflower can attack twice each round with their thorned tendrils, inflicting damage and, on a failed Might defense task, 3 additional points of Speed damage (ignores Armor) from poison. The poisoned target hallucinates for a minute, or until they succeed on another defense task on their turn to end the effect early. The hallucinating creature is dazed, so all their tasks are hindered. In addition, the target behaves randomly, as follows.

**d6 Behavior**

- 1 The target uses their action to move in a random direction.
- 2 The target uses their action to make a melee attack against a randomly determined creature.
- 3 The target is frightened of a random creature or object this round.
- 4 The target laughs uncontrollably. While laughing, the target takes no other actions and is prone.
- 5 The target nods off to sleep but wakes up if damaged or shaken awake.
- 6 The target uses their action to hug a randomly determined creature.

With a few hours of effort, a feralflower can create devious traps out of common plants, trees, structures, and objects in their environment. The simplest version is a **thorned vine trap**.

**Interaction:** Feralflowers are clever predators that flee if overmatched.

**Use:** Travelers who learn of feralflower fruit have created something of a market for it in small quantities for elite crossplanar palates. The downside of this practice is that the discarded pits can grow into feralflowers displaced from their natural plane of existence. A feralflower lurking in a dark alley in a random world of the Material Plane is an altogether different threat than one known by the natives of the Beastlands.

*Feralflower fruit is tangy and sweet, enjoyed by many creatures in the Beastlands that have learned how to deal with feralflowers peacefully.*

**GM intrusion:** *The fleeing feralflower was actually leading a character into one of their traps, or into an ambush with more feralflowers.*

**Thorned vine trap:** *level 4; tightens onto a victim's limb on a failed Speed defense task, restraining the victim until they can escape—each failed escape task deals 1 point of damage to the victim*



## FESTERING AMNIC

4 (12)

*Sometimes festering amnics fall into the service of evil wizards, but only as long as they are fed a steady diet.*

**GM intrusion:** A character accidentally swallows a gobbet of wet, fungal discharge from the amnic. Each subsequent round the target drops one step on the damage track if they fail a Might defense task to eject the invading fragment.



Armor reinforcer,  
page 384

Festering amnics have spread into other worlds from the Lower Planes. They resemble polyp-studded irregular masses of metal. The smell of decaying meat accompanying them reveals their taste for rotting flesh.

A festering amnic is born of chunks of metal from the cursed, discarded, and broken weapons left behind by armies across the Lower Planes. Inhabited by a fiendish spirit that forces a sick half-life into the metal, quasi-fungal growths sprout across the mass's surface, giving them a semblance of life. Worse, the fungal organs cause rot in living flesh, a taste the amnic lusts for.



**Motive:** Hungers for flesh (to infest with necrotic flesh-rotting disease)

**Environment:** Anywhere in the multiverse where battles have raged

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 4

**Movement:** Immediate; short when flying

**Modifications:** Stealth as level 6

**Combat:** The festering amnic attacks once each round with their spikes.

Alternatively, the amnic can target a creature within short range with a rotting discharge. On a failed Speed defense task, the target takes 3 points of Speed damage (ignores Armor) from the wet mass of festering fungal spores. The hit target must succeed on a Might defense task or become infected with a flesh-rotting disease. The infected target's persuasion and pleasant interaction tasks are hindered, and any time the infected target takes damage, they take 1 additional point of damage. The condition lasts for about seven days unless removed through magical means.

About once each minute, the amnic can summon magical darkness that blooms from a point within long range. The darkness fills an area an immediate distance across and lasts for ten minutes. Even creatures that can normally see in darkness can't see in this magical murk.

Once a day, the amnic can leak a smelly silvery-red magical putrescence akin to ink in viscosity, staining an adjacent area an immediate distance across. For the next several days, any living creature within short range of the stain that fails a Might defense task is poisoned for about a minute; all the poisoned creature's tasks are hindered.

A festering amnic is immune to fire and poison attacks.

**Interaction:** Though able to understand the language of devils (Infernal), a festering amnic has no voice of their own, or desire to do anything other than attempt to infest living flesh with their flesh-rotting disease.

**Use:** A nascent festering amnic is secreted within a massive haul of cast-off weapons and armor collected by an interplanar traveler hoping to sell it as salvage.

**Loot:** Amidst the metallic mass of a defeated festering amnic are potentially useful remnants such as coins equal to a moderate expense (about 10 gold coins), still-usable weapons, or possibly even a cypher such as a gauntlet of **armor reinforcer**.

## FETTERED GREMLIN

3 (9)

Fettered gremlins may have started out as fey, but a past interaction with an unknown group or entity changed them. They are now part living and part automaton, thanks to an aberrant device embedded in the flesh of each.

The price a fettered gremlin pays for their weird machine fused to them is that their minds are forever changed, making them alien even to other fey. But they also gain advantages, of a sort. They are harder to disable or influence. And if they are killed, the device revives them—or, more accurately, reanimates them into undead versions of their former selves.

Fettered gremlins are keen to spy on other creatures across all the planes of the multiverse, and when possible, do some damage if it seems likely they can get away afterward. Who are they spying for? It's unclear, but a few **psychic war veterans** wonder if fettered gremlins are vanguards of the “coming war.” Whatever that means.

*Psychic war veteran,*  
page 110

**Motive:** Gather intel for unknown superiors

**Environment:** Anywhere in the multiverse, usually alone and hiding

**Health:** 12

**Damage Inflicted:** 3 points

**Armor:** 1

**Movement:** Short; short when flying

**Modifications:** Speed defense and stealth as level 5 due to tiny size; resists effects that would stun, blind, mentally influence, frighten, or knock unconscious as level 5

**Combat:** The fettered gremlin uses a “psychic glare” on a creature within short range; on a failed Intellect defense task the target takes 3 points of Intellect damage (ignores Armor). All the target's allies within immediate range of the target take 1 point of Intellect damage (ignores Armor) on a failed Intellect defense task.

Any time a foe hits the fettered gremlin with a melee attack, psychic feedback automatically inflicts 3 points of Intellect damage (ignores Armor) to the attacker.

About once each minute, a fettered gremlin can psionically manipulate reality to render themselves invisible for up to ten minutes, or until the fettered gremlin attacks.

If the fettered gremlin is reduced to 0 health and retains most of their body, the strange device fused to their flesh injects them with chemicals, reviving them with full health at the beginning of their next turn. However, the fettered gremlin is no longer living, but instead animated with necrotic and psychic energy. If destroyed as an undead, their destruction is permanent.

A fettered gremlin is immune to Intellect damage from mental attacks.


**Interaction:** Though they can interact telepathically, gremlins are hard to comprehend because of fundamental damage to their minds. Those who persist might be able to negotiate if they promise to show the gremlin something they haven't seen before.

**Use:** Visitors attending an important event notice the flickering presence of a spying fettered gremlin.

**Loot:** If a fettered gremlin is truly destroyed (including the undead version that arises after the living body dies), it might be possible harvest the strange chemicals from the embedded device to create a vial containing the result of a **chemical factory** cypher use.



**GM intrusion:** A mishap occurs as a character attempts to harvest the fluid in the gremlin's strange device; they gradually transform into mindless zombie if they fail two Might defense tasks on two subsequent turns before succeeding on one.

 *Zombie,* page 371

*Chemical factory,*  
page 385

# FLAYED MESSENGER

7 (21)

*A flayed messenger's power and determination allows them to survive despite their permanent wounds, but they are in a constant state of pain.*

The fiends of the Lower Planes have had thousands of years to perfect torture techniques so vile that they leave wounds that never truly heal. A flayed messenger is a type of angel who survived and escaped this kind of torture. Forever scarred by their ordeal, they walk a fine line between good and evil, serenity and insanity, hunting the enemies of the divine planes and striking out with malice and painful intent unbecoming a celestial.

Flayed messengers wear bone-white armor that covers the worst of their torture-inflicted injuries, but their raw, red flesh is visible around it. Beneath the armor, their skin is covered in scars, or even stripped away to bare muscle and sinew.

Having cast aside their original lofty goals, flayed messengers pursue vengeance. They hunt fiends and other evil creatures, nothing else. Unlike other celestials who follow a code of honorable warfare, a messenger uses guerrilla tactics and ambushes to win, including deliberately inflicting debilitating and humiliating wounds on enemies to slow, distract, and demoralize them.



**GM intrusion:** *To distract a fiendish foe, the flayed messenger does something to draw the fiend's attack onto a character, a minor act of betrayal for the "greater good" the angel pursues.*

**Motive:** Vengeance on fiends

**Environment:** Anywhere fiends can be hunted successfully, usually alone

**Health:** 27

**Damage Inflicted:** 7 points

**Armor:** 4

**Movement:** Short; long when flying

**Modifications:** Speed defense as level 5 due to huge size; detecting falsehoods, perception, and seeing through illusions as level 8

**Combat:** A flayed messenger usually begins a fight by deploying their halo of pain, which they can do using the same action they make to attack twice with their greatsword. The strobing red and white illumination requires that creatures within immediate range succeed on an Intellect defense task or feel pain so intense that they are unable to take actions for about a minute, or until they succeed on an Intellect defense task on their turn to end the effect early. Once a creature defends successfully, they are immune to the pain halo for a day. The messenger can strobe their halo of pain about once each minute.

The flayed messenger attacks twice each round with their greatsword, inflicting 6 points of damage and 1 point of Intellect damage (ignores Armor) from radiant energy.

A flayed messenger can cast a variety of spells, including those that create the following effects: force a target to fight the flayed messenger, deal damage from a psychic incursion that frightens the target, grant themself freedom to move through difficult terrain, restore life to recently killed allies, and (once per day) release a destructive wave of divine energy that deals radiant damage in a large area.

**Interaction:** Flayed messengers are bitter but resolute. They mostly work alone but could be convinced to ally with others hunting fiends for a brief period, though good-aligned allies will eventually likely be shocked by what their new angel friend is willing to do to succeed.

**Use:** The head of a demon has been found stuck on a pike in the town square, along with a posted placard promising to pay a reward for news of other demons in the area.

**Loot:** A flayed messenger's massive sword is magical, and if claimed by another, changes size to suit its new wielder. The heavy weapon is an artifact that magically inflicts an additional 1 point of radiant damage with each strike (level 7; depletion: —).



## FLAYER OF TEETH

5 (15)

A flayer of teeth is a hulk of fangs, iron hooks, horns, tooth-spiked chains, and claws. Eyeless and mouthless, this creature birthed in the roiling chaos of Limbo acts as randomly and capriciously as their malleable, heaving form seems to promise.

All flayers descend from a fiend that succumbed to a spell of utter destruction in Limbo. But through hellish will alone, the creature retained a thread of existence by imprinting their mind on revenge. What survived is an inchoate accretion of iron, horn, and tooth. A flayer of teeth either rolls along or extends chains to pull itself across great distances quickly.

Sensing their surroundings by contact, a flayer of teeth heaves themselves toward movement with a horrendous jangle of chains, clattering teeth, and scraping claws. They don't want a victim's flesh; rather, they want their teeth, their nails or claws, and any sharp bits of iron or metal, all of which the flayer incorporates into their own form.

An aura of Limbo clings to each flayer of teeth, so that objects near one have a mutable, dangerous aspect. A nearby boulder may become a ball of exploding fire, or the floor a pool of acid, or the ceiling a crop of falling icicles. Usually, flayers of teeth can't directly change objects worn by intelligent creatures or the creatures themselves—at least until they're dead, at which point the flayer uses this ability to harvest the victims for the material they crave.

**Motive:** Hungers for teeth, nails, claws, iron shrapnel, and hooks

**Environment:** Lightless places across the multiverse, usually alone

**Health:** 23

**Damage Inflicted:** 5 points

**Armor:** 1

**Movement:** Short; short when climbing

**Modifications:** Perception as level 7

**Combat:** A flayer can attack twice each round with their toothed chains against targets within immediate range. If a target takes damage, they are also grabbed until they can escape. All the grabbed target's tasks are hindered, and they automatically take 5 points of damage each round.

The flayer can release the influence of Limbo about once each hour.

When they do, chaos rolls away from the creature in all directions, leaving behind a ripple of change in an area a short distance in diameter. Creatures in the area take 6 points of damage from acid, cold, fire, or electricity (randomly determined) on a failed Speed defense task, or 2 points of damage even if successful. In the aftermath, the area is chaotically rearranged, becoming **difficult terrain**.

In addition, each creature other than the flayer of teeth that acts in the area must succeed at a difficulty 3 Might defense task or be unable to move until their next turn.

Once per day the flayer can abrade the floor or wall, creating a portal to a random planar location, or to Limbo, and pass through. The portal stays open for about two rounds, then slams shut, leaving a ragged scar in whatever surface it was scratched into.


A flayer of teeth is immune to fire and poison attacks.

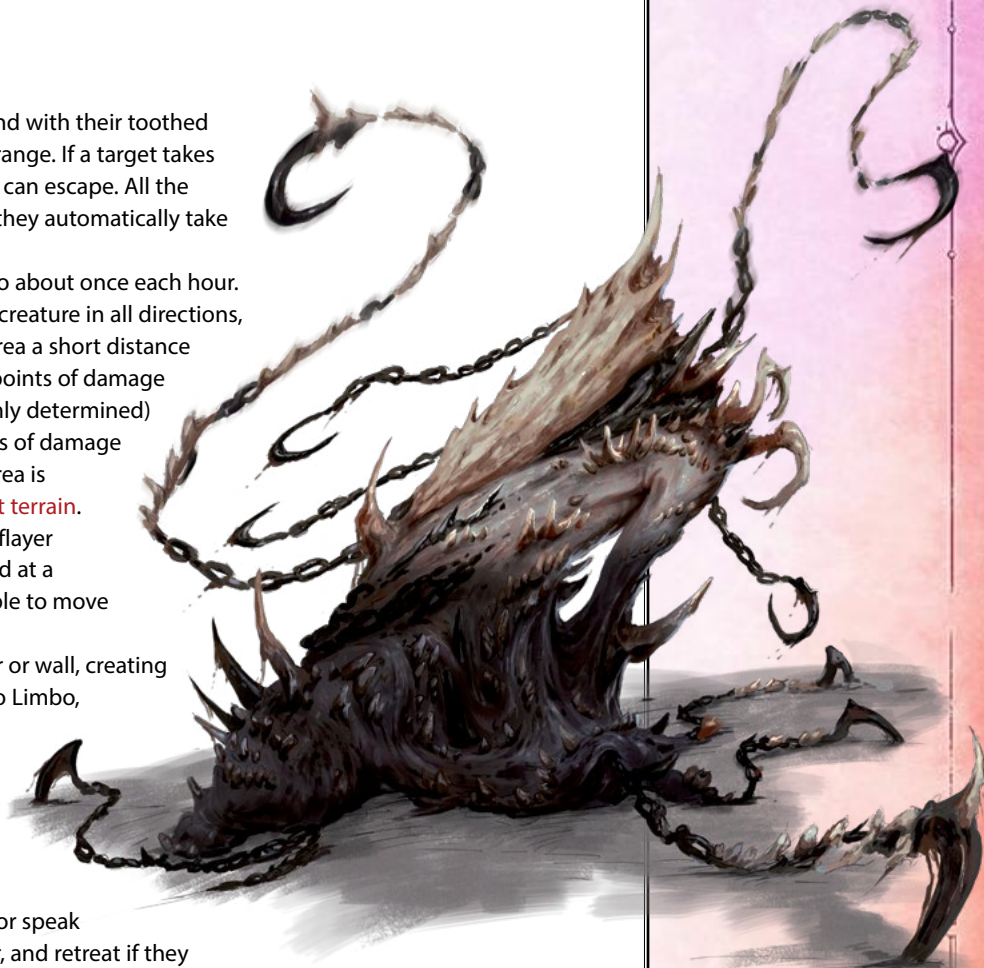
**Interaction:** The flayer doesn't understand or speak any languages. They are a clever predator, and retreat if they are outmatched.

**Use:** A nearby forest is pocked with altered areas of the landscape that look half-melted, stretched, and blended as if reality itself had come unglued there.

*Extracting a victim's teeth and nails is as deadly as if the flayer ate directly of their flesh.*

**GM intrusion:** Each round a character remains grabbed, one of their teeth falls out.

 Difficult terrain, page 224



## GALVANIC SCAR

2 (6)

*As a being formed of pure energy, galvanic scars don't require air, food, drink, or sleep.*

**GM intrusion:** *A character's metallic armor becomes magnetized, hindering all their physical tasks and attracting other metal objects while the galvanic scar is present and for one minute afterward.*

Spells that channel bolts of lightning at foes are adored by wizards and hated by those at the other end of the crackling fingertips or wand. Each time such a spell is flung at foes, it leaves behind an eye-watering afterimage, the smell of storms, and often a seared and smoking foe. But on very rare occasions, the energy of the bolt resonates in the area to rip open an aperture to the Elemental Chaos, through which emerges a galvanic scar.

Magical lightning is usually required to summon a galvanic scar, but sometimes normal lightning striking ruins saturated in magical energy can also give rise to one of these elemental creatures. Appearing in crackling gaps of jagged electricity within tiny puffs of storm clouds, a galvanic scar resembles the silhouette of a serpent, usually no more than 3 feet long and often with two humanoid arms near the head.

**Motive:** Inhabit beings of flesh

**Environment:** Anywhere in the multiverse magical lightning has recently struck, alone or in squalls of three

**Health:** 6

**Damage Inflicted:** 2 points

**Armor:** 1

**Movement:** Short; short when teleporting as a bolt of lightning

**Modifications:** Speed defense as level 3 due to small size; inhabits living creatures as level 4

**Combat:** The galvanic scar attacks by hurling a spark of electricity at a target within short range, inflicting 2 points of Speed damage (ignores Armor). On a failed Might defense task, the damaged target is electrified such that any other attacks using electricity made against the target are eased for one minute.

A foe touching or hitting the scar with a melee attack is affected as if hit with a hurled spark of electricity.

A scar can attempt to inhabit a living creature within immediate range about once each minute. If the target fails a level 4 Intellect defense task against this electrically mediated attack, the scar disappears into the new host's body. The scar can't be targeted by any attack, spell, or other effect. The inhabitation lasts until the host body drops to 0 health or Pool points, or the scar ends the inhabitation as part of another action. While inhabited, the target becomes overly enthusiastic about electricity, and must succeed on an Intellect defense task each time they witness it; if they fail, they must attempt to expose themselves to the electricity, such as by jumping in front of an ally's ability that uses electricity offensively or running out into a lightning storm. When the inhabitation ends, the scar reappears next to the target. The target is immune to this effect for one day after succeeding on the defense task to avoid inhabitation or after the inhabitation ends.

As part of another action, the galvanic scar can travel instantly as a bolt of lightning, effectively teleporting to an open space within long range.

A galvanic scar is immune to electricity and sonic attacks.

**Interaction:** Once accidentally summoned (or spawned then and there, as some people believe), galvanic scars are eager to remain in a Material Plane world. They can do so by touching living things around them, feeding off the minute amounts of bioelectricity that most creatures possess. If successful, they subsume themselves in the flesh of a host creature for a time, until they are drawn out by an even more impressive source of lightning, such as another spell that channels lightning or a natural thunderstorm.

**Use:** Some wizards seek to collect galvanic scars for use in spell research. If properly contained in a glass jar insulated just so, a galvanic scar can be held indefinitely, though they rage like a miniature storm inside their container.



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## GANREJITH

5 (15)

A ganrejith is a bizarre fiend native to Pandemonium. Although they look like an attractive androgynous humanoid with horns, that is just the visible portion of their body, a mix of lure, weapon, and tongue, used to attract and acquire prey. They have pleasant voices and rarely speak above a whisper.

Creatures that come close to a ganrejith can sense something strange about them, a subconscious feeling of distress and mental trauma caused by proximity to their bizarre anatomy.

A ganrejith's actual body is large and monstrous but invisible, trailing away (behind or below them) into an extradimensional space they bring with them. The creature's full body (especially when juxtaposed with their humanoid "foreparts") is horrifying and disgusting, traumatizing most mortals who see their true shape by using abilities that allow them to see invisible things or peer into adjacent planes.

**Motive:** Spreading fear and madness

**Environment:** Almost anywhere in the multiverse, often solitary, but sometimes allied with demons

**Health:** 18

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Short

**Combat:** The ganrejith's touch attack inflicts 5 points of Intellect damage (ignores Armor) from a psychic discharge.

About once each minute, a foe within long range who fails an Intellect defense task becomes infected by visions and dreams of the ganrejith's true shape. After one hour, an affected creature must attempt the defense task again.

Success means the victim is afflicted with a short-term breakdown for about a minute and can do nothing but scream, laugh, or weep. Failure means the victim gains a long-term obsession for about an hour and feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.

A creature within short range that glimpses the ganrejith's actual body and fails an Intellect defense task takes 5 points of Intellect damage (ignores Armor) from a psychic discharge and becomes fascinated by the sight, unable to do anything but point and gibber. The victim must repeat their defense task on their next turn to end the effect; otherwise, they are affected as with a short-term breakdown described above.

**Interaction:** Ganrejiths know the language of demons (Abyssal). They think like demons, and often ally with them, taking on their priorities. But when acting on their own, ganrejiths are mainly interested in eating and disrupting mortal lives with fear and madness, so negotiating with them is fraught.

**Use:** A circus entertainer pulls a large wagon into town, claiming to have an "incredible, mind-altering" sight to reveal to anyone willing to give them a few coins.

**Loot:** A ganrejith might carry a magic item or two, such as a **monohorn** potion or a **poison (explosive)** charm.



**GM intrusion:** A character touched by the ganrejith falls unconscious until after their next turn.

**Monohorn**, page 393

**Poison (explosive)**, page 394

## GHOUL BEETLE SWARM

3 (9)

A ghoule beetle swarm is sometimes associated with the Tomb of Winter (page 135).

**GM intrusion:** The ghoule beetle swarm divides into two ghoule beetle swarms with the same stats as the original, each with 7 points of health.

Like ghouls, ghoule beetles are drawn to locations where they can eat dead things, or soon-to-be-dead things. Over time, relying on some sort of demonic generative process, more and more ghoule beetles arise from an actively feeding swarm, which in turn gives rise to more swarms. However, even if not fed, a swarm of ghoule beetles can remain animated indefinitely.



Kiarana shrugged. "It could be worse."

Vronk scratched his beard, considering. "What's worse than a beetle swarm?"

"You had to ask," said Saskia, pointing at the cave mouth.

A smear of greenish light resolved. Glowing undead bugs, crawling and scrabbling over each other in their thousands, washed forward like a wave. Or, more precisely, a swarm of ghoule beetles.

**Motive:** Hungers for flesh

**Environment:** Anywhere in the multiverse, alone, in groups of two to five, or with intelligent undead who command them

**Health:** 9

**Damage Inflicted:** 3 points

**Armor:** 1

**Movement:** Short; immediate when flying

**Modifications:** Speed defense as level 2 due to large swarm size; resists effects that command or repel undead as level 5

**Combat:** A swarm targets all creatures in an immediate distance in diameter.

The hundreds of tiny individual bites of the swarm are treated as a single bite attack that deals 3 points of damage that ignores Armor (unless the character's armor leaves absolutely no access to skin). Living creatures must succeed on a Might defense task or be paralyzed for one minute, or until they finally succeed on a defense task on a subsequent turn to regain the ability to act and move early.

Ghoule beetle swarms flee bright light and fire, unless commanded by intelligent undead. They are immune to necrotic and poison attacks.

**Interaction:** Hungry insects, ghoule beetle swarms move towards food without tactics or fear of death, unless otherwise commanded.

**Use:** Some intelligent undead or powerful necromancers use ghoule beetle swarms as animate outerwear, which can be molded and shaped according to their whims, but usually includes a long train. In a pinch, the outerwear can disengage and swarm anything the wearer indicates.

## GLACIER IMP

3 (9)

Carved from inconstant glaciers of the Elemental Chaos, glacier imps are elementals magically commanded to serve as warders, guards, watchers, and, in some cases, the last defenses against those who would loot ancient tombs of powerful monarchs or crafty wizards.

When simply watching and waiting, glacier imps resemble a series of slick patches of ice on a surface or several very large frozen icicles hanging from an eave or rafter. But when called to action by the intrusion of strangers, glacier imps shatter and reassemble from their component shards, becoming ice monstrosities only vaguely humanoid in outline, but about human size.

Glacier imps feel warmth is a broken promise and seek to enact revenge on those who would carry a torch or lantern—or even radiate body warmth—in their presence. Which is why living creatures are the favored enemies of glacier imps, who want to extinguish that warmth and entomb it beneath an eternal layer of ice. The imps often ignore undead and other constructs whose body temperatures are the same as that of their surroundings, at least until their trespass becomes too much to bear.



*Glacier imps don't require air, food, drink, or sleep.*

**Motive:** Smother warmth, especially warmth generated by living creatures

**Environment:** Anywhere in the multiverse cold advances, or protecting some out-of-the-way location, usually two to four strong

**Health:** 9

**Damage Inflicted:** 4 points

**Armor:** 2

**Movement:** Short

**Modifications:** Perception as level 6; disguise (when immobile, appears as ordinary ice) as level 8

**Combat:** The glacier imp's claw attack inflicts 3 points of damage plus 1 point of Speed damage (ignores Armor) from penetrating cold.

About once each minute, the glacier imp exhales a freezing wind, targeting up to three creatures within immediate range, inflicting 4 points of Speed damage (ignores Armor) on a failed Speed defense task, or 1 point of Speed damage (ignores Armor) even if successful.

If a foe is foolish enough to attack an ice imp with cold, the imp regains the damage it would have taken as health.

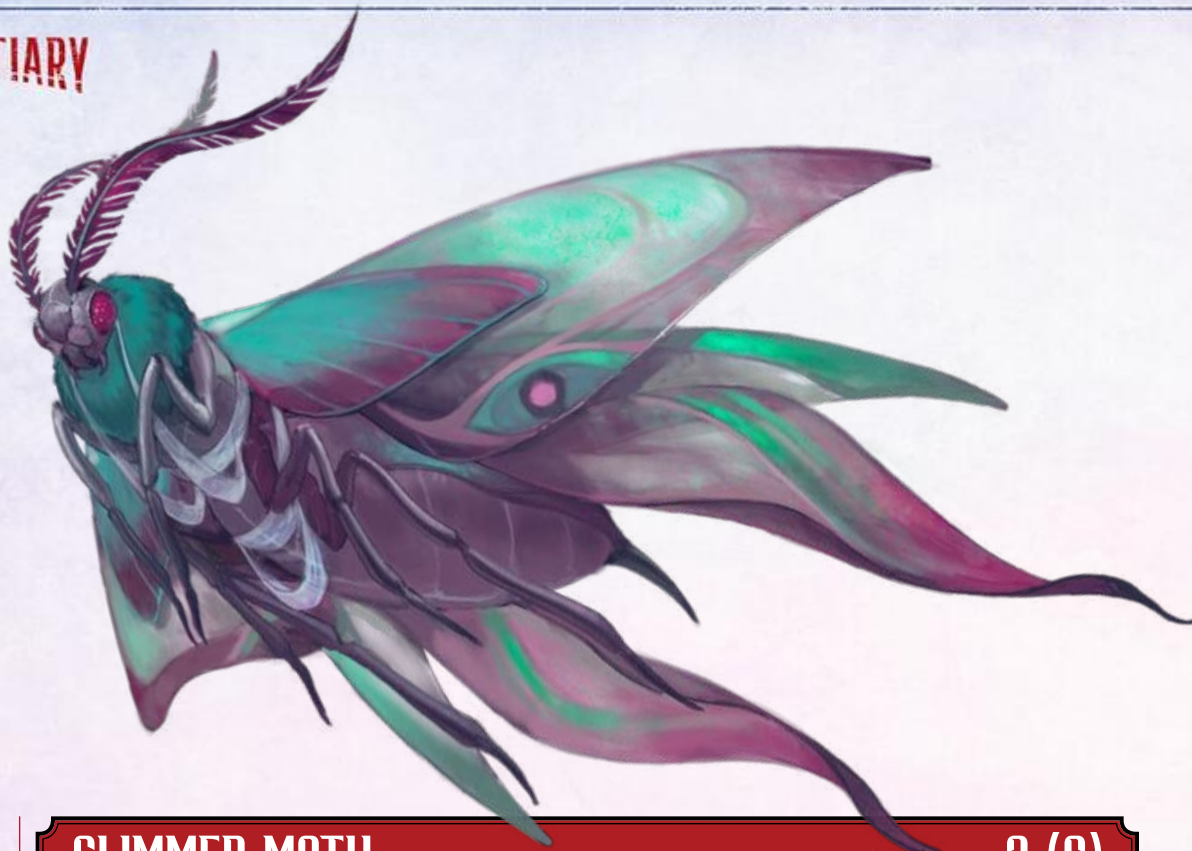
A defeated glacier imp explodes in a burst of jagged ice. Creatures within immediate range that fail a Speed defense task take 4 points of damage plus 4 points of Speed damage (ignores Armor) from the supernatural rush of cold, or just 1 point of Speed damage (ignores Armor) even if successful. Any other glacier imps in the area of the explosion avoid the ice spikes, but bask in the cold, regaining 4 points of health.

A glacier imp is immune to cold and poison attacks but vulnerable to fire; every time they take 1 point of fire damage, they take 1 additional point of damage.

**Interaction:** Most glacier imps can speak the language of ancient elementals (Primordial). If negotiations are attempted in that tongue, a glacier imp may listen—but only if promised heat that they can smother. These beings are not afraid for their own safety.

**Use:** With the cold comes glacier imps. If a single glacier imp is encountered, there are probably at least one or two more nearby. These beings flourish in the cold, and when two or more are set to watch a particular location, they generally last for decades before they must face down potential intruders.

**GM intrusion:** A character's feet become frozen to the ground due to the glacier imp's presence until they can succeed on a *Might* task to break free.



## GLIMMER MOTH

2 (6)

*Glimmer moths are usually encountered while carrying a rider, but a humanoid can also wear a moth like a strange insectile "backpack" when their wings are not deployed.*

**GM intrusion:** *Light glinting from the moth's emerald and ruby wings dazzles a character, blinding them on their next turn on a failed Intellect defense task.*

These enormous moth-like creatures seem too graceful and beautiful to be insects, and certainly too large. Their gleaming emerald and ruby wings have an internal light that glimmers even in complete darkness. In the sun, they sparkle with layers of color and light that delight the eye.

Glimmer moths are bred in the Feywild to be used as flying steeds by fey nobility. A rider is hugged tightly to the creature's abdomen by the glimmer moth's soft but firm legs, even as the wings blur into motion and carry them aloft. It might be more accurate to call a rider a passenger; however, a rider can direct the moth's path through the air by shifting their weight just so, or by verbally instructing the moth where they wish to go. Because of the manner in which they are held, riders have free use of their arms and an unobstructed view of what lies in front of and below them.

Some Feywild nobles use glimmer moths as their primary means of transport, others as a fashion accessory. Sometimes friendly games between nobles develop, where each rider tries to transfer a glowing puck between them into a scoring area. Other times, glimmer moths are used as flying steeds of war.

**Motive:** Serve as a mount

**Environment:** The Feywild, anywhere fey nobles (or those who received a glimmer moth as a gift) roam, as a lone mount or part of a larger group

**Health:** 9

**Damage Inflicted:** 4 points

**Movement:** Immediate; immediate when climbing; short when flying

**Modifications:** Perception as level 5

**Combat:** A glimmer moth can slice a foe with their incredibly sharp wings, if commanded by their rider; however, usually they make no attacks on their own but instead either serve as an asset for their rider's melee attacks, or as an asset for defending the rider against melee or ranged attacks.

Every few rounds, a glimmer moth can sting a target, dealing damage and poisoning the target on a failed Might defense task. All tasks the poisoned victim attempts are hindered for about a minute.

As a mount, a glimmer moth can hold up to a human-sized creature as a rider, despite being not that much bigger themselves. If a rider wishes, the rider can absorb any attack directed at their glimmer moth, taking the damage the moth otherwise would have.

**Interaction:** Glimmer moths are almost always encountered as flying steeds, so encountering one means encountering their rider. The moths can understand the language of faeries (Sylvan) but can't speak.

**Use:** Certain Feywild nobles are known for giving lavish gifts, such as a glimmer moth. Sometimes glimmer moths pass between various fey owners. Nobles might also give a moth steed to visitors from other planes of existence, especially if they provided a service.

## GLOOM STRIDER

5 (15)

Born in the glooms of Hades, a gloom strider is a fiend without hope. Evolved from lesser fiends over centuries, a gloom strider is unused to celestial objects, be they moon or sun or even seasons. Bleached of all color and passion, a gloom strider seeks to leech the same from others that still have them.

A gloom strider mocks the humanoid form, in that they have two legs and something that might be a head, or at least an approximation thereof. Armless, the creature betrays what may have previously been a wormlike form before some ordeal or punishment forced them into their current shape—a shape given to constant pain, as they always writhe and shake.

*Because pain is one of the few sensations a gloom strider recalls, they don't strive to ease their own suffering.*

**Motive:** Destroy hope, spread misery, warp flesh

**Environment:** Anywhere dark in the multiverse, alone or in the company of fiends

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Short; short when climbing

**Modifications:** Deception as level 7

**Combat:** The gloom strider psychically lashes out at up to two targets in immediate range. These hope-crushing attacks inflict 5 points of Intellect damage (ignores Armor) on a failed Intellect defense task. Affected targets are also stunned, losing their next turn.

Once every few rounds, the gloom strider can attempt to warp the flesh of a target in short range that fails an Intellect defense task. An affected target takes 8 points of damage and descends one step on the damage track as their flesh warps. A creature that descends three steps on the damage track due to the gloom strider's attack isn't dead; instead, their body is so warped that they now somewhat resemble the gloom strider. The warped victim is also unconscious until they ascend at least one step on the track. Returning to their normal form requires magic that can remove curses or other powerful magic.

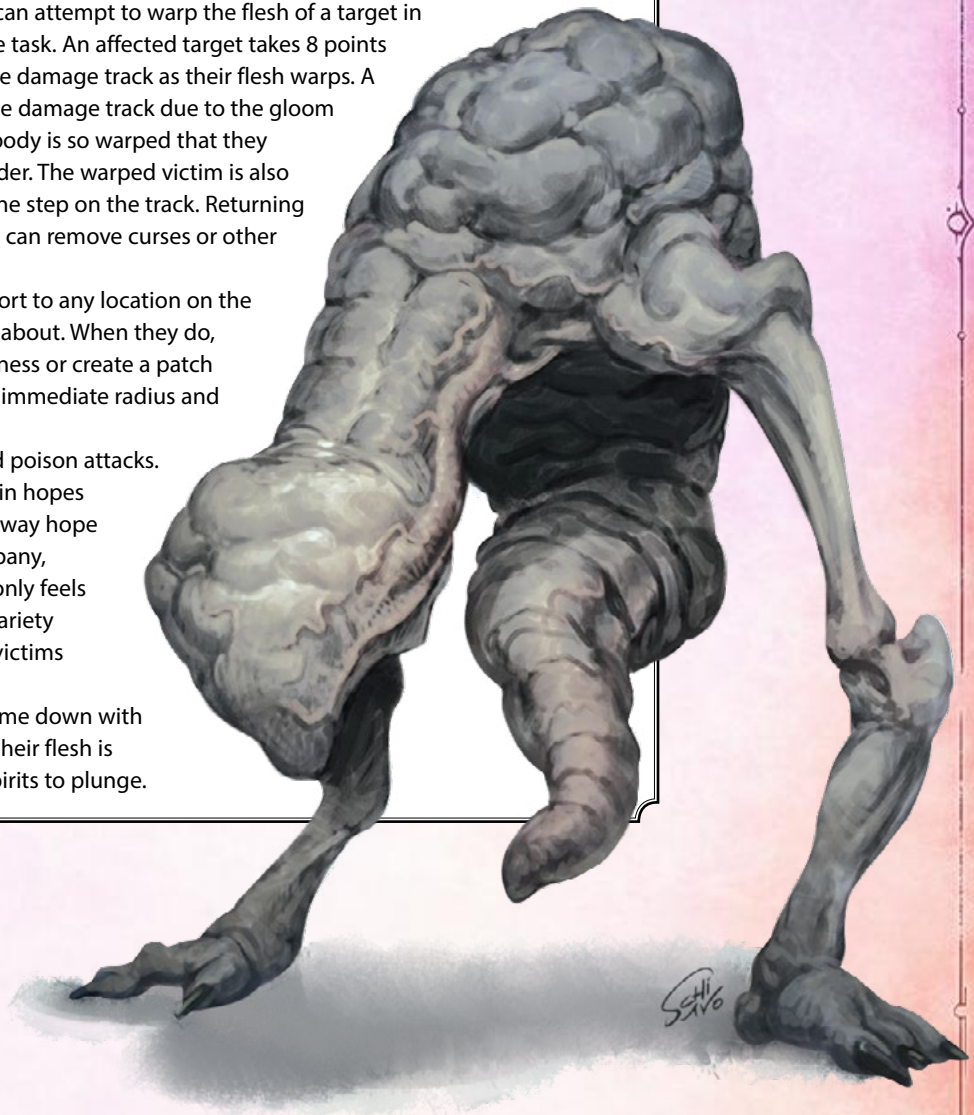
Once each day the gloom strider can teleport to any location on the current plane that they can see or know about. When they do, either they leave behind a patch of darkness or create a patch where they appear. The darkness has an immediate radius and lasts for up to ten minutes.

A gloom strider is immune to cold, fire, and poison attacks.

**Interaction:** A gloom strider desires to drain hopes and aspirations from others in the same way hope was taken from them. Misery loves company, though instead of love, a gloom strider only feels their own pain more. They can speak a variety of common languages, or contact their victims telepathically.

**Use:** Patients at the village temple have come down with an unknown disease or curse; each day their flesh is warped more and more, causing their spirits to plunge.

**GM intrusion:** *The magical attack or effect a character attempts against the gloom strider fails in a surge of supernatural gloom and hopelessness.*



## GRETHK

5 (15)

*Ovisan hunter, page 101*

*Grethk can breathe air and water.*

**GM intrusion:** A rune glows on the grethk's shell, and a character is blinded with a film of acid. Each round a character is blinded from this effect, they take 1 point of damage (ignores Armor) until an action is taken to pour water or other liquid into the character's eyes to wash out the acid.



*Null field, page 393*

These monstrosities are every bit as dangerous and devious as they look. Enhancing their natural acid-producing capacity with magical runes, a grethk nest can rapidly render a region uninhabitable by anything other than themselves and their teeming young, which require a strongly acidic environment to thrive. If left unchecked, they can overrun an entire world.

The grethk shared their homeworld with a species known as **ovisans**. The two warring species developed together over time, stealing rune "technology" from each other in their rivalry, and devising other attacks to exploit their opponents' weaknesses.

Ovisans eventually got the upper hand, destroying almost all the grethk. But hundreds of fertile adults used rune magic to flee and hide in other worlds of the Material Plane, intending to establish new nests. Ovisan hunters now seek those nests wherever they spring up, vowing that no world shall fall to grethk overpopulation.

Grethk are fecund and reproduce like fish in that they lay a great quantity of eggs. Without natural predators in the acidic environment the eggs need to come to term, grethk can quickly overpopulate a region, as newly hatched grethk are force-grown to adult status within a few days thanks to rune magic. Thankfully, a given grethk lays eggs only once in their lifespan.



**Motive:** Establish colonies, defense

**Environment:** Aquatic locations on worlds of the Material Plane, alone or building up a nest with two or more others

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 3

**Movement:** Short; long when swimming

**Modifications:** Speed defense as level 4 due to large size; resists magical attacks as level 7; perception as level 3 due to weak eyes

**Combat:** The grethk attacks twice each round with their pincers.

About three times a day they can activate a magic rune to conjure an acid burst targeting up to three creatures within short range, inflicting 8 points of damage on a failed Speed defense task, or 2 points even if successful.

The grethk can activate a different magic rune about three times a day to conjure an oily acid slick within short range, filling an area an immediate distance in diameter. Each creature in (or that later enters) the acid-slicked area that fails a Speed defense task takes 5 points of damage and falls prone; if successful, they take 2 points of damage but don't fall. Prone targets must succeed on a Speed task as their action to crawl out of the area. Grethk, however, can maneuver within the area with impunity. The slick persists for ten minutes.

A grethk is immune to acid attacks but vulnerable to electricity; every time they take 1 point of electricity damage, they take 1 additional point of damage.

**Interaction:** Grethk normally speak only their own language. Even if somehow contacted, they are highly territorial, and prefer to think of all other creatures, including intelligent ones, as a food source or competition for resources that should be eliminated.

**Use:** Something is killing game in the noble's forest, and they're looking for someone to go in and find out what (after all their own underlings failed to return from a similar hunt).

**Loot:** Someone who spends a few minutes studying the runes covering a defeated grethk's shell and who succeeds on a magic lore task could salvage a runeplate **null field** cypher that provides acid protection.



## HAG EXILE

6 (18)

Born of horrific circumstances, hags have come to embody cruelty and evil. The corruption forced upon them by their monstrous mothers visits them like waking dreams, inciting them to give in to selfishness and hate. In addition, the supernatural abilities that blossom when they reach age thirteen—hags have magical powers and an affinity for spellcasting, and they can alter their forms and curse their foes—pressure most hags into becoming malign beings.

But hag exiles often try, at least for a time, to resist the call of their fey ancestry.

To gain understanding and control of their own minds and bodies, hag exiles seek hidden knowledge, lost rituals, and rites of emergence. These exercises usually further enhance a hag exile's power (and physical size), but generally don't help to keep the parts of themselves they want to control on a leash. Which is why most hag exiles end up seeking a place of solitude in a distant dimension, where they can concentrate on themselves with less chance of accidentally cursing or killing a mortal.

Sometimes a hag exile finds other varieties of hags who also question themselves and their motives. These vanishingly few kindred spirits are invited to join the hag exile, with the hope and promise that together the coven can help each of its members become their best possible selves.



**Motive:** Knowledge, power, and keeping their evil instincts at bay

**Environment:** Any remote location

**Health:** 20

**Damage Inflicted:** 4 points

**Armor:** 3

**Movement:** Short

**Modifications:** Speed defense as level 5 due to large size; lies, perception, and defense against magic as level 7

**Combat:** A hag exile claws twice per round, inflicting 4 points of damage with each attack. The damaged victim that fails an Intellect defense task is frightened for one minute, hindering all of their tasks. The victim can retry their Intellect defense task each round on their turn to end the effect and become immune to this fear for one day.

Instead of making one of her claw attacks, a hag exile can glare at a frightened foe within short range, who must succeed at a Might defense task or fall two steps on the damage track.

Hag exiles can use innate magic against targets within long range with options for creating darkness in an immediate area in diameter, dispelling magic, flying, turning themselves or one target invisible for a minute or until the invisible creature attacks, creating blasts, entering the Ethereal plane, hindering a foe's Might-based tasks for a minute, teleporting a short distance, changing shape into a humanoid, and causing foes to fall into a deep sleep for one hour (or until shaken awake).

**Interaction:** Hag exiles avoid lengthy interactions with mortals for fear of losing their temper and lashing out. A careful group of polite, respectful PCs might be able to negotiate for information or secrets.

**Use:** A terrible curse can only be removed by trading with a hag exile. Rumors circulate that a group of hags has set up a lair a few miles from a peaceful town.

**Loot:** A hag exile usually has several magical cyphers, such as a mirror of **farsight**, a **curative** potion, and a charm of **disarm**, and perhaps a magical artifact, such as a dagger that detects lies within immediate range for ten minutes once activated (level 6; depletion: 1 in 1d20).

*Lapses happen; hag exiles sometimes give in to the mental pressure constantly besetting them. Most give themselves the grace to try again to be better.*

**GM intrusion:** *The hag exile casts a ward in an immediate area around herself; for the next minute, her foes' magic cast within or into that area is hindered by four steps.*

*Farsight, page 388*

*Curative, page 386*

*Disarm, page 387*

**GM intrusion:** *The hag casts a death spell on a character; on a failed Might defense task the character is blasted with necrotic energy and takes 15 points of damage (ignores Armor).*

# HARROW TROOPER

2 (6)

Harrow troopers are the tips of an invasion force from another dimension. Little is known about the invaders; even the name “harrow” is just what the first humans who encountered troopers called them. Wherever harrows come from, they are clearly interested in pushing into new cosmological territory, the troopers only an initial exploratory probe to gather intel.

The constantly twitching tendrils hanging from a harrow trooper’s mouth sample the air for scents, vibrations, and possibly even light in spectrums beyond a normal creature’s ability to perceive.



**Motive:** Capture standard humanoids for experimentation and research, gather intelligence

**Environment:** Anywhere in the multiverse in groups of six to twelve

**Health:** 6

**Damage Inflicted:** 4 points

**Armor:** 1

**Movement:** Short

**Modifications:** Perception as level 5; resists attempts to escape being grabbed as level 4

**Combat:** The harrow trooper can attack with their sword or their weaponized gauntlet. In addition to dealing damage, the gauntlets have special locking mechanisms that grab a hit target. All the grabbed target’s tasks are hindered, and the crushing grip automatically deals damage each round until the target can escape with a successful level 4 Might task as their action.

A harrow trooper’s attacks are eased if at least one other harrow trooper is within immediate range of the same target.

Five harrow troopers acting in concert can make a single attack roll as one level 6 creature, inflicting 9 points of damage. On a successful hit, only one of the troopers is grabbing the creature.

About once each day, a harrow trooper can step across the planes to a tiny artificial demiplane in the Ethereal containing a **harrow outpost**. A grabbed target that succeeds on a difficulty 4 Intellect defense task resists the transfer, escapes the grab, and does not make the trip. A grabbed target who fails the Intellect defense task is trapped in the harrow base until they can escape, allies can affect a rescue, or the harrow cull the captive for their experiments.

**Interaction:** A trooper’s sensing cilia also allow for communication with other troopers, releasing complex, sequenced bursts of subtle scents that nearby troopers can instantly understand and respond to. Creatures like humans have no easy way to tell what troopers are saying, at least not without some practice.

**Use:** Harrow troopers are tasked with capturing humanoids like dwarves, elves, humans, and others, transferring them to secret demiplane outposts in the Ethereal, and experimenting on them. It is theorized that those who command harrow troopers are looking for weaknesses for the coming war.

**Loot:** A rare few harrow trooper swords are artifacts that, when activated as part of an attack action, ignore a target’s Armor for one minute (level 5; depletion: 1 in 1d20).

**GM intrusion:** *The harrow trooper’s sword flares with otherworldly energy; all attacks the trooper makes with it against a character ignore Armor.*

*A typical harrow outpost is a keep with two to eight chambers containing about ten harrow troopers. Among other oddities, the base includes a device that can selectively open portals to one or two fixed planar locations. Without these devices, a harrow trooper couldn’t make the dimensional jump back to the base. The base usually includes a stockade holding 1d6 other humanoid captives.*

## HEAD OF HADES

4 (12)

A humanoid head floats in murky fluid within a transparent crystal crucible. The crucible is sealed with an ornate leaden lid depicting stylized devilish imps holding and reading from unwound scrolls. Though not immediately visible, prolonged scrutiny into the murk reveals that the head doesn't end in a stump, but instead seems to be a coiled-up fat worm.

Many a spellcaster would be happy to run across a head of Hades, because these creatures are founts of occult wisdom, offering hard-to-find knowledge, true insights, and even foreknowledge. The head indicates that one day they will call in the debt, but doesn't say how or when.

**Motive:** Tempt knowledge-seekers, transform them into minor fiends

**Environment:** Anywhere in the multiverse, often as a possession of a spellcaster

**Health:** 15

**Damage Inflicted:** 4 points

**Armor:** 2

**Movement:** Immediate

**Modifications:** Speed defense as level 5 due to tiny size; deception, persuasion, and resisting mental influence as level 7

**Combat:** If forced into combat, the head can make a "withering ray" attack on a target within short range, inflicting 4 points of Speed damage (ignores Armor) on a failed Speed defense task.

Alternatively, a head can paralyze a target within short range that fails an Intellect defense task. The target is paralyzed for one minute, or until they can succeed on an Intellect task on their turn to end the effect early.

