Aberrant Templates



HOMEBREW

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Beholden

Creature Type Aberration
Senses truesight 60ft.
Languages Deep Speech
Challenge increases by 1

All Seeing. The beholden cannot be surprised while it is not blinded or incapacitated.

Antimagic Gaze. The beholden creates an antimagic field in a cone with a range that is a number of feet equal 10 times the target's proficiency bonus. At the start of each of its turns, the beholden decides which way the cone faces and whether the cone is active. The area works against the beholden's own eye rays and spells. It cannot benefit from this feature if it is blinded or incapacitated.

Piercing Gaze. The beholden's vision is immune to any effect that would obscure its sight.

Actions

Multiattack. The beholden can make a number of Eye Ray attacks equal to half its proficiency bonus (rounded up).

Eye Ray. The beholden can target a creature within 90ft. forcing it to make a saving throw. The save DC for the effect is 8 + the beholden's proficiency bonus + the beholden's Charisma modifier. Some rays can deal damage equal to a number of d10s times the Beholden's Proficiency Bonus of the specified damage type. Each eye ray can be found in the Eye Effects table.

Bonus Actions

Shift Gaze. The beholden can shift the direction of its Antimagic Gaze.

Reaction

Eye Blast. When the beholden takes damage, it can make an eye ray attack against a creature within range.

Eye Ray Effects

- **Death Ray.** This requires a Constitution saving throw and deals necrotic damage. On a failed saving throw the target cannot regain hit points until the end of its next turn. Any hit points it recovers for the duration deal necrotic damage instead.
- **Disintegration Ray.** This requires a Dexterity saving throw and deals force damage on a failed save. If this reduces a creature to 0 hit points, it immediately dies and is turned to ash.
- **Light Ray.** This requires a Constitution saving throw and deals radiant damage on a failed saving throw. On a failed saving throw, the target is blinded until the end of its next turn.
- **Petrification Ray.** This requires a Constitution saving throw and deals cold damage on a failed saving throw. On a failed saving throw, the target is restrained until the end of its next turn. If the target is reduced to 0 hit points while restrained in this manner, it is immediately killed as it shatters.
- **Sleep Ray.** This requires a Constitution saving throw. On a failed saving throw, the target is unconscious for one minute, until it takes damage, or a creature uses its action to wake it.
- **Telekinesis Ray.** This requires a Strength saving throw and deals psychic damage on a failed saving throw. On a failed save, the target is also moved 30ft. to a location of the beholden's choice.

The Beholden

The beholden is a rare aberrant mutation that is caused by the rampant dreams from beholders. When a creature is repeatedly exposed to the residual psionic energy of a beholder's presence, it begins to slowly warp their physiology with its alien magic. Oftentimes, this effect is an unintentional side effect, especially if there are multiple kinds of beholderkin with the region. However, especially powerful beholders have been able to weaponize their dreams to trigger these mutations within the bodies of nearby creatures. Although these powerful beholders use this magic to warp creatures against their will, they also have been known to grant this gift to loyal minions or followers as well.

Beholden Characteristics

The beholden can be easily identified by their alien appearance. The most notable characteristic of these abominations is that their body is covered in eyes. These eyes can vary from a cluster of various eyestalks to bulging orbs that protrude from the skin like gigantic warts. Although many beholden can have dozens of eyes on their form, they always possess seven prominent eyes that stand out from the rest. These eyes serve as a conduit of magic, allowing them to project various eye beams at their opponents. The largest of these special eyes can emit a powerful antimagic field that increases in range the stronger the beholden is.

Combat Tactics

Even the weakest beholden can prove to be a challenge due to their ability to negate magic as well as the versatility of their eyebeams. Their greatest strength is their keen awareness granted by their aberrant eyesight, that allows them to see through any sort of magical veil or illusion. However, their superior sight can also be used as their weakness as many of their abilities, including their antimagic cone, are ineffective if it is blinded.

Beholden Hill Giant

Huge Aberration, varies

Armor Class 13 (Natural Armor)
Hit Points 105 (10d12+40)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2
Senses truesight 60ft
Languages Deep Speech, Giant
Proficiency Bonus +3
Challenge 6 (2300 xp)

All Seeing. The beholden hill giant cannot be surprised while it is not blinded or incapacitated.

Antimagic Gaze. The beholden hill giant creates an antimagic field in a 30ft. cone. At the start of each of its turns, the beholden hill giant decides which way the cone faces and whether the cone is active. The area works against the beholden hill giant's own eye rays and spells. The beholden hill giant cannot benefit from this feature if it is blinded or incapacitated.

Piercing Gaze. The beholden hill giant's vision is immune to any effect that would obscure its sight.

Actions

Multiattack. The beholden hill giant can make two greatclub attacks or two Eye Ray attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, 10ft., one target. *Hit* 18(3d8+5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, 60/240ft., one target. *Hit* 21(3d10+5) bludgeoning damage.

Eye Ray

Death Ray. One creature within 90ft. of the beholden hill giant must succeed a DC 9 Constitution saving throw or take 16(3d10) necrotic damage. On a failed saving throw the target cannot regain hit points until the end of its next turn. Any hit points it recovers for the duration deals necrotic damage instead.

Disintegration Ray. One creature within 90ft. of the beholden hill giant must succeed a DC 9 Dexterity saving throw or take 16(3d10) force damage. If this reduces a creature to 0 hit points, it immediately dies and is turned to ash.

Light Ray. One creature within 90ft. of the beholden hill giant must succeed a DC 9 Constitution saving throw or take 16(3d10) radiant damage. On a failed save, it is blinded until the end of its next turn.

Petrification Ray. One creature within 90ft. of the beholden hill giant must succeed a DC 9 Constitution saving throw or take 16(3d10) cold damage. On a failed saving throw, the target is restrained until the end of its next turn. If the target is reduced to 0 hit points while restrained in this manner, it is immediately killed as it shatters.