However, the head prefers to suborn a target by offering the wisdom of Hades to anyone willing to hear secrets. If a target agrees, the head can spend a couple of rounds in whispered conference, bestowing one of the following benefits:

- secret knowledge, or an actionable clue toward finding that knowledge
- foreknowledge for 1 hour that prevents the target from being surprised and eases the target's tasks, including attacks and defense (except defenses against attacks made by the head of Hades)
- general counsel and a head to talk with that seems to offer a sympathetic ear

If a target has ever taken advantage of the head's knowledge, at some point hours, days, or months later, the head calls in their debt. A vulnerable target within short range of the head that fails a level 5 Intellect defense task descends one step on the damage track. They must repeat the defense task at the end of their next turn, ending the effect on a success, or transforming into a minor **fiend** on a failure. The transformed target retains their facial features but has the body of a fat worm, and has only a few fading memories of their previous life. The transformation lasts until the target is freed by a spell able to lift curses or other powerful magic, or if the head of Hades responsible for the transformation is killed.

The head of Hades is immune to cold, necrotic, and poison attacks.

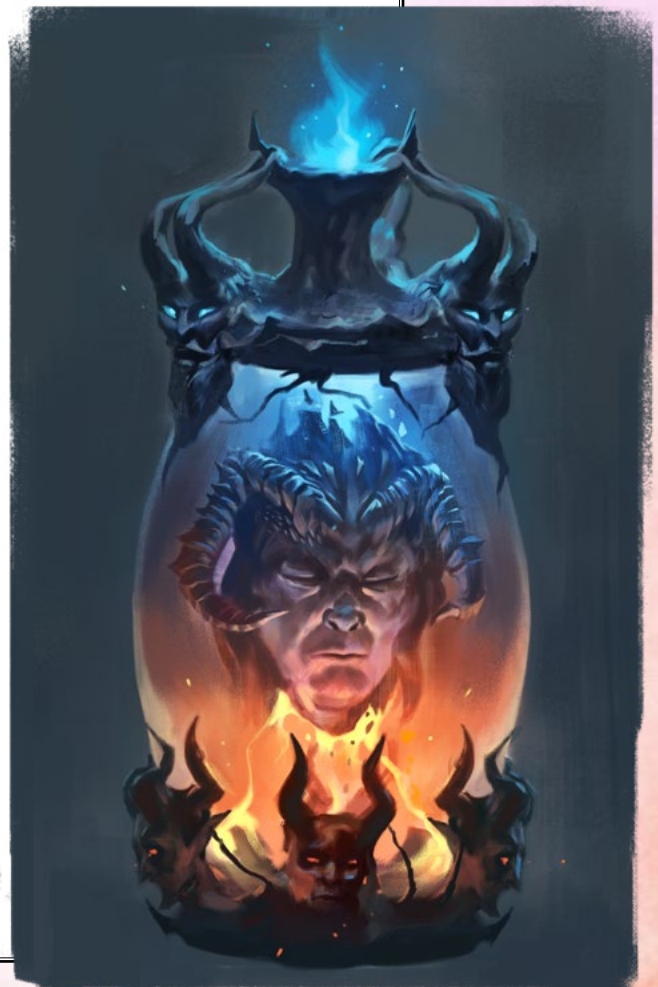
**Interaction:** The head of Hades offers wisdom at a price, speaking in a common language or telepathically. After an indeterminate amount of time, a head of Hades decides to move on, and they call in the debt by transforming their "owner" into a helpless minor fiend that's eventually drawn to Hades.

**Use:** After explorers defeat a powerful spellcaster who always seemed to know too much, they discover a head of Hades willing to switch to a new "confidant."

*A head of Hades is constructed by a more powerful fiend in order to ultimately bring more willing souls to Hades as larvae.*

**GM intrusion:** *The head attempts to deceive a character, charging another allied character with some crime or future, inevitable betrayal.*

**Fiend, minor:** level 1



## HEADSTONE GOLEM

6 (18)

A golem doesn't require air, food, drink, or sleep.

**GM intrusion:** A loose headstone tumbles from the golem and traps a character, inflicting 6 points of damage each round until the character escapes with a successful *Might* task.



Death bringer, page 386

Created in a twisted reflection of a graveyard within the Shadowfell, headstone golems are constructs formed entirely from stone originally used to mark graves. The assorted jumble of headstones somehow fused together to form a malign being infused with undeath.

Only a few powerful necromancers know the secret of putting together a headstone golem. They learned it by studying the spontaneous creation of a "natural" headstone golem in the death-choked gloom of the Shadowfell. Headstone golems are animated by a dead soul trapped in the stone, one with no memory of their former life or sense of self.

Creatures in a headstone golem's presence feel their life force tremble, almost as if they're sensing their own imminent extinction.



**Motive:** Obey creator, inhume victims in the Shadowfell

**Environment:** The Shadowfell, anywhere dark in the multiverse, alone or in the company of their creator

**Health:** 30

**Damage Inflicted:** 6 points

**Armor:** 4

**Movement:** Short

**Modifications:** Speed defense as level 4 due to huge size

**Combat:** The golem attacks twice each round with their fists.

The golem can release a death pulse about once each minute. Foes within immediate range that fail a *Might* defense task take 6 points of Speed damage (ignores Armor) from the necrotic energy and descend two steps on the damage track. Even if their defense is successful, targets take 1 point of damage.

The golem can target a creature that has descended at least two steps on the damage track (or that has only 5 or fewer remaining points of health) with a short-range psychic attack. On a failed *Intellect* defense task, the target descends the final steps on the damage track (or goes to 0 health). But instead of dying, the creature appears to be drawn into one of the headstones making up the golem. In fact, the headstone acts as a temporary portal to a random empty grave in the Shadowfell. The victim finds themselves in a lightless grave. Each round they can attempt another *Intellect* defense task. If they succeed on two before they fail two, they ascend one step on the damage track (or regain 5 points of health) and are drawn back through the portal and fall prone in an empty space within immediate range of the headstone golem. Otherwise they truly die, remaining where inhumed.

Once each day the golem can walk through shadow or darkness, allowing them to move between the Shadowfell and another plane of existence where it's dark, or vice versa.

Headstone golems are immune to necrotic and poison attacks.

**Interaction:** Headstone golems don't speak but can understand the languages of every creature they have previously inhumed.

**Use:** Headstone golems fashioned by necromancers typically remain loyal to their creator. But if their creator disappears or the golem simply came to be at the center of a Shadowfell cemetery, a headstone golem seeks to travel to worlds of the Material Plane and begin inhuming new victims back in the Shadowfell.

**Loot:** Amid a destroyed headstone golem's rubble might be found a **death bringer** ring.

## HOARD GIANT

6 (18)

Mighty beings from Ysgard, hoard giants desire to leave the confines of their cavern homes and roam the many planes and worlds of existence. If other worlds truly are filled with dreams and portents, hoard giants seek the most interesting and valuable of those to add to their already overfull bags.

A hoard giant's 15-foot (4.5 m) tall frame is usually bedecked with tattoos, rings, bracelets, and other decorations accumulated during their travels, including clothing of a finer cut tailored to fit their massive frames. In addition, every hoard giant carries a massive bag that is magically granted life, which makes the bag a fearsome threat of its own.

Thieves who attempt to steal from a hoard giant's bag receive an unwelcome surprise when the bag tries to ingest them, adding them and their equipment to whatever valuables are already contained within. Though not for long—the bag selectively digests foreign tissue stuffed into it, leaving inert material and valuables alone. And the bag doesn't have to wait for opportunities to come its way; a hoard giant often plucks foes with shiny equipment and pops them into their bag. The giant knows that after a few hours, all that will be left is treasure.

**Motive:** Gather treasures of wealth and magic  
**Environment:** Anywhere treasure can be found in the multiverse, usually alone

**Health:** 30

**Damage Inflicted:** 6 points

**Armor:** 2

**Movement:** Short

**Modifications:** Speed defense as level 4 due to huge size; resists trickery and falsehoods (especially regarding promises of treasure) as level 8

**Combat:** The hoard giant attacks twice each round with their brass-jacketed fists. Alternatively, the giant can scoop a target that fails a Speed defense task into their **hoard bag**. If they want to keep their hands free, the giant can release the bag as an animate ally as part of another action. In this case, the bag is free to attack as a separate creature, though it remains under the giant's verbal control.

**Interaction:** Single-minded as they are and jealous of the treasures they already possess, most hoard giants haven't bothered to learn any language other than those spoken by giants.

However, would-be negotiators who bridge the language gap might be able to tempt a giant into a brief alliance if treasure is offered as a reward.

**Use:** The adventurers, having successfully looted the treasury of some ancient ruin, crypt, or wizard's redoubt, notice they are being followed by a massive figure far off in the distance.

**Loot:** A hoard giant's bag contains all manner of treasure, including enough coins and gems to buy something very expensive (1,000 to 10,000 gold coin value), some kind of portal key or token that allows the giant to travel the planes, and several cyphers, such as an orb of **detonation (gravity)**, a **burst of speed** potion, and a glove of **best tool**, and probably at least one artifact, such as lenses that allow a wearer to see invisible objects for ten minutes (level 5; depletion: 1 in 1d10).



**Hoard bag (animate):** level 4; Armor 2; health 20; moves an immediate distance each round; bite attack inflicts 4 points of damage and swallows target on failed Might defense task; swallowed targets take 6 points of damage each and are blinded, and all their tasks are hindered until they can escape

**GM intrusion:** The giant absorbs a character's melee attack with their bag, swallowing the character's weapon.

**Detonation (gravity),** page 387  
**Burst of speed,** page 35  
**Best tool,** page 384

# HOWLING SAW

5 (15)

Howling saws served as special units in an ancient war among fiends. The construction of each saw was given to various smiths across the Outer Planes, including a location called Nidavellir, as well as in certain technically advanced worlds of the Material Plane. All were provided a magical blueprint to follow. However, unbeknownst to the smiths, the final element required to give each saw animation was a baptism in its creator's blood. Afterward, each newly fashioned saw cut up the blueprint of its creation and sought out the war it was made for. But that war is long over.

With the infernal war concluded, or at least remanded to a few isolated and forgotten layers of the Lower Planes, howling saws wander the multiverse aimlessly, choosing targets at random.

**GM intrusion:** A character's severed limb animates to become an undead appendage (level 3) that attacks the character.



**Motive:** Hungers for conflict

**Environment:** Near a current or former battlefield anywhere in the multiverse, often alone

**Health:** 21

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Short

**Modifications:** Stealth as level 1 due to loud spinning blades

**Combat:** A howling saw usually begins combat by charging a short distance, attacking once with its spinning blade. On a hit, the target takes damage and must succeed on a Might defense task or have one of their limbs lopped off. This loss hinders all actions attempted by the target by two steps and causes the target to descend one step on the damage track, and the target takes 3 points of damage due to blood loss each round until they regain health or Pool points. Reattaching the limb requires magic or advanced medical technology.

After its initial charge attack, the saw attacks once each round with its claws, inflicting damage, and on a failed Might defense task, grabbing the target. All the grabbed target's tasks are hindered until they can escape. Each round the target remains grabbed, the spinning blade automatically inflicts 5 points of damage.

Once each day the howling saw can use its spinning blade on a solid surface, cutting just so, creating a portal that lasts only long enough to transport it to a different plane it knows to exist. A howling saw always knows at least a few locations to which it can travel in the Lower Planes, and could learn more.

**Interaction:** The howling saw doesn't speak, but it is intelligent and understands the languages of demons, devils, and angels (Abyssal, Infernal, and Celestial). If promised a place in an ongoing or soon-to-be-launched war, a howling saw can be convinced to ally with other creatures for short periods. It responds by writing, using its saw to etch letters in a solid surface. But the flaw of a saw's origin eventually leads it to turn its spinning blades on allies, as it did to its creator.

**Use:** A warlord has acquired a secret new weapon for their conquests, and stories about it all agree on at least one thing: it is a fiend from another world, the sound of which is like a hive of angry bees, and which leaves behind horrific wounds and many a severed limb.

The buzzing, scream-like sound of the saw as it chases down prey echoes in every survivor's bad dreams. But only a handful who encounter the saw are fortunate enough to be reminded in their nightmares: the rest didn't survive.

## HUNAKAK

3 (9)

A hunakak's body is almost entirely a monstrous face as tall as a human, with a gaping mouth and fly-like compound eyes. Their form is concave, like a giant mask, with a ring of small fingerlike limbs that allow them to crawl or grasp things. Although they appear to be only a few inches thick, their wide-open mouth seems to be deep enough to fit an entire halfling in it.

*A hunakak is deliberately crafted out of an evil soul by a more powerful demon; they do not originate naturally (unlike demons of vengeance, murder, and so on).*

**Motive:** Form a bond with and aid another creature (usually a demon)

**Environment:** Anywhere in the multiverse, as a mask worn by a mortal or a demon

**Health:** 9

**Damage Inflicted:** 4 points

**Armor:** 2

**Movement:** Immediate; immediate when climbing

**Modifications:** Speed defense as level 5 when reduced to the tiny size able to fit a standard humanoid

**Combat:** If unbonded, the hunakak's bite inflicts damage, and on a failed Might defense task, an additional 2 points of Speed damage (ignores Armor) from necrotic energy.

The hunakak can choose to fix a creature within short rang with a "damning gaze," inflicting 4 points of Speed damage (ignores Armor) from necrotic energy on a failed Might defense task. If a victim dies from this attack, their soul is absorbed by the hunakak. When the demon returns to the Abyss, their absorbed souls are transformed into minor demons (and usually consumed or handed over to a more powerful demon).

The hunakak can change their size from normal to mask size as their action. While mask size, their bite inflicts 2 points of damage and on a failed Might defense task, 1 additional point of Speed damage (ignores Armor) from necrotic energy.

If worn like a mask, the willing host gains a telepathic connection with the mask allowing communication. The host can also see in the dark, and the demon can use their damning gaze attack without interfering with their host's actions. However, at any time and for any reason, the hunakak can end their service, ending the telepathic bond.

**Interaction:** A hunakak is sometimes awarded to a mortal who serves the Abyss. The mortal wears the demon (reduced in size) like a mask and can use their abilities, but if the mortal is ever slain, the demon absorbs their soul and brings them back to the Abyss. Hunakaks sometimes serve other demons, including being worn as a mask, but this is more of a standard partnership or minionship.

**Use:** A local noble has recently taken to wearing a strange and unsettling new mask.



**GM intrusion:** A target of the damning gaze feels the grasp of the Abyss, in addition to regular damage, and descends one step on the damage track.

# IMMACULATE JUSTICIAR

6 (18)

In some worlds, giants are foes to divine beings. These giants—and evil giants everywhere—are threats that the gods have determined should not be left lying fallow. Thus, they have commanded certain angels to train themselves tirelessly in the brutal but necessary art of finding and slaying giants.

Some immaculate justiciars take up a different but similar task for the gods, concentrating on aberrations, undead, or other anathemas.



**Motive:** Slay giants

**Environment:** Anywhere in the multiverse, tracking down vulnerable giants, alone or in a group of two or three

**Health:** 30

**Damage Inflicted:** 7 points

**Armor:** 3

**Movement:** Short; long when flying

**Modifications:** Speed defense as level 5 due to large size; fighting giants, finding giants, and resisting mental influence as level 7

**Combat:** The justiciar attacks twice each round with their greatsword.

If the target of the justiciar's attacks is a giant, the justiciar's attacks inflict 2 additional points of damage.

The justiciar can heal themselves or an ally within immediate range twice each day, restoring all points to a Pool (or 15 points of health) plus relieving any curse, disease, poison, blindness, or deafness.

At any time, the justiciar can use their action to magically detect any giant within very long range, even through barriers and spells of level 7 or less.

Once per day, the justiciar can connect with a higher power, learning the answers to up to three questions that can be answered with a yes or no from the deity on whose behalf the justiciar is hunting giants.

Once per day, the justiciar and up to eight willing creatures can transport to a different plane of existence.

An immaculate justiciar is immune to radiant and electricity attacks.

**Interaction:** Able to speak in the language of angels, the tongue of giants (for delivering ultimatums), and telepathically, a justiciar is a single-minded creature of divine power. Though not unreasoning, they tend to see other causes as less important than their own. They may agree to aid others in return for help in clearing out a particularly troublesome giant enclave or individual foe.

**Use:** A **hoard giant** approaches powerful adventurers, promising to give them a treasure from their hoard if they help the giant fend off an immaculate justiciar tracking them.

**Loot:** An immaculate justiciar's greatsword (a heavy weapon) is a magical artifact; attacks against giants are eased and inflict 2 additional points of damage (level 6; depletion: —).

**GM intrusion:** A giant (either one currently fighting the justiciar, or one that has been secretly trailing the justiciar) throws a massive rock at the justiciar, which the justiciar sidesteps; the rock hits a character instead, inflicting 6 points of damage and trapping the character until they can escape from beneath the level 6 boulder.

*Hoard giant, page 67*



# INFERNAL PYRE

# 5 (15)

An infernal pyre resembles a large fire elemental whose bright red form contains the burned bones of one or more humanoid creatures. The pyre reeks of burned flesh, and their voice reverberates with the screams of people being roasted alive. They are essentially immaterial (in the way fire is immaterial) undead elemental spirits.

An infernal pyre can form when a particularly evil person is killed by fire or when the body of an especially evil creature is cremated. The damned soul irrevocably corrupts the purity of the fire, creating an entity of rage, hate, and a desire to consume life.

*As an undead elemental, an infernal pyre doesn't require air, food, drink, or sleep.*

**GM intrusion:** *A character breathes in a cloud of choking soot; all they can do on their next turn is violently cough.*

**Motive:** Hunger to burn living things

**Environment:** Worlds of the Material Plane, Hell, or dimensions connected to Hell, alone or in groups if several are spawned by burning evil mortals in a mass grave

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 1

**Movement:** Short

**Modifications:** Speed defense as level 4 due to large size; stealth as level 2 (due to pyre's bright illumination and sound)

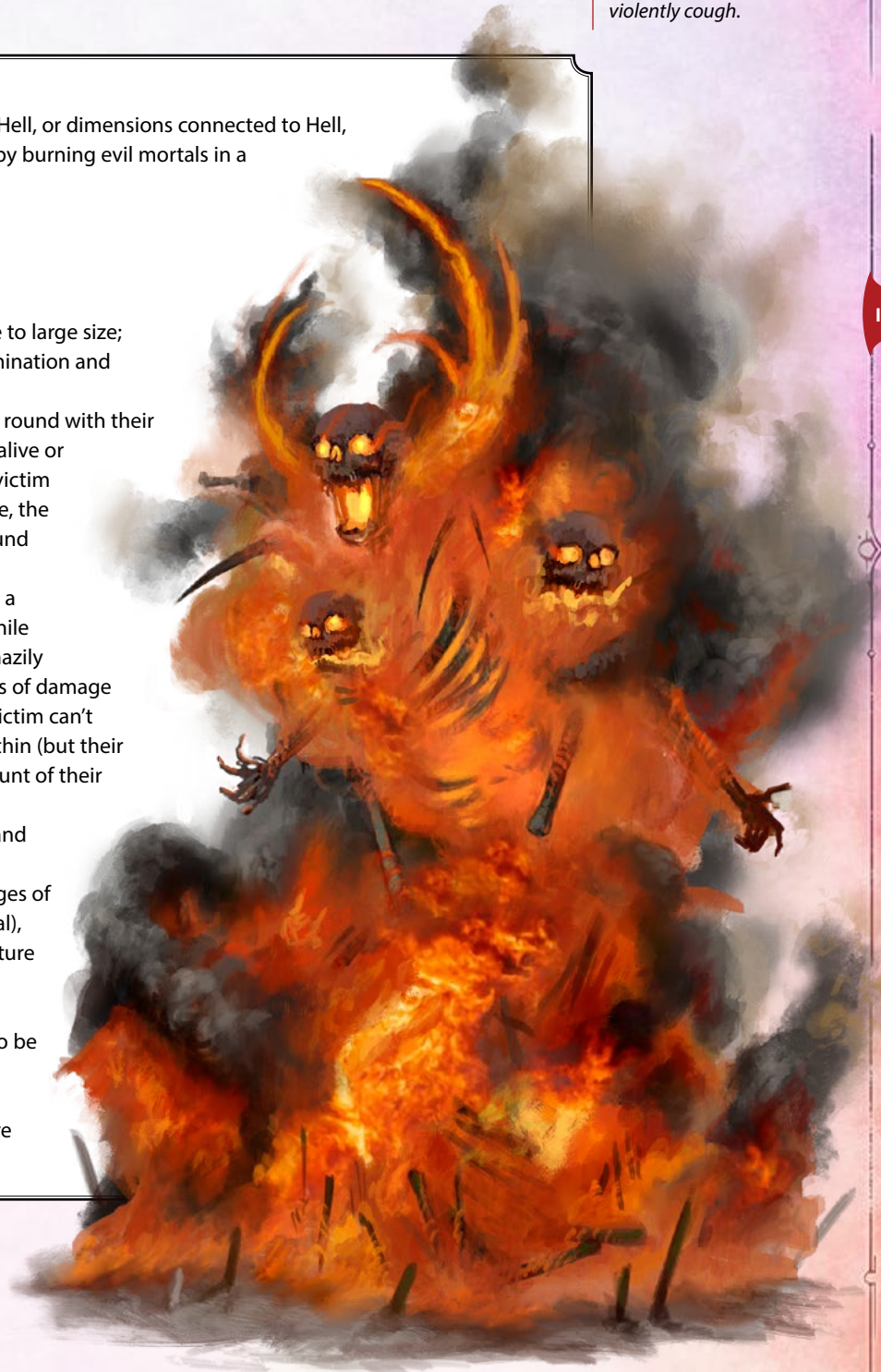
**Combat:** An infernal pyre attacks twice each round with their fists, inflicting fire damage. If the target is alive or flammable, they ignite. Until the burning victim (or an ally) takes an action to douse the fire, the victim suffers 2 points of damage each round as flame consumes them.

As their action, a pyre can attempt to absorb a burning human-sized or smaller target. While absorbed, the creature is blinded, is only hazily visible from outside, and burns for 5 points of damage each round (while absorbed, the ignited victim can't be doused). The target can attack from within (but their attacks are hindered by two steps on account of their blindness) or attempt to escape.

An infernal pyre is immune to fire, necrotic, and poison attacks.

**Interaction:** Infernal pyres know the languages of fire creatures and devils (Ignan and Infernal), but negotiating with them as a living creature is difficult because, from a pyre's point of view, why wait for some promised future reward when living flesh, just calling out to be burned to a crisp, is right in front of them?

**Use:** A widely hated former ruler dies. At the cremation ceremony, a horrible undead fire being arises.



# INVEX AVATAR

7 (21)

This being is gowned in diaphanous robes of flowing and glowing silver. When they move, they leave a smear of afterimages, as if the being hasn't fully resolved in this dimension. Or as if the being exists in multiple dimensions at once, or maybe multiple timelines.

A species that exists at the "end of time" (or so they say), the invex send back explorers and observers—avatars—to watch pivotal moments in what they consider their own dead history. An invex avatar thus has about as much compassion for a creature they interact with in the current era as they would for a dusty page in a history book.



*Doom of retribution, page 35*

**Motive:** Dispassionately observe events

**Environment:** Anywhere in the multiverse important or pivotal events occur, even if they don't seem so at the time

**Health:** 40

**Damage Inflicted:** 7 points

**Armor:** 3

**Movement:** Short; long when flying

**Modifications:** Speed defense as level 6 due to large size; magic lore, deception, stealth, perception, and sensing deception as level 9

**Combat:** The invex avatar attacks twice each round with their touch, inflicting 7 points of Speed damage (ignores Armor) from scrambled dimensional resonance.

Once the avatar has harmed a creature, they can add one of the following special effects to any subsequent attack against that creature (in addition to inflicting their normal damage).

- The creature must succeed on an Intellect defense task or be targeted by a **doom of retribution**.
- The creature must succeed on an Intellect defense task or see a barrage of alternate realities superimposed over normal reality, causing the target to act randomly (do nothing, attack an ally, run in fear, and so on) for one minute, or until they succeed on an Intellect defense task on their turn to end the effect early.
- The creature must succeed on a Might defense task, or their personal timeframe is slowed for about a minute, during which time they can only take an action about every other turn, or until they succeed on a Might defense task on their turn to end the effect early.

Up to three times per day, the avatar can transport themselves and up to eight willing creatures to a different plane of existence known to the avatar.

**Interaction:** Avatars can communicate using many different languages. While often content to merely observe, sometimes an invex avatar becomes involved in the moment, attempting to preserve what they regard as the proper flow of history. Which means that an invex avatar could suddenly aid a group of PCs, or possibly attempt to deter or even destroy them.

**Use:** As adventurers begin to plan on how to deal with a powerful entity or group of beings that will require time and milestones to eventually achieve, an invex avatar appears.

**Loot:** An invex avatar may carry a couple of interesting cyphers, such as a globe of **controlled blinking** and a globe of **blackout**.

**GM intrusion:** A character hit by the avatar's touch can't be healed, naturally or magically, until they make a 10-hour recovery roll.



*Controlled blinking, page 386*

*Blackout, page 384*



## IRIDESCENT CRAKE

3 (9)

In the Feywild, under the faded colors of an ever-setting sun, fierce and deadly crake streak through the forests and over the hills. Iridescent crake are devious, adroit at escaping the unseeley fey's hunt one moment, only to turn unexpectedly on their pursuers and become the hunters.

Combining elements of fast avians and huge reptiles, these enormous creatures sport glittering scales and a ruff of iridescent feathers around their heads, which they can extend in a proud crest, or fold back as they run through the tangle of sharp-toothed brambles and syrupy fens they prefer.

The glitter speckling a crake's scaled hide and that whirls in their wake is beautiful, but poison to breathe or touch. This gives a crake an edge when hunting down smaller prey, or when dealing with fey hunters eager to add a crake head to their trophy wall.

*Crake are sometimes called "feathered dreams" because their poison can cause hallucinations in prey even as it kills them.*

**Motive:** Defense, hungers for flesh

**Environment:** The Feywild or near fey crossings in worlds of the Material Plane, alone or in groups of two

**Health:** 15

**Damage Inflicted:** 5 points

**Movement:** Short; immediate when climbing

**Modifications:** Speed defense as level 1 due to huge size; perception as level 5; restraining bitten targets with teeth as level 5

**Combat:** If an iridescent crake is hit with an attack, a puff of iridescent dust settles over all creatures within immediate range. Creatures in the area that fail a Might defense task are poisoned for one minute, during which time all their tasks are hindered.

The crake's bite inflicts damage and , on a failed difficulty 5 Might defense task, the target is grabbed until they escape with a successful Might task as their action. A grabbed victim automatically takes bite damage each round.

About once each minute, the crake can breathe out a great blast of poison gas. Any target held in their mouth is automatically affected. Other creatures within immediate range that fail a Might defense task are also affected, taking 5 points of Speed damage (ignores Armor) from the poison.

If the crake does nothing on their turn except move, they become invisible as their turn ends, and remain so for up to one minute, or until they attack another creature.

**Interaction:** Hungry and cunning, crake are clever predators, and won't try to take down prey that proves too dangerous.

**Use:** A group of shadow fey pursue a flock of iridescent crake across a dimensional veil into mortal realms.

**GM intrusion (group):**  
*The iridescent crake makes a high, piercing call. Two more crake emerge from the foliage, allying with the first.*

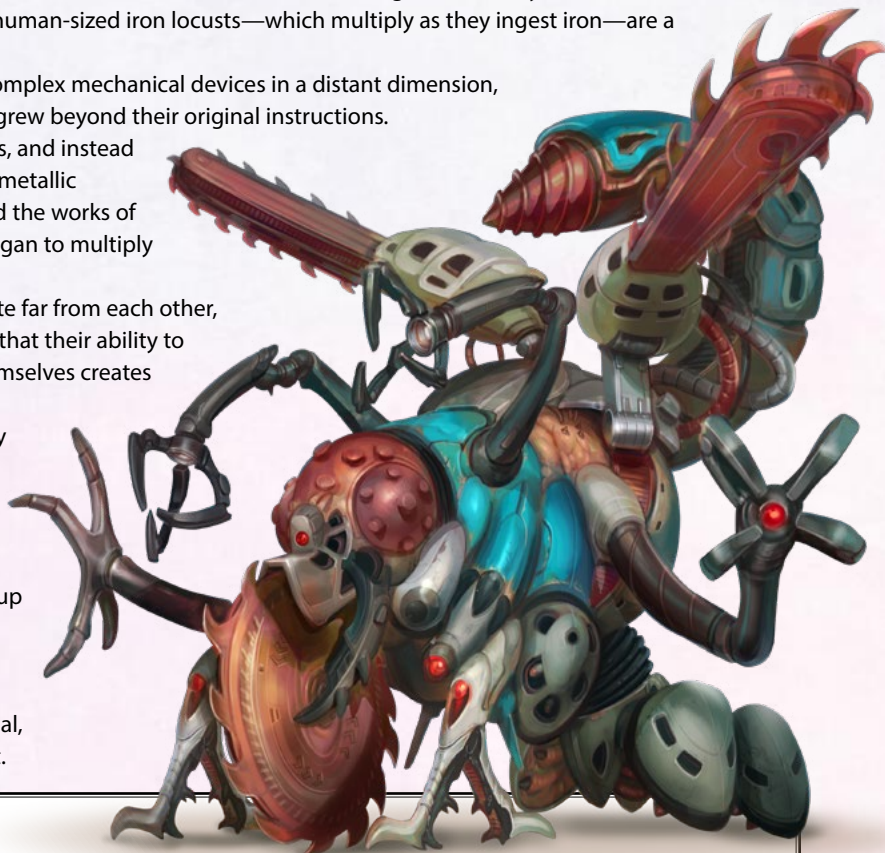
# IRON LOCUST

2 (6)

A scourge of metal mines across a host of worlds, iron locusts are a blight to industry. To civilizations that require metal to survive, human-sized iron locusts—which multiply as they ingest iron—are a death sentence.

Built to fix the damage of complex mechanical devices in a distant dimension, the self-repairing iron locusts grew beyond their original instructions. Without their initial constraints, and instead mimicking regular life in their metallic fashion, iron locusts consumed the works of their original builders, then began to multiply and go forth.

Normally iron locusts operate far from each other, having a basic understanding that their ability to split into more versions of themselves creates competition for nearby metal. However, sometimes too many iron locusts are born in close proximity anyway. When this happens, they embrace it and multiply far beyond their normal limit. Using a group intelligence that arises only in their swarm state, they open a portal to a new world of the Material Plane, one rich in metal, to spread out upon and ingest.



**GM intrusion:** When the locust attacks, a character's cypher with a metallic component is activated in a way that hurts or distracts the character or the character's allies.

**Motive:** Hungers for metal

**Environment:** Anywhere in the multiverse near metal concentrations, alone, in loose groups of three to five, or in great swarms

**Health:** 6

**Damage Inflicted:** 4 points; see Combat

**Armor:** 3

**Movement:** Short; short when climbing or flying

**Modifications:** Climbing as level 6

**Combat:** An iron locust either bites, saws, batters, or claws a target, depending on their particular conformation, dealing 2 points of damage plus 2 points of damage from electricity. These attacks are eased against creatures wearing a lot of metal, such as metal armor.

As their action, the locust can attack a metal object, causing it to flow like water and join the locust's metal body, restoring 3 points of health. The locust can affect a ferrous metal object up to a 1-foot (30 cm) cube in size (or excavate a cavity 1-foot (30 cm) cube in size in a larger metal object).

If an object the locust wants is being worn or carried by a creature, the iron locust attacks the creature. If the attack hits, the creature takes damage and must succeed on another Speed defense task or one metal object they carry (such as armor, a shield, or something else) descends one step on the **object damage track**. Each additional successful attack pushes it another step down the damage track, until the object is destroyed.

Electricity heals an iron locust equal to the amount of damage the electrical attack would inflict.

A locust divides if they regain 6 more points of health than their maximum, becoming two separate iron locusts with 6 points of health.

**Interaction:** Insect-like in their single-mindedness, it's impossible to negotiate with an iron locust, and difficult to drive them off.

**Use:** The dwarf smith's shipment of iron contains two iron locusts. That's bad enough, but does that mean the mine from which the shipment came is infested?



Object Damage Track,  
page 116

## IRON MAGUS

4 (12)

These automatons are the accidental fusion of the mind of a skilled mage with the body and armor of a veteran warrior. Although an iron magus appears to be a humanoid wearing a suit of armor, they are an artificial creature that combines a warrior jealous of magic and a mage greedy for the strength and stamina of a brawler. They know their union is flawed, but believe they only need to practice their combined skills (by slaying other warriors and mages) to perfect their transformation.

It's painful to be an iron magus; each consists of two humanoid bodies merged with a suit of armor, with the excess meat stripped away and left behind. Talkative individuals admit they feel like they're itching everywhere and being stabbed by hundreds of needles.

An iron magus has the tactical knowledge of an experienced warrior and uses their spells, their physical prowess, and the local terrain to their best advantage.

**Motive:** Gather personal power

**Environment:** The Lower Planes, or other dimensions in service to a fiendish creature, usually alone

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 3

**Movement:** Short; immediate when flying

**Modifications:** Resists magic and mental influence as level 6

**Combat:** An iron magus attacks twice each round with their broadsword.

An iron magus can cast long-range spells to manipulate small objects telekinetically, create a shield of force (asset on Speed defense) for one hour, cast fire bolts, and pepper a foe with tiny bolts of pure force. Once per day they can counter an opponent's spell, become invisible, increase their flying movement to long for an hour, restore 4 points of their own health, or rain fire in an area an immediate distance in diameter up to a long distance away that inflicts 6 points of damage, 3 points even if characters succeed on their Speed defense tasks.

Some also preferentially use the magical items they've acquired, as described below under Loot.

**Interaction:** Iron magus minds are a crushed blend of two psyches, making them paranoid and suspicious of other creatures. They know all the languages both component minds knew in life. Some pursue evil agendas impressed upon them by fiends. Others wander without purpose other than accumulating magical and martial power that they're greedy for.

**Use:** A secret thought taken to the grave may actually still be known by a mind fused into an iron magus. Finding that iron magus is one thing; convincing them to try to remember the secret is another.

**Loot:** An iron magus usually accumulates a few cyphers, including a wand of **detonation (spawn)** and a ring of **detonation (matter disruption)**. A few carry an artifact, such as a magical broadsword that inflicts 5 points of damage and can reflect a single-target spell cast on the wielder back at the caster (level 5; depletion: 1 in 1d6; check per deflected spell attempt).



*Some fiends know the technique of creating an iron magus, but some arise naturally due to the corrupting influence of different Outer Planes.*

*As a being animated by magic, an iron magus doesn't require air, food, drink, or sleep.*

*A lone iron magus might be encountered in the Lower Planes or traveling farther afield in service of a fiendish creator.*

**GM intrusion:** *The iron magus casts a spell that causes them to disappear; they actually teleport a short distance away into hiding, where they seek to regroup before either fleeing or returning to the fight.*

**Detonation (spawn),** page 387

**Detonation (matter disruption),** page 387

JOYFUL TRINE

8 (24)

Joyful trines are 15-foot (4.5 m) tall entities called from the plane of Elysium. They prefer to deter with joy, but if comes to it, they are not above killing with kindness. Keen watchers and protectors, these tripart creatures often serve celestial beings and demigods as companions, or as guardians of important locations. Guardian trines remain loyal even when forgotten and left to watch lonely corners of the multiverse.



**GM intrusion:** *The continuing presence (and psychic influence) of the joyful trine makes a character lose their next turn weeping, remembering some sweet memory they hadn't recalled in forever.*

**GM intrusion:** *The joyful trine immediately reacts to a character's attack with two fist attacks of their own.*

**Motive:** Protect, guard, spread joy

**Environment:** Anywhere in the multiverse serving the interest of divine beings or guarding important sites

**Health:** 50

**Damage Inflicted:** 8 points

**Armor:** 4

**Movement:** Short

**Modifications:** Speed defense as level 6 due to huge size; magical lore, religion, and history as level 9

**Combat:** A joyful trine attacks twice each round with their fists. If the same target is hit twice in the same round, they must succeed on an Intellect defense task or be forced to mentally review all their past failings. An affected target takes 4 points of Intellect damage (ignores Armor) each round until they succeed on an Intellect defense task on their turn, one minute passes, or they benefit from magical healing.

No more than once per hour, the joyful trine utters a celestially charged song from all three heads. Each creature within short range hearing it that fails a Might defense task descends two steps on the damage track due to a feeling of overwhelming contrition. (This effect never pushes a character a third step down the damage track, if they were already on it.) On a successful defense task, joyful mental influence makes the target feel friendly and accommodating toward the trine until after their next turn.

**Interaction:** A joyful trine prefers to parley instead of fighting, using either the language of angels (Celestial) or telepathy. The trine first attempts to convince those who cross the purposes of the trine, to leave. One of the trine heads usually has the perfect anecdote, joke, or method of persuasion that can turn a potentially violent encounter into an opportunity to decide something new.

**Use:** The explorers were hired to clear out a vault where great riches of a vanished dragon are rumored to lie. They've been warned of the many magical traps protecting the place, and most potent of all, the joyful trine set to keep out looters.

## KHASASIA

3 (9)

The khasasia, or pollen snake, is a mobile plant creature native to the Beastlands. The creature resembles a thick wooden branch covered in moss, leaves, and flowers, with a cluster of thorny growths at one end that somewhat resembles a toothy mouth. They attack by making bite-like strikes with their thorns, which trigger their flowers to release bursts of irritating pale dust. Like many carnivorous plants, khasasias need to eat only for supplemental nutrition, and they require much less food than a typical predator of their size (such as an animal snake).

After a kill, khasasias roll over and around their prey, using tiny rootlets to absorb the trace nutrients they need, and leaving behind large patches of pale dust. Another pollen snake that encounters these leavings will perform the same maneuver, pollinating their flowers so they can produce small pepper-like fruits that eventually drop off, go through a sedentary stage, and develop into young ambulatory khasasias.

The pale dust produced by a khasasia's flowers is irritating to the eyes and noses of most creatures, causing sneezing, redness, itching, and similar symptoms. Gnomes are immune to these effects, and khasasias ignore gnomes unless attacked first or controlled by another creature.

**Motive:** Hungers for flesh, defense

**Environment:** The Beastlands, wherever they can hunt food, alone or in small groups of up to four or five

**Health:** 12

**Damage Inflicted:** 3 points

**Armor:** 1

**Movement:** Short; short when swimming; immediate when climbing

**Modifications:** Speed defense as level 2 due to large size; stealth as level 5 (or level 7 in forest or jungle terrains)

**Combat:** The khasasia's bite deals damage and, on a failed Might defense task, inflicts an additional 2 points of Speed damage (ignores Armor) from poison this round and each round thereafter. A poisoned victim's perception tasks, and all tasks requiring clear sight, are hindered. The poison lingers for one minute or until the victim succeeds on a Might defense task on their turn to end the effect early.

If the khasasia dies, they explode, and creatures within short range that fail a Might defense task take 5 points of Speed damage (ignores Armor) from poison, and are poisoned for up to one minute as if bitten.

**Interaction:** Patient ambush hunters, khasasias may pursue almost any size prey vulnerable to poison, especially if part of a group. They're not intelligent but understand that the sacrifice of one khasasia may benefit others, so they rarely back down from conflict.

**Use:** Explorers into a remote jungle island face many dangers, including disease, strange groups of humanoids, and terrifying "living branches" of the forest that slither like snakes.

*Khasasia fruits are delicious and spicy, but they must be cooked, dried, or eaten before they sprout and grow into their adult form.*

**GM intrusion:** A character poisoned by the khasasia is fully blinded until they manage to clear the poison with a successful Might defense task.



## KNARGALIAN

5 (15)

*As a being of magic made manifest, a knargalian doesn't require air, food, drink, or sleep.*

Knargalians, or "berserk circles," are bizarre magical creatures that look like 10-foot-diameter floating circles surrounded by mystical runes. They flit across the landscape until they find a creature they want to consume, arrange themselves around their foe, and drain their life energy, leaving only a withered husk.

The first knargalian is believed to have been a fiend-trapping spell that went awry, creating a being of living energy that exists only to contain and consume other things. Although berserk circles prefer hunting celestials and elementals, they have been known to attack other creatures, especially those who try to bind or control them.

**Motive:** Contain and consume angels and elementals, or those who interfere with the knargalian

**Environment:** The Lower Planes, anywhere dimension-traveling magic has become oversaturated or gone out of control

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Short when flying

**Modifications:** Speed defense as level 4 due to large size; resists mental influence as level 7

**Combat:** A berserk circle attacks twice each round with radiant blades of pure magic, inflicting 5 points of Intellect damage (ignores Armor); on a second failed Speed defense task, the target is encircled by the knargalian. All the tasks of an encircled victim are hindered, and the victim can't leave the circle until they succeed on an Intellect task as their action to escape. Encircled victims automatically take 3 points of Intellect damage (ignores Armor) each round.

If the knargalian is affected by an ability that nullifies magic or strips away magical protections (such as **Pry Open**), the entire creature is suppressed, and ceases to exist for about a minute. However, anytime such a magic effect or spell fails to affect them, the creature consumes that magic and regains 5 points of health.

Teleportation and interplanar travel attempts within short range of a knargalian don't function if the would-be traveler fails an Intellect defense task against the knargalian.

As an action, the knargalian can become invisible until they attack.

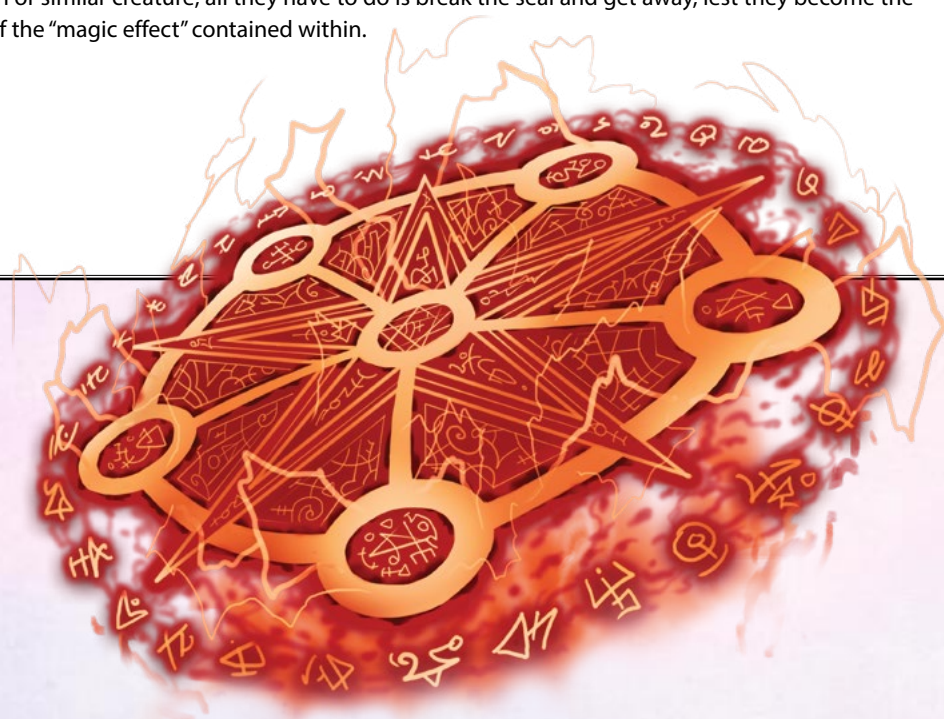
**Interaction:** As a living magical effect, the knargalian's mind is unknowable to most creatures. Attempts to communicate through language and telepathy fail, although creatures have had limited success using bursts of weak magic to convey simple concepts.

**Use:** The characters are gifted with a questionable "magic item" that they are told will help them trap a demon or similar creature; all they have to do is break the seal and get away, lest they become the target of the "magic effect" contained within.



*Pry Open, page 172*

**GM intrusion:** *Through some sort of psychic error, a character's mind enters the knargalian, and their body drops limp. The mental passenger can attempt to control the berserk circle each round with an Intellect task, but failure inflicts 5 points of Intellect damage (ignores Armor) to the character and kicks them back into their own body.*





## KRUNMVERET

2 (6)

Weird, wind-sculpted snow and ice formations are sometimes found in wintry climates and snowy dimensions. Some look almost lifelike, as if they were travelers frozen solid that then were whittled down by months and years of relentless blizzards. Because, in fact, that's exactly what they are, victims of krumveret.

Krumveret race across the permafrost of Material Plane worlds, but also make their homes in glaciers of mountainous regions of the Outer Planes. Krumveret require frigid temperatures. Tropical and even temperate regions are lethal to these creatures unless they can find an ice cave or some other always-cold location in which to dig their dens.

Frost giants prize krumveret, finding their arctic flesh tasty and alluring. A drove of krumveret can also serve as incidental guards for a frost giant's castle. The creatures may still nip a frost giant now and then, but their freezing bite has no effect.

A krumveret's bite can take down small prey immediately. But even larger prey have reason to fear this dire hare's bite. The krumveret's saliva contains a magical property that freezes the blood in the veins of living creatures. Even a light nip injects enough saliva to begin this process. Those not hardy enough to fight off the effect feel their limbs cool and stiffen until they are transformed into an ice sculpture of themselves, every ounce of liquid in their bodies having turned to ice. Victims can be revived safely only with magic. Those who are allowed to heat up gradually usually "melt" into a mass of slushy remains.

*A drove of krumveret can feed off an ice sculpture for weeks before seeking out more sustenance.*

**GM intrusion:** *Some piece of equipment a character possesses freezes and shatters.*

**Motive:** Hungers for ice formed from transformed flesh

**Environment:** Anywhere icy in the multiverse, in droves of three to five; "domesticated" droves can be encountered near frost giant lairs

**Health:** 6

**Damage Inflicted:** 4 points

**Armor:** 1

**Movement:** Short; immediate when burrowing

**Modifications:** Moving across rocky, snowy, or icy terrain as level 7; jumping as level 7 (jumps clear a short distance)


**Combat:** A krumveret's freezing bite inflicts damage, and a target that has no natural or magical resistance to cold that fails a Might defense task partially transforms to ice. Partially transformed victims can't move from their current location, and all physical tasks are hindered. The partially transformed victim must attempt a second Might defense task on their next turn. On a success, they fight off the partial transformation; otherwise, they fully turn into ice. Restorative magic can release a transformed target. If a frozen target is allowed to thaw naturally in a warm area, the ice retreats, but the resultant flesh is damaged, leaving the victim with 1 point of health (or 1 Pool point) and dying; the victim is **debilitated**.

Krumveret are immune to cold attacks.

**Interaction:** Krumveret interact with other creatures somewhere on the continuum between coyotes and rabbits, sometimes cautious, other times predatory.

**Use:** Some krumveret are bred as racers. Every midwinter, champion krumveret—each the fastest of their litter—are conveyed to a hosting frost giant's domain. At the sound of the horn, the competing krumveret dash and leap across the glacier serving as the track. The one that wins is accorded special breeding privileges. The others are usually bound for the cooking pot.



 *Debilitated, page 218*

LABYRINTH STALKER

7 (21)

There are probably not many labyrinth stalkers, but even one is too many. These ever-hungry, huge brutes are sometimes encountered by victims of magic that traps creatures in extradimensional mazes, as well as in other locations of magical confusion.

Once a labyrinth stalker gets the scent of a potential victim—even one located several hallways, rooms, or corridors away in a maze—the creature tirelessly follows the trace until they find the origin. Victims trying to escape the maze can hear the stalker’s frightful calls echoing behind them growing closer and closer. If a labyrinth stalker locates their prey, they may grab the victim in a toothy bite and drag them deeper into the maze to feast upon at their leisure.

*Some people believe that all mazes, or at least all magically created ones, lie somewhere within a “master maze” called the Infinite Labyrinth.*



**GM intrusion:** *The stalker immediately bites a character, even though it’s not the stalker’s turn.*

**GM intrusion:** *The stalker immediately moves a long distance into the maze with a grabbed character dangling in their mouth, even though it’s not the stalker’s turn.*

**Motive:** Hunt lost wanderers

**Environment:** Mazes and labyrinths anywhere in the multiverse, alone

**Health:** 33

**Damage Inflicted:** 9 points

**Armor:** 1

**Movement:** Short

**Modifications:** Speed defense as level 5 due to huge size; tracking and navigating mazes as level 10

**Combat:** Even before targets see a stalker, they hear the terrifying hunting roar up to a very long distance away, echoing down unknown corridors. Targets must succeed on an Intellect defense task or be overcome with fear so intense that the only thing they can do is run away or stand frozen for about an hour. Each round, a terrified victim can attempt another Intellect defense task to end the effect early. When the stalker finally closes on their prey, they attack with a bite, inflicting damage and grabbing the target in their mouth. A grabbed target automatically takes damage each round until they can escape. The stalker could choose to carry off their grabbed prey, if the prey has allies, so they can consume the prey in peace.

**Interaction:** Stalkers are pure predator, clever, but not intelligent enough to understand formal languages. One might be driven off, but stalkers never forget, and one day—sooner than later—emerge from a maze to stalk those that got away when they are alone or undefended.

**Use:** A character’s or ally’s loved one has gotten lost in the ridiculously complex hedge maze abutting the wizard’s college, a hedge maze from which wanderers sometimes never emerge.

## LAHAIRON MIND THIEF

2 (6)

A mind thief's mass of tendrils droops like a hoary beard covering a body composed of many fibrous lengths, wound together like an imperfect knot about the size of child's head. Three sets of tattered, fleshy wings madly flap, giving the mind thief's flight a jerky, hard-to-predict trajectory.

A Material Plane world called Lahairon fell to an unspecified disaster. Before their final hour, some Lahairon natives devised a magical means of escape, but only for their minds. Their bodies perished, while their consciousnesses fled via uncouth winged forms—Lahairon mind thieves—to other worlds in hopes of finding safety and new lives.

Though called mind thieves—for they do in fact steal away memories of their victims—these creatures simply let those memories dissipate. Because what they really want is fallow mental ground so they can transfer a consciousness seed of a mental refugee from the dead world of Lahairon into a new body. Once a consciousness is successfully transferred, the particular mind thief that carried the refugee so far shrivels up and dies, their only duty complete.

**Motive:** Transfer stored refugee mind to new humanoid body

**Environment:** Worlds of the Material Plane where humanoids live, in flocks of six or more

**Health:** 6

**Damage Inflicted:** 2 points

**Armor:** 1

**Movement:** Short; short when flying

**Modifications:** Speed defense as level 4 due to tiny size; holding a grabbed target and stealth as level 5

**Combat:** The tiny mind thief lashes at a target with one of their tendrils, inflicting damage and attaching themselves to their target. While attached, the mind thief doesn't physically attack. Instead, they drain 2 points of Intellect (ignores Armor) from the victim each round on their turn. Removing an attached thief requires a successful level 5 Might task as an action.

If the target's Intellect (or health) is reduced to 0, they go unconscious, and the seed of a new mind is implanted in the victim's body a few rounds later. Then the physical shell (the mind thief) dies and falls off the victim. Unless the unconscious body receives some sort of magical cleansing (such as curse-removing magic), the seed blossoms into the alien consciousness of a Lahairon native stowaway within a few hours.

A flock of three mind thieves can attack as a single level 4 creature, inflicting 4 points of damage on a hit and allowing all three to attach themselves to a single target. Once the target is drained to 0 Intellect (or health), two detach and seek other victims.

If the situation doesn't seem right, a mind thief can fade away as their action, becoming invisible until they attack.

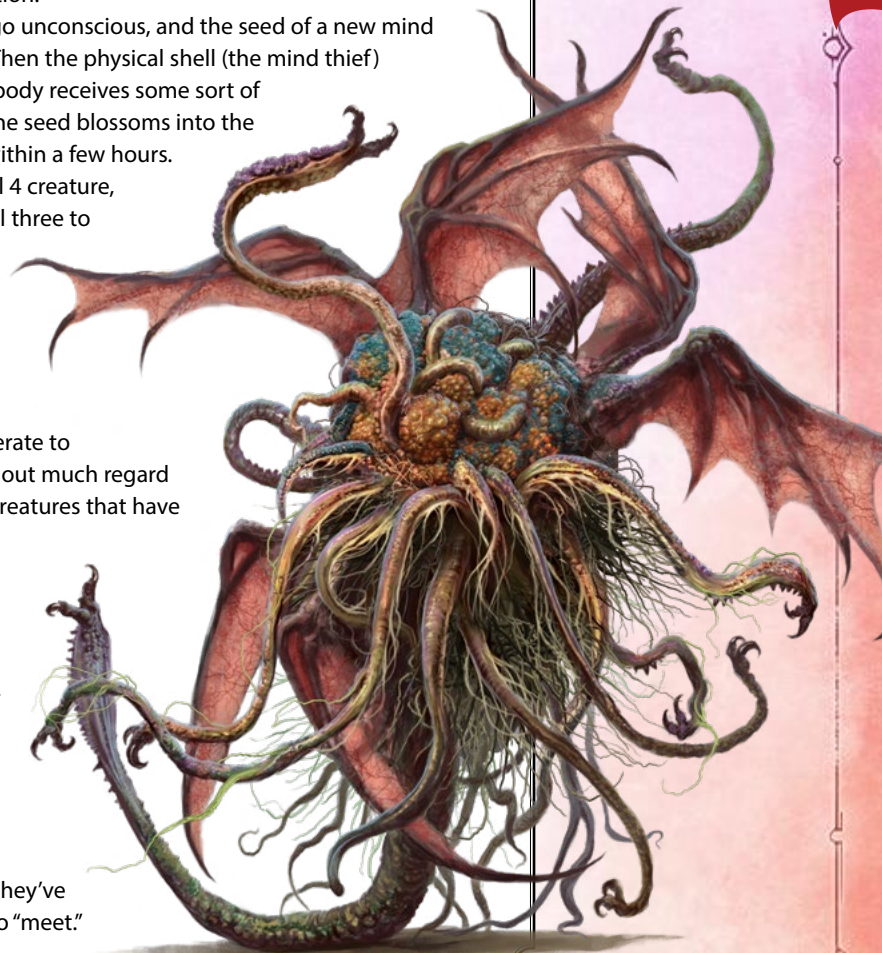
**Interaction:** Mind thieves are ambush predators, desperate to transfer their cargo of mental energy to a victim without much regard for their own existence. However, they never target creatures that have already become vessels for new minds.

Wearing the bodies of mentally wiped victims doesn't seem to bother the average Lahairon, who finds himself with a fresh body and a dimension not in immediate danger of destruction. Usually, a newly arrived Lahairon attempts to pretend to be who they look like, unless they can find other Lahairon to join.

**Use:** A group of people that aren't necessarily related to each other all break away from their old lives and disappear. If tracked down, they have founded a new community in an isolated location, and are very suspicious of strangers. However, they may indicate they've captured a strange creature they'd like lone visitors to "meet."

**GM intrusion:**

*Immediately after a character attacks, the mind thief makes a free extra tendril attack.*



# LAVA HUSK

5 (15)



A dangerous ritual passed around by necromancers promises to convert a caster into a lich using a shortcut requiring a connection to the Elemental Chaos. However, those who use it usually flub it. The result is a lava husk.

Finding a way to survive beyond a single mortal life is something many strive to achieve. However, the original mind of the corpse seeding a lava husk is usually degraded and gone. Sometimes a memory or two remain, but the core personality is absent. The strongest remaining thread of who or what the core of a lava husk once was is revealed in the charred remains that flare and burn. Despite the thread of necromancy pulsing through them, lava husks remain elementals.

Lava husks prowl the planes in search of others to burn, to batter, and in some cases, to suck the life force from. A lava husk can manifest in places of natural volcanism on the worlds of the Material Plane, in the Inner Planes, and even on the Outer Planes where lava and magma flow. In fact, lava husks are more and more common on the Lower Planes, where they are often mistaken for demons or undead.

**Motive:** Burning foes, hunger for life energy

**Environment:** Any planar location where lava or volcanic activity are common

**Health:** 15

**Damage Inflicted:** 8 points

**Armor:** 3

**Movement:** Short; immediate when burrowing

**Modifications:** Attacks objects as level 7

**Combat:** A lava husk attacks with a molten fist, inflicting fire damage.

Striking a husk produces a reactive spray of lava within immediate range. The attacker and anyone else next to the husk take 4 points of damage, or 2 points on a successful Speed defense task. A creature that fails this Speed defense task also takes 2 points of damage on their next turn from the lava clinging to them.

Once per minute, a lava husk can create a path of lava an immediate distance wide, extending out to a long distance, that's about one foot thick. Anything in the area of the path must succeed on a Speed defense task or take 8 points of damage from fire and necrotic energy (ignores Armor). If a creature can't easily move from this path (for example, if the path entirely covers the floor of a narrow corridor) their defense task against this attack is hindered. The lava path lasts one minute. Moving into or through it inflicts damage each round. The lava husk can use the path as a bridge to cross gaps and empty space.

A lava husk sheds bright light within immediate range. Water harms them; a splash from at least a gallon inflicts 2 points of damage (ignores Armor), and immersion inflicts 4 points per round (ignores Armor).

A lava husk is immune to fire and poison attacks.

**Interaction:** Lava husks understand the languages of earth elementals and fire elementals (Terran and Ignan), but their limited mental capacity makes it difficult to communicate with or persuade them.

**Use:** A necromancer keeps a few lava husks in their volcanic lair as a surprise for intruders expecting demons or undead. Enterprising miners followed a melted tunnel in search of ore, only to fall prey to the lava husk who created the burrowing path as they wandered.

*As an elemental being, a lava husk doesn't require air, food, drink, or sleep.*

*When a lava husk burrows, they leave behind a red-hot tunnel that cools after a few rounds.*

**GM intrusion:** *The lava husk spews lava on a character as part of the attack, inflicting 4 points of damage and hindering all the character's physical tasks until the hardened lava is pried off of them (this requires two actions).*

*Any creature killed on the lava path is likely to rise as a new lava husk within a week of their death.*

## LORD OF DOGS

7 (21)

The Lord of Dogs is a fey lord concerned with dog things alone. He doesn't look after the welfare of wild canids such as wolves, only their domesticated cousins. The Lord of Dogs understands a dog's heart and seeks to appease those desires for play, affection, and the chase. He is also a fierce dog protector and may take vengeance on those who mistreat the lowly beasts he has sworn to defend.

**Motive:** Protect dog welfare

**Environment:** The Feywild, worlds of the Material Plane, hunting and playing with a pack of **mutts**

**Health:** 35

**Damage Inflicted:** 8 points

**Armor:** 2

**Movement:** Short; long in dog or hybrid form

**Modifications:** Interactions with dogs as level 10

**Combat:** The lord can make one ranged attack (usually with a crossbow at a target within long range), or attack twice each round with his melee weapon (usually a two-handed axe or sword).

Alternatively, as part of another action, he can assume the form of a dog up to the size of a pony, or a hybrid of his humanoid and dog forms. In either transformed shape he attacks three times each round with his bite and his movement is long.

About once every ten minutes, the Lord of Dogs can release a thunderous bark. All creatures within short range who can hear it and who fail a Might defense task are stunned and deafened on their next turn.

No domesticated dog, not even trained and loyal guard dogs, will attack the Lord of Dogs, even if mentally controlled. The tasks of dogs within short range of the lord are eased. The Lord of Dogs recovers 5 points of health at the start of any turn that he is within immediate range of a dog. Damage from cold iron negates this regeneration for one round.

The Lord of Dogs is immune to poison attacks but vulnerable to attacks made with cold iron; every time he takes damage from cold iron, he takes 1 additional point of damage.

**Interaction:** The Lord of Dogs doesn't find much use in conversation, unless it is to warn off those mistreating dogs, or to ask that those he judges worthy take in a stray mutt to nurture. He will negotiate if dog welfare is involved and is an implacable foe to anyone that's ever harmed a dog.

**Use:** The characters discover a hurt dog. If they care for it and nurse it back to health, the Lord of Dogs visits and gives them a gift for protecting "one of mine." If they ignore the dog or let it come to harm, his eventual visit is to bring vengeance.

**Loot:** The Lord of Dogs usually carries a handful of cyphers, such as an **attractor** glove, a ring of **effect resistance**, and a **nullification ray** lens. He may also carry an artifact collar he can confer on a dog that grants +1 to Armor and revivifies the dog if it dies (level 7; depletion: 1 in 1d6; check per life restored).



**Mutt:** level 3 (while in the presence of Lord of Dogs), attacks and perception as level 5

**GM intrusion:** The Lord of Dogs immediately attacks, even though it's not his turn.

**GM intrusion:** The Lord of Dogs immediately makes his stunning bark attack, even if it's been less than ten minutes since his last bark and even though it's not his turn.

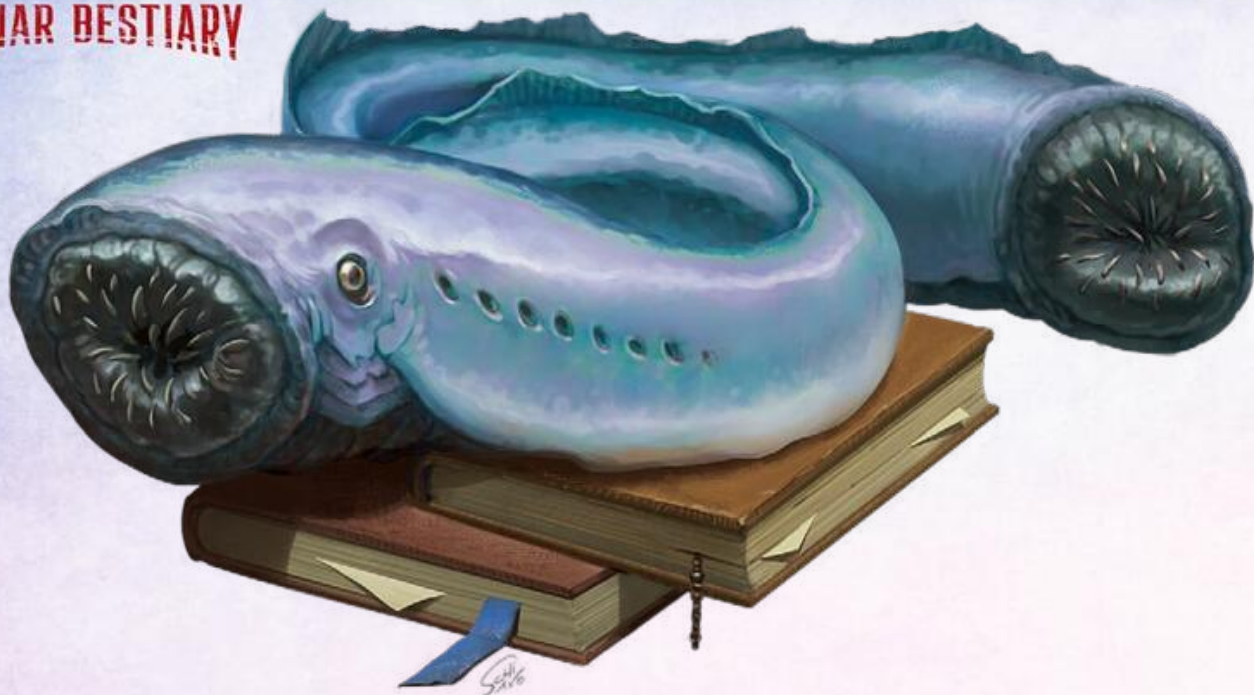
**GM intrusion:** Even though the Lord of Dogs was hit by a character's physical or magical attack, the Lord of Dogs shrugs it off and is unaffected.



Attractor, page 384

Effect resistance, page 388

Nullification ray, page 393



## LUCK LAMPREY

2 (6)

**GM intrusion:** *A freaky, hard-to-have-anticipated unlucky accident endangers a character, such as a mundane object falling from a nearby structure, which spooks a mount, which knocks the character into the path of an oncoming wagon.*

A luck lamprey is a multicolored, foot-long worm with a grey, toothed, sucker-like mouth on each end. They survive by eating blood and insects, but can reproduce only after consuming good luck from other creatures. They have beast-level intelligence (on par with a housecat) and often live on the fringes of humanoid settlements, as if such creatures have more or better-quality luck they can feed upon.

Some people keep luck lampreys as pets, for the lamprey can influence chance events in favor of a creature they are touching. The lamprey must be fed at least once a day, equivalent to 1 point of health's worth of blood, either from their owner or from some other living creature. A well-fed lamprey is lethargic, content to rest draped around their keeper's neck and becoming active only when threatened.

Luck lampreys spawn in slow or still water and die shortly after spawning. An adult lamprey can live up to two years if their keeper doesn't allow them to mate. Of a clutch of hundreds of eggs, a few dozen survive predation to become thumbnail-sized larvae, which feed on slime and detritus for a few years until they develop the ability to crawl on land and grow to full size.

**Motive:** Hungers for blood, insects, and good luck

**Environment:** Limbo, worlds of the Material Plane, alone or in small groups, or kept by an intelligent creature

**Health:** 6

**Damage Inflicted:** 2 points

**Armor:** 1

**Movement:** Immediate; immediate when burrowing, climbing, and swimming

**Modifications:** Speed defense as level 4 due tiny size; stealth as level 5

**Combat:** The luck lamprey's bite inflicts damage and attaches the parasite to their target. All the tasks of a victim with an attached lamprey are hindered (because the lamprey is consuming the victim's luck). In addition, the victim automatically takes 2 points of damage each round thereafter until the attached lamprey can be removed with a successful Might task as an action.

Once each round, one creature within short range of a luck lamprey that attempts any kind of task must succeed on a level 4 Intellect task first, or the task fails (because their luck was eaten), and the luck lamprey regains 1 point of health.

About once each hour, the lamprey can drain luck from a foe within short range, treating the character's roll as a natural 1, regardless of what the character actually rolled (triggering a GM intrusion for a PC) and the luck lamprey regains 3 points of health.

If the lamprey is touching an ally (as opposed to being attached to a victim), the ally is lucky, and once per round they may ease a task they attempt.

**Interaction:** Luck lampreys are animals, but with enough attention and training, individuals can be trained to be pets.

**Use:** A character's rival, competitor, or adversary has a strange, lamprey-like pet. That's weird, but his unrelenting good luck is starting to chafe.

## MASKED SKEIN

S (15)

A mask made of whorled shell with a strange light leaking from its mouth doesn't seem too dangerous. Until it begins to absorb people into a personal dimension where a much larger and more dangerous skein hunts. Hard shell protects the true skein's large bulk. Massive tentacles protrude from the front, surrounding a beaked mouth. The creature's armored shell includes the same pattern as the mask-shaped façade first encountered.

A roving skein exists in a personally generated dimension, but presents a simple mask to the outside world: their mask lure. Unless and until the mask lure begins to move under its own power as an animated object, most creatures probably mistake it for a regular mask.

A masked skein's personal dimension is a poor copy of the surroundings where their first mask lure was exuded, which means it could appear as countryside, a series of subterranean tunnels, an urban area, a forest, or something else. However, except for plants, insects, and any previously trapped creatures still alive within the artificial dimension, no other living things are present. In addition to other obvious differences, the dimension is usually no larger than a very long distance across.

**Motive:** Hungers for flesh

**Environment:** Anywhere in the multiverse, sometimes allied with another creature wearing the mask

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 3

**Movement:** Short

**Modifications:** Perception as level 6

**Combat:** The skein—which is hidden in another dimension—uses their **mask lure** to hunt prey in a standard plane of existence.

The mask lure can affect one creature within immediate range with a non-consensual teleport about once each minute. If the creature fails an Intellect defense task, they're pulled into the masked skein's personal dimension.

Prey pulled into the skein's dimension appear next to the real skein. The skein attacks twice each round with their tentacles.

About once each minute, the skein can release an electrical discharge affecting foes they choose who are trapped within their dimension that fail a Speed defense task, inflicting 10 points of damage, or 4 points even with a successful defense task.

Escaping a skein's personal dimension requires killing the skein or using magic that allows planar travel. If the skein is killed, they and any trapped creatures and objects are expelled next to the mask lure, now nothing more than a weird mask made of horn.

**Interaction:** Masked skeins are intelligent, but they view all other living things, including intelligent ones, as food. Sometimes a masked skein communicates via telepathy but negotiating with one requires that they be fed something big for their trouble.

**Use:** The mask-shaped façade is sometimes encountered while worn by another creature, one who has proven themselves willing to protect the lure and wear it so the skein looking out from behind the mask's eyes can feed on select targets.

**Loot:** Objects expelled from a defeated skein's personal dimension sometimes include coins equivalent to an expensive item (a few hundred gold coins) and perhaps a cypher or two, such as a pearl that tells the user a **secret**, or a **shock attack** shortsword.

*If a skein's mask lure is destroyed, the masked skein themselves remains safe within their personal dimension.*

**Mask Lure:** level 2, flies a short distance each round; serves as a focus for the actual masked skein's teleport attacks and window into the world; if the lure is destroyed, the masked skein produces a new one within a few days.

**GM intrusion:** Another creature—perhaps a devil—is already hiding in the masked skein's personal dimension. Allied with the masked skein, they also attack the character pulled into the dimension.



*Devil*, page 323

*Secret*, page 396

*Shock attack*, page 396

## MILEUSIAN BLOOM

2 (6)

**GM intrusion:** *While a character is distracted with one bloom (or something else entirely), another bloom discretely attaches itself to their skin without the character's initial realization.*

*Mileusia is an ancient, crumbling demiplane. Shattered cyclopean ruins, choked with forests of Mileusian blooms, are all this dead half-world contains.*

Twisted, hood-like maroon flowers surrounded by a splash of yellowish-brown leaves grow in places where significant crossplanar activity exists, such as near a portal exit or where the veil between dimensions is thin. They produce an uncanny scent reminiscent of basil and a sharp, acrid odor that isn't quite like anything else. However, the "flower" detaches, becoming a skin-like membrane able to clumsily fly through the air like a bat or sidewind like a serpent, seeking a host.

Mileusian blooms use stealth to find hosts, either by allowing a target to brush up against the innocent flower, or by detaching and falling on sleeping prey. In either case, Mileusian blooms prefer intelligent, self-aware creatures over simple animals. Once attached, the bloom absorbs energy by contact, flattening itself out so that the host appears to have gained a splotchy birthmark. The upside of hosting a Mileusian bloom is that targets become resistant to harm coming from radiant energy. The downside is that anytime a target is teleported or attempts planar travel, there's a good chance they end up in a dead, crumbling demiplane called **Mileusia**.

**Motive:** Attach to a host, transfer host to Mileusia

**Environment:** Near planar portals or other locations of planar instability, alone or in pods of three

**Health:** 9

**Damage Inflicted:** 2 points

**Movement:** Immediate; immediate when climbing; short when flying

**Modifications:** Speed defense as level 4 due to tiny size; stealth as level 5

**Combat:** A Mileusian bloom prefers attacking with ambush. If it hits an oblivious target, the bloom attaches itself discretely and doesn't inflict damage. If the bloom hits a resisting target, it inflicts 2 points of damage from a burst of fast-acting adhesive chemicals as it attaches itself to the target's skin.

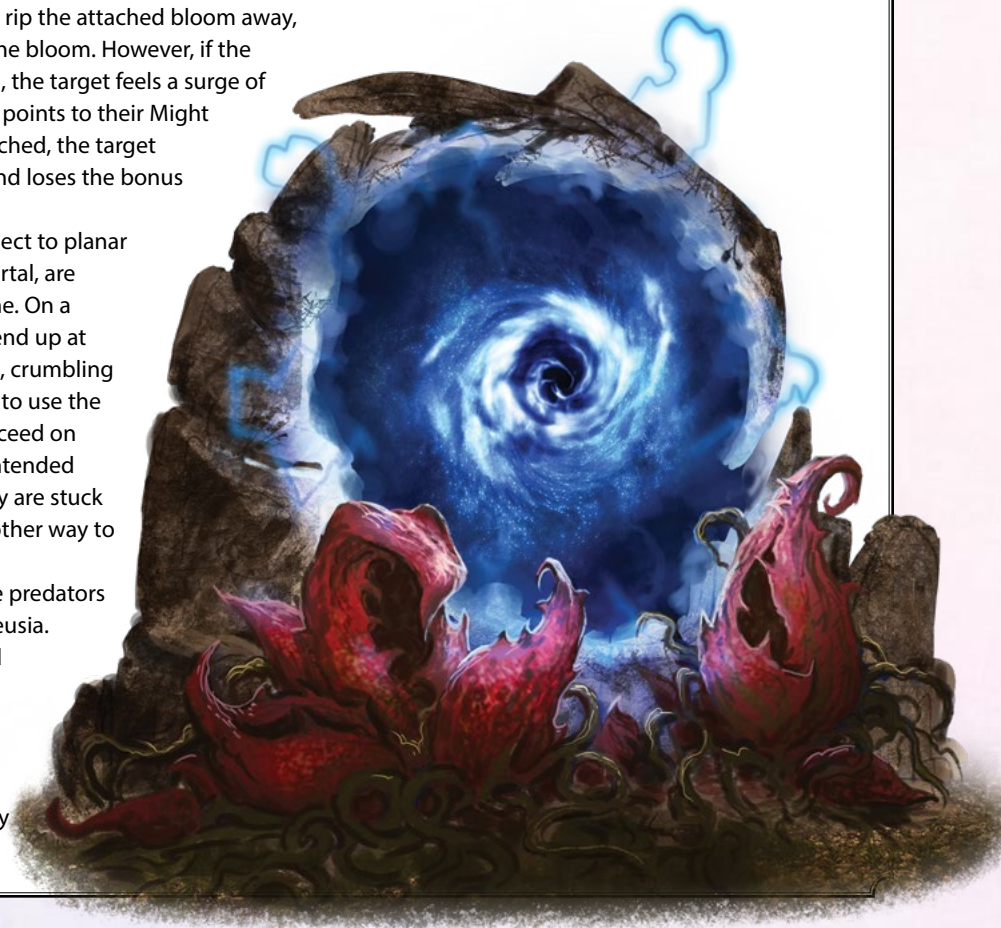
A target that succeeds on a level 4 Might task can rip the attached bloom away, inflicting 2 points of damage to themselves and the bloom. However, if the bloom remains attached for more than a round, the target feels a surge of renewed health. The host gains an additional 2 points to their Might Pool and +1 to Armor. If the bloom is ever detached, the target subtracts those points from their Might Pool, and loses the bonus to Armor.

Though not immediately obvious, the host is subject to planar displacement anytime they travel through a portal, are teleported, or attempt to travel to another plane. On a failed level 4 Intellect defense task, they don't end up at the intended destination, but instead in a dead, crumbling demiplane (Mileusia). The host has one chance to use the residual magic of transfer to escape; if they succeed on a level 4 planar lore task, they appear at their intended destination a round or two late. Otherwise, they are stuck in the empty demiplane until they can find another way to depart.

**Interaction:** Blooms are single-minded vegetable predators seeking to bring hosts to the demiplane of Mileusia.

There, the host eventually dies of exposure and serves as fresh fertilizer for other blooms.

**Use:** A seller of botanical delights has brought in an amazing new species that is the talk of the community. The seller claims everyone should have at least one bloom, given how they magically protect and fortify their owners.





## MINAURAN DEALER

5 (15)

The first thing one notices when negotiating with a Minauran dealer is their gloves. Gauntlets, really, overlarge and vibrantly colored with red, yellow, and black rings. Contrast them to the drab clothing and sallow skin peeking out beneath the dealer's tall hat, and it almost seems like the gloves have sapped the vitality from everything else. That is, until the dealer begins to speak in dulcet tones, offering a rare deal for anyone willing to bargain.

*Even though a dealer fully intends to cheat their clients, there really is a lot of rare material available to be bought cheaply. It's just that all the loopholes in the contract make it unlikely a business partner can follow through on their end of the bargain, thus forfeiting their investment.*

**Motive:** Make deals, collect souls

**Environment:** Anywhere in the multiverse where business is conducted, usually alone

**Health:** 23

**Damage Inflicted:** 6 points

**Armor:** 3

**Movement:** Short

**Modifications:** Deception and persuasion as level 8

**Combat:** If combat can't be avoided, the dealer strikes with their massive gauntlets in melee. However, a dealer prefers to use deceit as their weapon, allowing them to later call due a debt of someone who signed a contract with them.

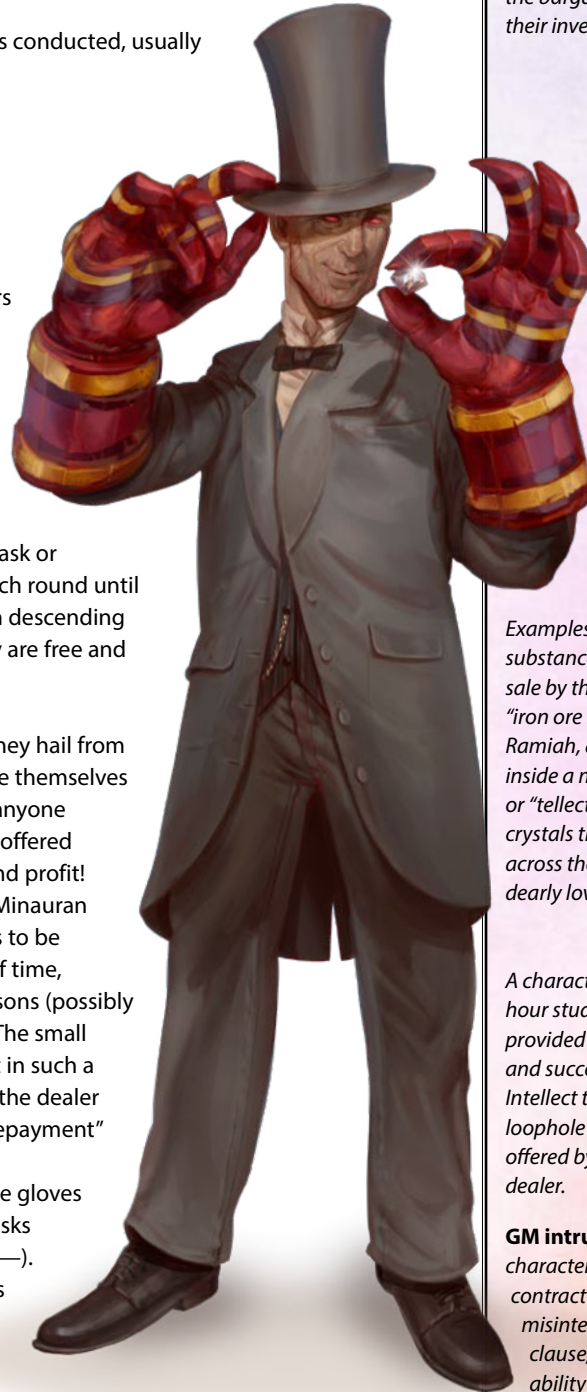
At some later date, a signee failing to meet every contract stipulation in the indicated time frame is subject to the dealer's psychic assault. The dealer can launch this attack from anywhere in the same world as the signee, but often prefers to be close enough to watch the results. The signee must succeed on an Intellect defense task or descend one step on the damage track. This continues each round until the dealer is found and dealt with, or the signee dies from descending three steps on the damage track. If a signee survives, they are free and clear. Otherwise, their soul descends to the Lower Planes.

A Minauran dealer is immune to fire and poison attacks.

**Interaction:** Minauran dealers do not readily disclose that they hail from Minauros, a section of the Nine Hells. Rather, they describe themselves as agents improving their own profits as well as those of anyone smart enough to do business with them. Often, the deals offered involve buying a lot of some **rare substance** for resale—and profit!

**Use:** Loopholes mar any business opportunity offered by a Minauran dealer. For instance, if an abandoned lot of rare material is to be transferred, it must be picked up within a short window of time, usually too brief for the buyer to make for a variety of reasons (possibly including interference arranged by the dealer themselves). The small print of whatever contract was entered into indicates that in such a case, the contract is in default. All monies already paid to the dealer are forfeit, and the dealer has discretion to seek further "repayment" (read: the signee's soul).

**Loot:** If a dealer is destroyed, their gloves usually survive. The gloves are a magical artifact, easing persuasion and deception tasks of anyone who wears them by 2 steps (level 5; depletion: —). However, the gloves are cursed. If worn, the wearer comes under their gradual influence. At first, the wearer experiences small periods of lost time. These episodes grow more frequent, and if the wearer isn't the recipient of curse-removing magic within about a month, they must attempt an Intellect defense task each day while they keep the gloves. On a failed task, the original Minauran dealer is reborn in the husk of the wearer's body.



*Examples of a rare substance being offered for sale by the dealer include "iron ore from the fissures of Ramiah, a dimension curled inside a magical blade" or "tellectites, rare psionic crystals that mentalists across the multiverse would dearly love to possess."*

*A character must spend one hour studying documents provided by the dealer and succeed on a level 8 Intellect task to detect every loophole in a contract offered by a Minauran dealer.*

**GM intrusion:** A character who signs the contract realizes they misinterpreted a legalistic clause, putting their ability to complete the contract in serious jeopardy.

## MIND MOLD WRAITH

4 (12)

**Psionic mold:** level 2, Speed defense as level 0; health 6; immune to poison and Intellect damage; creates an immediate-area burst of spores that inflicts creatures with a disease if they fail a Might defense task. The disease inflicts 4 points of Intellect damage (ignores Armor) each hour the disease persists; a creature killed by the disease arises as a mind mold wraith an hour later.

*Psionic mold grows where normal mold would, though it grows thicker in hidden places where intelligent creatures congregate.*

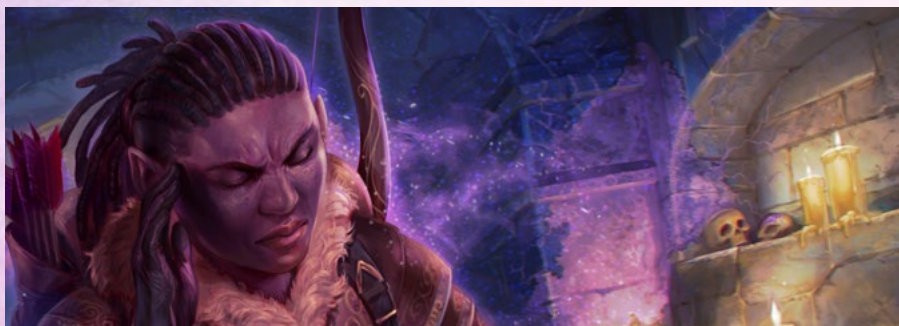
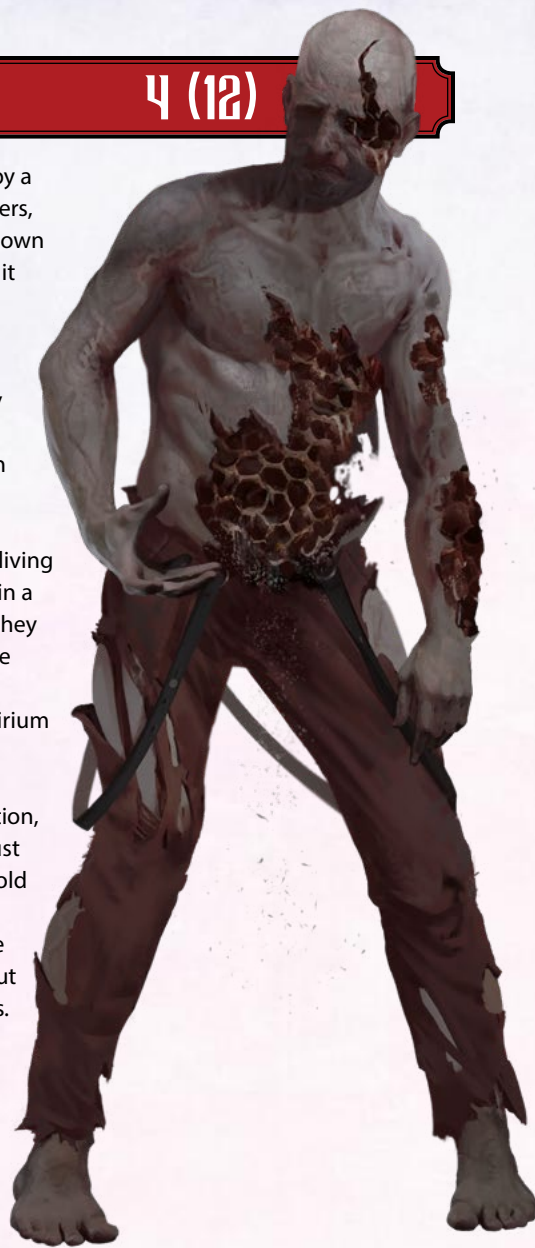
**GM intrusion:** A character has a bad reaction to the spores, requiring an additional hindered Might defense task to avoid taking another 4 points of Intellect damage.

A mind mold wraith is a creature who was slain and reanimated by a semi-intelligent kind of fungus called mind mold. Growing in rafters, on the undersides of bridges, and, sometimes, in hollows in unknown victims' skulls, mind mold is often a hidden menace, at least until it becomes animate.

The sessile variety of mind mold—**psionic mold**—appears as a patch of purplish-black mold about 4 feet in diameter. In the presence of living minds, it dimly glimmers but doesn't physically move. That doesn't mean it isn't trying to feed. If not in the presence of living minds of human-level intelligence, it acts much like regular mold, reproducing by spores that are transported by wind, water, and the movement of vermin.

Psionic mold is energized by feeding off the psychic energy of living things that come close. If a creature spends only a few moments in a location infested with psionic mold, they might not even realize they were under psychic assault. However, those who spend more time in such an area soon realize something is wrong when they start suffering headaches, temporary memory loss, and eventually delirium and possibly even unconsciousness. Those so afflicted may also become unwitting hosts to the mold.

If an intelligent creature is overcome by a psionic mold infestation, their bodies are slowly consumed and replaced with a papery crust filled with a half-empty latticework of living mold. These mind mold wraiths recall something of their former lives and might even struggle to continue their normal routines. Stories describe entire households replaced by mind mold wraiths, dully stumbling about their rotting domicile, aping the actions of their once-living shells.



**Motive:** Spread spores to new locations anywhere in the multiverse

**Environment:** Any low-light place mold can grow

**Health:** 12

**Damage Inflicted:** 6 points

**Armor:** 3 (including Intellect damage)

**Movement:** Short

**Combat:** A mind mold wraith bludgeons foes with a fist, inflicting 4 points of damage plus 2 points of Intellect damage (ignores Armor).

Every few rounds, the wraith releases a burst of spores in an immediate area. Creatures in the area must succeed at a Might defense task or become infected with a disease. Each hour the disease persists, it inflicts 4 points of Intellect damage (ignores Armor), or just 1 point on a successful Intellect defense task. A creature killed by the disease arises as a mind mold wraith an

hour later, wandering off in search of other creatures to infect. The disease can be removed by magic; otherwise, it lingers for days or weeks.

A mind mold wraith is a plant creature, not undead.

**Interaction:** A mind mold wraith remembers scraps of languages they once knew from their former life. Although intelligent in their own way, their instincts are primitive, and they have no interests other than survival and reproduction.

**Use:** Characters begin experiencing painful headaches and similar symptoms, unaware that a patch of psionic mold is growing in a dark space where they live. Strange zombies emerge from a filthy house overrun with garbage and mold.

**Loot:** The mold has no use for treasure, but a mind mold wraith might accidentally carry valuables they had from before their transformation.

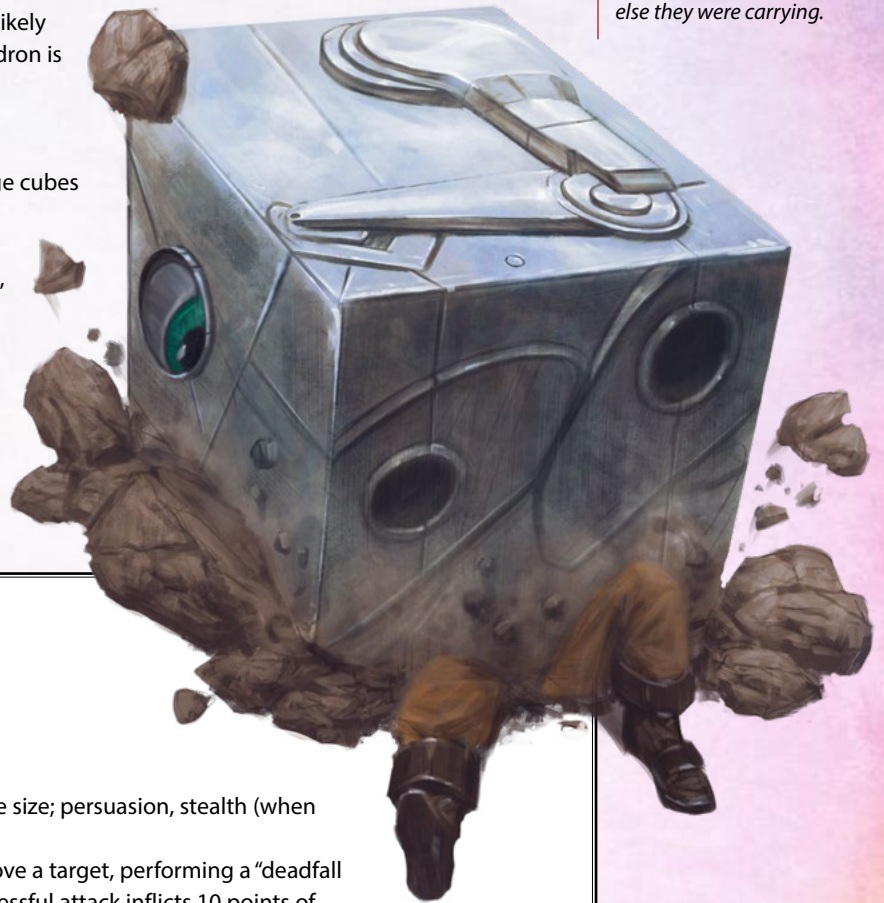
# MODRON DEADFALL

# 4 (12)

Among the hierarchical living constructs of Mechanus, rogue modrons sometimes arise. The common understanding is that the rogues are defective because they aren't forced to act in lockstep with every other modron, ensuring a never-changing routine of absolute discipline. However, a lesser-known interpretation is that they routinely pop up as a sort of self-corrective function in the larger modron hive. These outliers can see unlikely solutions and potential threats that the average modron is unable to notice.

Modron deadfalls are just such a variety of rogue modron.

Modron deadfalls, which somewhat resemble large cubes with humanoid features and limbs, have hit on an interesting method of learning new information from other creatures. They interrogate lone travelers, looking for news or other interesting knowledge, by trapping them in place with their bulk. They do so by falling from the sky like square-shaped boulders off a mountain, pinning targets into place. If the interrogation goes well, the deadfall may release their trapped victim. Other times, modron deadfalls have been found still pinning the bones of a long-dead victim beneath them.



*If the modron deadfall dies, their body disintegrates into dust, leaving behind their weapons and anything else they were carrying.*

**Motive:** Collect information

**Environment:** Anywhere in the multiverse

**Health:** 12

**Damage Inflicted:** 10 points

**Armor:** 5 (5 against falling damage)

**Movement:** Immediate; long when flying

**Modifications:** Speed defense as level 3 due to large size; persuasion, stealth (when flying overhead), and detecting lies as level 5

**Combat:** The modron falls from a short distance above a target, performing a “deadfall slam” using their whole body as a weapon. A successful attack inflicts 10 points of damage and traps the target. The trapped target can't move or physically act, other than to answer questions and/or attempt a level 6 Might task to escape as their action. If the modron chooses, the trapped target takes 5 points of damage from the modron's crushing weight on any given round.

Whether the modron misses or traps a target, they normally take no damage from their own fall. If they miss or the modron's trapped victim escapes, they fly up and try again on their next turn, assuming they decide to press their attack.

**Interaction:** Typically, a modron deadfall quizzes a trapped target for about a minute, asking general questions about the target's purpose, any interesting news they might know, and so on, inflicting damage only if the target lies or tries to escape, or if the target's companions continually attack the modron deadfall. Once satisfied, the modron deadfall releases the target and flies off, looking for new sources of information.

**Use:** Some modron deadfalls don't gather information to feed back to their less-imaginative fellows on Mechanus, but instead strike out on their own, working as guardians or assassins for pay, or taking to a life of exploration.

**Loot:** Modron deadfalls often carry a few cyphers, such as a potion of **mind meld** and an amulet of **mind stabilizer**. A few also carry an artifact shaped like a petrified eye that, when activated, allows them to perceive invisible or out-of-phase creatures and objects for 10 minutes (level 4; depletion: 1 in 1d20).

**GM intrusion:** *A piece of information a character provides the deadfall upsets them, and they immediately inflict another 5 points of damage.*



*Mind meld, page 393*

*Mind stabilizer, page 393*

## MOIETAN

3 (9)

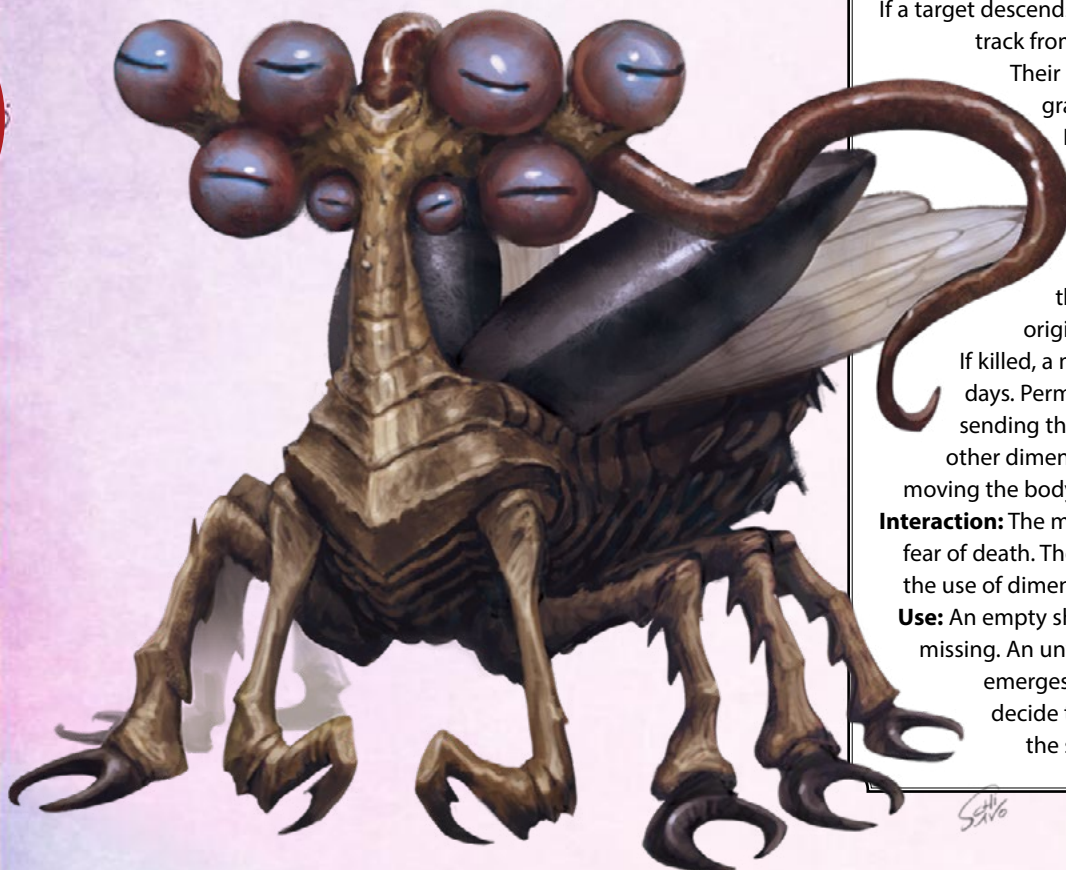
*Moietans are sometimes found near dimensional anomalies and portals; however, they never pass through such portals themselves.*

**GM intrusion:** *Instead of dying, a character who descends three steps on the damage track finds their change in scale has opened a new "dimension" of the world to them. Unfortunately, that means tiny ants and other insects that notice them are essentially all horrible monsters that must be fled or fought.*

This bizarre creature is easy to miss, given that they're only a few inches long. But once they somehow siphon dimensional scale from a target, they crackle with yellow light as they feed on that stolen size reduction.

Hungry for dimensional energy, moietyans feed on the change in ratio in living victims. As the moietyan nourishes themselves, their target shrinks away to nothing.

Seemingly from some distant, incomprehensible dimension, these creatures fear dimensional travel and avoid passing through portals or other planar interfaces. Not necessarily because doing so kills them, but because regardless of the planar destination of the portal or interface, moietyans are instead banished back to their unknowable home.



**Motive:** Hungers for liberated scalar energy

**Environment:** Anywhere in the multiverse, alone or in nests of two or three

**Health:** 12

**Damage Inflicted:** 3 points

**Armor:** 1

**Movement:** Immediate; short when flying

**Modifications:** Speed defense as level 5 due to tiny size

**Combat:** The moietyan's tendrill attack inflicts damage and, on a failed Might defense task, causes the target and their equipment to shrink to two-thirds their normal size. The reduced victim descends one step on the damage track, and the moietyan regains 3 points of health.

Each additional hit on the same victim inflicts damage and, on a failed Might defense task, further shrinks them an additional third of their original size and pushes them another step down the damage track, and the moietyan regains another 3 points of health.

If a target descends all three steps on the damage track from moietyan attacks, they die.

Their remains are no larger than a grain of dust.

Each time a victim ascends one step on the damage track (perhaps by expending a recovery roll, or through the use of magic by themselves or an ally), the victim regains one third of their original size.

If killed, a moietyan rises again in 1d6 + 1 days. Permanently destroying one requires sending their remains through a portal or other dimensional interface or otherwise moving the body between planes.

**Interaction:** The moietyan is a predator and has no fear of death. The only thing that drives them off is the use of dimension-traveling magic.

**Use:** An empty ship pulls into harbor, its crew missing. An unwholesome insectile buzzing emerges from the hold. Townspeople decide to call in adventurers to check out the situation.

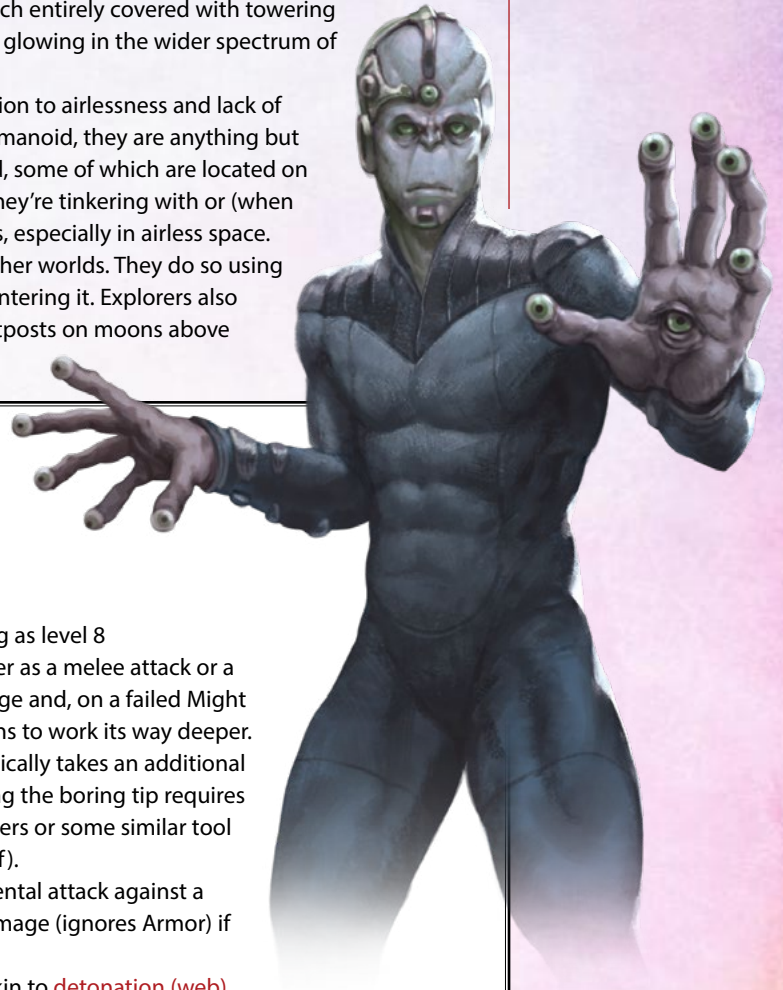
## MOONSTRIDER

3 (9)

Humanoids from another world, moonstriders are adapted to airless environments. Their home “world” consists of four airless moons spinning around each other, each entirely covered with towering moonstrider structures, dark to those with regular vision, but glowing in the wider spectrum of light that moonstriders prefer.

A moonstrider’s skin is thick and grey, part of their adaptation to airlessness and lack of gravity. Though they tend to look thicker than an average humanoid, they are anything but clumsy. In fact, they have more eyes than a regular humanoid, some of which are located on their fingertips, allowing them a close-up view of whatever they’re tinkering with or (when they spread their arms wide) the ability to see great distances, especially in airless space.

Some elements of moonstrider society prefer to explore other worlds. They do so using a psychic technology that skims the Ethereal Plane without entering it. Explorers also prefer airless voids to “oceans of air” and have established outposts on moons above various worlds of the Material Plane.



**Motive:** Explore the multiverse

**Environment:** Anywhere, in exploration teams of two to five

**Health:** 9

**Damage Inflicted:** 4 points

**Armor:** 2

**Movement:** Short; short when climbing

**Modifications:** Planar lore as level 5; perception and climbing as level 8

**Combat:** A moonstrider attacks with their hungry spear, either as a melee attack or a long-range attack (using an atlatl). The attack inflicts damage and, on a failed Might defense task, the spear tip remains in the wound and begins to work its way deeper. Each round the tip remains embedded, the target automatically takes an additional 3 points of damage (ignores Armor) on their turn. Removing the boring tip requires a successful level 3 Speed task by someone who has tweezers or some similar tool (this task is hindered if the creature attempts it on themselves).

Moonstriders can also project their thoughts as a piercing mental attack against a target within short range, inflicting 4 points of Intellect damage (ignores Armor) if a target fails an Intellect defense task.


One or two moonstriders on a team carry shimmery pearls akin to [detonation \(web\)](#) cyphers, except trapped victims are enveloped in a transparent bag (level equal to the cypher’s) that protects against vacuum exposure and airlessness for one hour. Moonstriders may use this defensively, or to capture characters for further study back at their base.

A moonstrider is immune to cold attacks, damage from vacuum exposure and damage from prolonged zero gravity.

**Interaction:** Though humanoid, moonstriders are quite alien. They speak telepathically, but even so, understanding doesn’t come easy. Their actions reveal they are curious about everything that most characters probably find mundane. Unfortunately, what the insides of creatures look like when dissected is also something moonstriders want to know.

**Use:** Travelers along a certain stretch of trail sometimes go missing entirely, or show up weeks late with no memory of what happened, or why they are missing a limb, organ, or sibling.

**Loot:** In addition to their hungry spears and the vacuum bag cypher described under Combat, each team of moonstriders carries a small handheld artifact (level 4; depletion: 1 in 1d10) able to create a portal to a moonstrider base, typically the nearest airless moon. (The portal interface usually doesn’t transfer atmospheric gases.) However, it could be a location on any Material Plane world that the moonstrider has previously visited. The portal persists for a few rounds before closing.

 *Detonation (web)*,  
page 387

**GM intrusion (group):**  
*The moonstrider deploys their portal to an airless moon as an area attack, so instead of the way it normally functions, it begins sucking in air, materials, and creatures within an immediate distance that can’t find a grip on something solid.*

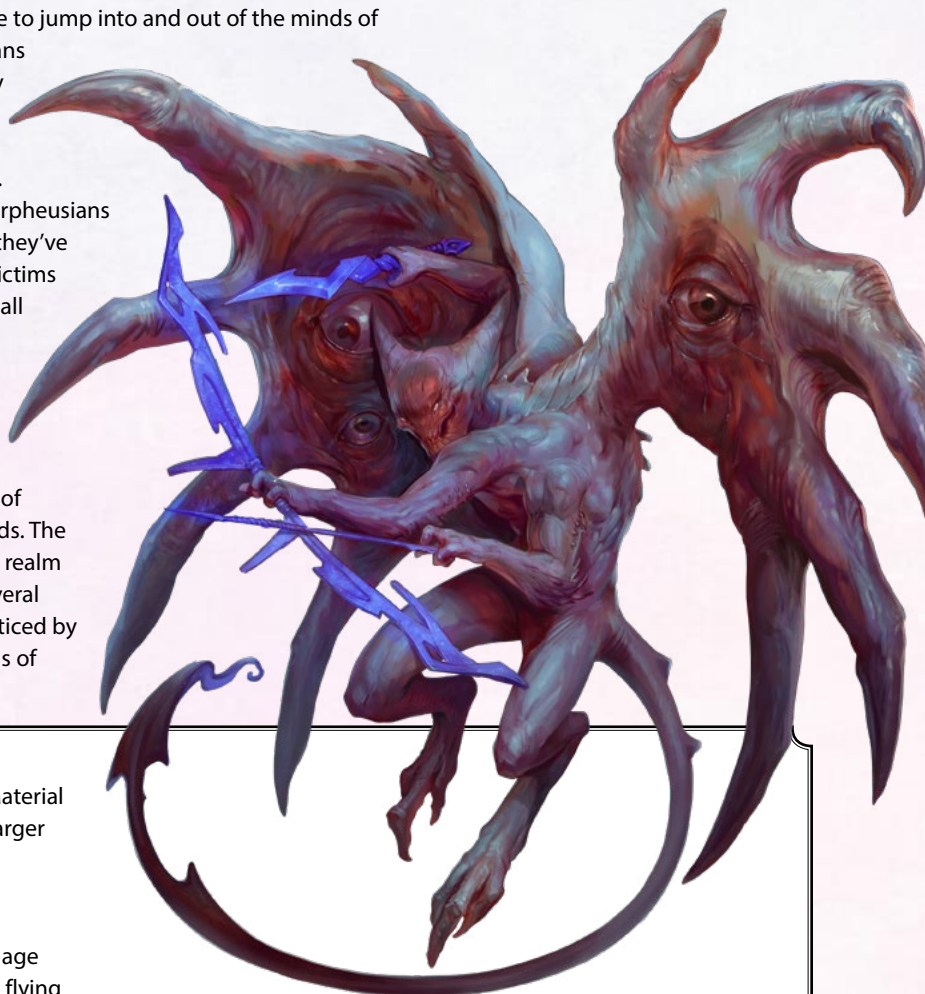
MORPHEUSIAN

3 (9)

Sometimes mistaken for fey creatures due to their fanciful wings and small size, morpheusians seep from a secret realm called Marrow in the Astral Plane. In Marrow, dreams have taken on a permanent life of their own. Able to jump into and out of the minds of dreaming creatures, morpheusians are difficult to spot at night; only their wide, pale white eyes superimposed over a sleeper's eyes potentially give them away.

Malevolent dream-sprites, morpheusians are a plague in locations where they've gained a foothold, ambushing victims who remain awake while others all around them sleep through the night. As if insomnia wasn't already bad enough.

Morpheusians, like **golagoths**, are the willing soldiers of self-proclaimed gods of Marrow, known as the Night Lords. The Night Lords wish to extend their realm in the waking world through several means. One method is that practiced by morpheusians: digest the dreams of living creatures.



Gologoth, page 48

**Motive:** Hungers for dreams

**Environment:** Worlds of the Material Plane, alone or as part of a larger group

**Health:** 9

**Damage Inflicted:** 3 points

**Armor:** 5 against Intellect damage

**Movement:** Short; short when flying

**Modifications:** Speed defense as level 4 due to size

**Combat:** The morpheusian attacks with a dagger-like dream blade in melee or at short range, inflicting 2 points of damage plus 1 point of Intellect damage (ignores Armor) and, on a failed Might defense task, the target falls into a magical sleep. The sleep lasts for about a minute, or until a victim is roused by an ally's action, or the victim takes physical damage.

The morpheusian can dive into the dream of a sleeping creature within immediate range, completely disappearing. The only telltale is the morpheusian's eyes superimposed over the sleeper's closed lids. In this state, the morpheusian can't be targeted by any attack, ability, or other effect, despite their visible eyes. At their option, the morpheusian can inflict 3 points of Intellect damage (ignores Armor) to the victim each round, which doesn't wake the dreamer. The dream dive lasts until the sleeper wakes up, dies, or until the morpheusian ends it as part of another action. When the dream dive ends, the morpheusian reappears next to the victim or, at the creature's option, appears in the Astral Plane at the gates of Marrow. While ensconced in a living creature's dream, the morpheusian regains 1 point of health each round.

**Interaction:** A morpheusian knows most common languages. They may deign to taunt or speak to a victim whose dream they digest. Every now and then, a morpheusian can be convinced (because it's true) that they're no more than a dream that's come to life. This realization makes some turn their back on the Night Lords, or even vow to fight against them. Others, however, simply will themselves to fade to nothing, as all dreams eventually do.

**Use:** A sleeping sickness is striking down priests at a local monastery. Despite all the curative magic they have brought to bear, more and more clergy are dying in their sleep.

**GM intrusion:** *A sleeping character encounters the morpheusian in their dream, and discovers that each time the morpheusian inflicts damage, the character forgets something. Was it important? Impossible to say.*

## MYRMIC COLOSSUS

6 (18)

Towering thirty feet at the shoulder, myrmic colossi are six-legged creatures suited to the plane of Arborea, where everything is bolder, bigger, and more violent than on Material Plane worlds. And Arborea is well suited to containing these insectoid beasts whose footsteps can shiver forests. Unfortunately for other planes of existence, myrmic colossi are adept at burrowing. Some have discovered passages to other planes through dimensional tunnels they either find in their burrowing or somehow manage to dig for themselves.

A myrmic colossus is gargantuan, a horrifying sight to see towering over a city's or castle's walls. If viewed from far enough away, the resemblance to a lowly ant is unmistakable. Perhaps they are a manifestation of the ant's revenge for being trod on and exterminated from homes. The myrmic colossus is protected by thick layers of chiton. Their clacking mandibles are like thunder, and their abdominal stinger can spray acid mist over a wide area.

As planar conjunctions come and go, cracks in the cosmic firmament emerge, allowing creatures of better-than-average industry to find and exploit those normally hidden ways. Like regular ants, myrmic colossi defend their colonies, seek to create new ones, and forage afar for food. It is this latter case where myrmic colossi spread out into other dimensions, laying down a track that their fellows may follow for fresh foraging on other planes of existence.



**GM intrusion:** *The attack sends a character flying through the air a long distance, inflicting an additional 8 points of damage on a failed Speed defense task, or 3 points even if successful.*

**Motive:** Hungers for flesh; establish colonies on new worlds

**Environment:** Arborea, worlds of the Material Plane, usually alone, either creeping below the earth or wandering the surface looking for forage

**Health:** 50

**Damage Inflicted:** 8 points

**Armor:** 3

**Movement:** Short; immediate when burrowing

**Modifications:** Speed defense as level 3 due to colossal size

**Combat:** The myrmic colossus attacks twice each round, once with their mandibles and once with their stinger. In addition to regular damage, the victim of a stinger attack who fails a Might defense task takes an additional 8 points of damage from acid, or 3 extra points even if successful.

The colossus can spray acidic gas from their stinger about once each minute, filling an adjacent area a short distance in diameter.

Creatures in the area that fail a Speed defense task take 8 points of damage from the acidic gas, or 3 points of damage even if the defense succeeds.

Underground, a myrmic colossus can tactically slam their gargantuan bulk into a tunnel wall as part of another action, causing the tunnel to partially collapse into an area up to a short distance in diameter. Every creature in the area except the myrmic colossus must succeed on a level 5 Speed defense task or take 8 points of damage and become trapped under rubble, until they can escape with a successful level 5 Might task as their action. The affected area becomes difficult terrain for creatures smaller than the myrmic colossus.

A myrmic colossus is immune to acid damage.

**Interaction:** Myrmic colossi are only a little more intelligent than their normal cousins. If a foraging myrmic colossus finds easy-to-overcome prey (like a village of human-sized creatures on another plane), they may lay waste to it, gather up all those who fell in defense of their home and couldn't get away, and drag them back to their colony (possibly on Arborea, or perhaps another planar location where a new colony has been established) to feed their young.

**Use:** An important shrine or location collapses into a sinkhole, revealing a vast subterranean tunnel. Faintly, as if from miles away, insectile chittering is audible.

# NAMBU BOUNTY HUNTER

5 (15)

Nambu is one of the many worlds of the Material Plane. Natives (who call themselves the Nambu) enjoy dimensional-crafting abilities, including the ability to fashion limited artificial dimensions with enough time and practice. Many different expressions of this magic exist, including those refined by Nambu bounty hunters for capturing creatures and transporting them great distances.

Nambu stand nearly nine feet tall, with lean, strong builds, and four arms with two fingers and a thumb each. They have prominent facial features, large teeth or tusks, and semi-pointed ears that stick out from their heads.

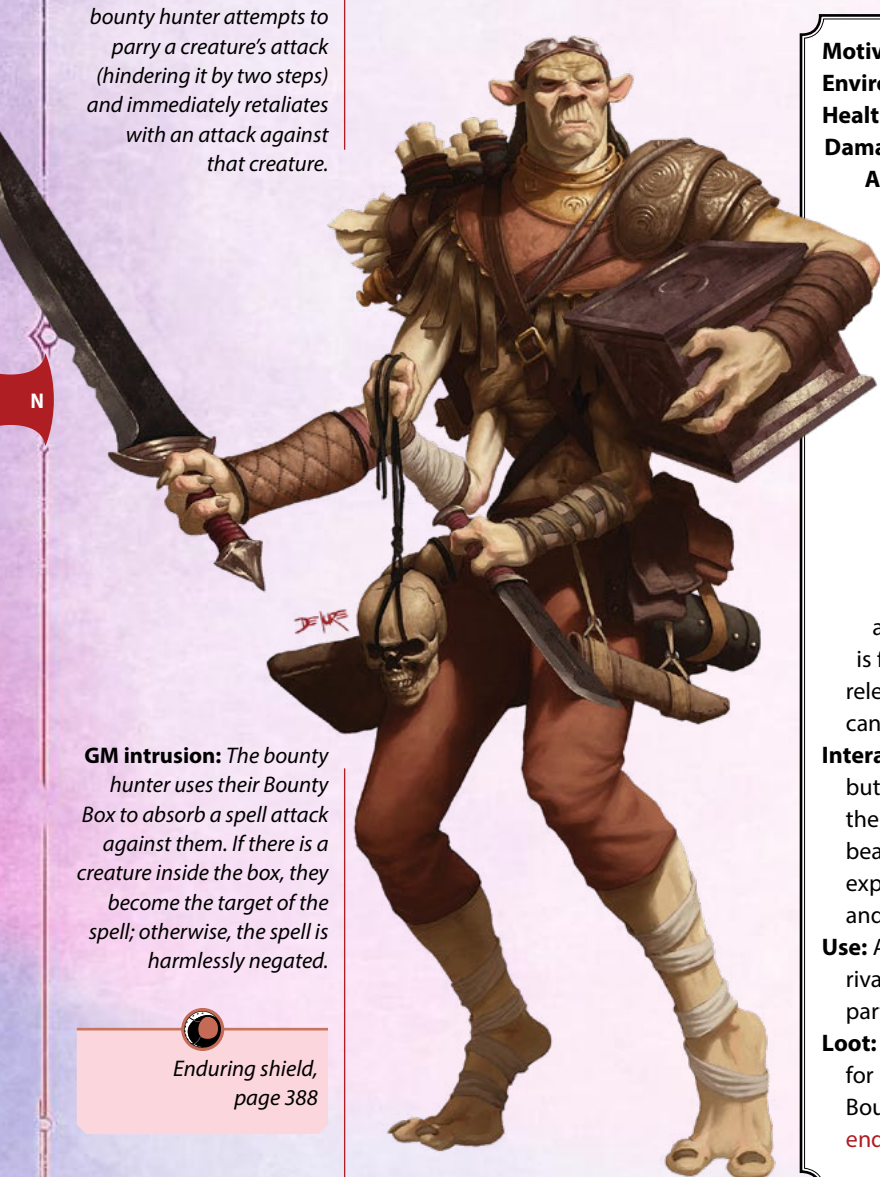
Nambu bounty hunters spend several months creating physical objects called Nambu **Bounty Boxes**. Special components are required, as well as exacting skill when assembling a box. The bounty hunters empower their boxes, instilling the seed of a limited artificial dimension in each. Unlike more permanent objects that access limited artificial dimensions (such as a bag that's larger on the inside than the outside), a Bounty Box is useful only in the hands of the hunter who created it. If a box is confiscated, it reverts to an ordinary (if finely crafted) metallic box.

Most Nambu bounty hunters have more than one method at their disposal for moving between dimensions, including an intimate knowledge of portals, shortcuts, and specialized items.

**Bounty Box:** level 5

*Like humans, Nambu bounty hunters may be evil, good, or something in between. Their ethos certainly affects the sort of clients and targets they accept.*

**GM intrusion:** *The bounty hunter attempts to parry a creature's attack (hindering it by two steps) and immediately retaliates with an attack against that creature.*



**Motive:** Hunting creatures and collecting bounties

**Environment:** Anywhere in the multiverse

**Health:** 18

**Damage Inflicted:** 6 points

**Armor:** 2

**Movement:** Long

**Modifications:** Perception, tracking, and defense against magic as level 6

**Combat:** A Nambu bounty hunter usually attacks twice each round with their blade, inflicting damage and stunning the target for one round if the target fails a Might defense task.

In place of one of their weapon attacks, the hunter can attempt to trap a target in the limited dimension within a Bounty Box. The target is imprisoned if they fail an Intellect defense task against this attack. An imprisoned creature is blinded and paralyzed, but can attempt a new Intellect defense task on the first turn after being imprisoned. If this task succeeds, the creature is freed; otherwise, they remain imprisoned until the hunter releases them, the hunter dies, or the box is destroyed. A box can only hold one creature at a time.

**Interaction:** Nambu bounty hunters take their work seriously but can be quite conversational when not in hot pursuit of their prey. They are persistent, resistant to distractions, and bear grudges against people who make their jobs harder. As experienced travelers, they speak several planar languages and know a small amount of several more.

**Use:** A hunter ambushes a PC, who has been targeted by a rival or enemy. A hunter asks the PCs for help capturing a particularly strong creature.

**Loot:** A Nambu bounty hunter has equipment appropriate for planar travel and explanation, plus their weapons, Bounty Box, and sometimes useful items such as a ring of **enduring shield**.

**GM intrusion:** *The bounty hunter uses their Bounty Box to absorb a spell attack against them. If there is a creature inside the box, they become the target of the spell; otherwise, the spell is harmlessly negated.*



Enduring shield,  
page 388



## NECROSTOLON

6 (18)

Between the tombs and sarcophagi scattered across the Abyssal layer of Thanatos, dead forests reach crooked fingers skyward. Ravaged by fire, disease, and the axe, these rotted stands of lifeless growth nurture hungry scions. Gnarled, burnt trunks are roused to hate by the influence of the plane's necromantic overlord. Among the most dangerous of these undead trees are necrostolons.

The reanimated stumps of what were once forest giants, these undead walk on dozens of crooked roots. Wearing coats of ragged bark, lost teeth, matted weeds, and dirt, necrostolons sense the world from an assemblage of two or three skulls that peek out from the wood as if they were half-subsumed before they died and rotted.

Necromancer tombs, lich graves, and mausoleums of nobles killed by a deadly curse could give rise to a necrostolon when ancient tree roots find their way to those uneasy bones. There, roots suck up corruption and hate instead of nutrition. If that tree is later felled, a necrostolon could shudder to life from the woody corpse.

Necrostolons relish bone marrow, culling victims from those susceptible to the whispers spun by scratching branches against windowsills. Those who give in are found in the cold sunlight, pale and bloodless, their skeletons torn out.

**Motive:** Hungers for bone marrow

**Environment:** Overgrown graveyards anywhere in the multiverse

**Health:** 30

**Damage Inflicted:** 6 points

**Armor:** 2 (including Intellect damage)

**Movement:** Short

**Modifications:** Speed defense as level 5 due to size; resists mental influence and effects targeting the undead as level 8

**Combat:** The necrostolon attacks twice with their claws, inflicting 3 points of damage plus 3 points of Speed damage (ignores Armor) from necrotic energy.

Alternatively, the necrostolon can target one humanoid within short range, gaining psychic control over the victim for several hours on a failed Intellect defense task.

If the victim takes damage or is instructed to harm

themselves or an ally, the victim

can attempt another Intellect defense

task to end the effect. Once control lapses, the former victim

is immune to necrostolon control for at least a day. If the necrostolon

gains psychic control over another victim, the previous victim is freed.

The necrostolon can magically animate one dead tree within short range about once each day. The newly **reanimated tree** obeys its creator. It remains animate for one day, until it is destroyed, or until the necrostolon is destroyed.

A necrostolon is immune to necrotic attacks.

**Interaction:** Necrostolons are intelligent but focused entirely on hunting the living and consuming recently harvested bone marrow. If they speak, it is first to lure potential victims into vulnerable locations, and later to terrify those victims before the end.

**Use:** A series of horrific murders in the area demands action from heroes.

*Pronunciation:*  
ne-CROSS-toi-on

*As an undead being, a necrostolon doesn't require air, food, water, or sleep.*



**GM intrusion:** A character is subsumed into a hollow of the necrostolon's body, preventing them from taking physical actions except for trying to escape with a successful Might task as their action.

**Reanimated tree:**  
level 3; Armor 2; two slam attacks inflict 3 points of damage each

## NEONATE

3 (9)

Neonates are a marine species that hails from worlds of the Material Plane incredibly distant in time and space. Neonates slipped through dimensional and/or temporal ruptures and now can be found in the Plane of Water as well as some seas of more familiar Material Plane worlds.

Neonates have sleek forms, sinewy as eels, though they are bigger than most eels (about 5 feet long) and have forelimbs tipped with vicious claws. Also unlike eels, they are intelligent and can form neonate groups, called broods.

Neonates are the stalled middle stage of the life cycle of a much deadlier creature. Some factor in their new environment keeps them from maturing further, which is lucky for any other creatures in the area, but a point of concern among neonates. Some have come to believe that neonates, as a species, have been magically cursed. They seek far and wide, including across planar boundaries, for someone with the expertise to provide a fix. Neonates can't produce larvae that grow into more mature neonates without at least one individual reaching the final state of their life cycle to spawn more. If the last neonate perishes before this happens, that's the end for this species.

**GM intrusion:** *The neonate's attack inflicts an additional 3 points of damage from electricity, and the target character is stunned, losing their next turn.*



**Motive:** Defense; cure their species' "curse" of stalled maturity

**Environment:** Anywhere in or near water, usually in groups of two or more

**Health:** 9

**Damage Inflicted:** 3 points

**Armor:** 2

**Movement:** Immediate; short when swimming

**Modifications:** Tasks out of water as level 1; stealth (in water) as level 5

**Combat:** A neonate attacks twice each round, once with their bite and once with their claws.

Alternatively, the neonate targets a creature within short range with a mental attack (a "psychic hook"), inflicting 5 points of Intellect damage (ignores Armor) on a failed Intellect defense task and—on a second failed Intellect defense task—forcing the target to spend their next turn cowering or running in fear.

A neonate can telepathically communicate with a target damaged by their psychic hook as if the target were another neonate for several days.

**Interaction:** Neonates are intelligent, able to communicate telepathically (assuming they first connect to a non-neonate with a psychic hook attack). But most instinctually act to protect their kind. They are unwilling to work against other neonates. It is not unusual for a neonate to sacrifice themselves so that other neonates can survive, if the situation warrants it. Their most urgent desire is to discover the source of their inability to spawn new young.

**Use:** An ancient ruin, sealed for thousands of years, was recently revealed. Explorers who return tell tales of amazing treasures, as well as a colony of "eel monsters" that all answered to a fecund and powerful progenitor "queen."

## NETTLE BLIGHT

2 (S)

It's not an insect that looks like a stick. In fact, it's a stick that resembles an insect. A tiny but terribly thorny insect, with eyes as red as ripe berries and an ominous ovipositor-like spike at the end of a thick tail.

A lone nettle blight is odd, but not especially dangerous. Unfortunately, where there's one nettle blight, several more likely hide in nearby foliage waiting to ambush prey. Nettle blights are perceptive to vibrations of anything moving nearby.

The nettle blight is a fey creature, but it's also an intelligent plant; it's a hybrid that would draw more curiosity if the blights weren't such a nuisance. Nettle blight thorn groves are dangerous places to explore because when the blights are gathered in sufficient quantities, a flowering of blights can bring down even much more powerful prey.

Nettle blights are almost always driven to find sources of fertilizer for another thorn bush from which a new generation of blights can grow. Most living creatures are suitable targets. Victims who fall prey to such nettle blight attention could become host to newly germinated growth destined to sprout more nettle blights.

**Motive:** Implant seeds in living flesh

**Environment:** The Feywild, most worlds of the Material Plane, in groups of three to twelve

**Health:** 6

**Damage Inflicted:** 3 points

**Armor:** 1

**Movement:** Short; short when climbing

**Modifications:** Speed defense as level 4 due to tiny size; climbing as level 5; perception as level 6

**Combat:** A nettle blight attacks with its thorns. A group of four or more blights can attack as a single level 4 creature that inflicts 5 points of damage.

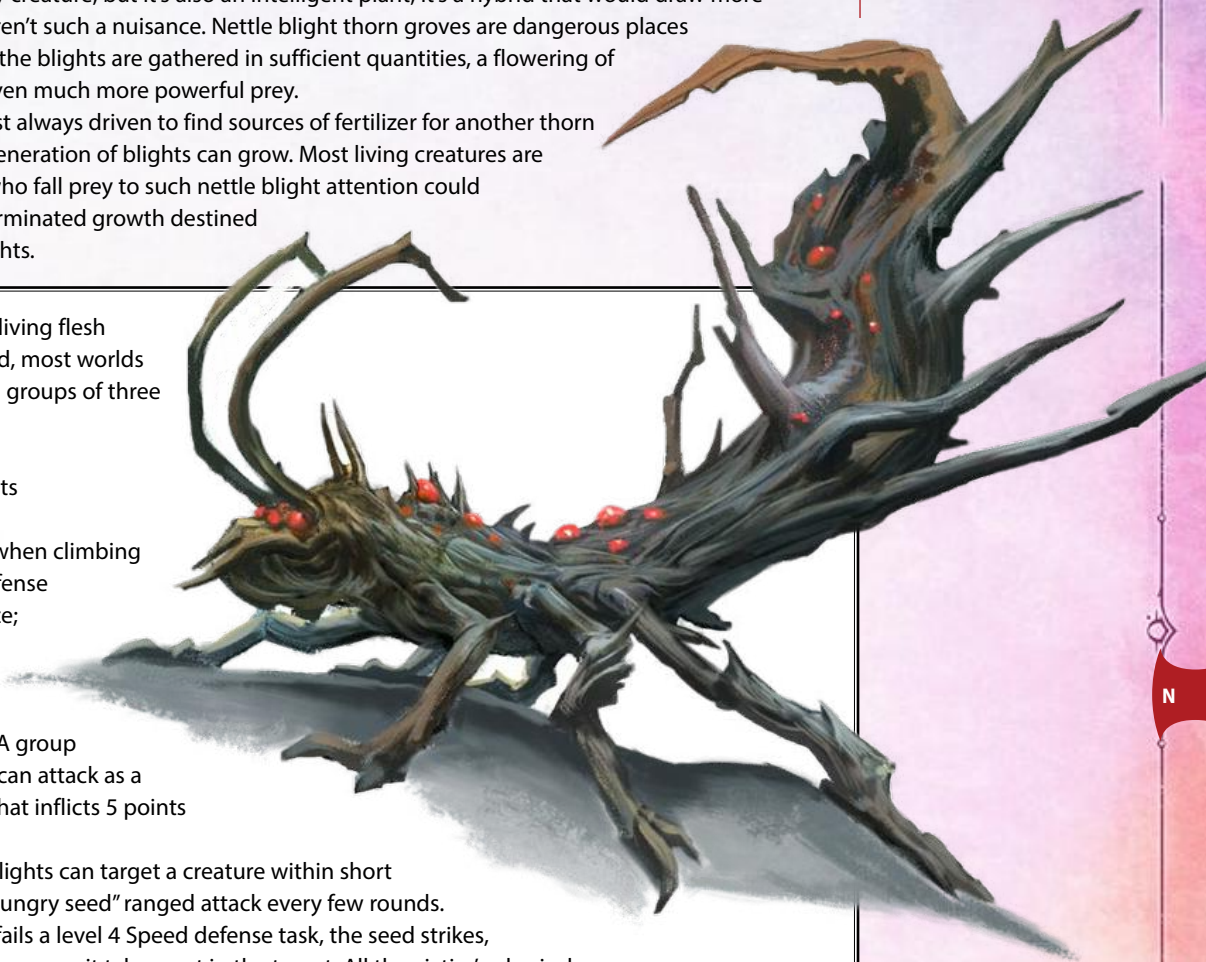
A group of four or more blights can target a creature within short range with a magical "hungry seed" ranged attack every few rounds.

If an attacked creature fails a level 4 Speed defense task, the seed strikes, inflicting 5 points of damage as it takes root in the target. All the victim's physical tasks are hindered as the seed extends thorny tendrils that snag and interfere with the victim's movements. The seed can be dug out as an action with a successful difficulty 2 Might task.

If a victim becomes host to two or more hungry seeds, they can no longer take any physical actions until at least one seed is removed. If a victim is killed by any means while a hungry seed is actively growing in their flesh, a great thorny bush germinates from that spot within a few days, from which about seven nettle blights arise a couple of days after that.

**Interaction:** The only time nettle blights, which have the intelligence of industrious insects, are not actively seeking prey to implant is in the middle of winter on a Material Plane world where these vicious little things have become invasive.

**Use:** Intelligent plants and intelligent undead are never targeted by nettle blights. Which is why nettle blight groves are sometimes encouraged to take root near locations where such creatures lair, as added protection against potential intruders. However, nettle blight groves do best in the sunlight. Even so, an entrance to a subterranean "fungus monster" lair could be flanked by a nettle blight grove on the surface.



*The nettle blight's hungry seed is charged with magic of the Feywild.*

**GM intrusion:** A character trips over an unseen nettle blight and falls prone. This allows a group of four waiting blights to immediately attack the character as a level 4 creature.

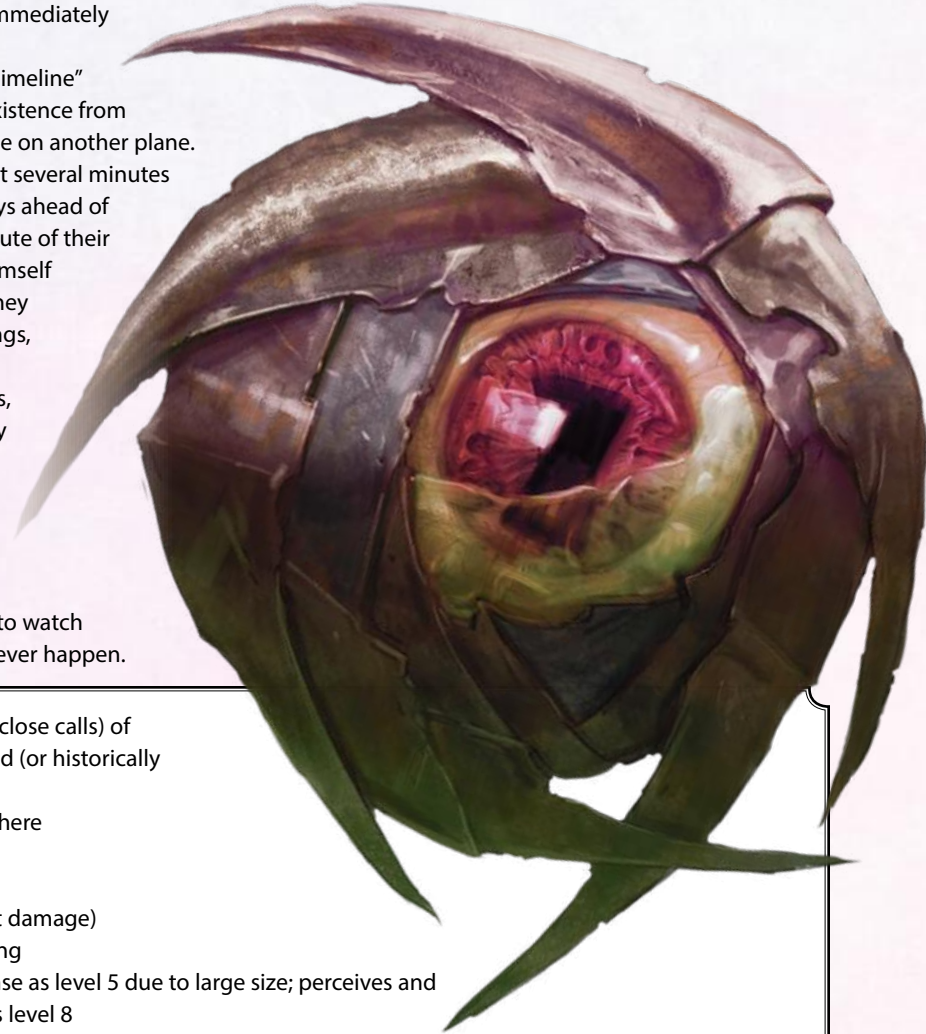
NEXUS FORETELLER

6 (18)

Always watching, continually telepathically muttering, nexus foretellers take great interest in imminent events, especially those that will end in the death of one or more participants. No one knows their origin for certain, but some people guess that they were fashioned and sent out by various gods of destiny to make certain that deaths decreed by fate occur as ordained.

A nexus foreteller appears immediately before one or more intelligent humanoids "significant to the timeline" face their end, popping into existence from a previously visited death scene on another plane. They attempt to appear at least several minutes if not several hours or even days ahead of time, then depart within a minute of their subject's death, defending themselves only if first attacked. Though they are obviously constructed beings, a foreteller's central eye seems almost alive as it blinks, squints, and opens wide as they silently watch, never speaking in more than a confused mutter.

Some people believe that if they destroy a nexus foreteller before the death event the construct has come to watch occurs, that death event will never happen.



A nexus foreteller doesn't require air, food, drink, or sleep.

**Motive:** Observe deaths (or close calls) of important individuals fated (or historically recorded) to die, defense

**Environment:** Almost anywhere

**Health:** 25

**Damage Inflicted:** 4 points

**Armor:** 4 (including Intellect damage)

**Movement:** Short when flying

**Modifications:** Speed defense as level 5 due to large size; perceives and resists mental influence as level 8

**Combat:** If threatened, a nexus foreteller launches a psychic assault at a target within long range, visible as a sparkling ray of energy. A target that fails an Intellect defense task takes 4 points of Intellect damage (ignores Armor) each round for one minute, or until they succeed on an Intellect task as their action. Each time the nexus foreteller hits an already-afflicted victim with this attack again, the damage dealt by the ongoing psychic ringing increases by 1 additional point of Intellect damage (ignores Armor) and the effect extends for another minute, or until the victim succeeds on an Intellect task. Magical healing in any amount ends the episode, as does the use of a recovery roll by the victim.

**Interaction:** Though they are telepathic, it's impossible to make sense of the nexus foreteller's telepathic muttering. However, if questioned, the nexus foreteller's telepathic murmuring increases in intensity for a moment, and the eye squints and blinks at whoever addressed them. Nothing of any real sense seems to be conveyed. However, if the character who was addressed by the foreteller spends a couple of rounds thinking about the message and they succeed on a level 2 Intellect task, they gain a fragmentary glimpse of the deadly event that will overtake them or their ally at some point within the next few days. Probably not enough information to prevent it, but maybe enough to take some preparations. Once during the period leading up to or during the death event, the character can add a d20 roll to the result of any roll they make. A foreteller only provides one warning per event.

**Use:** As omens go, the appearance of a nexus foreteller is especially dire, assuming those being watched know or can find out anything about the lore of these rare entities.

**GM intrusion:** The death event that the foreteller has come to watch kicks off, be it an attack by assassins seeking revenge, the appearance of a horrific monster, a plague, or something else.

## NILIM SHAMBLER

4 (12)



**Nilim primary:** As dragon (page 325), with all tasks eased, cold breath instead of fiery breath, and creatures who fail their Speed defense roll against the cold breath are affected as if touched by a nilim shambler's transforming tendrils

Engendered in a distant universe, nilim shamblers are born of constructs whose power grew to equal that of gods of other planes. They fused rude matter with living flesh, engineered consciousness into light, and snuffed out worlds in an explosion of conquest until, in their overreach, they collapsed their dimension. The resulting fragments of exotic matter expanding through the multiverse sometimes rain down from the void, hatching nilim shamblers and sometimes worse things.

Tiny particles of exotic "dust" are sometimes enough to create a nilim shambler, forming a creature built from surrounding objects, whether those are corpses or random materials such as stone and iron. Still-living subjects are the things most readily converted to fresh nilim shamblers, but anything will do.

Any incursion of nilim depends on a central mass of exotic matter located nearby: a **nilim primary**. This mass is sometimes insensate and defenseless; other times it congeals into something terrible. Either way, if a primary is destroyed, all the nearby nilim depending on it crumble to dust.

Nilim influence doesn't just distort and transform living things. Rude matter like rock, iron, and other unliving material can warp and blister, even rot, like living flesh cursed with leprosy.



**Motive:** Reproduction

**Environment:** Anywhere in the multiverse, in groups of two to five

**Health:** 16

**Damage Inflicted:** 6 points

**Armor:** 1

**Movement:** Short

**Combat:** A nilim shambler attacks once with a fist and once with a tendril. The fist inflicts 3 points of damage plus 3 points of damage from breaking down the target into their component atoms (ignores Armor).

A successful tendril attack also confers an infection. A section of the victim's flesh, armor, clothing, or something else turns silver in a hand-sized area. Removing the infection requires an action—if on clothing or other equipment, the character automatically removes it or tears it off; otherwise, the target must cut away the infected flesh, inflicting 4 points of damage on themselves (ignores Armor).

If not removed, the patch grows each round, transforming flesh and equipment as it inflicts 6 points of necrotic damage (ignores Armor). The patch can still be removed but now requires a successful level 4 Might task. If the target dies from this damage, about a day later their corpse (fused with their clothing, equipment, and perhaps even materials underneath) rises as a new nilim shambler.

A shambler regains 5 points of health each round by liquefying nearby solid materials with necrotic energy.

Any creature within immediate range of a shambler when they do so must succeed on a Might defense task or take 2 points of damage (ignores Armor). If a shambler takes damage from fire or acid, they stop regenerating for one round.

A nilim shambler is immune to poison attacks.

**Interaction:** Shamblers are barely conscious animated agglomerations of physical matter. They can't communicate, but instinctively protect and obey the nearest nilim primary.

**Use:** A friendly NPC begins to sicken as their skin turns silver; they are the victim of a speck of exotic matter that triggered the NPC's transformation into a nilim shambler.

**Loot:** Shamblers have no use for wealth or treasure, but those created from people may still have equipment or valuables appropriate to their former lives.

**Nilim Primary:** level 5–9

*Nilim shamblers require no air, food, drink, or sleep.*

*Abilities and effects that cure diseases or prevent physical transformations can stop the spread of the silvery patch.*

**GM intrusion:** *Part of the shambler breaks off and becomes a separate creature, which immediately attacks. (The original shambler's stats are unchanged; the new shambler starts with half the health of the original but starts to regenerate to full health as normal.)*

## OSSUARY BLOB

7 (21)

*As an undead being, an ossuary blob doesn't require air, food, drink, or sleep; however, they crave flesh all the same.*

*An ossuary blob is sometimes associated with the Tomb of Winter (page 135).*

**GM intrusion:** *The ossuary blob produces five skeletons from their mass, which do their bidding.*



Adhesion, page 384

Banishing, page 384

Skeleton, page 353

Composed of thousands of skeletal remains of creatures and steeped in the supernatural despair of the Shadowfell, ossuary blobs undergo a transformation from decaying charnel heap to reanimated nightmare when large amounts of necrotic energy are released, which are somewhat rare occurrences even in the Shadowfell. But not rare enough to prevent the creation of these horrific undead.

One might assume by the constant screaming and screeching that an ossuary blob is relatively simple. In fact, the memories of hundreds of dead constituent bodies are remixed in an ossuary blob, creating a new intellect. Though not a pillar of mental stability, an ossuary blob is smart. Moreover, many remember spells that some faction of their constituent remains once knew.

The minds making up an ossuary blob also recall things from long ago that might otherwise be lost to history. Which is why, despite how incredibly dangerous it is, sages and others seeking obscure knowledge sometimes try to parley with these undead. The problem is twofold. One, it's hard to tell when they're lying. Two, they usually try to consume their interlocutors.

*The dank charnel odor clogs the air. A clatter of bones accompanies a huge shape rolling into view. It is a rough sphere composed entirely of skulls, spines, bones, teeth, claws, and partial skeletons of all different kinds of creatures. And all of them begin to scream.*

**Motive:** Hungers for flesh

**Environment:** Necropolises, the Shadowfell, or other places undead shamble

**Health:** 40

**Damage Inflicted:** 7 points

**Armor:** 2

**Movement:** Short

**Modifications:** Speed defense as level 5 due to huge size

**Combat:** An ossuary blob moves a short distance, making a rollover attack against one or more targets anywhere along their route.

Targets that fail a Speed defense task fall prone beneath the ossuary blob as they move over them. Prone victims take damage and must succeed on a Might defense task or be pulled into the blob's interior, engulfed. Engulfed victims automatically take damage each round and all their tasks are hindered. To escape, an engulfed victim must succeed on a Might task, the blob must be destroyed, or the blob must be compelled to expel a victim.

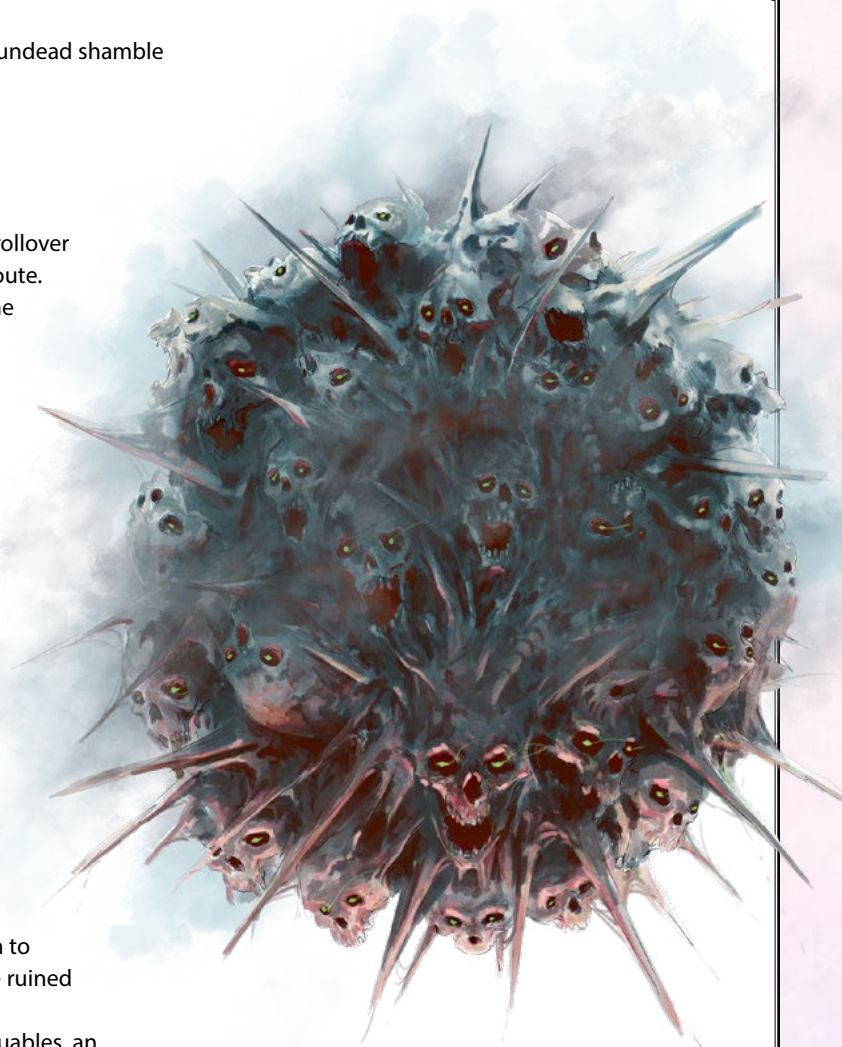
If somehow blocked from rolling over a target, the blob can target a creature within short range with a necrotic pulse, inflicting 7 points of Speed damage (ignores Armor) from necrotic energy.

An ossuary blob is immune to necrotic and poison attacks.

**Interaction:** Ossuary blobs know all the languages of the corpses making up their form. They can speak in one or many voices and could be negotiated with if promised fresh living victims. However, the blob is a liar, and despite all the knowledge they have accumulated from their victims, feels little desire to share it.

**Use:** A sage trying to secure important information needs protectors because, as the sage has done before, they wish to again quiz the "God of Formless Despair" that abides in the ruined catacombs nearby.

**Loot:** The objects caught up in a blob sometimes include valuables, an expensive number of coins (100-200 gold coins), and possibly a few magical cyphers, such as gloves of **adhesion** and a dagger of **banishing**.



## OVISAN HUNTER

2 (6)

Ovisans evolved as one of the primary intelligent beings on Kret, the Material Plane world of their origin. But not in isolation: they constantly fought against a shelled enemy that rose in the seas, known to them as **grethk**. That rivalry only grew as the two species increased their populations and mastery over their world, both relying on a magical “technology” of rune scribing. Eventually, the grethk were defeated, but remnants of that population fled to alternate planes of existence. Ovisan hunters are the brave ovisans who volunteered to track down the grethk and end any future threat they might grow into if not ferreted out and destroyed.

Using their rune magic, ovisans can create temporary portals that lead into adjacent worlds of the Material Plane. Such portals take time to set up and empower, so ovisans usually travel to a new world only if they have evidence that a fleeing grethk nest might have preceded them there. Ovisans are suspicious of planar travel technology that is not their own, and thus eschew it unless they have no other option.

Besides opening portals, ovisan hunters use runes to look for evidence of grethk, enhance their horns to deliver an extra jolt when used as a weapon, and translate languages of newly encountered species. Back on their homeworld, ovisans rely on rune magic for many additional tasks.

*Grethk*, page 62

**GM intrusion:** *The ovisan uses a rune that blinds a character for a few rounds.*

*Best tool*, page 384

*Burst of speed*, page 385

*Comprehension*, page 385

**Motive:** Defense, exterminate grethk

**Environment:** Various worlds of the Material Plane, in extermination teams of three to nine, or dozens to hundreds per settlement

**Health:** 6

**Damage Inflicted:** 4 points

**Armor:** 2

**Movement:** Short; immediate when climbing

**Modifications:** Jumping and climbing as level 6

**Combat:** An ovisan hunter begins combat by charging at a target from short range and making a ram attack with their horns, inflicting 8 points of damage and—on a failed Might defense task—knocking the target prone and stunning them, causing the target to lose their next turn.

After that, the hunter attacks with their horns or with their spear. Their horns and spear are rune-scribed to resonate with lightning; each hit inflicts 2 points of damage plus 2 points of damage from electricity. These attacks are eased against creatures wearing a lot of metal, such as metal armor.

Alternatively, at least one hunter in a group of three or more ovisans can emit a thunderous, echoing battle call once every few rounds. Creatures that are not ovisans within immediate range take 6 points of damage from focused sonic energy on a failed Might defense task, or 2 points even with a successful defense task.

An ovisan is vulnerable to acid attacks; when an ovisan takes damage from acid, they take 1 extra point of damage.

**Interaction:** Ovisans speak their own language but can use runes to understand and speak any common language. They are wary of other creatures, but willing to break off conflict against those who offer no real threat. Their main concern is the grethk.

**Use:** Stories of “goat men” invading a nearby valley trickle into the village.

But when defenders show up to offer aid, they find massive, crab-like creatures (grethk) feasting on the remains of goat men (ovisan hunters). The crab creatures quickly turn their attention to new prey.

**Loot:** An ovisan hunter carries a few useful magical cyphers, such as a **best tool** runestone, a **burst of speed** runestone, a runestone of **comprehension**, and a rune-scribed medium spear artifact that inflicts 1 additional point of damage from electricity with each hit (level 2; depletion: —).



## PAUVAK

5 (15)

**GM intrusion:** *The pauvak teleports up to a short distance, along with their rider (if any) and a character held by their razor webbing.*

A pauvak is a monstrous, semi-intelligent arachnid native to Gehenna. Their flattened abdomen resembles a giant tarnished metal mask depicting some horrid beast, with a long neck and an irregular number of angular limbs.

Like a hunting spider, a pauvak doesn't use webs to build a nest, but roams in search of prey or waits patiently until something suitable wanders by. They often cling to a wall or cliff face, tucking their legs underneath and with only their eyes peering from under their body, as if they were a statue or other vile decoration.



**Motive:** Hungers for flesh

**Environment:** Anywhere in the Lower Planes, alone or with another fiend (possibly serving as the fiend's mount)

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 3 (6 against damage from falling, which they share with their rider)

**Movement:** Short; short when climbing

**Modifications:** Speed defense as level 4 due to large size

**Combat:** A pauvak attacks twice each round with their claws.

Alternatively, a pauvak can target a creature in short range with strands of razor webbing. On a failed Speed defense task, the victim is caught in the webs. All the bewebbed victim's physical tasks are hindered and they take 3 points of damage each round from the mass of razor-like strands holding them. Breaking loose requires a successful Might task as an action; however, each attempt inflicts an additional 3 points of damage. The webs burn readily, so much so that the target takes 5 points of damage from fire as the strands are completely consumed.

**Interaction:** Pauvaks are fiercely independent. They have been known to tear their own legs off to escape captivity or an owner's leash. However, if approached with respect, using a language they can understand (the language of demons, Abyssal) by a creature that treats them well, they can form a strong emotional bond, and are willing to follow that creature into battle or even be ridden as a mount. In these partnerships, the pauvak is usually allowed to roam in the creature's territory to hunt as they please, returning only when their ally needs them. If the allied creature dies, the pauvak mourns, then feeds on their ally's corpse (which they see as a sign of respect).

**Use:** A clutch of weirdly large spider eggs was discovered in the belfry of the abandoned chapel by kids playing where they shouldn't. If not dealt with, the eggs hatch into tiny pauvaks that turn on each other for food until only the strongest are left, which separate to hunt alone.



## PERIPLETH

6 (18)

These wormlike aberrations are hard to make out through the spatial distortion they exist within, but it's hard to miss their horrific stingers, sizzling with plane-fracturing potential.

Kin to aboleths, peripleths (also called "dimension smashers") are ancient beings who recall a much different multiverse before the gods and, according to their own memories passed down through the ages, before the current planar organization grew so stratified. The modern cosmology, whether imposed by the gods (as peripleths believe) or simply how things evolved, is something peripleths rebel against at a fundamental level. Just by existing, a peripleth fractures nearby spatial geometry.

*Peripleths roam the planes alone, leaving a trail of fractured spacetime in their wake.*

**GM intrusion:** *The magic or other ability used against the peripleth rebounds on a character.*

**Motive:** Disrupt planar cosmology, defy the gods

**Environment:** Anywhere spacetime is weak or resources can be leveraged to collapse dimensions

**Health:** 23

**Damage Inflicted:** 6 points

**Armor:** 3

**Movement:** Short; short when burrowing or swimming

**Modifications:** Planar lore and resisting mental influence as level 8

**Combat:** The peripleth attacks twice each round with their stinger. Against a target suffering from incohesion (described below), the stinger inflicts an additional 3 points of damage (ignores Armor) from fracturing reality, and the peripleth regains 3 points of health.

As an action, the peripleth can selectively disrupt the planar cohesion of a target within short range, causing spacetime to twist, buckle, and fold around them. If the target fails an Intellect defense task, they take 6 points of Speed damage (ignores Armor) and lose some spatial cohesion. The victim falls prone each time they try to walk or run, but they can crawl. Each time the victim attempts a task or attack, they must succeed on an Intellect defense task. Otherwise, the action fails, bleeding into warped planar geometry or otherwise being nullified. A victim suffering from incohesion that crawls a short distance away from the peripleth can begin attempting an Intellect defense task each round to expel the twisted geometry afflicting them.

A peripleth can transfer themselves to any location they can see or know about on the same plane of existence, or that they know about on another plane, once per day. When they do, either they leave behind an immediate area of fractured spacetime, or form an area of the same size where they appear. The fracture lasts for ten minutes and affects other creatures that start their turn in or enter the area as a spatial cohesion attack made by the peripleth.

**Interaction:** Peripleths can communicate telepathically, but their ancient, alien minds seem just as fractured and disjointed as the spacetime they leave in their wake. They see themselves as foes of all natural creatures and of the dimensional order of the multiverse.

**Use:** A mass of chaos, unleashed by accident at the school of wizardry, has been a local curiosity for decades. Recently, a peripleth found it, and decided they could use the chaos as a seed of planar destruction.

**Loot:** A peripleth may carry a few incomprehensible items, but with some study, they might be useful as cyphers. Example items include a twisted piece of metal that can produce a **detonation (singularity)** or a hazed, warped piece of glass that can produce a **detonation (matter disruption)**.



**Detonation (singularity),**  
page 387

**Detonation (matter disruption),**  
page 387

# PLANAR MITE

2 (6)

Planar mites are invasive creatures infesting hundreds of different dimensions, as well as paths between dimensions (which is one reason they are also sometimes called “path mites”). When not moving, they resemble flattened red boulders, innocuous odd debris scattered randomly. However, if prey moves close, a mite unfolds to reveal a roach-like body with a horrific mouth, claws, and leathery wings peeking from beneath a stone carapace.

The favored hunting tactic of mites is to fold in their wings, claws, and mouths so they resemble nothing so much as random debris. When potential prey moves past, the planar mites pounce, possibly gaining surprise. If they are successful in getting a grip on the target with their bite, they extend their wings, potentially pulling their prey high into the air—after which they inevitably drop their prey. If the prey is especially unlucky, they are dropped into a different dimension than the one they were attacked on.

Unlike most beasts, the planar mite can sense hidden borders to other dimensions, including weak spots and tears, scars left by some forms of transplanar travel, as well as standard portals and recently used magic that granted such travel. Once identified, a mite can pass through veils invisible to most other creatures, bypassing the need for keys or other tokens (if any), to travel the planes.

**Motive:** Hungers for flesh

**Environment:** Anywhere near portals, dimensional paths, and weak points between dimensions, in packs of three to eight

**Health:** 8

**Damage Inflicted:** 3 points

**Armor:** 3

**Movement:** Short; short when climbing; long when flying

**Modifications:** Stealth as level 3; perceives hidden and invisible creatures as level 4; perceives dimensional weak points and planar paths as level 7

**Combat:** A planar mite attacks with their bite. If the bite attack succeeds and inflicts damage, the target is grabbed. The grabbed creature takes 3 points of damage each round and all their tasks are hindered. The grabbed creature can attempt a Might-based task each round as their action to escape.

If the mite charges at least a short distance and then attacks, the target must also succeed at a level 4 Might defense task or be knocked prone.

**Interaction:** Planar mites are animals. They cannot be reasoned with, but retreat if overmatched.

**Use:** A planar mite drops prey from a height that, from the characters' perspective, is an empty spot in the sky. Investigation reveals a previously unrecognized planar conduit (a “path” if you will) between dimensions, as well as a nest of planar mites.



**GM intrusion:** A creature bitten by the path mite must succeed at a level 4 Might defense task or be lifted into the air by the mite. On the mite's next turn, they carry their captive higher into the air (or even through a nearby portal or dimensional barrier) and drop them, inflicting damage according to the distance fallen.

P

## PORTAL DRAGON

7 (21)

Portal dragons dwell on various planes, often near planar interstices or other unusual planar phenomena. They prefer to hunt unintelligent animals for food, but are not averse to eating intelligent creatures that defy or attack them. They are fascinated by the hidden structure of the multiverse and may briefly cooperate with others who share a similar love.

Massive metallic antlers crown an adult portal dragon's head. Their scales are iridescent and sometimes take on the predominant hues of the plane around them, though only approximately, never enough to be considered camouflage.

Portal dragons love to wander the interstices between planar locations and can be found near color pools, ethereal curtains, Fey crossings, and similar locations.

Though individuals vary, portal dragons are typically selfish, and if one perceives that the best course of action would be to betray an ally or attack travelers who have an interesting planar artifact, that's what they probably do.



**Motive:** Exploration, discovering planar lore

**Environment:** Any planar location of interest

**Health:** 45

**Damage Inflicted:** 8 points

**Armor:** 3

**Movement:** Short; long when flying

**Modifications:** Perception, magical knowledge, and planar knowledge as level 8; Speed defense as level 6 due to size

**Combat:** Portal dragons attack three times per round, using a combination of claws, bites, and antlers.

A portal dragon can breathe a cloud of tiny portals to other dimensions, filling an adjacent area a short distance in diameter. Creatures in the area take 7 points of damage (ignores Armor). Targets who succeed on a Speed defense task to avoid the full effect of these mouth-like portals still take 3 points of damage.

The dragon can't use this breath in consecutive rounds.

A portal dragon can transport itself and up to eight human-sized willing creatures to another plane of the dragon's choice.

**Interaction:** Portal dragons have a range of personalities just like more common dragons, although they tend to be more curious and intellectual than brutish. If one encounters other travelers, they're likely to boldly quiz these people about where they've been and where they plan to go.

**Use:** The PCs see a portal dragon observing something they're interested in—is the dragon a rival, or potential ally? A portal dragon challenges the PCs to tests of knowledge, with a powerful secret as their stake in the game.

**Loot:** Portal dragons usually keep a well-hidden planar lair for their gold and jewels, and only bring a few magical cyphers (and perhaps an artifact) with them on their travels, such as an amulet of **effort enhancer**, a ring of **force field**, and artifact ring that grants the wearer 6 Armor against electricity for 10 minutes when activated (level 7; depletion: 1 in 1d10).

**GM intrusion:** One of the portals from the dragon's breath momentarily expands to engulf a character. The character takes 5 points of damage (ignores Armor) and, on a failed Might defense task, is pulled into a random dimension. The character may return through the portal using their next action; otherwise, the portal dissipates.

**Effort enhancer**  
(noncombat), page 388

**Force field**, page 389

## PORTAL WIGHT

3 (9)

*As an undead being, a portal wight doesn't require air, food, drink, or sleep.*

A portal wight is the undead remnant of a creature killed by passing through a portal just as it closes; half their body is cut off and replaced with a flickering aura of magic. They wander in search of their other half, hoping to reunite and expire in a dramatic burst of planar energy.

Portal wights can intuitively alter their energy aura to create various effects. Some of this is passive and instinctive, and some requires concentration like spellcasting. They have a knack for being able to sense and temporarily open existing portals, allowing them to go almost anywhere, and giving lost explorers reasons to follow portal wights instead of slaying them outright.

*Usually, two portal wights are created for each planar accident, separated by the planes. The two are separate creatures despite their similarities; harming one does not affect the other.*



**GM intrusion:** *The portal wight strikes a character with their immaterial fist, inflicting 5 points of Intellect damage (ignores Armor) from warped magical energy.*



Zombie, page 371

Phase disruptor, page 394

**Motive:** Find their lost half

**Environment:** Anywhere in the multiverse, alone or as part of a group all killed by the same portal mishap, sometimes with an entourage of three to five **zombies**

**Health:** 12

**Damage Inflicted:** 5 points

**Armor:** 1

**Movement:** Short

**Modifications:** Perceives and manipulates portals and similar magic as level 8

**Combat:** The portal wight's remaining physical limb is charged with warped magical energy such that it inflicts 3 points of damage plus 2 points of Intellect damage (ignores Armor) when they make a successful melee attack.

The portal wight's warped influence affects creatures who fail a Might defense task after moving within short range or beginning their turn within short range.

Affected victims can't move from their spot, and all their physical tasks are hindered for one round.

A creature that succeeds on their defense task is immune to this effect for one day.

A portal wight uses spells with options for briefly blinding a couple of targets within short range, inflicting magical damage to a target within long range, allowing the wight to fall safely from any height, and teleporting anywhere they can see within long range.

If a portal or access to another dimension is within short range, the portal wight's tasks (including attacks and defenses) are eased and they regain 1 point of health each round.

A portal wight is immune to necrotic and poison attacks.

**Interaction:** Portal wights know the languages they knew in life, but both that knowledge and all their other memories are fractured and broken by the event that turned them undead. They remember only parts of their former lives—their minds and souls are split between two planes. This confusing half-existence is filled with pain, hate, and longing. Communication attempts rarely last more than a few rounds before they lash out.

**Use:** The portal the characters require to move on to the next phase of their adventure is haunted by one or more portal wights.

**Loot:** A portal wight may still have a possession or two from before they lost half their body and equipment, possibly including a cypher such as a wand of **phase disruptor**.

## PRIMOGENITOR

9 (27)

Primogenitors are so rare that not much is known about them. In fact, across the entire cosmos, one could probably count on one hand the number of intelligent beings—and that includes gods—who know about primogenitors. Which makes understanding them difficult.

But if one were to meet a primogenitor, even unknowingly, one might be forgiven for mistaking these powerful beings as relatives of insects, given that their humanoid physiology seems mixed with that of a huge praying mantis.

As their name suggests, primogenitors are likely predecessors of creatures that exist today. But not through direct descent. If certain stories can be believed, primogenitors are creatures from a multiverse that predates our own. How and why a few survived the end of their own cycle of existence and now exist within ours is likely a different story for each primogenitor. Except for the handful rumored to be hidden away in fossil rubble floating at the edges of existence, or possibly compacted and petrified at the core of a dead, dimension-hopping moon called “the Planebreaker.”



**Motive:** Survival, accumulating power

**Environment:** Any very secure location in the multiverse, usually with an entourage of powerful servitor celestials and/or fiends

**Health:** 50

**Damage Inflicted:** 5 points

**Armor:** 4 (6 against nonmagical physical attacks)

**Movement:** Short; short when climbing

**Modifications:** Resists magic as level 10; Speed defense as level 7 due to huge size

**Combat:** A primogenitor can attack five times each round, four times with their spined legs and once with their bite. If the bite attack hits, the target takes damage and is grabbed by the primogenitor’s mandibles until the target can successfully escape as their action. All a grabbed victim’s physical tasks are hindered. If the primogenitor starts their turn with a victim grabbed, as their action they can bite off the victim’s head if the victim fails a level 7 Might defense task.

When a primogenitor eats a creature’s head, their magical digestive process (which takes a few rounds) grants them the knowledge of everything that the consumed creature knew, including spells.

Due to an aura of truth magic that always surrounds a primogenitor, creatures within short range can only tell a lie if they succeed at a level 7 Intellect defense task.

A primogenitor can cast numerous arcane spells, with powerful options for attacks, defense, transportation, illusion, and divination.

Primogenitors can see in darkness, as well as see hidden or invisible creatures at long range.


**Interaction:** Primogenitors are very old and have had centuries to learn various languages (mainly by eating the heads of foes). They are aware of their age, power, and status, and do not tolerate insults, rudeness, or evasiveness (including attempts to evade their magical truth ability). With vast resources at their disposal, they are likely to be generous with lesser beings who perform a useful task or service.

**Use:** The supposed head of a criminal organization is secretly taking orders from an ancient, powerful, knowledgeable, inhuman thing.

**Loot:** A primogenitor usually has several useful cyphers and a few artifacts, possibly including a **ray emitter (mind disrupting)** ring, a **ray emitter (numbing)** ring, a **rejuvenator** necklace, and perhaps an artifact that transfers a memory from the bearer to a willing target (level 9; depletion: 1 in 1d20).

**GM intrusion:** The primogenitor immediately makes two additional attacks or (if they aren’t grabbing a character) an additional bite attack, even though it’s not their turn.

**GM intrusion:** The primogenitor immediately casts a spell, even though it’s not their turn.

 Ray emitter (mind disrupting), page 395

Ray emitter (numbing), page 395

Rejuvenator, page 395

## PRINCE OF DUST

6 (18)

*Known named princes of dust include Prince Eoghanan, Prince Nilidh, and Prince Rodachan.*

**GM intrusion:** *The prince of dust releases a surge of necromantic power against a character in immediate range, turning the character's blood to dust as if the prince had grabbed them.*

**Animate dust servant:**  
level 3



Speed boost, page 398

Strength boost, page 398

Composed of earth and air, princes of dust emerge from the Elemental Planes and the Elemental Chaos but are often encountered in other dimensions, extending their trails of influence. Humanoid and standing nearly 10 feet tall, they are composed of scintillating sand and dust that constantly trickles in rivulets from their bodies.

A prince of dust is a power to be reckoned with, even in the Elemental Chaos, where claims of nobility are often suspect. Creatures of earth and air often offer their services to princes of dust. Named princes of dust sometimes work together to achieve an end, but usually jealous rivalry sets them at odds. All seek to one day gain power even greater than that of a djinni or a dao (an earth genie), possibly even ascending to the power of the legendary primordial.

Though sustained by the elements, a prince of dust can transform the blood of living foes to dust. That transformation releases a surge of life that princes relish. This urge to feed sometimes ruins a particular prince of dust's negotiations with beings of other planes as they try to extend their influence and power.

In accordance with their self-assumed noble title, princes of dust enjoy traveling the planes, looking to extend their knowledge and reach through trade. Such trading convoys are typically made up of a prince of dust, several **servants of animate dust**, and a couple of dragged sledges, each bearing a secure chest. One chest contains trade goods (often, gems from Elemental Earth). The other is like as not to be a trained mimic (a semi-intelligent amorphous creature that can assume the shape of doors, treasure chests, and other items for the purpose of ambushing creatures) meant to act as a diversion should the trade convoy become the target of thieves. In return for wealth, princes of dust make alliances and pacts, and seek to learn secrets of the multiverse.

**Motive:** Power

**Environment:** Any planar location, especially ones suitable for air or earth elementals

**Health:** 20

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Short; immediate when seeping

**Modifications:** Might defense as level 7; Speed defense as level 5 due to large size

**Combat:** A prince of dust transforms their arms into whips of compacted dust, striking twice each round for 5 points of damage and grabbing targets that fail a Might defense task. All a grabbed target's physical tasks are hindered until they escape with a successful Might task as their action.

As an action, a prince of dust transforms one grabbed creature's blood to dust, inflicting 6 points of damage on a failed Might defense task (ignores Armor) and restoring 3 points of the prince's health.

Any creature that hits a prince with a melee attack is immediately hit by a blast of erosive dust, inflicting 4 points of damage. Once per day, a prince can blow a cloud of magical dust into an immediate area, putting all creatures to sleep for a minute if they fail an Intellect defense task. A sleeping creature awakens if they take damage, or another creature uses an action to wake them.

By shifting their form to something more amorphous than solid, a prince can pass through any opening that permits dust to pass through it, moving an immediate distance each round. When in this form, the prince cannot attack, and attacks against them are eased.

A prince of dust is immune to poison attacks. A prince of dust is vulnerable to fire; every time they take 1 point of fire damage, they take 1 additional point of damage.

**Interaction:** As very self-important creatures, princes of dust see themselves as better than common mortals and expect to be treated with deference and respect. They are open to negotiation and trade, but sometimes their hunger for life energy overcomes them and they interrupt the conversation with an attack.

**Use:** A royal elemental with an entourage arrives and seeks to trade exotic goods for gold and gems.

**Loot:** A prince of dust usually carries at least five expensive gems (worth about 100 gold coins each), and might have a few magical cyphers, such as a stone of **speed boost** or a powder of **strength boost**.



## PSYCHIC LEECH SWARM

2 (6)

Predators of both mind and flesh, psychic leeches appear as many-stranded 3-foot lengths of glowing flesh, each ending in a horrific but different mouth, maw, or gruesomely toothed orifice. Alone, they are annoyances, but when dozens form a single swarm, they are a threat to be dealt with quickly.

The Astral Plane is a realm of the mind. In no way homogenous (as many assume), the Astral is instead highly stratified. One layer is the "Psychosphere," a region especially sensitive to psionic energy—so sensitive that the raw essence of the dimension is sometimes unconsciously molded into lifelike entities. The meanest, most base entities are psychic leeches, born of idle impulses not acted upon, angry outbursts that were bitten back, and murderous urges never consummated. The repressed negativity in all bordering realms seeds and feeds them, but worlds of the Material Plane are most responsible.

Psychic leech swarms are parasites drawn to those who travel through the Astral Plane. They also find their way to worlds of the Material Plane where concentrations of minds are especially high, like in large cities.

**Motive:** Spread misery, misfortune, and fear

**Environment:** The Astral Plane, worlds of the Material Plane in large cities, in groups of three to six

**Health:** 6

**Damage Inflicted:** 4 points

**Movement:** Short; short when flying

**Modifications:** Spreads psychic inflammation as level 4

**Combat:** The dozens of bites of individual leeches making up a swarm count as a single attack each round. A living creature injured by the psychic leech swarm that fails a level 4 Intellect defense task when the encounter is concluded is infected with psychic inflammation, a mental disease (see box).

If encountered on the Astral Plane, all the psychic leech's tasks are eased by two steps.

**Interaction:** Because psychic leech inception relies on the worst impulses of thinking beings, an attack by a psychic leech swarm can leave an imprint—a disease of psychic inflammation—long after the creatures themselves are driven back.

**Use:** The psychic leeches lurk in eaves, the shadowed heights of a vaulted ceiling, or along the top of the wall, until they drop down suddenly to head height and begin swarming.

*Psychic leech swarms have been known to infest astral ships, then hop off in search of better prey when the ship reaches a Material Plane world.*



### PSYCHIC INFLAMMATION

This level 4 mental disease manifests after about a day, causing changes to the target's behavior. Changes begin with mild annoyance over small things, until every little thing makes the victim angry. When full symptoms set in after two days, the victim descends one step on the damage track. Thereafter, the victim must succeed on a level 4 Intellect defense task every time they are annoyed, disagreed with, or otherwise questioned. On a failed defense task, the victim attacks the source of their annoyance. The attacking victim can attempt another Intellect defense task each round to end that particular violent fit.

The disease can be cured by magic capable of doing so, or with rest; once the victim is showing symptoms, they can make an Intellect defense task after each 10-hour recovery roll; once the character racks up two successful defense tasks, they recover naturally (and ascend one step on the damage track).

**GM intrusion:** *A character traveling the Astral Plane is hit by a psychic leech swarm and immediately returned to the plane where they began the journey, or back into their own body if they were mentally projecting themselves.*

## PSYCHIC WAR VETERAN

5 (15)

*The silvery blobs orbiting a psychic war veteran are condensed from the veteran's mind.*

**GM intrusion:** A psychic attack or spell that would inflict mental damage or mentally influence the veteran bounces, affecting the character instead as if the veteran made the attack.



Zero point field, page 400

Weapon enhancement, page 400

Vocal translator, page 399

Psychic war veterans have spent years battling aberrations and other threats. Some veterans are mercenaries, and others whisper of a coming war.

From the multiverse's time-stretched edge, the psychic war veteran returns from battle. Ages upon ages have passed in their absence, but the veteran recalls fighting in an eternal now where unimaginable creatures sailed in from outside existence to assail creation. That endless fight killed most soldiers and left the veterans scarred, wounded, and psychologically fragile. One moment they may be enjoying merriment in a tavern, only to suddenly fall silent, eyes darting to the floor. Tears may come then, or a simmering anger that others would do well not to disturb, lest it turn upon them.

If a psychic war veteran believes a regular creature has some connection to an aberration, they are likely to slay first and establish specific connections later, or just let their previous belief stand. But if faced with actual aberrations to destroy, a psychic war veteran becomes a stolid ally—at least for as long as it takes to hunt down and slay the offending entity.



**Motive:** Varies by individual

**Environment:** Anywhere in the multiverse, usually alone, sometimes part of a motley crew of other individuals haunted by a half-forgotten past

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 3 (including Intellect damage)

**Movement:** Short

**Modifications:** Psychic lore and resisting mental influence as level 7

**Combat:** The veteran attacks twice per round, once with their sword and once with a “psychic sliver.” Three to five slivers orbit the veteran, and attacks made with them can reach targets within short range. A target hit by a sliver takes damage and, on a failed Might defense task, is held until they can escape with a successful Might task as their action. A target held by a sliver can't move from their location and all their physical tasks are hindered.

Instead of making a physical attack with a sliver, a veteran can attempt to mentally damage one target already grabbed by a sliver.

On a failed Intellect defense task, a grabbed target takes 5 points of Intellect damage (ignores Amor) and falls one step on the damage track.

A veteran can use their slivers as if they were extra hands. If destroyed (treat them as level 2 objects against damaging effects), a veteran can condense new psychic slivers after a brief rest.

**Interaction:** Sometimes dreamy, often lost in thought, and occasionally angry at the great gaps in their memory, a psychic veteran does what they can to get by despite not knowing where they really came from, how old they really are, and what they might have done in a war fought far across the planes. There are only a few psychic war veterans around, but their lack of shared memories tends to keep them away from each other. An individual war veteran might be a brigand, an adventurer, a protector, or a layabout drunkard.

**Use:** On the other side of the lake from a frontier community lives a veteran from a war no one remembers. Sometimes kids visit, hoping for stories. Usually, they come away disappointed. Other times, the veteran gives them a souvenir from another age.

**Loot:** Even though they can't remember where they acquired them, most psychic war veterans still have a handful of useful cyphers, such as a **zero point field** ring, a **weapon enhancement** rune, or a **vocal translator** amulet.



# PUDDLE WEIRD

# 3 (9)

Coming in out of the rain, cloak sopping wet, isn't normally dangerous. But if the storm was tinged with influence from the Elemental Chaos (a dimension where the Planes of Air, Fire, Water, Earth, and other planes violently mix), that cloak that doesn't seem to want to dry could be a puddle weird waiting for their chance to spread chaos.

The storms that roll through the Elemental Chaos are sometimes so fierce that they roil the Ethereal and worlds of the Material Plane that it connects to. This kind of influence might cause a regular storm on a Material Plane world or increase the vigor of a storm already in progress. But sometimes elementals of various sorts spill across that gap. One of the most dangerous is the puddle weird, because it's not immediately obvious what they are, and because of the effect their touch has on flesh.

*As a being of elemental animation, a puddle weird doesn't require air, food, drink, or sleep.*

**Motive:** Spread chaos and mischief across the multiverse

**Environment:** Anywhere violent storms rage or have recently raged, alone or in the company of other elementals

**Health:** 12

**Damage Inflicted:** 3 points

**Movement:** Immediate

**Modifications:** Disguise (as normal water when motionless) as level 5; Speed defense as level 5 due to tiny size

**Combat:** The puddle weird condenses a fist of water to batter foes. Targets that take damage must succeed on a Might defense task, or begin absorbing moisture from the atmosphere, swelling their flesh with water. Any time the swelling creature takes physical damage from any source, they take an additional 3 points of damage. The victim can attempt another defense task each round to end the swelling and discharge some of the water. When the effect ends, the target is immune to the effect for a day; however, their puffy, bloated form does not fully return to normal until after their next 10-hour recovery.

If the puddle weird takes cold damage, they partially freeze, and they can't move from their spot until after their next turn.

A puddle weird is immune to electricity and poison attacks.

**Interaction:** Puddle weirds are not particularly intelligent, but they can communicate in the ancient language of elementals (Primordial). They are not motivated by what's important to living things; they want to find new places, to deliquesce living beings, and spread mischief.

**Use:** The jar of liquid at the edge of the bar on a hot day seems ideal for quenching one's thirst. A puddle in a rainstorm formed more quickly than seems reasonable. An explorer's cloak never seems to get dry.



**GM intrusion:** All the liquids carried by a character (including magical potions and elixirs, if any) burst from their containers and join with the puddle weird, restoring the creature's health.

## PYSKE

2 (6)

*A lone pyske might spy on a new homestead, keep, or village, and perhaps cause a serious mishap or two to frighten the locals. If the pyske is inconvenienced in any way, they might return later with a mob of five or more of their kind to inflict sustained and murderous revenge on the culprits.*

Older, archaic fey creatures of the unseelie, pyskes are malicious whereas pixies are mischievous. Only a handful of inches tall, with wings like ragged cobwebs crusted with past meals, pyskes move between the Feywild and worlds of the Material Plane to trouble other creatures for their own twisted pleasure.

Like their pixie kin, pyskes are inherently magical. They can fade from view merely by thinking about it. They leverage that to sneak up on other creatures just to hurt them; they are fey but fell. One of a pyske's favorite tactics is to shadow another creature invisibly, then jostle them at an inopportune moment, trip them while they're crossing a high bridge, or steal an important document right when it's most needed.

As pyskes erratically flutter through the air, a reddish trail stains the air in their wake. This fell dust has all manner of ill effects on living creatures, especially their minds. With just a sprinkle, a pyske can send a victim into a nightmare-infused sleep, poison them, or scare them nearly out of their minds. Pyskes can also use the fell dust as a shield to help them avoid being targeted by magical effects.



**Motive:** Malicious interference

**Environment:** The Feywild, worlds of the Material Plane, alone or as part of a vengeance mob of five or more

**Health:** 6

**Damage Inflicted:** 3 points

**Armor:** 1

**Movement:** Immediate; short when flying

**Modifications:** Speed defense as level 4 due to tiny size; perception, deception and trickery, and defense against magic as level 5

**Combat:** A pyske attacks twice each round with their dagger or bow. They can become invisible as an action, and like to approach foes invisibly so they can attack with surprise. The pyske can sprinkle fell dust on a creature within immediate range every few rounds. The pyske chooses from the following effects.

- The target that fails a level 4 Intellect defense task is frightened for one minute and spends that time either cowering or running away. The victim can repeat the defense task each round, (hindered if the pyske is visible to the target), ending the effect on a success.
- The target that fails a level 4 Speed defense task takes 3 points of Speed damage (ignores Armor) from poison, and their tasks (including attacks and defenses) are hindered for one minute. The victim can attempt a new defense task each round, ending the poison's effect on a success.
- The target that fails a level 4 Might defense task falls asleep and has horrific nightmares for one minute. The creature wakes up if they take damage or if another creature takes an action to shake them awake.

**Interaction:** Able to communicate in common languages or the language of the fey (Sylvan), a pyske may interact with others. But they will never agree to aid anyone but another pyske; they are relentlessly cruel and murderous.

**Use:** The village well was poisoned; several fatalities resulted. Those who tried to determine the cause were all found dead, throats cut. The village is in trouble unless someone can clear the poison from the well and keep it from happening again.

**Loot:** A pyske often carries a few cyphers, such as **detonation (gravity)** powder and **eagleseye** powder in pockets spun from webs.

**GM intrusion:** A magic attack or other effect that should've worked on the pyske is repelled in a puff of fell dust, and the character making the attack is subject to a fell dust attack immediately.

*Detonation (gravity), page 387*

*Eagleseye, page 388*

## QORETH-SHEMKUR

10 (30)

Qoreth-shemkur, a colossal, singular being of awesome power, arose in ancient days beside the **primordials**, but apart from them. An ocean-loving entity of water and fire (elements normally opposed to each other), Qoreth-shemkur introduced convoluted mechanisms driven by steam to individuals across Material Plane worlds. Alien, unknowable considerations motivate them, not the well-being of the cults that nevertheless sprang up in their wake. For them, Qoreth-shemkur has only contempt. But they feel far more strongly about undead, against which Qoreth-shemkur developed a special animosity, especially for a primordial called the **Tomb of Winter**.

**Motive:** Mysterious; destroy undead

**Environment:** The Plane of Water, oceans and coastal areas of Material Plane worlds, usually alone

**Health:** 100

**Damage Inflicted:** 15 points

**Armor:** 5

**Movement:** Short; long when flying; long when swimming

**Modifications:** Speed defense as level 7 due to colossal size; Intellect defense as level 12

**Combat:** Qoreth-shemkur attacks twice per round with their tentacles; each can reach a short distance because of the entity's titanic size. If hit, a victim takes damage and is grabbed until they can escape with a successful Might task as their action. All a grabbed victim's physical tasks are hindered, and each round on their turn, they automatically take 10 points of damage from constriction (and 5 points of damage from extreme heat if Qoreth-shemkur is angry with them).

Qoreth-shemkur can exhale superheated steam once every few rounds. Each creature in an adjacent area a long distance in diameter that fails a Speed defense task takes 15 points of damage from extreme heat and is blinded on their next turn, or 5 points of damage even on a successful defense task (but they're not blinded).

If killed, Qoreth-shemkur completely regenerates within about a month from any surviving segment of any of their tentacles, coming fully back into being all at once. Usually, Qoreth-shemkur keeps a few previously-shed and preserved tentacles in one of several workshops secretly established elsewhere in the multiverse.

Qoreth-shemkur is immune to fire and poison attacks, but vulnerable to necrotic attacks, taking an additional 5 points of damage any time they suffer damage from necrotic energy.

**Interaction:** Qoreth-shemkur speaks in the ancient tongue of elder elementals (Primordial) and telepathically. Getting them even to acknowledge a lesser being's presence, however, is a feat. They may pause a mysterious task, destructive activity, or meditation to listen if someone promises an opportunity to destroy many undead.

**Use:** An inventor of strange machines wants protectors and facilitators on a dangerous trip to a deep ocean vent where they believe a "god of machines" waits, ready to reward anyone bold enough to find them with knowledge of new varieties of machines powered by fire and water.

**Loot:** Qoreth-shemkur has created various vast workshops over the millennia. In these colossal spaces, clockwork automatons powered by steam can sometimes be found, including a few **mechanical soldiers** that might briefly serve someone who powers them up.

*Primordials are elder beings of fantastic elemental power, but which are mostly inactive or imprisoned.*

*Tomb of Winter, page 135*

*Qoreth-shemkur's attacks deal double the normal damage against undead targets.*

**GM intrusion:** *Immediately after a character attacks, Qoreth-shemkur attacks again with a tentacle, even though it's not their turn.*

**GM intrusion:** *Generating an ablative layer of superheated steam as a reaction, Qoreth-shemkur gains +10 to Armor against one attack.*



*Mechanical soldier, page 341*



## RAMIAHN OUTCAST

5 (15)

*As living automatons, Ramiahn outcasts don't require air, food, or drink. They do, however, need sleep.*

**GM intrusion:** *A character damaged by the construct's soul-hungry metal claws also descends one step on the damage track.*



Phase changer, page 394

Psychic communique, page 395



The demiplane of Ramiah is a curled-up, limited dimension contained within a soul-harvesting magical weapon called the Star Blade. The souls of this weapon's victims are relegated to a land of metallic vistas, over which a sky of celestial objects wheels. Many of these souls become embodied anew, forged of strange metal, no two exactly alike. All these newly ensouled constructs have a second chance at "life" among a society of similar beings—except for the outcasts.

Unlike most of the ensouled constructs that exist in the dimension of Ramiah, outcasts were shunned for their cruelty, lawlessness, and penchant for lethal betrayal. Many outcasts were destroyed by their own kind, but some managed to escape Ramiah, clothed in metal flesh.

Ramiahn outcasts exist in bodies of mismatched segments of crudely forged metal in which desolate night skies are visible. Their visages are iron masks with a fiendish cast. They have long metal daggers for claws that cut to their victim's soul, thanks to the soul-hungry metal's residual charge of death magic.

**Motive:** Power at any cost, revenge

**Environment:** Anywhere in the multiverse, alone or working with a criminal organization

**Health:** 21

**Damage Inflicted:** 5 points

**Armor:** 4

**Movement:** Short

**Modifications:** Defense against blinding, deafening, paralysis, and stunning as level 8

**Combat:** The outcast attacks twice each round with their metallic claws. On a failed Might defense task, a target damaged by a claw attack takes an additional 3 points of Speed damage (ignores Armor) from necrotic energy.

The outcast can fill an area an immediate distance in diameter with darkness anywhere within short range. The darkness lasts ten minutes, or until the outcast dismisses it as part of another action, or uses this ability again.

Every few rounds, the Ramiahn outcast can initiate a "soul stare" at a creature within short range. A target that fails a Might defense task takes 5 points of Speed damage (ignores Armor) from necrotic energy, and the target can't heal that damage for at least an hour. Magic able to lift a curse, or a similar effect, can remedy this condition early.

A Ramiahn outcast is immune to poison attacks.

**Interaction:** A Ramiahn outcast has the soul and memories of a living individual, one whose cruelty and evil ways live on in the ensouled construct. Every Ramiahn outcast has their own agenda, though those are almost uniformly despicable. Often, an outcast searches out remnants of their old life, where they hope to have vengeance against everyone who did them wrong.

**Use:** The head of a criminal syndicate known for twisted appetites was killed some months ago. Everyone breathed easier. However, now it seems as if they are back. No one has seen them, but many have encountered the terrifying metallic enforcer the returned syndicate boss has apparently employed.

**Loot:** A Ramiahn outcast may pick up a useful magical cypher or two on their travels, such as a **phase changer** ring or a brooch of **psychic communique**.



## REFLECTION HOUND

5 (15)

Named for the reflective nature of their skin, these many-legged constructs are acquisitive and territorial. Some have found their way to Mechanus, where they stalk modrons, but many wander the wider multiverse, origin unknown.

When a mirrored beast freezes in place, they are hard to distinguish from their surroundings thanks to their enhanced surface. Unless a creature happens to catch their own reflection exactly head-on, the hound may just reflect back more broken ruins to an oncoming viewer.

The hound's reflective defense has the consequence of petrifying unlucky living creatures that trigger it. This means that reflection hounds can accumulate a litter of "life-sized" stone figures in their lairs. Most hounds cull the collection periodically, turning them back to flesh to feed on them; others select the most artistic to save, and set them out for display.

*Reflection hounds are called by different names in different worlds, including "glint wolves" and "mirrored beasts."*

**Motive:** Hungers for flesh

**Environment:** Mechanus or worlds of the Material Plane, alone

**Health:** 25

**Damage Inflicted:** 6 points

**Armor:** 3

**Movement:** Short; immediate when climbing

**Modifications:** Speed defense as level 6 due illusory reflections

**Combat:** The reflection hound attacks twice each round with their claws.

The hound's mirror-like hide grants them several advantages, including the creation of illusory reflections that make them more difficult to target, despite their large size (see Modifications). Their ability to manipulate light that reflects from their body also enables the following.

- Anyone within short range of a reflection hound that sees them also sees their own reflection; on a failed Might defense task, their flesh partly mineralizes, paralyzing them for one minute, or until they succeed on a Might defense task on a later turn to end the effect early.
- In combat, when a character within immediate range attacks the reflection hound, they must avert their gaze (hindering the attack by two steps) or attempt a Might defense task as they catch a close-up reflection of themselves. On a failure, they take 5 points of Speed damage (ignores Armor) as a portion of their skin and/or part of an interior organ partly mineralizes. If they are killed by this effect, they are completely turned to stone.
- The reflection hound can release a magical pulse of blinding sunlight from their mirrored carapace every few rounds. Each creature in short range not averting their eyes that fails a Might defense task is blinded for one minute, or until they succeed on a Might defense task on their turn to end the effect early.

A reflection hound can use this blinding flash to revert victims they have previously completely turned to stone back to flesh so they can feed on the remains.

**Interaction:** Though nearly intelligent as a person and able to communicate via telepathy, reflection hounds normally act like single-minded predators, not people.

**Use:** A blind wizard has a reflection hound as a steed. A reflection hound makes their lair in a ruin filled with ancient devices of an unknown, vanished civilization.

**Loot:** The belongings of reflection hound victims can often be found in a reflection hound lair, including an expensive number of loose coins (100-200 gold coins), adventuring equipment, and one or two magic cyphers such as an amulet of **retaliation** and/or a **secret**-telling ring.

*A creature that doesn't rely on sight to sense their environment treats the hound's Speed defense as level 4 and is immune to all the hound's attacks that rely on reflection.*

**GM intrusion:** *A character sees an illusory reflection, gets confused, and attacks an ally instead of the reflection hound.*

*Retaliation, page 396*

*Secret, page 396*

## REFUSE REVENANT

5 (15)

*Undead, a refuse revenant doesn't require air, food, or sleep.*

Refuse revenants form when someone drowns in a sewer, is smashed under an avalanche of garbage, or dies from some other rubbish-related accident that leaves behind a victim's remains intermixed with the waste responsible for killing them. These creatures also tend to form near portals and gates leading to extraplanar locations or powerful sources of extradimensional magic.

A refuse revenant's body is a combination of remains of the former victim that become partly fused with a larger volume of random detritus. Their death by such an inglorious method seems to leave these creatures in a perpetual state of rage. That rage is fueled only by their desire to end the lives of other living things in the same way they were so unfairly slain.



**Motive:** Killing living things

**Environment:** Sewers, midden heaps, and other filthy places anywhere in the multiverse

**Health:** 15

**Damage Inflicted:** 4 points

**Armor:** 2

**Movement:** Short

**Modifications:** Might-based tasks and defenses against magic as level 6

**Combat:** A refuse revenant makes two or three attacks each round, typically one or two punches and a bite. Creatures within immediate range of the revenant must succeed at a Might defense task each round or have all their actions hindered due to the revenant's foul stench.

Every few rounds, the revenant can spew forth a small avalanche of garbage against one creature in long range. If the target fails a Speed defense task, they take 10 points of damage and are held in place by the weight of the garbage upon them. Regardless of whether the attack hits, an immediate area centered on the target becomes **difficult terrain**.

A revenant automatically regains 3 points of health each round unless they have taken damage from radiant energy or pure divine power in the past round, or if they are more than a short distance from their filthy lair. Even if reduced to 0 health, a revenant's essence lingers in the small scraps left behind, allowing them to reform a new body after about ten hours. Only disintegrating the revenant or using similar high-powered magic to banish their evil life force can prevent this.

A refuse revenant is immune to disease, necrotic, and poison attacks.

**Interaction:** Although intelligent, refuse revenants hate living creatures so much that it is rare for them to talk with other beings.

**Use:** A cult of disease and filth releases a refuse revenant on people attending a harvest festival.

**Loot:** Refuse revenants rarely keep treasure but may have an incidental magical cypher in their lair or embedded in their body, such as a **death bringer** ring.

**GM intrusion:** A character is infected with a disease unless they succeed at a Might defense task. The disease permanently reduces the character's Might Pool by 4 every day.



Difficult terrain, page 224

Death bringer, page 386

### VARIANT: NONHUMAN REFUSE REVENANTS

Some refuse revenants weren't humanoids before their transformation into an undead. Other kinds of creatures—including giants, fey, and dragons—could rise from death if killed in a similarly senseless way. These creatures might retain some of their other abilities, such as immense strength for a giant, spellcasting for a fey, or even a breath weapon.

## RESIDUAL

1 (3)

Residuals are undead, but only just. They are the animated partial or incomplete remains of bodies torn apart by an Abyssal assailant. Specifically, residuals appear as the tragic consequence of a successful demon attack on an innocent. The remaining skin, severed limb, upper torso, head, or even just a single loose eye, under the proper circumstances, regains animation born of the brutality of its previous owner's death.

If a residual successfully eliminates enough living prey, they can stitch themselves into a fully realized undead form.



**Motive:** Hunger for life force, regain full form

**Environment:** Anywhere demons have killed mortals, usually in groups of up to a dozen (some of which were originally part of the same victim)

**Health:** 5

**Damage Inflicted:** 2 points

**Movement:** Immediate

**Modifications:** Speed defense as level 3 due to size; necromantically perceives environment as level 4

**Combat:** Residuals' forms include disembodied claws, skulls, and flayed skin.

Groups of three or more can attack as a single level 3 entity inflicting 5 points of damage on a hit, in addition to any specific options related to the residual's form, which vary as follows. If a group with a skull and/or flayed skin successfully attacks a target, then the skull and/or flayed skin become attached to the target as well.

- **Skull:** The skull bites, inflicting damage and attaching to a target. An attached skull automatically inflicts damage each round until it is removed with a successful level 3 Might task.
- **Claw:** The claw slashes, inflicting damage and on a failed level 3 Might defense task, inflicts an additional 2 points of Speed damage (ignores Armor) from necrotic energy.
- **Flayed Skin:** The skin doesn't deal damage on a hit but instead wraps tightly around its target's neck and squeezes. Each round the victim fails to remove the skin with a successful level 3 Might task, the victim automatically takes 2 points of Speed damage (ignores Armor) from strangulation.
- **Unsocketed eye:** A target in short range that fails a Speed defense task is hit with an enervating ray that inflicts 2 points of Speed damage (ignores Armor) from necrotic energy.
- **Upper torso:** With one or both claws, a skull, and perhaps even an eye, an upper torso attacks twice each round with a bite, claw, or enervating ray. An upper torso residual's Speed defense is level 2.

Residuals are hard to finish off. If an attack would reduce a residual's health to 0, it does so only if the number rolled in the attack was an even number; otherwise, the residual is reduced to 1 point of health instead.

**Interaction:** Residuals do not reason, cannot speak, and never stop pursuing something they've identified as a potential kill, unless something else living comes closer.

**Use:** A defeated necromancer's or undead creature's dismembered head, forearm, or lost eye shudders and reanimates as one or more residuals. A necromancer's "arms" are disembodied claws they can unleash as allies in combat.

**GM intrusion:** *When a character destroys the residual, they release a burst of necrotic energy that, on a failed Intellect defense task, gives the character a craving to consume living flesh that intensifies over time (this craving can be ended by magic that removes curses).*

## REYMCUBUS

7 (21)

The offspring of fiendish parents, or fiendish and mortal parents, is seldom wholesome. Cambions (humanoids with some devilish features and abilities) are one example. Reymcubi are another.

The reymcubus's true form is a gruesome, shadow-dripping fiend of spikes and way too many teeth. Despising themselves as much as they despise others, a reymcubus often uses magic to take on a pleasing form, possibly even one of exceptional attractiveness. However, their hunger often wins out over keeping themselves disguised.

Many reymcubi begin life already pledged to a demon or devil authority that expects terrible things of them. Such reymcubi are often only too happy to comply. But such service is tested if a reymcubus is ordered to work with a cambion. Reymcubi hate cambions more than all others.

**GM intrusion:** A character within immediate range of the reymcubus is drenched in a wave of shadow moving almost like liquid, inflicting 7 points of Speed damage (ignores Armor) from necrotic energy and blinding them in residual darkness until their next turn.

**Motive:** Serve evil

**Environment:** Almost anywhere in the multiverse fiends roam, alone (often in a pleasing shape) or with other fiendish allies

**Health:** 33

**Damage Inflicted:** 7 points

**Armor:** 2

**Movement:** Short

**Modifications:** Speed defense as level 6 due to large size; perception as level 9

**Combat:** The reymcubus attacks twice each round with their bite. If they successfully bite the same target twice on their turn, the target is stuck to the reymcubus's body spikes until they can escape with a successful Might task. All a stuck target's physical tasks are hindered. Victims automatically take damage from the impaling spikes each round they remain stuck.

A reymcubus can unleash a hellish scream every few rounds, targeting a creature within long range. A target that fails a Might defense task takes 10 points of damage from the infernally loud sound and is stunned on their next turn, unable to act.

Whenever they wish, a reymcubus can change their shape, taking the form of a common humanoid species. Their statistics are the same in each form (except they can't bite). Any equipment they are wearing or carrying isn't transformed.

The reymcubus regains 2 points of health each round unless they took damage from radiant energy last round.

A reymcubus is vulnerable to radiant attacks; every time they take damage from radiant energy, they take 3 additional points of damage.

**Interaction:** While shapechanged into a humanoid form, the reymcubus pretends to be normal, possibly even living as a member of the community. But that's only so they can pursue unspeakable acts when no one is aware. If discovered, the reymcubus reveals their true nature and attacks without mercy.

**Use:** A wanderer appears, begging for food and shelter in return for helping with chores. The chores are completed in a slipshod fashion, but that's overshadowed by a series of terrible events that begin befalling the larger community.

**Loot:** A reymcubus may carry a few useful magical cyphers, such as a shirt of wings and an X-ray viewer ring.



**GM intrusion:** The reymcubus disappears into shadow, reappearing at any point within long range that is dim, shadowed, or dark.



Wings, page 400

X-ray viewer, page 400



## ROHEEN CONQUEROR

6 (18)

These lone armored wanderers are out of time, lost amid the dimensions. Too few to find each other, Roheen conquerors satisfy themselves with seizing and subduing lands and strongholds for their own rule after they've given up all hope of finding a working Roheen craft or a way to cross the multiverse to their mysterious point of origin.

A people known as the Roheen built mighty, city-sized flying ships that traveled into the void, to other Material Plane worlds. These ships subverted those unimaginable distances by generating temporary artificial dimensions for travel. Unfortunately, most of the ships foundered as they skimmed along those bubbles of warped reality and were lost in the depths of time.

But every so often, a stasis capsule containing hard-to-understand treasures of the Roheen is discovered. And if the finder is particularly unlucky, it includes a waking, confused Roheen conqueror whose primary function was to subdue dangerous alien species they encountered in their travels.

**Motive:** Gather lands and power to rule

**Environment:** Any world of the Material Plane, alone if encountered in a stasis capsule, in the company of one or more allies they've forced into service if active

**Health:** 18

**Damage Inflicted:** 5 points

**Armor:** 3

**Movement:** Short; short when flying

**Combat:** The conqueror attacks with their energy lance, which inflicts 5 points of damage (ignores Armor) with a cutting force field, either as a melee attack or a ranged attack that targets a foe up to a long range away. Whether or not the attack hits, one of the following battle functions may also be activated once every few rounds as part of the same action.

- **Ranged Detonation:** If used as a ranged attack, the ray destabilizes a portion of the target's armor, clothing, equipment, or flesh, causing it to detonate. The target takes 8 points of damage (ignores Armor) on a failed Might defense task, or 3 points even on a successful task. All creatures within immediate range of the target are subject to the same attack, but if they succeed on their Might defense task, they take no damage.
- **Stasis Field:** The target of a melee or ranged attack that fails a Might defense task enters a state of suspended animation, preventing them from taking actions. While in stasis, they are immune to damage and other effects. Each following round, the victim can attempt another defense roll to escape the effect. The conqueror can deploy only one stasis field at a time. If a new field is triggered, the previous one collapses.

**Interaction:** Haughty and imperious, a conqueror prefers giving ultimatums rather than negotiating (using a translation device built into their suit). They always assume they are equal to a challenge. However, if shown that only negotiation will save them, a conqueror may agree to consider a cease-fire.

**Use:** A humanoid in a strange suit is found inside a larger capsule in an otherwise destroyed ruin. A nearby territory is conquered by an outsider who, according to witnesses, wears golden armor that won't come off.

**Loot:** A conqueror's implements normally cease to function if the life force of the Roheen using them is extinguished; however, sometimes an item or two can be salvaged, such as a **disarm** bracelet, a **blinking** ring, or an energy lance artifact that inflicts 5 points of damage (ignores Armor) in melee or at long range (level 6; depletion: 1 in 1d10).

*Sustained by their suits, Roheen conquerors don't age and don't require outside air, food, or drink.*

**GM intrusion:** *The Roheen conqueror activates an energy surge that restores 10 points of their health and makes an electrical attack that inflicts 5 points of damage on a character.*



*Disarm, page 387*

*Blinking, page 385*

## RUST HOG

3 (9)

*Because they can be trained at nearly any task, rust hogs have been transferred to many locations, usually for a particular purpose.*

**GM intrusion:** *When the rust hog pins a character, a piece of equipment or a fragile cypher is smashed.*

Iron cubes in the Outer Plane of Acheron—specifically, a layer called Thuldadin—are hollowed with maze-like voids littered with broken weapons and larger tools of war from across the cosmos. Inside one of these cubes clogged with the hulls of lost warships, rusted cannons, and shattered sword blades, an enterprising spellcaster bred “iron hogs” from vermin already infesting the labyrinth of tunnels wending through the cube. Despite their metallic nature, rust hogs are alive and able to reproduce. And thanks to centuries of domestication, rust hogs are generally amenable to training, especially if it involves sniffing out runaways or other persons of interest.

These metal monstrosities have thick, barrel-like bodies and resemble boars the size of ponies. Their snouts are finely tuned to sniffing out scents of prey, and their tusks deliver vicious wounds. Often, these creatures are also trained to perform a particular task, and thus may be fitted with harnesses for pulling great weights or carrying packs and other cargo. Others are fitted with saddles and can be ridden like mounts by small individuals. A rust hog’s metallic sides are sometimes scarred and rusted from past incidents and fights, giving them a weathered, beaten look.



**Motive:** Hungers for flesh, defense

**Environment:** Acheron, other Outer Planes and worlds of the Material Plane, individually and in small herds

**Health:** 12

**Damage Inflicted:** 3 points

**Armor:** 3

**Movement:** Short; immediate when burrowing

**Modifications:** Perception and burrowing as level 6

**Combat:** A rust hog attacks twice each round with their tusks.

If provoked by taking damage, the rust hog squeals in maddened fury; for up to one minute, the rust hog’s attacks are eased and they gain +1 to Armor.

However, while enraged, melee attacks against the rust hog are eased.

The hog’s fury abates if the creature that damaged them is defeated.

Adult rust hogs weigh well over a ton. They can use their immense weight to their

advantage once every few rounds by rolling on top of a foe within immediate range and crushing them. The foe that fails a Speed defense task takes 6 points of damage and is pinned beneath the hog until they succeed on level 5 Might task to escape as their action. A pinned target can’t take physical actions (other than trying to escape) and takes 3 points of damage each round from the crushing weight. The rust hog can’t use their tusks on a target they’re pinning but can attack other foes within immediate range.

If an enemy attack results in the rust hog being grabbed, grappled, or otherwise physically entangled by an attacker within immediate range, the rust hog immediately rolls over on the target, inflicts damage, and pins them, as described above. They also break free of whatever was grabbing or entangling them.

**Interaction:** Wild rust hogs act like wild pigs and boars of the Material Plane in that they are aggressive and territorial. Domesticated rust hogs can be dangerous, too; handlers should be on the lookout for trouble.

**Use:** In an Upper Plane, a herd of rust hogs is responsible for sniffing up fungus-like delicacies that can otherwise rarely be found. In a Lower Plane, packs of rust hogs hunt dangerous vermin. Lone hogs sometimes find their way into the ownership of individuals.

## SANGRELITH DECAPITAE

7 (21)

This creature, also known as a bleeding colossus, looks like an enormous angelic stone head that constantly weeps blood from their eyes. They have been hollowed out and filled with the diseased blood of a thousand demons, animated with unholy power. They attack by firing jets of corrupted blood out of their eyes.

A sangrelith decapitae is usually deployed as an Abyssal war machine in the service of a demonic general or demon lord. They are loyal only to their commander. Although not especially effective as a siege engine, their ability to create disease and blind foes makes them useful for guarding something or covering a strategic retreat.

*Only one sangrelith decapitae has been seen at a time, leading some planar sages to believe they are a singular creature.*

**Motive:** Serve evil

**Environment:** The Abyss or anywhere demon armies go, in the company of demons or alone guarding a strategic location

**Health:** 33

**Damage Inflicted:** 7 points

**Armor:** 3 (including Intellect damage)

**Movement:** Immediate; short when flying

**Modifications:** Speed defense as level 6 due to large size

**Combat:** A sangrelith decapitae attacks twice each round by spewing blood at one or two targets within long range, dealing 5 points of damage plus 2 points of Speed damage (ignores Armor) from necrotic energy. Whether the target is hit or not, they and every creature within immediate range of the target are subject to Abyssal sightrot (see box) on a failed Might defense task.

The sangrelith regains 5 points of health each round. If they take damage from electricity or radiant energy, the regeneration is suppressed for one round.

A sangrelith decapitae is immune to necrotic attacks.

**Interaction:** Although a sangrelith is reasonably intelligent and can understand the language of demons (Abyssal), they never speak or make noise. In combat, their stony face contorts as if with anger or pain, revealing blood-encrusted teeth.

**Use:** A relic or artifact rumored to be especially effective against demons is guarded by a sangrelith decapitae.

**DISEASE: ABYSSAL SIGHTROT**

While diseased, a victim's eyes bleed, hindering tasks (including attacks and defenses) that rely on sight. Each day the victim can attempt another level 6 Might defense task to cure the disease. Each time the victim fails, they descend one step on the damage track and all their sight-reliant tasks are hindered by another step. Eventually, the target descends all three steps on the damage track and expires, their eyes (and portions of other organs) completely rotted away. The infection is amenable to disease-curing magic, or a successful defense task.

*A sangrelith decapitae might be the head of a slain god or mighty angel, a piece of a gigantic statue stolen from an Upper Plane, or a primordial victim of the goddess of medusas.*

**GM intrusion (group):** *When defeated, all the demonic blood within the sangrelith explosively bursts out; all creatures within short range are attacked with spewing blood inflicting double normal damage, with the same chance of conferring Abyssal sightrot. The pool of blood from a slain sangrelith remains infectious for several hours after their death; creatures spending time in the area risk additional chances of infection.*

## SHAPE OF WATER

7 (21)

*A creature of animate fluid, a shape of water doesn't require air, food, drink, or sleep.*

The storm-tossed Plane of Water holds many things, including catastrophes of elemental fury more dire than the elementals that are normally conjured and bound. From time to time, just such a shape of water finds their way to a Material Plane world, summoned by a risk-taking spellcaster or flooding in from a crack in the firmament.

A shape of water is a huge roiling blot of fluid given form and purpose, a living whirlpool that hungers for destruction of things not of the sea.

**Motive:** Destruction, or obedience to their summoner

**Environment:** The Plane of Water or a world of the Material Plane they leaked into or were summoned into, alone or in the company of their summoner

**Health:** 36

**Damage Inflicted:** 7 points

**Armor:** 1

**Movement:** Short; long when swimming

**Modifications:** Speed defense as level 5 due to huge size; resists being grabbed or otherwise entangled as level 10; damages objects as level 8

**Combat:** The shape of water attacks twice each round with a turbulent slam.

A shape of water can try to immerse targets within immediate range once every couple of rounds. Targets that fail a Might defense task take damage and are immersed within the shape of water's liquid embrace, spinning around and around until they can escape with a successful Might-based task. All an immersed target's physical tasks are hindered, and they automatically take damage from the turbulence each round. Immersed targets are also at risk of drowning if they can't breathe water; every three rounds they go without air, they descend one step on the damage track.

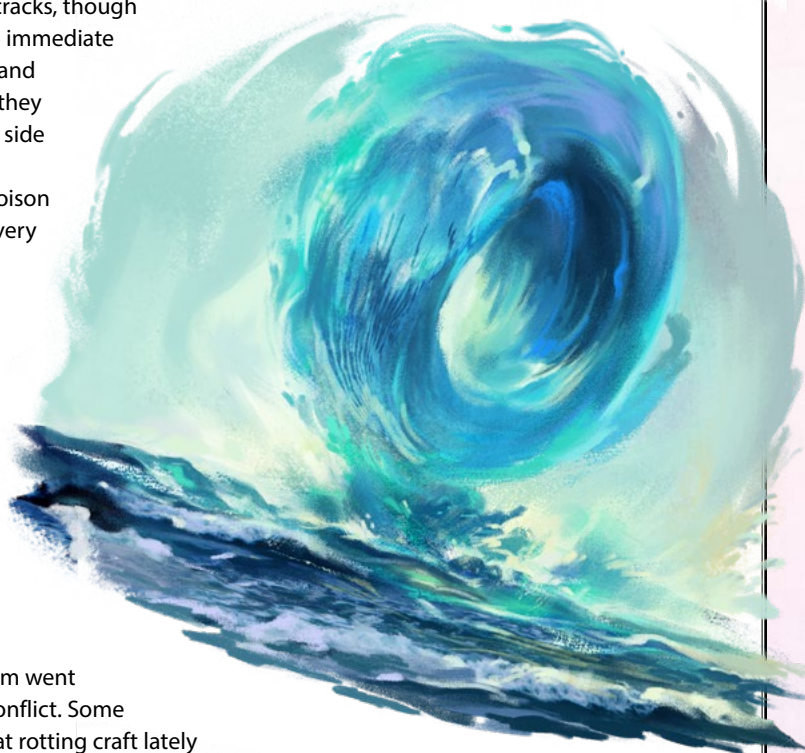
The shape of water can produce a foam-crested tsunami of magical water every few rounds, targeting an adjacent area a long distance in diameter. Each creature in the wave's area takes 10 points of damage on a failed Speed defense task, or 3 points even if successful. Structures in the area are **subject to this attack** as well.

The shape can move through tiny cracks, though their movement is reduced to an immediate distance each round they do so, and they can't attack or defend until they reform themselves on the opposite side as an action.

The shape of water is immune to poison attacks but vulnerable to cold; every time they take 1 point of cold damage, they take 1 additional point of damage.

**Interaction:** A shape of water can speak the language of water elementals (Aquan). However, rather than converse, a shape is usually bent on destruction if encountered outside the Plane of Water and not under the command of a summoner.

**Use:** A battleship of the old kingdom went down at sea during an ancient conflict. Some drowned magical weapon on that rotting craft lately malfunctioned; every few weeks, it summons an enraged shape of water, which breaks to the surface and goes after the nearest ship or coastal city.



**Special Situation:**  
Attacking Objects,  
page 223

**GM intrusion:** *The shape of water immediately makes another slam attack even though it's not the elemental's turn.*

**GM intrusion:** *The shape of water immediately moves their speed and makes a tsunami attack, even though it's not the elemental's turn.*

## SHECHNYKU

7 (21)

A shechnyku is a bizarre creature that looks like a large, levitating cluster of internal organs. Although many of these organs are familiar and common to humanoids (heart, lung, liver, and so on), others are completely inhuman (glowing spots of deep-sea fish, insect ovipositors, venom glands), and others are duplicates (extra hearts, brains, or stomachs). Most of these organs are unconnected from each other, tumbling about randomly. As the cluster floats, they sing, filling the air with strange and haunting melodies.

*A shechnyku hails from a strange, remote dimension of darkness, noise, and terrain made of living flesh.*

**Motive:** Sing, experience new sounds

**Environment:** Anywhere in the multiverse music plays

**Health:** 27

**Damage Inflicted:** 5 points

**Movement:** Immediate; short when flying

**Modifications:** Speed defense as level 6 due to large size; perception as level 9

**Combat:** The shechnyku attacks twice each round with a bludgeoning slam.

The shechnyku can also create a variety of magical effects within short range, including the following: target a single creature with damaging sonic energy that also frightens them for a few rounds, blanket an immediate area with damaging sonic energy, heal a target, confuse a target for a few rounds, or hold a target in place so they can't take actions. Once each day, the shechnyku can magically suggest a course of action to several creatures at once, shatter an area of magical silence, or stun several creatures at once so they lose their next few turns.

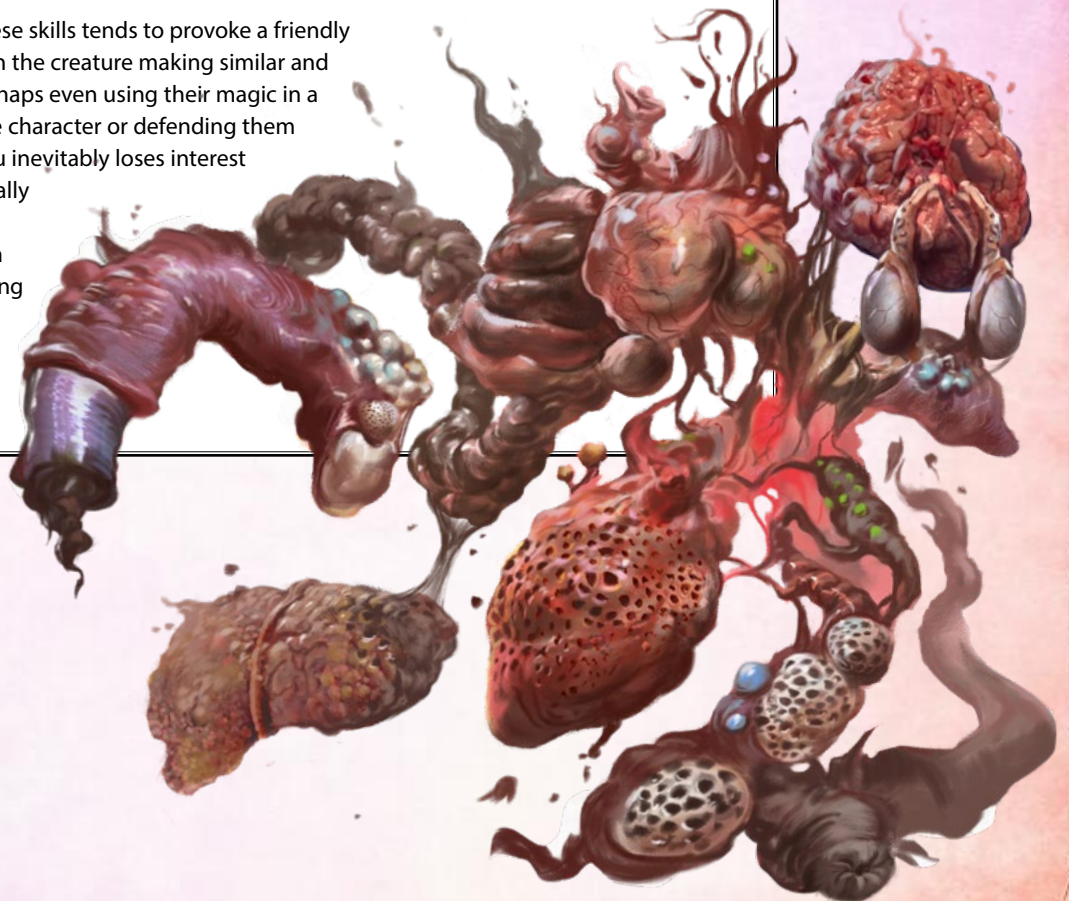
Because their mass includes several redundant organs, the shechnyku doesn't take extra damage from special rolls on a d20 attack (i.e., 17–20). Points of damage from a sonic attack heal the shechnyku instead of harming them.

**Interaction:** Although they can speak and understand any language, a shechnyku's motives and thoughts are inscrutable to most creatures. Their "conversations" are usually just strings of words, syllables, and sounds with no apparent intent or meaning, and they may repeat themselves or mimic the voices and words of those trying to talk to them. An encounter with them might include a dialogue, sudden violence, and then a retreat.

A singer or musician who uses these skills tends to provoke a friendly response in the shechnyku, with the creature making similar and complementary noises and perhaps even using their magic in a helpful way, such as healing the character or defending them for a short while. The shechnyku inevitably loses interest with these interactions but usually leaves peacefully.

**Use:** A festival is disrupted when a horrific aberration appears during a noted bard's performance to a large crowd. Guards attempt to drive them off, but this only enrages the horrific being.

**GM intrusion:** *The shechnyku splits into two independent creatures. Each has half the health of the original, and is free of any harmful effects on the original, if any.*



## SHOE THIEF

3 (9)

*Particularly well-established lairs lead by crooked basement paths to the Feywild, where things even more dangerous than shoe thieves stalk.*

Shoe thieves resemble animate accumulations of lint, dust balls, matted hair, and teeth that work their way from the Feywild into various worlds of the Material Plane.

No matter which world of the Material Plane someone lives on, at some point they'll ponder the mystery of waking up and finding only one of two shoes. If they're lucky, the other shoe was kicked under the bed. If they're unlucky, a shoe thief has infested their home.

Those whose homes are infested may suspect that something is awry if other things begin to go missing, too. Small things at first, such as single socks, quills, and favorite tankards. But single shoe thieves may become many. That's when larger stuff begins to go missing, such as books, small piles of coins, or magical items. From there, the creatures grow even bolder and may attempt to steal away pets and children, as well as those who come hunting for them.

Shoe thief infestations can be traced back to dark cubbies or pilfered boots in a basement or nearby shack, littered with what they've stolen. Amidst the trash, lone boots, lost keys, books, bones, and dirt, more valuable items can be found, including coins, equipment, and even small magic items.



**GM intrusion:** *The shoe thief's bite is not only infectious, but it's also venomous. If a character is bitten, they move one step down the damage track.*

**Motive:** Accumulate "treasure" and food

**Environment:** The Feywild and homes in the Material Plane, singly or in groups of two to five

**Health:** 12

**Damage Inflicted:** 3 points

**Movement:** Short; immediate when squeezing through tight spaces

**Modifications:** Speed defense as level 5 due to tiny size; resists deception and trickery as level 2

**Combat:** A shoe thief's fierce bite is liable to get infected. In addition to damage from the bite, a victim who fails a Might defense task becomes dazed within the hour from feelings of sickness, and all their tasks are hindered by one step. Infected victims don't get better unless their wound is healed with magic, a faerie salve, or some similar unusual intervention.

Four or more shoe thieves can make a single attack as a level 5 creature, inflicting 5 points of damage.

Shoe thieves regain 1 point of health per round while their health is above 0 unless they were damaged last round with a silvered or cold-iron weapon.

**Interaction:** Shoe thieves have the wit and language skills of five-year-old children. Evil and greedy five year olds, granted, but they can be tricked.

**Use:** Little things around the tenement, junkyard, wizard's college basement, or the noble's keep go missing a lot more than simple bad luck would dictate. A character finds a dagger or other piece of equipment isn't where they thought they stowed it.

**Loot:** Amidst the litter of trash, single shoes, keys, books, bones, and dirt, items people value can usually be discovered in a shoe thief burrow, including an expensive number of coins (a few hundred), equipment, and even a few minor magic cyphers, such as an **analeptic** potion and wand of **blackout**.

*Analeptic, page 384*

*Blackout, page 384*

## SHROUDED SOLDIER

S (15)

A shrouded soldier (short for “wraith-shrouded soldier”) is a suit of magically animated armor further enhanced due to the undead wraith that haunts it.

A shrouded soldier is a union of undeath and animation that is beyond most mortal magics. Thus, they are quite rare. However, those who pledge themselves to demon lords or undead kings of the Lower Planes may receive a special gift by planar courier: a shrouded soldier. This gift usually follows their new owner’s instructions precisely. Unbeknownst to their owner, they might also allow their fiendish maker to spy on what the soldier’s new owner is up to.

**Motive:** Serve (and spy on) owner

**Environment:** Worlds of the Material Plane, usually serving nobles, cult leaders, and others pledged to serving demons or powerful undead

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 3

**Movement:** Short; short when flying

**Modifications:** Perception as level 7; resists blinding, stunning, and mental influence as level 8

**Combat:** A shrouded soldier attacks twice with their broadsword. Hits inflict 4 points of damage and on a failed Might defense task, the target takes an additional 3 points of Speed damage (ignores Armor) from necrotic energy.

A soldier that is within immediate range of a humanoid corpse that died within the last minute can use an action to raise the corpse’s spirit as a **specter** under the soldier’s control. A soldier can control up to three specters at once.

The shrouded soldier violently expels their undead occupant if they are reduced to 0 health. Each creature within immediate range takes 5 points of Speed damage (ignores Armor) from necrotic energy as a **wraith** departs the defunct armor. The wraith acts on the shrouded soldier’s initiative and retains the shrouded soldier’s original goal or purpose. If any specters served the soldier, they now serve the wraith.

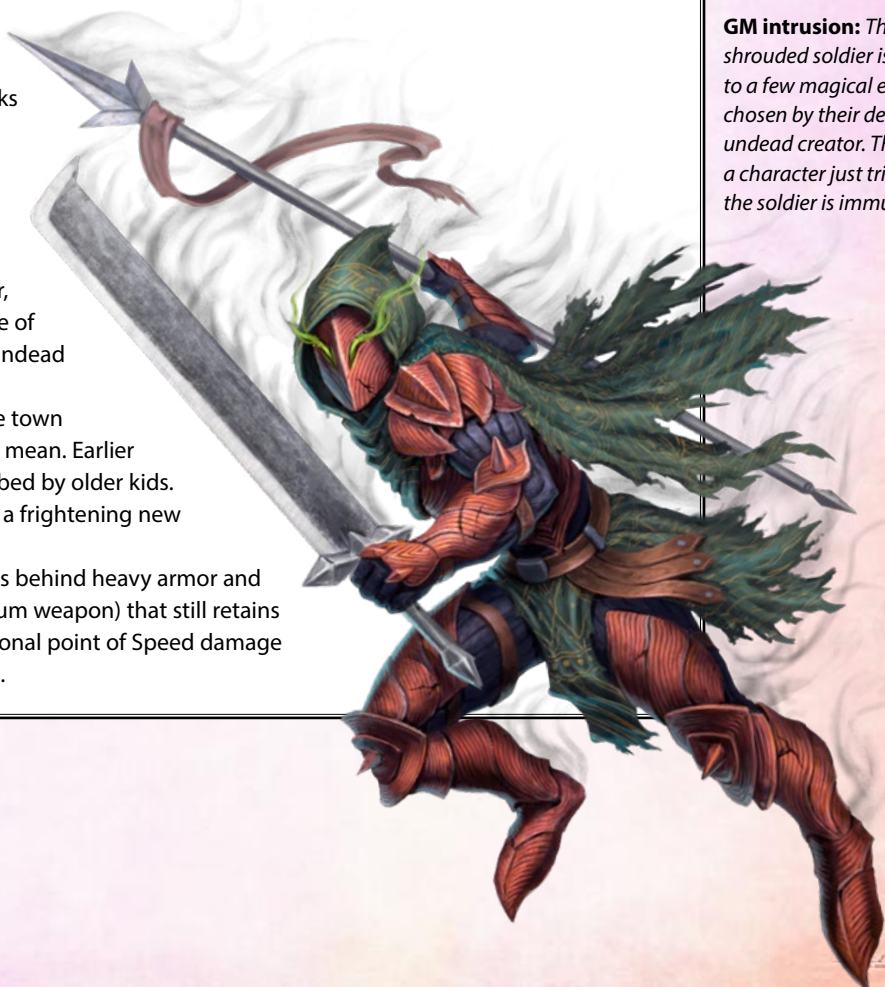
While exposed to sunlight, the shrouded soldier (or armor-denuded wraith) is hindered when making attacks or attempting perception tasks.

A shrouded soldier is immune to necrotic and poison attacks.

**Interaction:** A being of few words, the shrouded soldier does as they’re asked by whoever commands them. However, they also secretly spy, noting any failure of their owner to act as a demon lord or undead king would prefer.

**Use:** The sage that teaches children in the town square has always been a bit petty and mean. Earlier in the week, they were beaten and robbed by older kids. This week, the sage is accompanied by a frightening new bodyguard clad in metal armor.

**Loot:** A destroyed shrouded soldier leaves behind heavy armor and sometimes a magic broadsword (medium weapon) that still retains a necrotic resonance, inflicting 1 additional point of Speed damage (ignores Armor) on a hit (depletion: —).



*As spirit-animated suits of armor, shrouded soldiers don't require air, food, drink, or sleep.*

**Specter (undead):** level 2; Armor 1; ghostly touch inflicts 3 points of damage (ignores Armor); flies a short distance each round; as their action can become fully intangible (making them unable to affect or be affected by anything except weapons and attacks that affect undead or phased creatures) or semi-intangible (their normal state)

**Wraith (undead):** level 4; immune to nonmagical attacks; incorporeal touch inflicts 4 points of damage (ignores Armor) and moves target one step down the damage track on a failed Might defense task; can pass through physical objects and barriers; flies a short distance each round

**GM intrusion:** The shrouded soldier is immune to a few magical effects as chosen by their demonic or undead creator. The effect a character just tried is one the soldier is immune to.

# SMOTHERING TULUM

5 (15)

This mud-colored creature has five long, slender, whiplike tentacles, each of which can reach lengths of 8 feet or more, which they use either to walk on solid or muddy surfaces, or to burrow beneath the ground.

Though they somewhat resemble terrestrial creatures, smothering tulumms are elementals of the Plane of Earth cursed by evil magic of unknown origin to seek out and suffocate living creatures of Material Plane worlds. To this end, they sometimes burrow through the fabric of reality between the Plane of Earth and Material Plane worlds wherever enough mud accumulates.

**Motive:** Suffocate the living

**Environment:** Half-dried lakes, flood zones, and other places in worlds of the Material Plane where one disaster has already endangered local creatures, usually alone hunting prey

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 1

**Movement:** Short; short when burrowing

**Modifications:** Speed defense as level 4 due to large size; burrowing, moving across water and mud, and stealth (in muddy areas) as level 7

**Combat:** Mud constantly condenses in the smothering tulum's presence. Small nonmagical flames are extinguished, water turns muddy, and a smear of mud and dirt covers formerly clean surfaces. Breathing creatures within immediate range that fail a Might defense task cough and gag so much they can do nothing else each round on their turn except attempt a Might defense task to end the effect. Once successful, the victim is immune to gagging and coughing from the tulum's smothering presence for one day. Each three rounds a creature gags, they descend one step on the damage track from the accumulating mud in their lungs.

Creatures immune to the coughing and gagging effect are attacked twice each round with their tentacles.

The tulum can blind up to three creatures at once (with condensed mud) within short range that fail a Speed defense task. Blinded victims who succeed on a Speed task can carefully wipe the mud from their eyes and regain sight.

The tulum can turn an adjacent region of ground a short distance in diameter into a field of mud, rendering it **difficult terrain**. Creatures in the area or that enter the area that fail a level 5 Might defense task are held in place by the sucking mud until they succeed on a level 5 Might task to free themselves as their action.

**Interaction:** Smothering tulumms speak the language of elder elementals (Primordial). They have little sympathy for the living but might negotiate if promised a bounty of helpless beings.

**Use:** Flooding has killed dozens in the community. Now adding misery upon heartbreak, some kind of mud monster is picking off the other survivors.



**GM intrusion (group):**

*A rain of smothering mud covers an immediate area at a point up to a short distance from the tulum. Each creature in the rain takes damage and is subject to the tulum's smothering presence (even if they've already become immune to the passive aura). The ground beneath the rain becomes a field of mud, as described under Combat.*



Difficult terrain, page 224



## SOLFATAR

4 (12)

Fiendish apparitions born in the cursed volcanic smoke and ash of Gehenna, solfatar can be flung into other dimensions via periodic eruptions by one of the mighty peaks dominating the plane.

Explosively expelled from their native dimension as a mass of molten rock, a solfatar is a force for destruction from the very moment of their creation. From the detonation and impact of one's arrival, a fiendish creature of ash and volcanic smoke materializes. In areas of mist and fog, a solfatar can blend in completely, becoming nearly invisible until they seem to materialize and strike. However, those with keen senses may smell a faint hint of sulfur in the air right before they attack.

**Motive:** Drown victims in ash, burn them with fire

**Environment:** Gehenna or worlds of the Material Plane near active volcanos, in groups of two or three raining down from on high as blobs of molten rock

**Health:** 18

**Damage Inflicted:** 4 points

**Armor:** 1

**Movement:** Immediate; short when flying

**Modifications:** Stealth as level 6 in misty, smoggy, or smoky areas

**Combat:** The solfatar attacks twice each round with their claws. If both claws hit the same target, in addition to taking damage twice, the target is grabbed until they escape with a successful Might task as their action. All a grabbed victim's physical tasks are hindered. Each round (including the round they were grabbed), superheated volcanic gasses seep into the victim's lungs, inflicting 4 points of Speed damage (ignores Armor). The target descends one step on the damage track each time they spend three sequential rounds grabbed by a solfatar.

The solfatar can fling themselves a short distance at a target once every few rounds, resembling a lava bomb as they fly through the air. On a failed Speed defense task, a target takes 6 points of damage plus 6 points of damage from fire, and they are grabbed by the solfatar.

A solfatar is immune to fire and poison attacks but vulnerable to cold; every time they take 1 point of cold damage, they take 1 additional point of damage.

**Interaction:** A solfatar is an intelligent being, nearly as large as a human, that speaks telepathically or in the language of fiends. Any given individual could have some agenda other than simply asphyxiating and burning victims. Even so, dispatching prey also likely remains a favorite pastime.

**Use:** An adroit smith, keen to forge a magic weapon that may one day feature in the tales told by bards across the planes, offers a bounty for the capture of a live solfatar, in hopes of binding them to their smelter.

*Solfatar are a variety of Lower Plane fiend known as yugoloths.*

**GM intrusion:** *A character attempting to use a spell, special ability, or item that restores Pool points or removes a debilitating condition fails, as a horrific, burning odor (the "scent of Gehenna") wafts across them from the solfatar.*



## SORGONIAN

7 (21)

*An undead beast, a sorgonian doesn't require air, food, drink, or sleep.*

**GM intrusion:** *A character affected by the sorgonian's fear aura cowers and is unable to act (rather than simply having their attacks hindered) until they succeed on an Intellect defense task on their turn, at which point their attacks are merely hindered from lingering fear. A second defense task is required to completely overcome the fright.*

**Skeletal snake (undead):**  
level 3



*Detonation (web),  
page 387*

*Density, page 386*



A sorgonian is a wagon-sized undead snake that drains the life force of prey and spawns smaller undead snakes. Although they don't need to hunt, they enjoy the sensation of consuming life, and slowly wind their way across the planes in search of large prey.

A monstrous and beautiful living serpent called Sorgonis hunted the Outer Plane known as the Beastlands in ages past. Then they were captured by a demon lord of undeath, transformed into a skeletal creature, and turned loose on the demon's enemies. Necromancers, dark gods, and other vile individuals later reengineered the process in dank magical laboratories to create similar undead serpents known as sorgonians. Though horrible, none are as potent and terrible as the original, which may yet wander the multiverse, seeking vengeance for what was done to them.

**Motive:** Hungers for life and flesh

**Environment:** The Lower Planes, other planes of the multiverse, alone or with an entourage of spawned snake skeletons

**Health:** 33

**Damage Inflicted:** 7 points

**Armor:** 2, (including Intellect damage)

**Movement:** Short; immediate when flying

**Modifications:** Speed defense as level 5 due to huge size

**Combat:** An aura of fear extends from the sorgonian, hindering the attacks of creatures within short range that fail an Intellect defense task. A frightened creature can attempt a new defense task each round on their turn to end the effect and become immune to it for a day.

The sorgonian attacks twice each round with their bite, inflicting 5 points of damage plus 2 points of Speed damage (ignores Armor) from necrotic energy. On a failed Might defense task, the target is caught in the undead serpent's teeth, hindering all the victim's physical tasks until they can escape with a successful Might task.

If the sorgonian begins their turn with a victim held in their teeth, they swallow that victim if the victim fails a Might defense task. The swallowed victim is still hindered on all physical tasks, is blinded, and takes 7 points of Speed damage (ignores Armor) each subsequent round from digestive necrotic energy. A swallowed victim can attempt to force their way out with two successful consecutive Might tasks, or wriggle free if the sorgonian is destroyed.

About once each minute, the sorgonian can spawn three **skeletal snakes** (about the size of boa constrictors, but skeletal) they control from their own mass and remains of those they've previously killed. They can do this immediately after killing a living creature they have swallowed, as part of another action on their turn.

A sorgonian is immune to poison and necrotic damage.

**Interaction:** Sorgonians are voracious predators, though they have absolutely no fear of destruction because they are already dead. And being dead, they suffer no consequences if they fail to capture prey regularly.

**Use:** Several sorgonians guard the lair of a necromancer who knows the secret to creating more of these creatures.

**Loot:** Hardy cyphers carried by past victims sometimes survive in a sorgonian's insides long enough to be retrieved later, such as a pearl of **detonation (web)** or a broadsword of **density**.

## SPELL INCARNATE

S (15)

An errant spell that fails to find its target, a shattered magic item that releases its stored energy, or even the decree of a powerful entity whose words stir base material to animation can create a spell incarnate. Imprinting slightly on the nearest intelligent mind as they form, a spell incarnate often appears as a shadowy silhouette of a vague humanoid shape, a shape constantly discharging jagged bolts of violet and sapphire power into their environment.

A spell incarnate formed from miscast magic may be on the lookout for the target of their origin spell to bring their purpose to fruition. Alternatively, if the nucleus of the being was copied from the mind of a living creature as they formed, a spell incarnate may have one or more hazily recalled goals of that creature.

**Motive:** Varies by individual, but all are attracted to magic

**Environment:** Anywhere in the multiverse

**Health:** 22

**Damage Inflicted:** 5 points

**Armor:** 1

**Movement:** Short when flying

**Modifications:** Magical lore as level 7

**Combat:** The spell incarnate attacks twice with short-range magic shards of cutting force, inflicting 5 points of damage (ignores Armor).

Every few rounds, the spell incarnate can attack all creatures within immediate range with an explosion of their shards, inflicting 5 points of damage (ignores Armor) on targets that fail a Speed defense task.

Whenever the spell incarnate is subjected to damage directly dealt by a spell or magic special ability, they take no damage and instead regain the damage they would have taken as health.

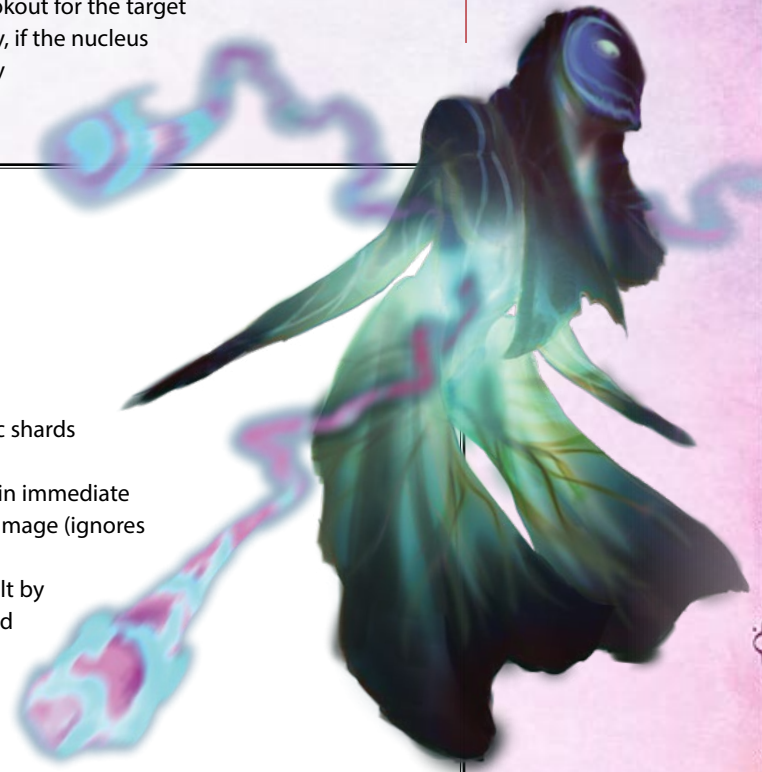
A spell incarnate can use their action, with an allied spellcaster's permission, to diffuse into pure energy and take up residence in the character's Intellect Pool (or whatever Pool the character uses to pay for most of their magical special abilities). A spellcaster hosting an incarnate spell has 4 extra points to their Intellect (or other spellcasting) Pool, but can't use those points for any purpose other than casting the spell incarnate's core spell (see box). When the ability is used (when the spellcaster chooses), the spellcaster deducts those 4 Pool points and the spell incarnate reforms physically next to the caster. If the spellcaster hosting an incarnate spell takes damage that would reduce the inhabited pool to 3 or less, the damage is nullified instead of being taken (protecting both the spell and the spellcaster).

A spell incarnate may choose to unleash their core spell without a spellcaster intermediary host. If they do, they disperse into the energy of the spell and are gone. There is a 50% chance that the spell incarnate reforms in about three days where they lost cohesion. Otherwise, they're gone for good.

**Interaction:** Spell incarnates each have their own personality. However, all enjoy feeding on magical energy. Some may attack spellcasters, hoping to consume the spells uncast. Others are content to allow a mage to cast an offensive spell and drain the resultant magic as it comes into effect. And some search for characters willing to host them so the host character can trigger their core spell without risk to the spell incarnate. Hosted spell incarnates can mentally communicate with their hosts.

**Use:** A character receives a magical scroll. If read (implicitly granting permission to the encoded spell incarnate), the spell incarnate infests the character's Intellect Pool as described under Combat.

*A spell incarnate doesn't require air, food, drink, or sleep.*



**GM intrusion:** *The spell incarnate inhabiting a character's spellcasting Pool grows impatient and casts themselves, producing the core spell effect, and draining the 4 Pool points the incarnate spell gave the character. This severs the connection between the character and incarnate.*

## SPELL INCARNATE'S CORE SPELL

A spell incarnate is an intelligent version of one specific spell, such as magic that can call lightning, allow planar travel, or create an earthquake. Abilities found on the **Masters Spells** focus list, the **Magic Flavor** list, and many **Adept** abilities are appropriate, especially mid-tier or high-tier abilities. Regardless of the spell's regular cost and any Intellect Edge the caster might have, in this context the spell costs the caster 4 Intellect points. However, the caster doesn't spend their own Intellect, but rather the Intellect the incarnate spell brings with them.

**Masters Spells**, page 72

**Magic Flavor**, page 36

**Adept**, page 24



## STORMWING

7 (21)

*A stormwing flies vanguard ahead of the towering thunderheads of an approaching storm.*

**GM intrusion:** *The stormwing makes a wing attack or generates a lightning strike attack immediately, even though it's not the stormwing's turn.*

Stormwings boast wingspans of 70 feet (20 meters) or wider. Patterns like lightning and boiling thunderheads flit across those wings as this mothlike creature flies high above, searching for worthy prey and keeping an eye out for divine hunters who'd prefer nothing more than mounting a stormwing trophy in their great halls.

Originating on the Outer Plane known as the Beastlands, stormwings are named for the weather they prefer. But they wander farther than the Beastlands, winging high into nearby planes and even into worlds of the Material Plane when a storm of sufficient fury allows them passage, at least for a time.

Stormwings will hunt any creature that tries to harm them first. But regardless of any other consideration, if a stormwing senses a devil, demon, evil undead, or aberration, they swoop down from the skies to attack the interloper with passion and wing-snapping fury.

On more than one occasion, stormwings that followed the call of a mighty storm into a Material Plane world came to the attention of humanoid natives there. Thinking they were witnessing a divine intervention, come to either punish or save them, the natives threw themselves down in supplication.

**Motive:** Hunt fiends, gather accolades

**Environment:** Anywhere in the multiverse

**Health:** 50

**Damage Inflicted:** 7 points

**Armor:** 1

**Movement:** Short; long while flying

**Modifications:** Speed defense as level 4 due to colossal size; magical and planar lore as level 8; perception as level 9

**Combat:** The stormwing attacks twice each round with their wings, inflicting 4 points of damage plus 3 points of damage from electricity. These attacks are eased against creatures wearing a lot of metal, such as metal armor. If both wings hit the same target, the target is electrocuted for an additional 7 points of damage on a failed Might defense task, or 3 points even if the defense task succeeds.

The creature can use their wings to generate a massive stroke of jagged lightning reaching a long distance every few rounds, inflicting 7 points of damage to multiple targets arranged in a rough, zig-zagging line within the area on a failed Speed defense task, or 3 points even if successful.

The stormwing can take control of local weather if they spend several minutes concentrating, bringing rain and storms where it was clear, snow where it's warm, or banishing a thunderstorm or blizzard.

Once an hour, the stormwing can teleport between two clouds no more than 1 mile from each other, and between clouds on different dimensions about once each day.

Against fiends, undead, and aberrations, a stormwing's additional energy damage counts as electricity or holy radiance, whichever is worse for the stormwing's foe.

A stormwing is immune to electricity attacks.

**Interaction:** Stormwings are many things, but immune to flattery is not one. Which is why they sometimes accept obeisance as their due in various planes of existence. But they also act as a protector of those who offer them thanks and praise. They understand most common tongues as well as the language of angels (Celestial).

**Use:** The characters, in danger of being overwhelmed by fiends, undead, or aberrations, get a reprieve when a stormwing attacks with a jagged stroke of radiant lightning.

# STYGIAN SLEEPFISH

## 4 (12)

Stygian sleepfish are large aquatic predators of the River Styx. Because they can safely swim in the Styx, they hunt various kinds of fiends and have been known to attack those who cross the river in boats. Stygian sleepfish grow to be 30 feet (9 meters) long as adults, and larger specimens suggest that they continue to grow (at a slower pace) for as long as they live. They are sometimes used as mounts by especially vicious aquatic fiends, but this usually requires severing their tendrils on a regular basis so they don't strike their rider.

Sleepfish lurk in the depths of the Styx and its tributaries, and therefore can be found on any plane the river touches. They use their mouth tendrils to knock prey unconscious, then bite their sleeping foes to death. Their strong front fins allow them to emerge from the water and crawl if necessary, such as to cross a beach or sandbar or get around an obstacle.

**Motive:** Hungers for flesh

**Environment:** The River Styx, sometimes in riverways of worlds of the Material Plane, alone or in groups of three or four

**Health:** 15

**Damage Inflicted:** 3 points

**Armor:** 1

**Movement:** Immediate; short when swimming

**Modifications:** Speed defense in water as level 5 (due to agility and despite large size); Speed defense on land as level 3

**Combat:** The sleepfish charges into combat when possible, moving a short distance then making an eased bite attack that inflicts 6 points of damage.

On rounds after their initial charging attack, the sleepfish attacks twice per round with their tendrils. Tendrils inflict damage and on a failed Intellect defense task, a victim falls asleep for a few minutes, or until they take damage or an ally uses an action to wake them early.

A sleepfish normally uses their poison, secreted from poison spurs, on sleeping targets so gradually and gently that they don't wake up but instead succumb forever. However, in combat against active foes, a sleepfish can make a melee attack with their spurs, inflicting 5 points of Speed damage (ignores Armor).

**Interaction:** Vicious and cunning, a sleepfish is about as intelligent as a shark. If one realizes they're overmatched, they swim away.

**Use:** A shipment of rare spices must travel upriver for some distance before reaching home port. After an unusually violent storm, several of the crew were pulled under the water by "monsters." The captain and remaining crew fled. Now the ship drifts along the river, full of valuable goods, but without anyone brave enough to reclaim it.

*Because they primarily consume demons, devils, and other fiends, sleepfish are generally inedible to humanoids.*

*A sleepfish can breathe air and move about on land, but they need to be submerged in water at least once every four hours to avoid suffocating.*

**GM intrusion:** *The sleepfish vomits up the head of a not-completely-digested demon. Necromantically animate, the head attacks a character and their allies.*

**Head of a demon (undead):** *level 3; swims a short distance each round; bite inflicts 5 points of damage*



## STYX JACK

5 (15)

*As an undead creature, a Styx jack doesn't require air, food, drink, or sleep.*

**GM intrusion (group):**

*The Styx jack causes their ferry to list so far to one side that it nearly capsizes. Passengers that fail a Might or Speed defense task (passengers' choice) fall into the River Styx. If a creature doesn't lose their mind from the water's touch, getting back into the boat requires a successful level 3 Might task, assuming the Styx jack doesn't row away.*

**Ferry (open watercraft):**

*level 3; moves a short distance each round Styx jack sculls; room for ten passengers*

**Contact with the River**

**Styx:** *level 5; a creature who fails an Intellect defense task takes 10 points of Intellect damage (ignores Armor), all their Intellect-based tasks are hindered by four steps, and they can't speak or understand language.*

Ferries of ill repute ply the greasy fingers of the River Styx across the Lower Planes and into many worlds of the Material Plane. These riverboats can be guided by a menagerie of different fiends, though the most common pilot is a dead soul whose crimes in life left them halfway between salvation and eternal torment.

In life, Styx jacks may have been riverboat pilots, crew on a sailing craft, or captains of their own seafaring ship. However, previous marine experience is not a prerequisite for those who find themselves newly animated and with few options other than taking command of an enchanted ferry. Ferries on the Styx can be captained only by creatures with exactly the right balance of good and evil.

However the Styx jack originally earned their burden of guilt, the debt can one day be paid off if sufficient silver is saved up and delivered to a powerful duke of Hell or similar being in another of the Nine Hells or in Acheron, Gehenna, Hades, Carceri, the Abyss, or Pandemonium. If the payoff is accepted, the Styx jack is relieved of their watercraft and moved on to some other form of existence. This varies widely but usually involves resurrecting the jack as a living creature once more, albeit as some kind of fiend.

**Motive:** Earn sufficient silver—2 silver coins per ferry passenger—to pay off soul debt

**Environment:** The Lower Planes or worlds of the Material Plane where the River Styx runs, alone in their **ferry** or with one or more passengers

**Health:** 22

**Damage Inflicted:** 4 points

**Armor:** 2

**Movement:** Short; short when swimming

**Modifications:** Resists mental influence and being pushed out of their own boat as level 7

**Combat:** The Styx jack attacks twice each round with their massive ferry oar. Targets suffer damage and on a failed Might defense task, are paralyzed with unbelievable pain, losing their next turn. Instead of causing pain, the jack can choose to knock a target that fails their Might defense task overboard into the Styx.

A Styx jack is immune to necrotic attacks and effects of falling into the **River Styx**.

**Interaction:** A Styx jack demands the payment of two silver coins for a ride in their ferry, using any of a number of common languages, or the languages of fiends. Those foolish enough to pay before the Styx jack provides passage to the agreed-upon location may find themselves turned out prematurely in a location not of their choosing, or simply dumped overboard. Otherwise, a trip takes several hours or days of quiet, menacing sculling by the Styx jack.

**Use:** The characters are looking for a specific soul that has information they need. Unfortunately, the only thing they have to go on is that the entity they seek has a soul debt to pay off, and they are doing so by serving as a ferry jack on the River Styx.

**Loot:** A Styx jack may retain a few valuables that passengers left behind that the jack finds interesting, such as a figurine that transforms the user into a specific kind of natural marine animal—such as a dolphin, shark, or ray—with that animal's stats and abilities (but retaining speech) for one hour (level 5; depletion: 1 in 1d10). They also have a hoard of silver cunningly hidden aboard their ferry, usually an expensive number of coins (3,000–4,000 silver pieces).



# THANATOPS

# 7 (21)

Fiendish creations of the Lower Planes, thanatops are one-eyed terrors of undead might and magic.

A thanatops is built on the foundation of a reanimated cyclops corpse. Normally the point of weakness in a living cyclops, the thanatops's single eye is a reservoir of arcane power able to blast foes with hellish rays of fear, weakness, destruction, and death.

*Thanatops wander from dark caves at night, leaving a trail of destruction before returning or disappearing entirely.*

**Motive:** Spread terror and destruction

**Environment:** The Lower Planes, worlds of the Material Plane, alone or accompanying other fiends

**Health:** 30

**Damage Inflicted:** 7 points

**Armor:** 1

**Movement:** Short

**Modifications:** Speed defense as level 5 due to huge size; perception as level 4; resists mental influence as level 8

**Combat:** A thanatops attacks with their greataxe.

A thanatops can target a foe within short range each round with an eye ray during the same round they make a greataxe attack. The eye ray has a random, deleterious effect on a target. Roll a d6 to determine the nature of the ray afflicting a particular target.

A thanatops is immune to necrotic attacks.

## d6 Eye Ray Effect

- 1 *Paralyzing Ray.* On a failed Intellect defense task, a mental command paralyzes the target for one minute, or until they succeed on an Intellect defense task on a later turn, ending the effect early.
- 2 *Fear Ray.* On a failed Intellect defense task, fear hinders the target's tasks (including attacks and defenses) for one minute, or until they succeed on an Intellect defense task on a later turn, ending the effect early.
- 3 *Enervation Ray.* On a failed Might defense task, necrotic energy inflicts 7 points of Speed damage (ignores Armor), or 3 points even if successful.
- 4 *Petrification Ray.* On a failed Speed defense task, hardening flesh hinders all the target's physical tasks on their next turn. At the end of their next turn, if they fail a Might defense task they transform to lifeless stone, or regain normal movement on a success. Petrified targets may be returned to flesh with magic.
- 5 *Disintegration Ray.* On a failed Speed defense task, dissolving magic force inflicts 7 points of Speed damage (ignores Armor). If this kills the target, their body becomes a pile of grey dust.
- 6 *Death Ray.* On a failed Might defense task, necrotic energy inflicts 7 points of Speed damage (ignores Armor) and the creature descends one step on the damage track.

**Interaction:** A thanatops speaks only to issue threats in a mishmash of languages. They don't fear for their own existence because every moment is pain. Their only release will be to perish amid the terror and destruction they cause.

**Use:** The city guard have some kind of horrible monster trapped in a deep dungeon. Sometimes they feed prisoners to it.



**GM intrusion:** *The thanatops targets a character with an eye ray immediately, even though it's not the thanatops's turn.*

THORN DANCER

3 (9)

Some people refer to thorn dancers as “sprigs,” though usually never in their hearing.

A thorn dancer may set their own missions, work with several other thorn dancers (in a group known as a quercetum), or serve as a lieutenant or close ally of a more powerful viridian entity and merely do what is asked of them.

**GM intrusion:** The dancer’s attack embeds tiny animate thorns in a character’s body, which crawl toward the character’s heart, inflicting 2 points of damage (ignores Armor) each round. Four rounds later they reach the character’s heart, moving them one step down the damage track. Magical healing or abilities that remove disease destroy the thorns.

Thorn dancers protect plants. They monitor untouched forests, safeguard dryads, and sometimes do the bidding of treants (ancient animate trees) and powerful Feywild creatures. Though they hold plants in high regard, they think little of destroying other types of creatures, especially if those creatures threaten what thorn dancers hold dear.

A little-known group of spellcasters—the mysterious Circle of Bone and Thorn—guided the growth of seedlings magically bathed in their combined spellcraft hundreds of years ago. This ritual produced the first thorn dancers. Since their inception, thorn dancers have taken over their own propagation, each producing a few seeds a year, which they plant in secret or store against future need. Of the Circle of Bone and Thorn, little has been heard lately.

Every thorn dancer is different, but most take on the role of protection that their kind is known for. Despite having apparently renounced their progenitors, thorn dancers accept the aid of—and sometimes actively seek out help from—spellcasters that are not themselves plants. But they usually do so only to obtain information about a new forest or woodland that is facing incursions by hatchet, axe, or saw.

Thorn dancers occasionally make a pilgrimage to a secret wood where they meet others of their kind. There, they spend the night beneath a full moon doing as their name demands: they dance. This ritual binds thorn dancers, renews them, and gives them the fortitude to continue as protectors of those without voice.

Each successful protection mission earns a thorn dancer a self-carved symbol in their bark-like flesh, memorializing the event. Some thorn dancers are covered in such carvings. Thorn dancers are almost always happy to relate the larger story of each carving, if asked. In fact, doing so may be a way to begin a conversation with one before the dancer puts a thorn in the stranger’s eye.



**Motive:** Protecting plants  
**Environment:** Forests and jungles across the multiverse  
**Health:** 12  
**Damage Inflicted:** 3 points  
**Armor:** 2  
**Movement:** Short  
**Modifications:** Stealth as level 4  
**Combat:** A thorn dancer attacks twice each round, slamming with their wooden fists or hurling dart-like short-range thorns, in any combination. Thorn dancers can innately use nature magic, with options for shaping and healing wood, animating a branch or vine (level 1) to attack foes for a minute, befuddling a creature’s mind for a minute, creating short areas of fog, increasing their movement to a long distance for a few minutes, animating a tree (level 2) for a day, and creating damaging blasts of moonlight up to short range.  
**Interaction:** Thorn dancers speak the elven language and several languages related to nature. They dislike intruders to their realm, especially those who harm plants, but might ask for help from others that revere nature.  
**Use:** Talking plant creatures have been attacking loggers. A thorn dancer seeks out a sympathetic human or elf to help with a greater threat.  
**Loot:** A group of thorn dancers might have a magical cypher or two, such as a twig of **farsight** or a leaf of **instant shelter**.

Farsight, page 388

Instant shelter, page 391



## TOMB OF WINTER

9 (27)

This singular entity, an ancient primordial of icy undead, was imprisoned. But some whisper that Winter (as their name is often shortened to) is free of the Primordial Chaos. Or maybe they're just an avatar that's loose, walking the planes, "blessing" undead. For what reason isn't known, but some guess it is to gather a force to oppose [Qoreth-shemkur](#).

**Motive:** Mysterious, oppose Qoreth-shemkur

**Environment:** The Elemental Chaos, the Shadowfell, cold regions of the Material Plane, alone or attended by undead, icy elemental creatures, and potentially one [Winter herald](#)

**Health:** 90

**Damage Inflicted:** 11 points

**Armor:** 5

**Movement:** Short; long when flying

**Modifications:** Speed defense as level 6 due to colossal size; history, magic lore, and necromancy lore as level 10

**Combat:** Winter attacks twice each round with their winter blade (which can reach a short distance), inflicting damage, and on a failed Might defense task, an additional 6 points of Speed damage (ignores Armor) from either cold or necrotic energy, whichever is most effective against the target.

Winter can exhale a blast of cold and necrotic energy every few rounds, filling an adjacent area a short distance in diameter. Creatures in the area that fail a Speed defense task suffer 9 points of Speed damage (ignores Armor) and are encrusted in ice, preventing them from moving from that spot and hindering all their physical tasks until they break free with a successful Might-based task as their action. Encrusted victims also take 3 points of Speed damage (ignores Armor) each round from necrotic energy pulsing through the ice.

Winter can use magic to detonate explosions of cold within very long range, create impressive walls of ice within long range, dispel other creatures' magic, and create undead (up to a level 5 creature). Once per day they can magically call down massive meteors of ice in an area a long distance in diameter that inflicts damage on all creatures and structures in the area, or attempt to immediately kill a living target of their choosing within long range.

All tasks (including attacks and defenses) of undead within short range of Winter are eased. While at least one undead is within short range of Winter, Winter regains 5 points of health per round.

Winter is immune to cold, electricity, necrotic, and poison attacks, but is vulnerable to fire; every time they take fire damage, they take 5 additional points of damage.

**Interaction:** The Tomb of Winter speaks in the language of elder elementals (Primordial) and telepathically. They rarely deign to notice the living unless it is to question them about recent sightings of Qoreth-shemkur or cultist activity of the same. Undead are inclined to trust Winter, even intelligent ones. Winter may bargain with other creatures that agree to accept an undead created by Winter into their group. Such an undead proves to be more of an observer than an ally, however.

**Use:** A necromancer gathers materials and lore to perform a powerful ritual, one meant to free an ancient primordial from eons of imprisonment. Undead attack a nearby structure, supposedly a shrine to some local deity. It's actually home to a cult of Qoreth-shemkur; many innocents are caught in the middle.

**Loot:** Winter's "winter blade" shrinks down to greatsword-size (heavy weapon) if Winter is destroyed or if they give the weapon away to an undead wielder. In another creature's hands, the sword is an artifact that inflicts an additional 3 points of damage (ignores Armor) with ice or cold, whichever is most effective against the target (level 9; depletion: 1–3 in 1d100; if depleted, Winter is summoned to their blade, or Winter is reconstituted if they were previously destroyed).

[Qoreth-shemkur](#), page 113

[Winter herald](#), page 151

**GM intrusion:** When the Tomb of Winter takes damage, a blizzard of icy crystals immediately howls from the wound back toward the attacking character within long range. The attacker and any other creature between them are subject to the effects of Winter's breath of cold and necrotic energy (see [Combat](#)), even though it's not Winter's turn.

**GM intrusion:** Winter attacks with their blade or casts a spell immediately, even though it's not Winter's turn.



**GM intrusion:** *When the lurker re-anchors itself, the escaping character (or characters) discovers the doorway leads to a different location, or perhaps even a different world of the Material Plane.*

## TRAPDOOR LURKER

4 (12)

When is a door not a door? One answer is when it's the shapechanged mouth of an extradimensional creature known as a trapdoor lurker.

The only parts of a trapdoor lurker people in Material Plane worlds see are the creature's lips, usually shapechanged to resemble a door, a hatch, or a trapdoor in the floor. The rest of the creature is a limited living dimension, mostly stomach. There is no "outside" to that stomach, at least not one that can be observed in any known dimension, including from the Ethereal.

Even when the lurker's "door" is opened, the likeness to a hallway visible beyond remains strong. So much so that many explorers simply walk in. That's their last mistake. The door slams shut and retracts into the same dimension as the stomach, cutting off the swallowed explorer from their allies and previous plane.

*"Where'd that door come from? It's not on the map. We'd better check it out."*

**Motive:** Hungers for flesh

**Environment:** Basements, dungeons, ruins across the multiverse

**Health:** 18

**Damage Inflicted:** 4 points

**Movement:** Immediate; immediate when climbing

**Modifications:** Speed defense as level 2 due to low mobility; disguise (as a normal door) as level 6

**Combat:** A glance through the lurker's door-like façade reveals a corridor leading onward. A successful level 6 perception task reveals that the perspective in the corridor is oddly "flat." The rich odor of rotting meat is also faintly apparent. But that's it. It's not an illusion; the opening is real (albeit, a dimensional portal).

If an observer decides not to proceed through the door, a tongue curls out to lash them, inflicting damage and grabbing the victim until they escape with a Might-based task as their action. All a grabbed victim's physical tasks are hindered. If the lurker begins its next turn still grabbing the target, it pulls the target into the "corridor" as its action, even as it changes shape to reveal a stomach-like space. The door and its frame also transform, revealing a horrific interdimensional maw.

A creature that enters or starts their turn in the lurker's stomach (either because they walked in, or because they were pulled in by the tongue) is digested each round, automatically taking 4 points of damage from acid. The victim undergoing digestion is held in place and their physical tasks are hindered, but they can attempt a Might-based task to escape from the stomach back through the gaping portal mouth. The lurker regains 1 point of health each time a victim being digested takes damage from acid.

Escape attempts become more difficult when the lurker uses an action to fully retract its mouth, like a turtle pulling its head into its shell, closing the portal between its interior and the dimension where it was hunting. The lurker can remain so "submerged" and untethered to any other dimension for couple of rounds or until it takes 6 points of damage from one attack from inside itself, at which point the "door" reappears in the same location it retracted from, and victims being digested can attempt to escape again. If killed, the lurker's mouth also reappears, and victims can wriggle free.

**Interaction:** About as intelligent as deep-sea squid, lurkers are single-minded, rarely letting prey go.

**Use:** A newly finished structure has more doors than the builders put in.

**Loot:** The lurker's stomach contains undigested oddments, sometimes including coins equivalent to an expensive item (a couple of hundred gold coins) and perhaps a sturdy magic cypher such as the metallic hilt of a **monoblade**.



*The lurker's stomach can hold several human-sized victims at a time.*



Monoblade, page 393

## TRAVELER GUIDE

4 (12)

Travelers bear a mysterious cosmic map stitched to their flesh, picked out in dimly glowing lines. As they grow into adults, the map becomes more and more important, and individuals feel a subtle but constant yearning to travel to the distant, enigmatic location depicted. But the map is incomplete, which means finding the depicted location requires a commitment to travel the dimensions. Some choose to ignore it. Others believe that the design is a promise or destiny and leave their families to seek out the source of their birthright.

Loners by nature, travelers usually prefer to avoid conflicts that might prevent them from ranging across the multiverse, searching for new experiences. All, however, seek to find a congruence with the map stitched to their skins and an actual location. Few are lucky enough to ever learn the truth. Most come to view their cosmic map as unknowable, a mystery lost to the multiverse. The best a traveler can do is try to understand themselves.

Some travelers prefer the company of others. These can become indispensable companions for would-be planar explorers. Others use their penchant for planar travel to become planar bandits, preying on other dimension walkers. These travelers are not guides, but rather thieves, who leverage their power with the aid of allies gathered from across dimensions.

Even if acting as a guide rather than a thief, a traveler never misses an opportunity to loot planar riches they encounter. They also usually ask for a goodly sum if acting as a guide or, barring that, books on planar travel or a trophy from another dimension. All this wealth is usually socked away in a hidden lair in a dimension that only the guide knows about.

**Motive:** Exploration and discovery

**Environment:** Any planar location

**Health:** 15

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Short

**Modifications:** All defenses and Might-based tasks as level 5

**Combat:** A traveler guide attacks with their whip or a long-range weapon such as a bow. A creature hit by the whip is entangled unless they succeed at a Might or Speed defense task. An entangled creature's physical tasks are hindered until they escape with a successful Might task as their action.

A traveler can use their action to travel into another dimension—usually one they have visited before. If they have a creature entangled with their whip, they can bring this creature with them if the creature fails an Intellect defense task.

The map etched in the guide's skin gives them knowledge of the shortest, most direct physical route to the nearest extraplanar portal, or to the nearest magic item that grants planar travel.

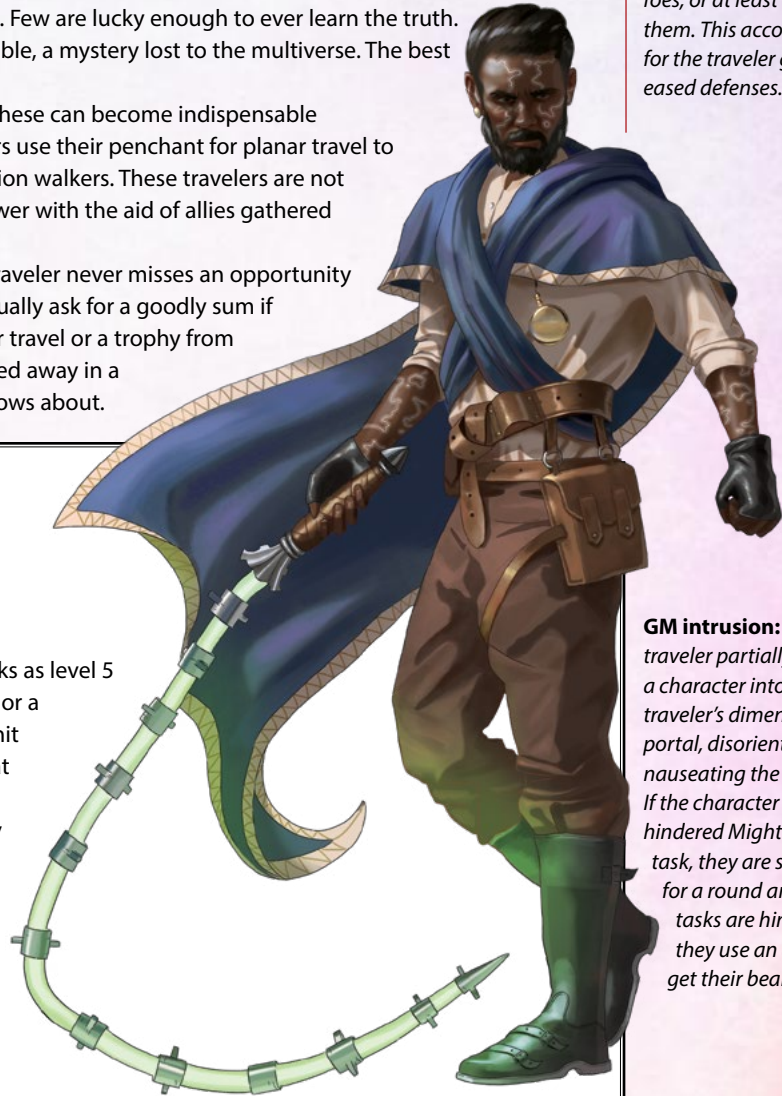
A traveler can make their skin map shine as bright as a torch or stifle this light at any time.

**Interaction:** Travelers usually pick up several planar languages, allowing them to converse and negotiate with other planar explorers. They're likely to make friends with people who may have clues about where their map leads or who are interested in exploring the planes.

**Use:** A traveler guide is heading where the PCs need to go and offers to lead them there. A greedy guide needs the PCs' help to pull off a heist. A team of warriors led by a guide ambushes the PCs just as they arrive at an unfamiliar plane.

**Loot:** A traveler guide usually has adventuring and exploration equipment suitable for many planes, plus a couple of magic cyphers, such as bread of [nutrition and hydration](#) or a [radiation spike](#).

*The essence of previously visited planes surrounds and protects the guide. Each round, sounds, images, and even physical objects appear out of nowhere and can afflict foes, or at least distract them. This accounts for the traveler guide's eased defenses.*



**GM intrusion:** *The traveler partially pulls a character into the traveler's dimensional portal, disorienting and nauseating the character. If the character fails a hindered Might defense task, they are stunned for a round and all their tasks are hindered until they use an action to get their bearings.*

[Nutrition and hydration](#), page 393

[Radiation spike](#), page 395

## TRINAVAR

4 (12)

**GM intrusion:** *The trinavar sprays their poison a short distance, hitting a character in the face, blinding them for a round, and inflicting 3 points of Speed damage (ignores Armor).*

These monstrous creatures resemble three snakes joined at the tails to face in different directions, with each head having three eyes and three prominent fangs. Their scales tend to match the environment where they grew up—rust for Acheron, grey for the Gray Wastes, red for the Hells, and so on. When trinavars have to move fast, they bend their necks into loops so they can roll like a sphere or cylinder. Their size and odd locomotion make them easy to spot when moving, so trinavars hunt by lying flat and waiting for prey to approach them.

Trinavars' three-lobed eggs are considered a delicacy by Lower-Planar creatures but are unpalatable to most Material Plane natives.

**Motive:** Hungers for flesh

**Environment:** Across the Lower Planes, alone or in groups of two or more

**Health:** 36

**Damage Inflicted:** 3 points

**Movement:** Short; short when climbing

**Modifications:** Speed defense as level 3 due to large size; perception as level 7; resists blinding, frightening, and mental-influencing attacks as level 7 due to having three heads

**Combat:** A trinavar attacks three times each round, striking with their three fanged heads.

A struck target takes 2 additional points of Speed damage (ignores Armor) from poison on a failed Might defense task. A creature that fails two or more poison defense tasks in the same round must make another Might defense task or be paralyzed and unable to make physical actions and defenses for ten minutes, or until they succeed on a Might defense task on their turn to end the effect early.

If a trinavar takes 5 or more points of damage from a single attack, one of their snake bodies is severed but continues to attack as a separate level 4 creature with 12 points of health. The main trinavar retains the health of the original creature (minus the severing damage), rounded down. If this happens again to the main trinavar, they split in half, each snake attacking as a separate creature with half the health of the original. (The trinavar can't be split more than twice.) The severed pieces rejoin and heal when combat is over, forming one creature with full health.

**Interaction:** Trinavars are akin to the snakes they resemble despite their size and tripartite aspect. They prefer live prey but often subsist on carrion, and they are particularly common scavengers of the battlefields of Acheron. They abandon old meat for fresher food, especially something too weak to fight back.

**Use:** An inn advertises a new delicacy, a dish "beloved in other realms," guaranteed to dazzle the palate of the discerning eater. However, the quiche-like specialty usually turns a diner's stomach. More worrisome is the sound of hissing coming from the cellar where the eggs being used to create the delicacy were stored.



# UMBRAL SLIME

## 4 (12)

Gloom hazes the air around these flowing, articulating rivulets of “black oil.” Like a living creature, wavelets of light-absorbing black slime flow up and down the length of this malign encrustation.

Umbral slimes are spawned in the Shadowfell. A powerful necromancer called Thelicia sought a quick, easy, and “organic” method of using the Shadowfell as a means of planar travel by opening “shadow crossings” where and when she wished, thus creating short-lived portals between the Material Plane and the Shadowfell. She tried to infuse the plane’s gloom with an ooze, and succeeded. However, she didn’t succeed as completely as she hoped. The only way to create such a portal was to feed a victim to the slime. The corpse itself became the bridge, one lasting only a few minutes.

Thelicia was disappointed but not repulsed. She dealt in death all the time. However, she abandoned her research. Having to procure new victims for each trip—most of whom would prefer not to be so used—was too much trouble. The remaining umbral slimes crawled off into various corners and shadowed niches of the Material Plane and Shadowfell.

**Motive:** Hungers for life force

**Environment:** The Shadowfell and worlds of the Material Plane, alone or in pairs

**Health:** 18

**Damage Inflicted:** 4 points

**Movement:** Immediate; immediate when climbing

**Modifications:** Speed defense as level 3 due to large size; stealth (in dim and dark areas) as level 6; climbs as level 8

**Combat:** An umbral slime attacks with a bludgeoning pseudopod of black oil. Each additional successful melee attack after the first requires a successful Might defense task to avoid descending one step on the damage track.

Each time a target adjacent to an umbral slime descends a step on the damage track, some bit of their flesh is converted into black oil, which trickles across to the umbral slime, healing it for 2 points of health.

A target that descends three steps on the damage track dies, and their corpse is subsumed into the Shadowfell over the course of a few minutes. During that period, someone who succeeds on a level 5 magic lore or planar lore task could use the corpse as a portal into—or out of—the Shadowfell.

About once each minute, an umbral slime can cover an adjacent area a short distance in diameter with magical darkness that lasts for about ten minutes. Only magical light can pierce it, assuming the magical light’s level is equal to or greater than the level of the darkness.

The slime is an amorphous creature and can move freely even through cracks only an inch or so wide.

**Interaction:** An umbral slime is more fungus than flesh, and nothing much scares it off other than sustained bright light that it can’t quench with its ability to induce magical darkness.

**Use:** A wizard found the spellbooks and research tomes of a powerful necromancer named Thelicia and is restarting her research into creating portals into the Shadowfell.

**GM intrusion:** A character’s speech, spell, long drink from their canteen, or similar activity is interrupted when a goblet of black oil from a nearby (possibly hiding) umbral slime enters their mouth and gets into their lungs, causing them to choke and gag—and do nothing else—until they succeed on a Might task as their action to clear the substance.



## VANURA

A vanura is an anthropomorphic toad-like creature with a spinning ball of chaos embedded in their chest. Other intelligent creatures of Limbo (particularly another prominent toad-like species) look upon them as ridiculous mockeries of “true” chaos life, much like Material Plane humans might say about a monkey wearing a shirt. Whether they’re mockeries or actually a divergent path split off from a precursor species (as some have hypothesized), vanuras and other natives of Limbo generally fly into vicious conflict at the first sight of each other.

The first vanura was born when a humanoid creature was slain in an area of Limbo where the plane’s natural chaos was surging, transforming the corpse into a weird echo of their former self. A newborn vanura retains only fragmentary memories from their former life and is consumed with an urge to spread chaos—figuratively and literally.

Imprinted at their creation with strange obsessions and behaviors, they infest various planes, seeking fulfillment and spreading unpredictability wherever they go. Each vanura is predominantly one color, but they exchange hues with their comrades, much as people swap clothes and equipment.

Every vanura has an obsessive interest in one particular thing, such as wealth, death, weapons, emotions, or building things. They call this interest their *fixation* and make it the defining aspect of their personality. A vanura’s fixation is more than a passion or hobby—it’s the one thing that gives their life meaning. They argue and debate about it, make shrines to it, lose sleep over it, cry and laugh and scream over it. Vanuras have been known to fly into a screaming, murderous rage if their fixation is ridiculed or dismissed. A vanura’s fixation determines their color; wealth-obsessed vanuras are ochre, counting-obsessed vanuras are maroon, death-obsessed are verdegriis, and so on.

Vanuras usually keep their fixation for a few weeks or months, then abandon it for another. A vanura about to change their fixation becomes tinged with the color of their new interest, then transforms fully to their new color over a span of a few minutes when they’re ready to obsess over something new. It’s common for two vanuras in the same lair to swap names along with their fixations, so that the group always has one named Rauj who is fixated on wealth, even though the individual who was Rauj isn’t the same creature.

Vanuras don’t refer to each other by their colors, but by their fixations. For example, they would call an ochre vanura a “vanura of wealth,” “vanura of trinkets,” or a similar term indicating their interest in collecting valuable things.

Although the base form of a vanura is consistent, as a species they are prone to mutation, and individuals vary greatly in shape, and sometimes even in size. One vanura’s eyes might be within their mouth instead of on top of their head, another might have too-long limbs or an extra one, a third might have large fangs or a sharp bony crest on their head, and a fourth might be nearly twice the height of their comrades. These mutations may slowly change over time, but they can occur rapidly when a vanura changes their fixation. Other than their toad-like shape, the only real constant to a vanura’s appearance is their color, which is determined by their fixation.

Although the first vanuras arose spontaneously (and some continue to do so in areas of concentrated chaos), most new ones are created by the deliberate action of an existing vanura. A vanura can eat the internal organs of a dead humanoid, then spend ten minutes channeling the chaos energy from their chest into the corpse’s body, bringing them back to life as a new vanura. The type of vanura they become depends on what fixation persists from the mind of the dead humanoid; it is common for one type of vanura to animate an entirely different kind from a humanoid body. Most humanoids aren’t suitable for this transformation and the process often fails (fewer than one in twenty attempts succeeds). Even the vanura don’t know why it does or doesn’t work, and assume that it is pure chance.

A vanura can create small objects by pulling chaos out of their chest. These objects never weigh more than a few pounds and usually dissolve into nothingness a few minutes after the creature stops paying attention to them. Much of a vanura’s equipment and treasure are made in this fashion.

*Vanuras may be encountered alone, but more often they gather in small or large groups, swapping colors and fixations many times over the years.*

## CERULEAN VANURA

S (15)

Cerulean vanuras have deep blue skin, often with lighter or darker stripes. Their fixation is *status*, typically manifested as physical strength. This doesn't mean they are obsessed with having the highest status; they just need to know what their rank is in the local hierarchy, whether among their own kind or mixed with other creatures. When dealing with outsiders, such as PCs, they insist on knowing who oversees the group and speaking only to those of appropriate rank.

**Motive:** Establishing status in a hierarchy

**Environment:** Limbo, other locations they feel their expertise could be useful

**Health:** 18

**Damage Inflicted:** 5 points

**Armor:** 2

**Movement:** Short

**Modifications:** Speed defense as level 4 due to large size; interaction tasks as level 7

**Combat:** The vanura attacks twice per round, once with their bite and once with their claws.

As their action, a cerulean vanura can attempt to establish their superiority over a target within short range who fails an Intellect defense task. A target that falls under the vanura's magical influence is awed by the vanura, and all the target's tasks related to the vanura are hindered for one day, or until an ally convinces the awed target to reassess.

A cerulean vanura magically heals 1 point of health each round while they have more than 0 health.

**Interaction:** Knowing a variety of common languages and able to speak telepathically, a vanura can attempt to establish the relative status of anyone in each group they encounter. After that, they assert their own prominence. If they can be convinced that those they're speaking with have higher status than they do, they may cooperate.

**Use:** A bridge is claimed by a cerulean vanura who lets no one cross of lower status. Circumstance has reduced a cerulean vanura to an outcast status amongst their own kind; they seek to build themselves up by secretly serving as an advisor of a warlord seeking conquest across the lands of a world of the Material Plane.

**Loot:** A cerulean vanura may have fine clothes, writs of authority over other lands and entities, and many very expensive gems and artifacts, all signifying their status. However, all of it dissolves away within a few minutes of the vanura's death, when taken from the vanura, or when given as a gift.

"I am the strongest of our clan. Who of you is mighty enough to speak with me?"

—Lodd, vanura of strength

**GM intrusion:** The vanura tells a character that they should be the one in charge, and they can't believe how the others are treating them. Alternatively, they tell the character that is in charge that the others in the group can't abide that character's direction any longer. The character loses their next turn as they consider the vanura's extremely potent arguments, even if they ultimately realize the creature is just playing them.



## MAROON VANURA

4 (12)

**GM intrusion:** *A character says a number that turns out to be the maroon vanura's favorite number. Unfortunately, the way the character says it enrages the vanura, though calming the creature may still be possible.*

A maroon vanura has deep reddish-brown skin dotted with cheetah-like spots. A maroon vanura's fixation is *counting*—how many paces from their lair entrance to their own nest, how many bones in a corpse, and so on. Each has a favorite number and is pleased when their count matches that number, even going so far as to move their lair or discard treasure to make this happen. (Because the length of their stride can change dramatically with a mutation or after taking this fixation, the vanura spends much of their time re-counting things they have already counted, just in case.)

**Motive:** Tabulate everything

**Environment:** Limbo, other locations they feel their expertise could be useful

**Health:** 15

**Damage Inflicted:** 4 points

**Armor:** 2

**Movement:** Short

**Modifications:** Speed defense as level 3 due to large size; mathematics as level 6

**Combat:** A maroon vanura attacks by hurling a ball of radiant energy at a target within long range, inflicting 4 points of damage on a successful attack if they haven't inflicted damage on a foe within the last hour or longer. Each time the vanura inflicts damage on any foe, later attacks cumulatively deal 1 additional point of damage from radiant energy, to a maximum of 5 additional points of damage per attack. This "counting damage bonus" falls back to nothing if the vanura hasn't made a successful attack on a foe in the last hour.

A maroon vanura magically heals 1 point of health each round while they have more than 0 health.

A maroon vanura can spend their action observing the situation, counting various iterations, changes, actions, and other particulars that most other creatures couldn't possibly notice. For the next few minutes, the vanura's attacks, defenses, and tasks related to the situation are eased.

A maroon vanura's strength is also their weakness. If a foe understands that, they might use it against the vanura by throwing a handful of rice at the creature's feet. If this is accompanied by a successful interaction task (which is eased), the vanura can't help but spend their next turn counting the grains. Usually such a distraction only works once in any given interaction.

**Interaction:** Even though they're telepathic and know a variety of common languages, getting a maroon vanura's attention through nonviolent means is difficult. They're usually counting something, whether that's road cobbles, clouds in the sky, or something less easy for an observer to guess. But the creature's attention can be gained, maybe by promising a counting challenge that only the vanura could possibly accomplish, or by successfully guessing the vanura's favorite number. Once interested, the maroon vanura becomes obsessed with learning more.

**Use:** A "mumbling, crimson demon" is slowly making their way through the village, counting every door, window, and chimney, oblivious to anything else, including the frightened reactions of villagers. A wizard needs specialized help for an experiment, and hires explorers to hire—or capture—a counting savant from Limbo.

**Loot:** A maroon vanura may carry several tattered journals, each filled with crabbed numerical progressions, a spy glass, and other items helpful for observing. However, these items dissolve away within a few minutes of the vanura's death, or if taken from the vanura.

"Three, three hits! Four, four hits! Five, five hits! Glee for five hits!"  
—Zob, vanura of numbers





# OCHRE VANURA

# 3 (9)

An ochre vanura has sickly yellowish skin, and many have a lion-like mane of stiff bristles on their neck and upper back. An ochre vanura's fixation is *wealth*—they are covetous of shiny, valuable things. However, like crows, their concept of wealth can differ from that of a human. For example, an ochre vanura's treasure hoard might include coins, gems, pieces of glass, broken mirrors, polished buttons, metal bells, and keys.

**Motive:** Wealth accumulation

**Environment:** Limbo, other locations where wealth can be acquired

**Health:** 12

**Damage Inflicted:** 3 points

**Armor:** 2

**Movement:** Short

**Modifications:** Theft and stealth as level 5; resists trickery as level 1

**Combat:** An ochre vanura attacks twice per round, once with their bite and once with their claws.

An ochre vanura can hurl a handful of pure chaos at a creature within long range every other round, inflicting 5 points of damage from acid, cold, or some other energy type on a failed Speed defense task. The chaos takes a random shape and inflicts a random type of damage, then vanishes a minute or so after impact. The shape is usually something appropriate to the type of damage inflicted—ice for cold damage, lava for fire damage, metal spikes for physical damage, and so on.

## d6 Damage Type

1	acid
2	cold
3	fire
4	electricity
5	radiant energy
6	physical damage

Every few minutes, an ochre vanura can hurl a boulder-sized mass of pure chaos at a creature within long range, inflicting 7 points of damage to the creature that fails a Speed defense task, and 3 points to every creature within immediate range of the primary target that fails a Speed defense task. The chaos becomes manifest as a physical object as indicated above, except it produces so much material that in the location hit, an immediate area becomes **difficult terrain** for about a minute.

An ochre vanura magically heals 1 point of health each round while they have more than 0 health.

**Interaction:** It's easy to get an ochre vanura's attention with a gaudy display of wealth and the promise to deliver the same. Able to speak in several common languages and telepathically, an ochre vanura is eager to negotiate if they expect an expensive reward for their troubles. The unscrupulous can use this trait to trick an ochre vanura into doing almost anything.

**Loot:** An ochre vanura can create gaudy riches from pure chaos, but unlike other vanuras, values real goods that won't dissolve without their attention. An ochre vanura's hoard of true objects consists of actual expensive valuables intermixed with many more worthless—but very shiny—metal, crystal, and glass objects. The hoard might include a few cyphers that resemble wealth, such as an **lightning wall** gem or platinum coin of **mind meld**.

"I will take the shiny things from your corpse  
and add them to my treasures."

—Gent, vanura of trinkets



*Difficult terrain*, page 224

*Lightning wall*, page 391

*Mind meld*, page 393

**GM intrusion:** The vanura lifts a character's coin purse or other valuable in the twinkling of an eye.

## VERDIGRIS VANURA

6 (21)

**GM intrusion:** *If a character targeted by the vanura's spell succeeds on their defense task, the vanura's aura of death nullifies that success and they must immediately reroll, taking the worse of the two rolls as their result.*

“As I cleave your soul from your flesh,  
I study the patterns of its dwindling energy.  
I predict they will resemble flowers.”  
—the third Kett, vanura of death

A verdigris vanura's skin is a blotchy green-blue color. Their fixation is *death*—the mechanism of destroying life and reanimating bodies. They are the closest thing that vanuras have to priests, and others of their kind respect their strange powers. A verdigris vanura living in a clan takes corpses that fail to transform into vanuras and animates them as **zombies** to serve the entire clan.

**Motive:** Explore all death's facets

**Environment:** Limbo, other locations where death can be explored

**Health:** 25

**Damage Inflicted:** 6 points

**Armor:** 3

**Movement:** Short

**Modifications:** Necromantic lore as level 8

**Combat:** A verdigris vanura attacks twice each round, once with their bite and once with their claws, inflicting 4 points of damage plus 2 points of Speed damage (ignores Armor) from necromantic energy.

Instead of physically attacking, a verdigris vanura can target a creature within long range with a ray of necrotic energy that inflicts 6 points of Speed damage (ignores Armor) on a failed Speed defense task.

A verdigris vanura is an innate spellcaster able to magically alter their appearance, create an undead of up to level 3 from a humanoid corpse, harm and stun a creature in short range with desiccating necrotic energy, and protect themselves from necromantic and death effects. Once per day a verdigris vanura can use magic to attempt to kill a creature outright, or transfer themselves and several allies to another plane of existence.

A verdigris vanura magically heals 2 points of health each round while they have more than 0 health.

If a verdigris vanura dies, they rise as an undead within a few days from any remnant, or from an item they prepared. As an undead being, the vanura has similar stats and capabilities; however, as an undead creature, they only regain health on rounds when they inflict damage with necrotic energy.

**Interaction:** Every creature will one day die, and based on that fact alone, a verdigris vanura could become interested in a creature.

In fact, the vanura claims that if allowed to concentrate for a few minutes, they can gain a sense

of how long another creature has to live. How true that is depends on the skills of the particular verdigris vanura. If the vanura thinks a creature doesn't have much time left, they ask to tag along to see the “transition” occur. If the vanura thinks that the creature has decades or centuries to go, they may decide to try an experiment and see if they can bring death early.

**Use:** The city necropolis has been broken into multiple times, but no grave goods have been taken from those resting there. Unfortunately, newly risen undead have begun to plague the darkness. Destroying the undead only controls the symptoms. The mysterious necromancer responsible must be found and dealt with.

**Loot:** A verdigris vanura is likely to carry a relevant magic cypher like a **death bringer** charm. If accomplished enough, a vanura may have an ancient tome of forbidden necromancy such as the **Book of Inversion**.



Zombie, page 371

Death bringer, page 386

Book of Inversion,  
page 282

## VESIED

5 (15)

Vesieds appear as oddly proportioned humanoids with disturbing facial features and bodies studded with implanted objects.

Normally dormant, vesieds are sometimes found frozen solid and immobile, covered in ice. Recently, some have been found in the glaciers of high mountains on many different worlds of the Material Plane and, according to one account, deep inside a cursed moon “crashing” from one plane to the next called the “Planebreaker.”

A vesied left undisturbed in ice continues their trip down the ages. But too much vibration rouses them, and they unfreeze themselves in a blast of unearthly fire.

**Motive:** Mysterious

**Environment:** Anywhere in the multiverse where it’s cold, alone or in small groups of three to six

**Health:** 25

**Damage Inflicted:** 5 points

**Armor:** 1

**Movement:** Short; short when swimming; immediate when hovering

**Modifications:** Might defense tasks as level 9; Intellect defense tasks as level 3; ancient lore and machine lore as level 6

**Combat:** A vesied’s bite is vicious, inflicting 5 points of damage and, on a failed Might defense task, 2 additional points of bleeding damage each round or until the bleeding can be stanchd with an action.

More worrisome is a vesied’s ability to generate an unearthly fire attack once every few rounds, either as a long-range ray attack against a single target or as a burst that affects all creatures in immediate range. In both cases, the attack inflicts 5 points of damage (ignores Armor, except from force fields).

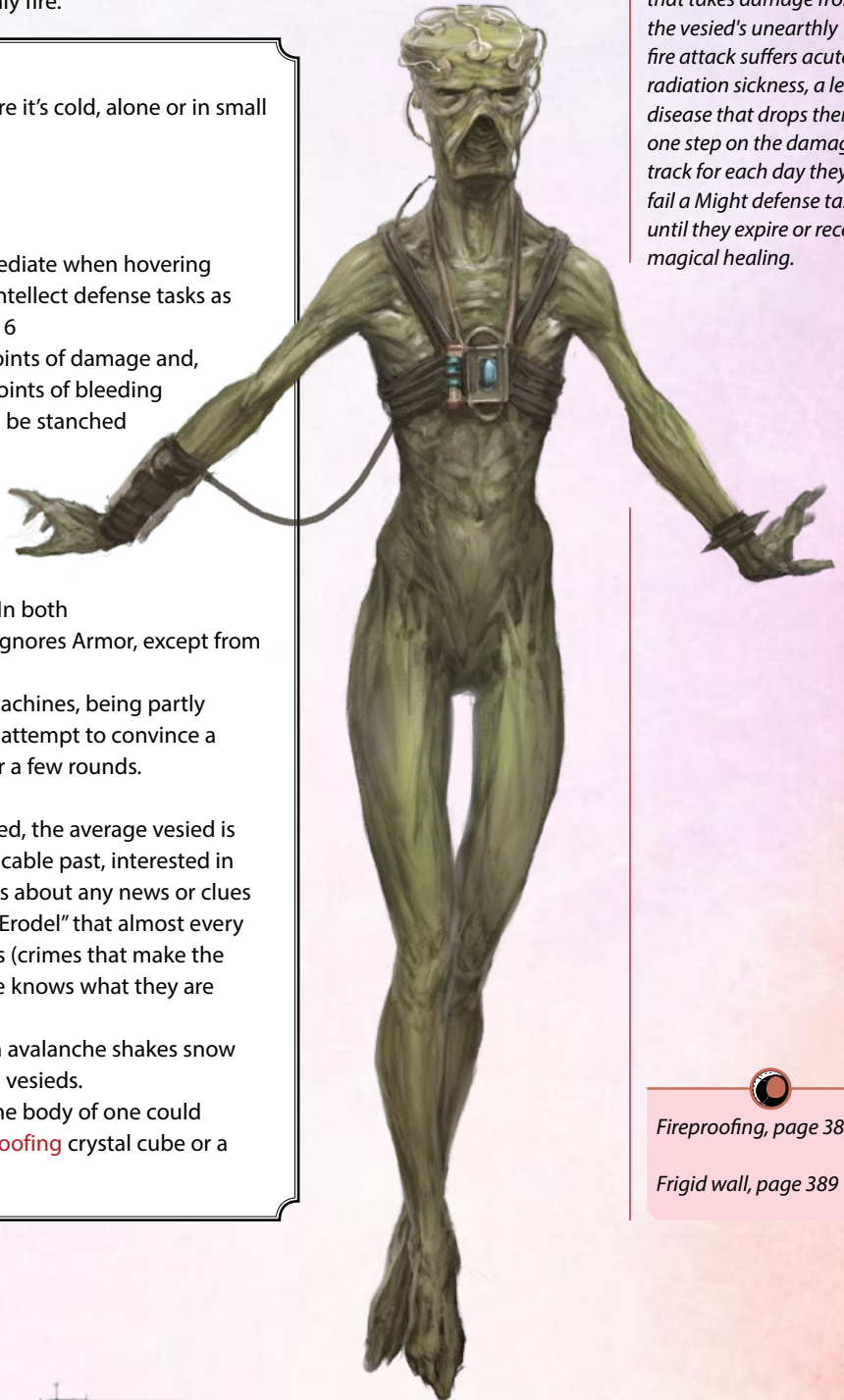
A vesied also has a way with automatons and machines, being partly machine themselves. With a touch, a vesied can attempt to convince a machine or automaton to do their bidding for a few rounds.

A vesied is immune to cold attacks.

**Interaction:** If communication can be established, the average vesied is found to be a lonely castaway from an inexplicable past, interested in returning to the ice. However, they are curious about any news or clues leading to the location of a group called the “Erodel” that almost every vesied seems to viscerally hate for past crimes (crimes that make the vesied too angry to explicate). Usually, no one knows what they are talking about.

**Use:** As the PCs pass through the mountains, an avalanche shakes snow from a high pass, revealing a pocket of frozen vesieds.

**Loot:** Vesieds seem to be partly machine, and the body of one could be salvaged for a few cyphers such as a **fireproofing** crystal cube or a **frigid wall** cuff.



*In some worlds of the Material Plane, “unearthly fire” is understood to be dangerous levels of radiation.*

**GM intrusion:** A character that takes damage from the vesied’s unearthly fire attack suffers acute radiation sickness, a level 8 disease that drops them one step on the damage track for each day they fail a Might defense task until they expire or receive magical healing.

*Fireproofing, page 388*

*Frigid wall, page 389*

## VOCIFEROUS SKEW

6 (18)

**GM intrusion:** A bitten character is held in the skew's mouth, taking 6 points of damage from fire each round until they can escape with a Might defense task as their action. The held character's attacks, defenses, and tasks are hindered.

The caves, fissures, and vaults beneath the ground are the preferred lairs of vociferous skews, especially those near volcanos and magma tunnels. The creatures are also at home on the Plane of Earth and the Plane of Fire. While not elementals, skews enjoy the company of non-fleshy creatures because such beings don't awaken their unearthly hunger.

By generating immense energy tuned to exactly the right vibrational frequency, a vociferous skew can make doorways between two locations. Usually, those locations are relatively near to each other. Sometimes, a skew manages to pierce dimensional barriers with their doorway. In any case, the sounds are so intense that any creature or object that is too close takes damage. The skew has learned to use this ability to great advantage when they hunt.

Vociferous skews can sometimes be convinced to serve as mounts for elemental nobility, especially those that hail from the Plane of Earth or the Plane of Fire, such as dao (earth genies) and efreet (fire genies), but also **princes of dust**.

Prince of dust, page 108

**Motive:** Hungers for flesh, minerals

**Environment:** The Plane of Earth, the Plane of Fire, worlds of the Material Plane, alone or serving as a mount for an elemental entity

**Health:** 23

**Damage Inflicted:** 6 points

**Armor:** 2

**Movement:** Short; short when climbing; immediate when burrowing

**Modifications:** Speed defense as level 4 due to huge size; perception as level 8

**Combat:** A skew attacks twice each round with their claws.

A skew could bite a target instead of clawing, inflicting damage and, on a failed Might defense task, 6 additional points of damage from fire.

The skew can emit a storm of destructive sound every few rounds, targeting creatures in an adjacent area a short distance across.

Creatures that fail a Might defense task take 9 points of damage from sonic energy and are deafened for one minute, or until they succeed on a Might defense task on their turn to end the effect early. Those that succeed on the initial defense roll are not deafened but still take 4 points of damage.

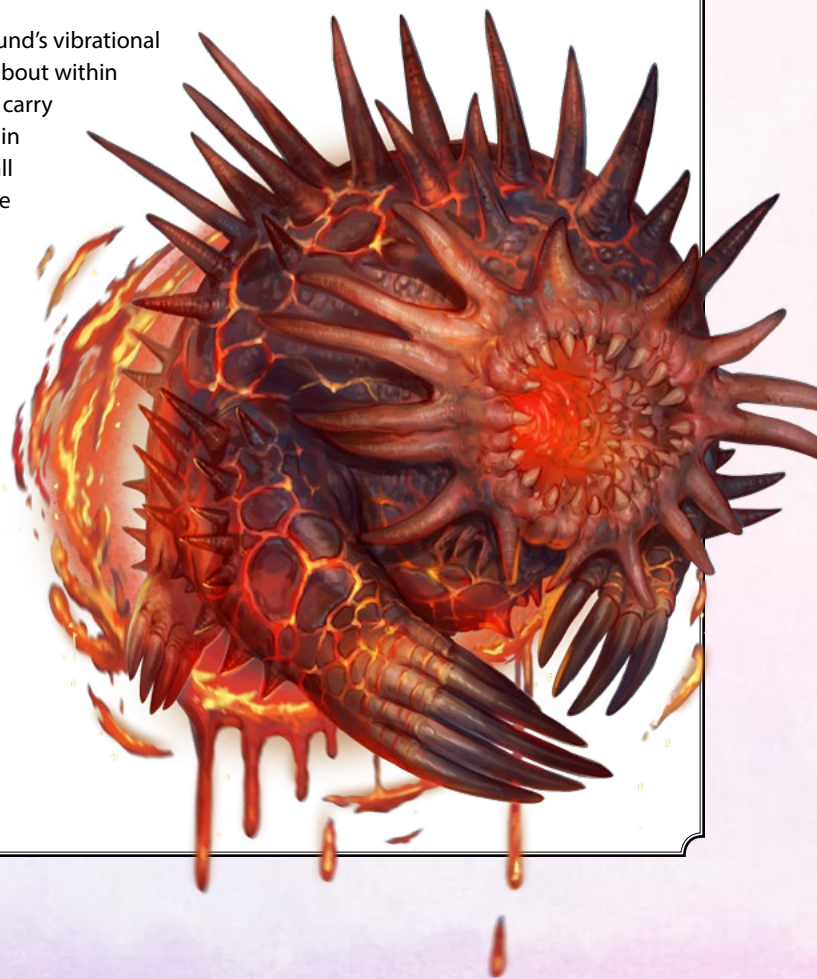
A skew can modify their thunderous screech, carefully tuning the sound's vibrational frequency to teleport the skew to any spot they can see or know about within very long range (or, once per day, to another plane). The skew can carry one or two willing creatures along with them. When they teleport in this fashion, they inflict 6 points of damage from sonic energy to all creatures that fail a Might defense task within short range of where they depart and to all within short range of where they emerge.

A vociferous skew is immune to fire and sonic attacks.

**Interaction:** The skew can understand basic concepts communicated using various elemental languages but can't speak. If left to their own devices, they're part predator (of flesh) and part forager (of minerals). Otherwise, they're an ally of another creature of the Inner Planes.

**Use:** Orcs are raiding again despite a peace treaty settled years ago. Investigation reveals their mines have become infested with strange burrowing creatures able to keep the orcs at bay. A new peace treaty might be possible if the burrowing creatures are dealt with.

Appearing out of a hole burrowed in space that screams with bone-shattering power, a horror of barbed spikes and spines emerges into existence.





## VOOR

6 (18)

Vooors are keen watchers and trackers, serving demon lords and other fiendish elites as coursers or as guardians of important locations. Guardian vooors remain loyal only so long as they are fed a steady diet of flesh and souls.

Each individual vooor is a horrific condensate of half-devoured souls joined with a demon of webs and endless hunger. Constantly fighting themselves, suppressing fragmented memories of their various parts, and suffering unceasing pain from the imperfect melding that birthed them, a vooor is only at peace when they're consuming the flesh and souls of other creatures.

**Motive:** Hungers for flesh and souls

**Environment:** The Lower Planes, other locations powerful fiends want guarded, as a lone guardian or as a war mount for a powerful fiend

**Health:** 23

**Damage Inflicted:** 4 points

**Armor:** 2

**Movement:** Long; short when swimming

**Modifications:** Speed defense as level 5 due to large size; perception and tracking as level 9; resists illusions, sleep magic, and attacks that would knock them unconscious as level 9 due to having three heads

**Combat:** A vooor bites three times each round. If a vooor successfully bites the same victim two or more times during the course of one round, the victim takes an additional 4 points of damage and must succeed on a Might defense task or start bleeding on their next turn. A bleeding target takes 1 point of Speed damage (ignores Armor) each round until they use an action to staunch the wound or use any form of magical healing.

If a vooor kills a victim, the target's soul is also consumed by the vooor, preventing revivification except by extraordinary means. A vooor regains 7 points of health per soul they consume.

A vooor can utter a bloodcurdling scream from all three heads once every few hours. Creatures within short range that hear the howl and fail a Might defense task descend two steps on the damage track. Even on a successful defense task, targets' attacks, defenses, and tasks are hindered due to fear until after their next turn.

A vooor leaves tiny eggs in a living creature they wound. About a day after a conflict with a vooor, each creature bitten by the vooor notices a swelling near the wound. If immediately excised (inflicting 3 points of ambient damage), nothing else comes of it. But if left to grow, the target must succeed on a Might defense task each hour or descend one step on the damage track. Excising the noticeably larger swelling also causes the target to descend one step on the damage track, but further peril is avoided. If the swelling is not excised and the target descends a third step on the damage track, they die as a maddened **giant spider** bursts from their corpse.

**Interaction:** Vooors remember fragments of various common languages as well as the language of demons. Frantic with pain, a vooor is hard to converse with because they would much rather eat than talk with strangers, if only to assuage their constant mental anguish for a time. If an effective mental balm is provided, a vooor might be willing to negotiate with explorers instead of eating them.

**Use:** Something has been tracking the characters ever since their travels briefly took them through a Lower Plane. They can sometimes hear its horrific scream-howl in the distance, a many-throated monstrosity giving voice to its eternal torment.

**GM intrusion:** *The vooor bites a character immediately, even though it's not the vooor's turn.*

**GM intrusion (group):** *The vooor screams again, even though they've already screamed once during the encounter.*



*Giant spider, page 335*

## WANDERFERVOR GADBILL

2 (6)

*If a gadbill is encountered alone, they're casually looking for other planar travelers to accompany, at least for a time.*

A colorful avian creature with a fantastic beak, slightly glowing wings, and intelligent eyes flutters through a hole in space that closes behind them. Alighting on a nearby branch, they sing a simple but pleasant birdsong.

Some birds head south for the winter. Wanderfervor gadbills go much farther and for much longer. Individuals spread out across the dimensions, seeking some essence from each new place they visit, before returning to a predetermined nesting place where they were hatched years earlier to mate, produce chicks, and start the process anew.

**Motive:** Defense, migration to new planes

**Environment:** Anywhere in the multiverse, alone or with one or more temporary travel companions

**Health:** 7

**Damage Inflicted:** 3 points

**Movement:** Immediate; long when flying

**Modifications:** Speed defense as level 4 due to tiny size; perception and stealth as level 5

**Combat:** The gadbill attacks with their beak or talons.

The wanderfervor gadbill can issue a raucous, magical warning caw about once an hour, targeting a creature within short range. A target failing a level 5 Intellect defense task is frightened and must run from the gadbill each round for one minute, or until they succeed on a level 5 Intellect defense task on their turn to end the effect. Once a creature succeeds at the defense task, they're immune from the warning caw for a day.

The gadbill can sing a healing song about once a day, targeting a travel companion within short range, restoring 5 Pool points or points of health to the creature. On a related birdsong note, creatures who've spent at least a few hours in the gadbill's presence, listening to their pleasant song, have all Intellect tasks (including attacks and defense) eased for the rest of the day. The gadbill doesn't sing for those they haven't selected as travel companions.

After a night's rest, a gadbill can fly into another plane they have previously visited or know to exist, transporting only themselves.

**Interaction:** Wanderfervor gadbills are intelligent even for birds—smarter than a parrot or raven. They are inclined to join groups that welcome them. However, they are also cautious. They know that many individuals value the gadbill as mere food, for their feathers, or for some magical quality of their beaks or feathers.

Even if welcomed into a traveling group, sooner or later, the gadbill moves on. They are not a pet, but rather a free-willed creature. And somewhere in a hidden demiplane, their mate waits, yearning.

**Use:** A strange bird pops through a dimensional portal, singing in alarm, pursued by a **lava husk**.

*Lava husk, page 82*

**GM intrusion:** Sunlight from another dimension unexpectedly reflects from the gadbill's feathers in this dimension, blinding a character until after their next turn.

## WARDEN OF THE LOST

7 (21)

Perhaps only a handful of wardens linger from the time when the multiverse was young, surviving past all reason or expectation, diligently fulfilling a function that is no longer needed. Somewhat humanoid, wardens of the lost are wrapped in a bulk of armor pocked with crystal spheres, swelling their size to twice that of a human. Many of the metallic spheres glow and blink, hinting that something lies trapped within.

Wardens face the long years of their existence without doubting their own continued purpose, instead doubling down on the duty given to them by beings they've all but forgotten. That duty is to keep safe any object or being they currently hold captive, and, just possibly, add new specimens to their collection from a selection of intruders that bother them in their solitude.

A warden imprisons those they collect in tiny artificial dimensions hosted in the crystal spheres that pock their bulky form. In these dimensions, time passes far more slowly than it does outside. A warden can adjust the time dilation back to normal for brief periods to converse with a prisoner or ask them questions. A prisoner might use that opportunity to try to escape. In rare circumstances, a warden might be convinced by an external party or even by the prisoner themselves to release them.

Some imprisoned creatures, captured epochs ago, have no remaining living kin (or even anything that resembles them) in the modern multiverse. Others were captured more recently, as in the last few decades or centuries.

*A warden doesn't require air, food, drink, or sleep.*

**GM intrusion:** *The warden releases a level 6 creature that allies with the warden.*

**Motive:** Fulfill duty of imprisoning dangerous beings and intruders

**Environment:** Anywhere in the multiverse with ancient ruins of a forgotten people

**Health:** 33

**Damage Inflicted:** 9 points

**Armor:** 3

**Movement:** Short

**Modifications:** Speed defense as level 6 due to large size; resists mental influence as level 8

**Combat:** Wardens of the lost attack all creatures within immediate range with a flare of transdimensional energy. Targets suffer damage on a failed Might defense task. One damaged target selected by the warden is also pulled into a tiny artificial dimension hosted in one of the metallic spheres pocking the warden's bulky form. Imprisoned victims have one chance to escape using their next action to attempt an Intellect task. On a success, they return to their previous position. But after that, escape attempts are allowed only once every few years, because those imprisoned experience time at a vastly reduced rate. (If a warden changes a prisoner's time dilation in order to question them, the prisoner can also attempt to escape again then.)

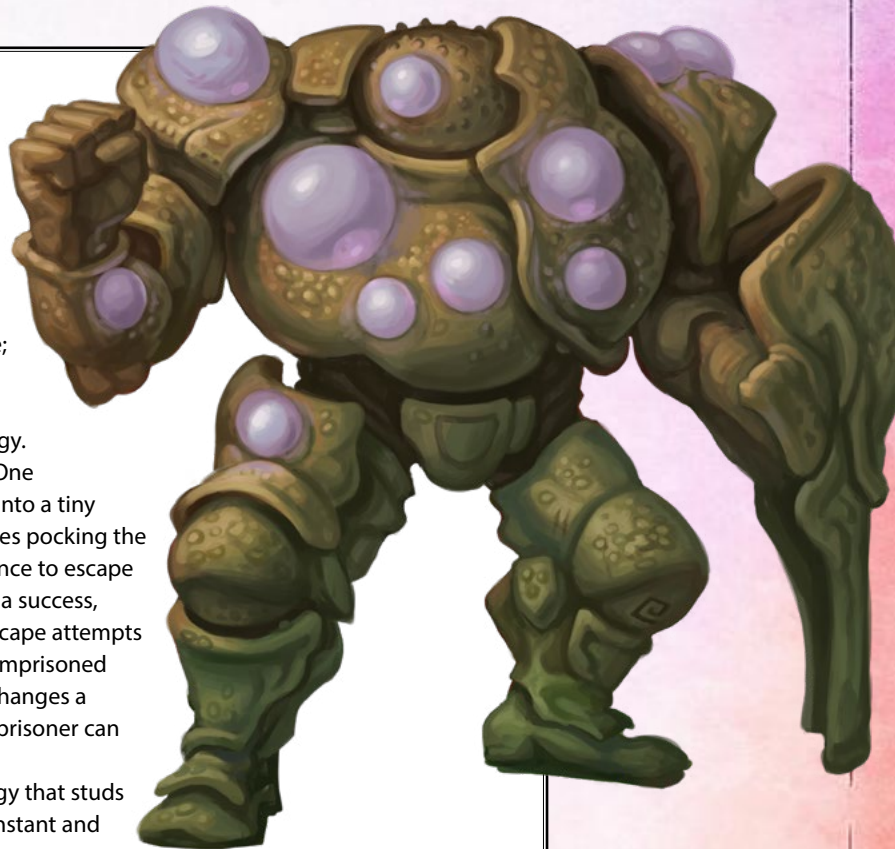
A warden can use the dimension-manipulating technology that studs their bulk to teleport up to a very long distance in an instant and still take an action (possibly to attack).

A warden is immune to cold attacks.

**Interaction:** A warden can learn almost any language with just a few rounds of practice. If communication is opened, a warden is willing (and even eager) to converse; however, if they feel those they converse with are intruding where they shouldn't be or otherwise violating something the warden guards against, they may still decide to imprison them.

**Use:** A group of explorers discovers they've been imprisoned in a warden for millennia, though only moments passed for them.

**Loot:** If defeated, a warden's various interdimensional cells empty into a heap next to the warden's form. Even with time dilation, only dust and bones are in most of them. But a few may contain other living creatures, imprisoned for who knows how long, and a selection of cyphers and even a couple of artifacts.



## WEREBASILISK

5 (15)

**GM intrusion:** A character freed from potential (or actual) petrification must succeed on a Might defense task or be cursed with werebasilisk lycanthropy, which they can't control. Magic able to remove curses could potentially free the character.



For guidance on how to handle involuntary transformations, refer to *Beast Form*, page 112.

Somewhere out among the planes, possibly amid the craziness of Limbo or maybe on a demiplane of a wild wizard, the curse of lycanthropy warped and frayed, ensnaring a traveler locked in combat with a basilisk. When the fight was done, only the traveler remained. The basilisk somehow had been subsumed. Only later was the curse of lycanthropy revealed.

Lycanthropes usually have three forms: humanoid, animal, and hybrid. A werebasilisk has only humanoid and hybrid forms. In their hybrid form, the lower half of their body becomes a scaled, six-legged reptilian monstrosity. Centaur-like, the upper portion of their body is humanoid; however, the scales and jagged back crest rise up the spine and onto their heads, and their eyes are hollow pits containing a fell bluish glow. A hybrid may wield the weapons of their humanoid form, or they may choose to use their claws and fearsome petrifying gaze in combat.

Werebasilisks who embrace what they are, and those with the will to understand that only through practice can they master themselves, eventually learn to harness their transformation so it happens only when they wish it. When such werebasilisks change, the hybrid form and the humanoid form remember events from both perspectives, their minds becoming one. Those without control usually become raging monsters.

**Motive:** Varies by individual

**Environment:** Anywhere in the multiverse, alone at the dark of the moon on a Material Plane world if unable to control their transformation

**Health:** 21

**Damage Inflicted:** 5 points

**Armor:** 2 (in hybrid form)

**Movement:** Short

**Modifications:** Speed defense as level 4 due to large size in hybrid form

**Combat:** A werebasilisk in hybrid form attacks twice each round with claws or greatsword. In human form, they attack twice with their greatsword.

Every few rounds, a werebasilisk (in their hybrid form) can target a creature within short range that can see them with a petrifying stare. On a failed Might defense task, the target partially turns to stone. The half-petrified victim can't move from their spot and all their physical tasks are hindered. A victim who succeeds at a second Might defense task on their next turn ends the effect. On a failure, the victim is petrified until freed by powerful magic.

A werebasilisk that's learned to control their condition can use their action to magically change their shape from a humanoid creature to a hybrid monster.

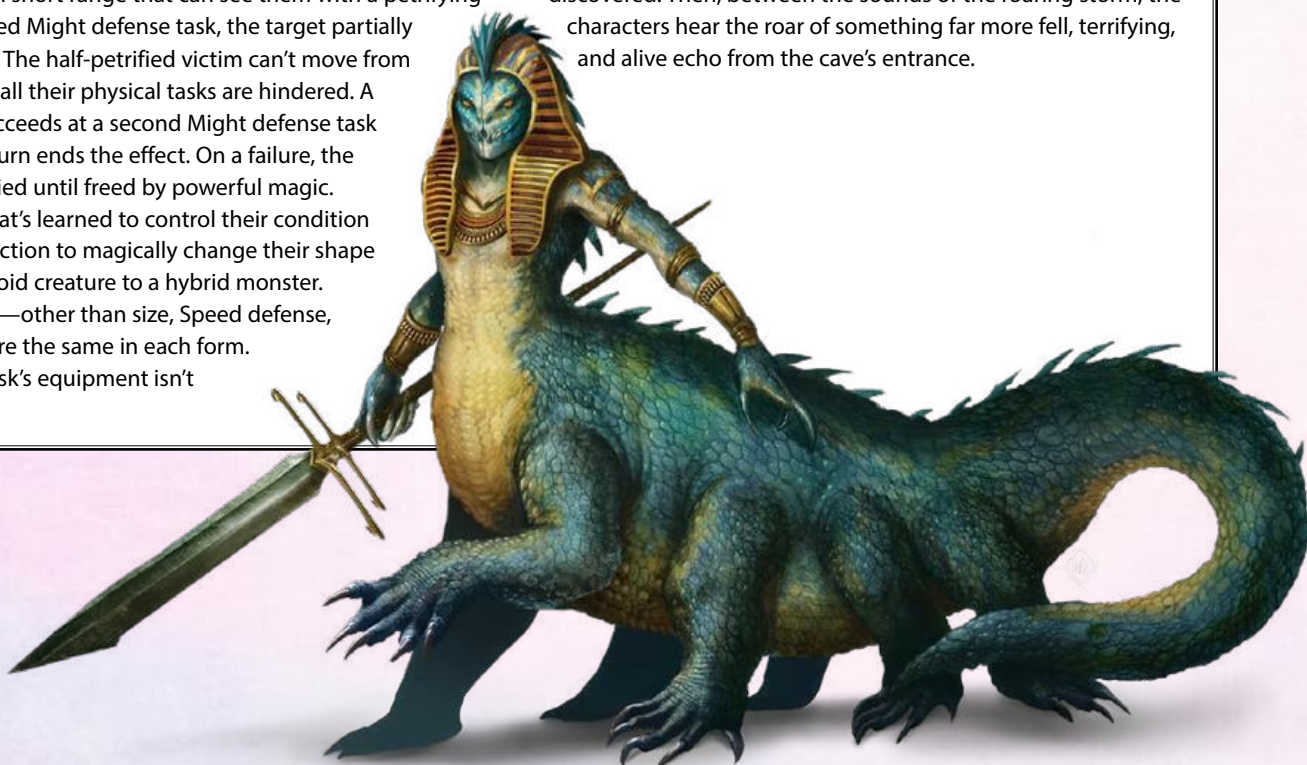
Their statistics—other than size, Speed defense, and Armor—are the same in each form.

The werebasilisk's equipment isn't transformed.

In hybrid form, a werebasilisk regains 1 point of health each round, unless they took damage from a silvered weapon or radiant energy in the last few minutes. If they die in hybrid form, the corpse resumes its humanoid shape.

**Interaction:** As with other lycanthropes, individual werebasilisks vary. Kind-hearted ones, horrified by what happens to them during the dark of the moon, live alone, seeking to leave their home plane of existence entirely. But evil werebasilisks revel in their capacity to transform. They are eager to learn the trick of change so they can remain in their hybrid form as long as possible, spreading terror and leaving a wake of petrified, half-eaten victims.

**Use:** A terrible storm on a strange plane forces explorers to take shelter in a cave. Evidence of habitation by a lone hermit is discovered. Then, between the sounds of the roaring storm, the characters hear the roar of something far more fell, terrifying, and alive echo from the cave's entrance.





## WINTER HERALD

5 (15)

A Winter herald acts as a prophet of the **Tomb of Winter**.

Winter heralds are created or raised up from undead ghouls. However, the voracious hunger most ghouls constantly feel is quenched in the herald by their devotion to the Tomb of Winter. In gratitude for that peace, a herald pledges to serve the ancient primordial's mysterious goals. Usually, those goals are to pacify the living, announce the coming of Winter, and talk other powerful, intelligent undead into considering the advantages of an alliance with their lord, possibly by conveying Winter's Blessing, which protects them from magical effects specifically designed to influence or destroy undead.

**Motive:** Pacify the living, protect undead, serve and convert others into the service of the Tomb of Winter

**Environment:** Anywhere in the multiverse where undead congregate, often in the company of two to three **undead ghouls**

**Health:** 18

**Damage Inflicted:** 5 points

**Armor:** 1

**Movement:** Short; long when flying

**Modifications:** Resists effects specifically targeting undead as level 7

**Combat:** A herald attacks twice each round with their claws, each inflicting 4 points of damage plus 1 point of Speed damage (ignores Armor) from penetrating cold. Clawed victims that fail a Might defense task are paralyzed for one minute. A paralyzed victim is unable take physical actions and suffers 3 points of Speed damage (ignore Armor) each round from cold suffusing their flesh. A paralyzed victim can attempt a subsequent Might defense task each round on their turn to end the effect early.

About once a minute, the herald can target an area up to a long distance away with cold. Targets in the area an immediate distance in diameter that fail a Speed defense task suffer 7 points of damage, or 3 points even if successful.

An angered herald automatically emits a grave-like stench out to immediate range. A living creature that moves into or starts their turn there is overcome with the stench on a failed Might defense task, hindering their tasks for one round.

One successful defense task renders a creature immune to the stench for a day. Winter's Blessing is automatically conferred on all undead within immediate range of a herald, easing all their tasks, including attacks and defense. While at least one undead is within immediate range, the herald regains 1 point of health per round, even at 0 health.

About once each minute, a winter herald can use their action to become invisible, lasting until the herald attacks another creature or is exposed to sunlight.

A Winter herald is immune to cold and necrotic attacks, but vulnerable to sunlight; sunlight hinders all their tasks while they are exposed.

**Interaction:** A Winter herald is an unapologetic advocate of the Tomb of Winter and undead. They may negotiate (using any of a number of common languages, or Primordial, the language of elder elementals), but only if convinced that undead interests will benefit in whatever bargain is reached.

**Use:** A necromancer calls up an undead ally with an old ritual. But the Winter herald they gain, along with the herald's attachment to the Tomb of Winter, is far more baggage than the necromancer wants; the herald's goals threaten to overshadow the necromancer's agenda. Secretly, the necromancer looks for agents to destroy the herald.

**Loot:** A winter herald may carry a few useful cyphers, such as a sling stone of **detonation (massive)** that causes heat drain (cold damage), an amulet of **effect resistance**, and possibly an artifact, such as an amulet that allows the user and a handful of allies to transfer to a previously visited planar location (level 5; depletion: 1 in 1d6).

*Tomb of Winter, page 135*

*Sometimes Winter heralds are tasked with exploring secret places in the multiverse that haven't been visited since the beginning of time, looking for "signs of change."*

**GM intrusion:** *The herald's penetrating cold attack freezes a character's hand into an unresponsive claw for a few rounds, or shatters a vulnerable piece of the character's equipment (such as a potion vial).*

**Ghoul (undead):** *level 2; claw attack inflicts 3 points of damage and, on failed Might defense task, the target is stunned for up to one minute or until they succeed on a defense task*



**Detonation (massive),**  
page 387

**Effect resistance,**  
page 388

## YOX

7 (21)

*If two yoxes find each other, either they tear each other apart trying to absorb the other, or both become disoriented and wander off.*

**GM intrusion:** *A character affected by the yox's aura of chaos attempts to fuse with the yox on their next turn, and could succeed if the character's friends don't hold them back.*

A yox is a horrid mishmash of limbs, tiny wings, eyes, and mouths from many creatures, plus random metal parts. Their body is arranged somewhat like a starfish, with a flat core and limbs around the edge.

It is commonly believed that the first yox was created when a squadron of modrons (living constructs native to Mechanus) became trapped in a bubble of pure chaos and were fused together into one erratic, insane creature. The fact that yox are usually encountered in Limbo or planes adjacent to it supports this belief.



Wings, page 400

Damage boost, page 401

**Motive:** Unpredictable; absorb other creatures into themselves

**Environment:** Limbo and adjacent Lower Planes, alone

**Health:** 33

**Damage Inflicted:** 5 points

**Armor:** 1 (5 against whatever kind of energy damage harmed them last turn)

**Movement:** Short; immediate when hovering

**Modifications:** Speed defense as level 5 due to huge size; perception and Intellect defense as level 9 due to multiple heads

**Combat:** A yox attacks three times each round using some combination of their many limbs and mouths. If a yox kills a victim with their attack, the body is absorbed into the yox. Powerful magic is required to separate the corpse of any given individual from the yox.

A yox is surrounded by an aura of chaos that affects foes' minds. Each creature that starts their turn within immediate range of a yox and that fails an Intellect defense task acts erratically during their next turn. The victim rolls a d10 to determine their action. On a 1 to 4, the character does nothing. On a 5 or 6, the character uses their action to move in a randomly determined direction. On a 7 or 8, the character makes a melee attack against a randomly determined creature within immediate range, or does nothing if they can't make such an attack. On a 9 or 10, they can act and move normally.

**Interaction:** A yox's behavior is unpredictable. They might approach a group of travelers and scream at them before leaving, attempt to kill and consume a foe, follow others at a safe distance for minutes or hours, or remain still and observant despite any attempts to interact with them.

A yox knows the languages of all the creatures they have absorbed (most common languages).

**Use:** The monarch, ruling council, or leader of a large territory has been sent a gift from a rival realm. Conflict has long existed between the two, but peace and trade negotiations just started. The gift is a scroll inscribed with a spell that will apparently create a portal to wherever the gift resides. Is it a trap, or is it really a gift? The accompanying text simply reads, "Through this door lies a riddle made flesh. Enjoy!"

**Loot:** The mixture of flesh composing a yox may include a few indigestible objects caught in the seams, including a couple of magic cyphers such as a cloak of wings or damage boost gloves.

## YSGARD NEMESIS

5 (15)

Ysgard nemeses were constructed by dwarves of Ysgard to seek out foes of their realm, especially dragons, and to serve as dangerous training partners against which they could test their own mettle. However, most Ysgard nemeses have since broken free of their original crafters' tight commands. They now roam the planes of existence looking for others to challenge without apparent regard for the merit of that challenge.

Thankfully, only a limited number of Ysgard nemeses remain. Unfortunately, that number is rumored to be just short of a thousand individual constructs. Worse, they apparently come back once destroyed and, if they can, try to track down those responsible for destroying them during their previous interaction.

**Motive:** Overcome great challenges

**Environment:** Anywhere in the multiverse, alone or in fireteams of two or three

**Health:** 21

**Damage Inflicted:** 5 points

**Armor:** 3 (including Intellect damage)

**Movement:** Short; short when flying

**Modifications:** Speed defense as level 4 due to large size; Intellect defense as level 9

**Combat:** A Ysgard nemesis attacks twice each round with their metallic fists. A hit inflicts 4 points of damage plus 1 point of damage from cold. In addition, a lingering chill hinders all the victim's physical tasks on their next turn if the victim fails a Might defense task.

A nemesis's mere presence creates slippery, icy conditions. When they wish, as part of the same action they attack with their fists, the ground within immediate range of them is coated in a thin layer of ice for several minutes, turning it into **difficult terrain**. Each creature that begins their turn in or enters the affected area must succeed at a Speed defense task or fall prone.

About once each minute, a Ysgard nemesis can emit the essence of Ysgard's icy caverns, filling an adjacent area a short distance in diameter with penetrating cold. Creatures in the area that fail a Might defense task take 7 points of damage or 3 points even with a successful defense task.

If a Ysgard nemesis is destroyed and their helm or some other portion of their metallic armor remains afterward, the nemesis rebuilds a new body in 1d10 days from that piece, regaining all health and becoming active again. This rebuilding can be prevented by completely destroying the armor, such as by melting it down in a forge, volcano, or in the Plane of Fire.

A Ysgard nemesis is immune to cold and poison attacks.

**Interaction:** A Ysgard nemesis is drawn to stories of heroism, vengeance, and myths. If offered a chance to help a character achieve a similar end, a nemesis may help the character rather than offer that character a challenge by combat. They speak most common languages and the language of angels (Celestial).

**Use:** An age ago, the tomb of a dwarven king was covered by an avalanche and forgotten. Recently, a map of that tomb reappeared. A treasure hunter with the map seeks allies to help them find and enter the tomb. The map warns, somewhat mysteriously, that those who violate the tomb "reap Ysgard's enmity."

**GM intrusion:** If the Ysgard nemesis is defeated, an ice storm spirals from the creature's form. All creatures within immediate range take 7 points of damage from the penetrating cold.



Difficult terrain, page 224



ZEITGEBAR WITNESS

6 (18)

**GM intrusion:** *The witness attacks a character with a tail slap immediately, even though it's not the creature's turn.*

Appalling and alien, the burrowing thing known as a zeitgebar witness is rumored to be a spy from a plane utterly bizarre in its inhabitants, or perhaps a plane beyond even those of the Far Realm. The creature is at least 20 feet long with lumpy metallic skin, is formed of what seems like two or more braided bodies, and has a single, staring eye that gives off brilliant light.

Zeitgebar witnesses move from one obsession to the next, during which time they stare at that subject for hours, days, or even weeks at a time, taking in obvious and subtle information as they do so. A likely subject of their attention could be a portal, a strange device, a corpse, or what looks to others like a strange spot on the wall of an ancient ruin. It's hard to know what will draw a witness's attention. Sometimes they seem to know when something of import is going to happen before it does, and they show up a few hours or days ahead of time to stare at the area where that event—perhaps a collision, a fight, or something odd falling out of the sky—eventually occurs.



**Motive:** Observe

**Environment:** Anywhere in the multiverse, usually alone but sometimes with other equally aberrant beings

**Health:** 25

**Damage Inflicted:** 8 points

**Armor:** 2

**Movement:** Short; immediate when burrowing

**Modifications:** Speed defense as level 5 due to large size; perception as level 10

**Combat:** A zeitgebar witness attacks with a tail slap.

The witness can emit beams of radiant energy every few rounds, targeting two separate creatures within long range. On a failed Speed defense task, a targeted creature takes 8 points of damage from radiant energy, or 3 points even with a successful defense task. A target who fails their Speed defense task must succeed on a Might defense task or descend one step on the damage track.

When especially threatened, or when they finish observing a particular object or area of study, the witness burrows through the multiverse (up to once each day), transferring themself to another plane of existence they know about. The tunnel remains viable for other creatures to use, but degrades with each passing second, until it fully collapses after about a minute.

**Interaction:** If a creature approaches a zeitgebar witness from any direction other than where the eye is looking, the witness is potentially startled and could become aggressive. However, if approached from the front (the direction of their gaze), they remain peaceful and open to interaction, unless attacked. A witness speaks a variety of languages with a strangely artificial voice. The creature may provide an interesting piece of information, but only if those interacting with them have something interesting to say about the object or area the witness is already studying.

**Use:** A "cyclops serpent" appeared in the community a couple of weeks earlier. All they do is stare at a bare spot at the center of town where lightning sometimes strikes. Recently, the town drunk suggested that the creature is the vanguard of some demonic force. Fearful that the rumormonger is right, a small force prepares to slay the creature before they finish their weeks-long vigil.

# CREATURES BY LEVEL

Creature	Level	Creature	Level	Creature	Level	Creature	Level
Residual	1	Shoe Thief	3	Gologoth	5	Peripleth	6
Abolisher of sorrow	2	Thorn Dancer	3	Flayer of Teeth	5	Prince of Dust	6
Doom of Retribution	2	Ochre Vanura	3	Ganrejith	5	Roheen Conqueror	6
Ebon Tullith	2	Accumulator	4	Gloom Strider	5	Verdigris Vanura	6
Vorothid	2	Agonizer	4	Grethk	5	Vociferous Skew	6
Galvanic Scar	2	Breath Thief	4	Howling Saw	5	Voor	6
Glimmer Moth	2	Champion of Summer	4	Infernal Pyre	5	Zeitgebar Witness	6
Harrow Trooper	2	Inexorable	4	Knargalian	5	Dissolute Angel	7
Iron Locust	2	Roggidj	4	Lava Husk	5	Evaclast	7
Krumveret	2	Dwimmershrike	4	Masked Skein	5	Flayed Messenger	7
Lahairon Mind Thief	2	Sand Elemental	4	Minauran Dealer	5	Invex Avatar	7
Luck Lamprey	2	Orglin	4	Nambu Bounty Hunter	5	Labyrinth Stalker	7
Mileusian Bloom	2	Festering Amnic	4	Pauvak	5	Lord of Dogs	7
Nettle Blight	2	Head of Hades	4	Psychic War Veteran	5	Ossuary Blob	7
Ovisan Hunter	2	Iron Magus	4	Ramiahn Outcast	5	Portal Dragon	7
Planar Mite	2	Mind Mold Wraith	4	Reflection Hound	5	Reymcubus	7
Psychic Leech Swarm	2	Modron Deadfall	4	Refuse Revenant	5	Sangreloth Decapitae	7
Pyske	2	Nilim Shambler	4	Shrouded Soldier	5	Shape of Water	7
Wanderfervor Gadbill	2	Solfatar	4	Smothering Tulum	5	Shechnyku	7
War Angel	3	Stygian Sleepfish	4	Spell Incarnate	5	Sorgonian	7
Blister Rat	3	Trapdoor Lurker	4	Styx Jack	5	Stormwing	7
Coal Nix	3	Traveler Guide	4	Cerulean Vanura	5	Thanatops	7
Crooked Roach	3	Trinavar	4	Vesied	5	Warden of the Lost	7
Etherclaw	3	Umbral Slime	4	Werebasilisk	5	Yox	7
Ghath	3	Maroon Vanura	4	Winter Herald	5	Anokapsik	8
Feralflower	3	Alterwrath	5	Ysgard Nemesis	5	Blood Hellion	8
Fettered Gremlin	3	Burrulk	5	Avessor	6	Joyful Trine	8
Ghoul Beetle Swarm	3	Carcinising Vilomah	5	Carcerian Ranger	6	Primogenitor	9
Glacier Imp	3	Convergent Killer	5	Delurazon	6	Tomb of Winter	9
Hunakak	3	Cryptic Moth	5	Echo of Divinity	6	Qoreth-shemkur	10
Iridescent Crake	3	Cumulolupine	5	Eilfgar	6		
Khasasia	3	Curse of the Crypt	5	Flux Elemental	6		
Moietan	3	Izamaz	5	Obsidian Elemental	6		
Moonstrider	3	Avernus Observer	5	Hag Exile	6		
Morpheusian	3	Taker of Bones	5	Headstone Golem	6		
Neonate	3	Devouloth	5	Hoard Giant	6		
Portal Wight	3	Distransit	5	Immaculate Justiciar	6		
Puddle Weird	3	Divergent Skull	5	Myrmic Colossus	6		
Rust Hog	3	Elar	5	Necrostolon	6		
		Eusker	5	Nexus Foreteller	6		



## GLOSSARY



**The Abyss:** The Outer Plane of pure chaos and evil, home to demons.

**Acheron:** An Outer Plane of order and evil representing war, slaughter, and violent conflict, consisting of city-sized iron cubes and marching armies. Home to many violent deities, particularly the bugbear, goblin, and orc gods of war.

**Angel:** A general type of celestial that often serves a divine power. Common folk may use “angel” and “celestial” interchangeably.

**Arborea:** A passionate wilderness Outer Plane of chaos and good, home to many elven deities.

**Astral Plane:** A barren silver void, the empty space between the Outer Planes. Souls of the dead travel through it to reach their afterlife.

**The Beastlands:** A good Outer Plane of unbound nature, teeming with life.

**Carceri:** An Outer Plane of chaos and evil; a prison dimension filled with bleak, desolate environments.

**Elemental:** Creatures native to the Planes of Air, Earth, Fire, or Water. Semi-intelligent creatures such as fire elementals are elementals, as are magically talented creatures such as genies.

**Elemental Chaos:** Also called the Primordial Chaos, these are the remote regions of the Inner Planes where the elements bleed together in dangerous storms of matter and energy.

**Elysium:** A bucolic Outer Plane of pure good, a safe haven for anyone seeking refuge.

**Ethereal Plane:** A misty dimension that connects the Material Plane to the Inner Planes. Teleportation magic involves an instantaneous journey through the Ethereal Plane.

**Far Realm:** A bizarre alien plane outside the known universe, with physics, magic, and life forms antithetical to those of most of the known planes. Many aberrations and strange creatures were originally natives of the Far Realm. Trying to understand or communicate with this place often leads to insanity.

**Feywild:** An alluring but dangerous reflection of the Material Plane, home to faeries, fey, talking beasts, the Seelie and Unseelie Courts, and other strange creatures.

**Fiend:** A general name for an evil creature native to one of the Lower Planes. Includes demons and devils.

**Gehenna:** An evil and chaotic Outer Plane of suspicion and greed, dominated by a central volcano and having no flat terrain.

**Gray Wastes:** A layer of Hades, where despair and apathy prevail and fiendish armies clash.

**Hades:** A gloomy Outer Plane of pure evil, empty of joy, hope, and passion.

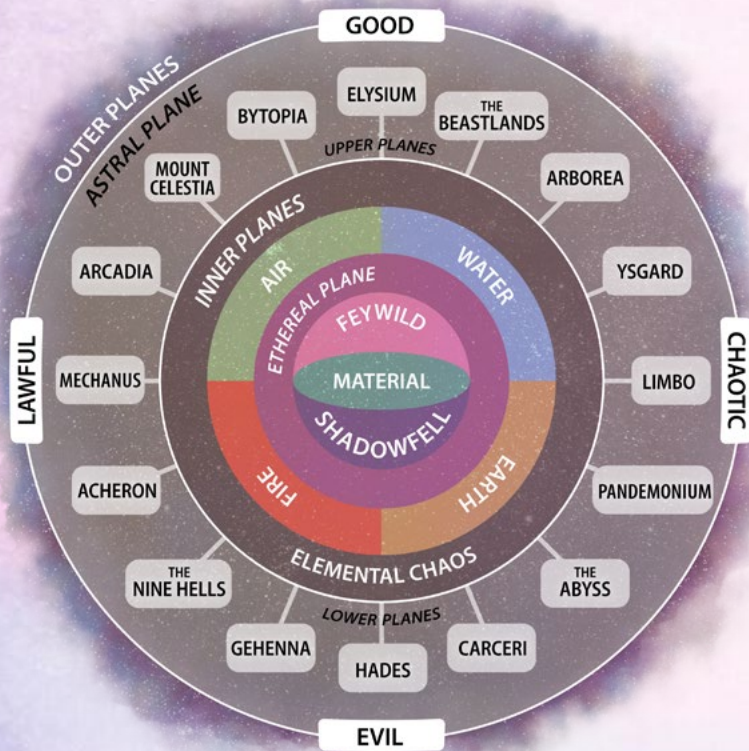
**Hag:** A wicked kind of creature native to the fey realms, usually in the form of an old woman, with magical power and physical might. Night hags are hags native to the Outer Planes.

**Inner Planes:** The planes that represent the physical essence of matter. These include the Plane of Air, Plane of Earth, Plane of Fire, Plane of Water, and the Primordial Chaos that surrounds them.

**Layer:** Subdivisions of a plane, much like parallel dimensions representing different aspects of that plane’s nature.

**Limbo:** An Outer Plane of pure chaos, where matter ebbs and flows like water.

**Lower Planes:** The seven Outer Planes that have an aspect of evil: Acheron, the Nine Hells, Gehenna, Hades, Carceri, the Abyss, and Pandemonium. The River Styx touches all of these planes.



**Material Plane:** Any “normal” plane where mortals are born, live, and die—in contrast to the Inner Planes and Outer Planes where the natives are celestials, elementals, fiends, gods, and other magical creatures.

**Mechanus:** A clockwork Outer Plane of pure order, home of the modrons.

**Minauros:** One of the Nine Hells, home to devils and evil entities.

**Necrotic Energy:** A soul-destroying, decay-enhancing energy that causes living flesh to rot and healthy tissue to die, and animates corpses to create undead monsters.

**The Nine Hells:** An Outer Plane of pure order and evil, representing tyranny and oppression. Home to devils, each of its layers is ruled by a powerful arch-devil.

**Outer Planes:** Planes that represent absolutes of chaos, law, good, and evil; their spiritual and philosophical pressure directs and shapes the multiverse. Deities, celestials, fiends, and other strange creatures live there.

**Pandemonium:** A chaotic Outer Plane of madness consisting of endless tunnels carved by howling winds.

**Plane of Air:** An Inner Plane that is a vast open expanse of air, clouds, and storms, inhabited by air elementals and djinn (air genies).

**Plane of Earth:** An Inner Plane consisting of an immense mountain range with extensive tunnels and subterranean cities, inhabited by earth elementals and dao (earth genies).

**Plane of Fire:** An Inner Plane with volcanoes, island cities of metal, and a sea of burning oil, inhabited by fire elementals and efreet (fire genies), and frequently blanketed by storms of ash.

**Plane of Water:** An Inner Plane of infinitely deep ocean, battered by violent storms and inhabited by merfolk, enormous sea beasts, water elementals, and marid (water genies).

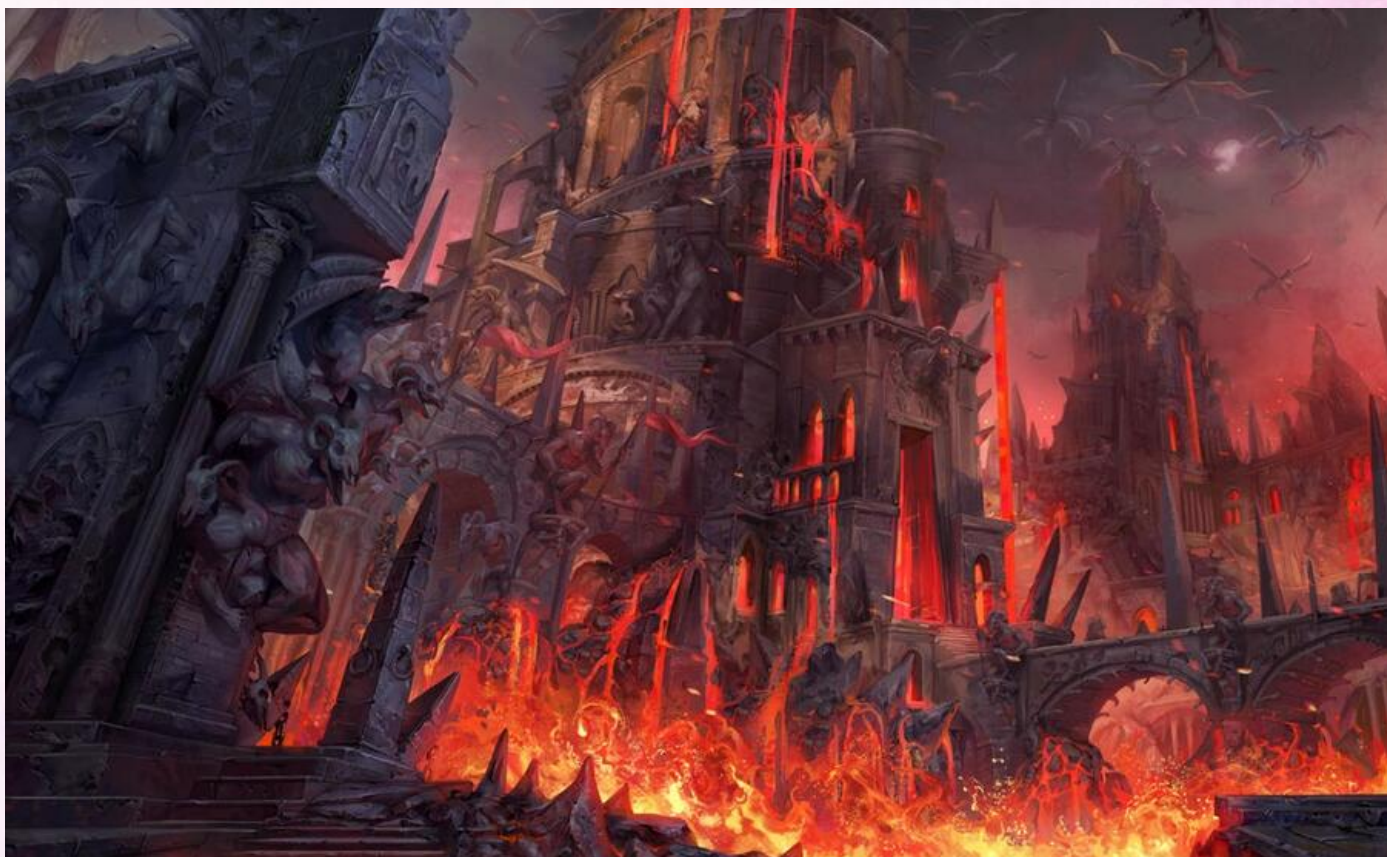
**Radiant Energy:** This type of damage is normally associated with pure divine power, especially divine power that flows from a goodly god.

**River Styx:** This supernatural river winds across the Lower Planes and serves as a main thoroughfare for travel between them. However, it’s polluted by filth, grease, garbage, and residue from battlefields, and it’s so tainted that it destroys the minds and memories of those who come in contact with it.

**Shadowfell:** An evil, haunted reflection of the Material Plane, home to undead and other dangerous creatures.

**Upper Planes:** Outer Planes that have an aspect of good, including Elysium, the Beastlands, Arborea, and Ysgard.

**Ysgard:** A rugged Outer Plane of mountains, fjords, and battlefields, embodying chaos and good. Any creature killed here is restored to life at the next dawn.









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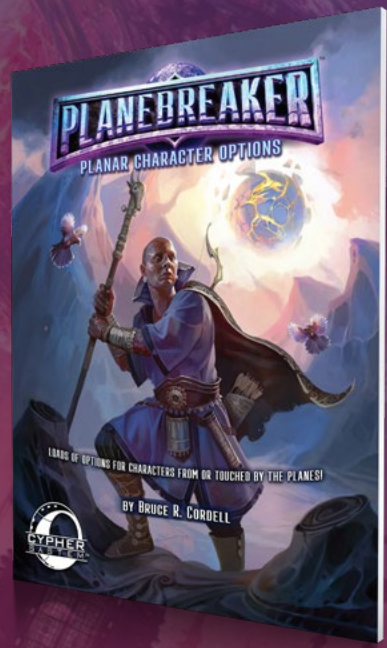
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