Sleep Ray. One creature within 90ft. of the beholden hill giant must succeed a DC 9 Constitution saving throw. On a failed saving throw, the target is unconscious for one minute until it takes damage or a creature damages it.

Telekinesis Ray. One creature within 90ft. of the beholden hill giant must succeed a DC 9 Strength saving throw or take 16(3d10) psychic damage. On a failed saving throw, the target is also moved 30ft. to a location of the beholden's choice.

Bonus Actions

Shift Gaze. The beholden hill giant can shift the direction of its Antimagic Gaze.

Reaction

Eye Blast. When the beholden hill giant takes damage, it can make an eye ray attack against the attack if it is within range.

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Beyonder

Creature Type Aberration
Damage Resistances Cold, Fire, Force, Radiant
Senses darkvision 120ft., blindsight 60ft.
Languages Deep Speech
Challenge increases by 2

Alien Nature. The beyonder does not require air, food, drink, or sleep

Dimensional Displacement. The beyonder is constantly phasing in and out of reality causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the beyonder is incapacitated or has a speed of 0.

Dimensional Lock. The beyonder is immune to effects that would teleport it against its will. Additionally, creatures of its choice within 30ft. of the beyonder cannot teleport. Creatures that attempt to teleport while within this range take force damage equal to a number of d10s equal beyonder's proficiency bonus and the effect immediately ends.

Spatial Distortion. When the beyonder fails a saving throw against an effect that deals damage, the beyonder takes half damage and none on a success.

Void Sight. The beyonder's vision is not obscured by magical darkness.

Actions

Rift Strike. When the beyonder hits a creature with an attack, the target takes additional force damage if it willingly spends any movement on its next turn. This additional force damage is equal to a number of d10s equal to the beyonder's proficiency bonus. This damage only triggers once a turn on a creature.

Planar Shunt (Recharge 5-6). One creature within reach of the beyonder must succeed a Charisma saving throw equal to 8 + the beyonder's Charisma modifier + the Beyonder's proficiency bonus. On a failed save, it takes force damage equal to 2d10 times the beyonder's proficiency bonus and is teleported 60ft. to a location of the beyonder's choice. On a successful save, creatures take half damage and are not teleported.

Bonus Actions

Void Rift. The beyonder can use its bonus action to teleport 30ft. to a spot that it can see within range.

Reactions

Phase Shift. When the beyonder takes damage, it can phase out of reality and it takes half damage from the triggering damage.

Beyonder

Beyonders are an otherworldly mutation that is the result from exposure to strange alien magic from the mysterious expanse of the Astral Sea or beyond. The entities responsible for this mutation are beyond the comprehension of most mortals, but what is understood about them is that they can travel between realities and have the ability to alter a creature's dimensional essence.

Beyonder Physiology

A creature corrupted by these aberrations no longer fully exists solely on its native plane. Instead, they seem to exist in a perpetual limbo between space and time. As a result, beyonders appear almost ethereal or blurred in appearance as multiple echoes of its form seem to perpetually shift around it. Many scholars attribute this feature to their multi-phasic essence. Because of their interplanar nature, beyonders are able to create small rifts in reality at will that allow them to teleport short distances.

Not only are beyonders able to manipulate their own form, but they can also disrupt one's connection to reality and the planes. A single touch from a beyonder has the ability to destabilize one's planar attunement causing a small rift to appear within a creature's body whenever it moves. Some powerful beyonders even have the ability to even shunt creatures between the planes against their will, often teleporting them to hazardous locations. Their presence also can create a localized interplanar disturbance that disrupts any form of interplanar travel or teleportation against the beyonder's will.

Beyonder Tactics

Fighting creatures corrupted by beyonder magic can prove to be an extremely difficult task due to their ability to phase in and out of reality. The primary advantage that beyonder's have is their superior mobility. Their primary tactic is to always keep moving, such as through hit-and-run tactics, while locking enemies into place with their rift strikes before teleporting away from harm. If an enemy manages to close the distance, it has a number of defensive countermeasures such as its planar displacement to evade and minimize many sources of incoming damage.

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Blue Dragon Beyonder

Large Dragon, varies

Armor Class 18 (Natural Armor)
Hit Points 152 (16d10+64)
Speed 40ft., fly 80ft., burrow 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex+4, Con+8, Wis+5, Cha +7
Skills Perception +9, Stealth +4
Damage Resistances Cold, Fire, Force, Radiant
Damage Immunities Lightning
Senses darkvision 120ft., blindsight 60ft, Perception 19
Languages Common, Deep Speech, Draconic
Proficiency Bonus +4
Challenge 11 (7200 xp)

Alien Nature. The beyonder dragon does not require air, food, drink, or sleep.

Dimensional Displacement. The beyonder dragon is constantly phasing in and out of reality causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the beyonder dragon is incapacitated or has a speed of 0.

Dimensional Lock. The beyond dragon is immune to effects that would teleport it against its will. Additionally, creatures of its choice within 30ft. of the beyonder cannot teleport. Creatures that attempt to teleport while within this range takes 22(4d10) force damage and the effect immediately ends.

Spatial Distortion. When the beyonder dragon fails a saving throw against an effect that deals damage, the beyonder dragon takes half damage and none on a success.

Void Sight. The beyonder dragon's vision is not obscured by magical darkness.

Actions

Multiattack. The beyonder dragon can make one bite attack and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, 10ft., one target. *Hit* 16(2d10+5) piercing damage + 5(1d10) lightning damage. On a hit, if the target willingly moves 5ft. before the start of the beyonder dragon's next turn takes an additional 22(4d10) force damage. A creature only takes this damage once a turn.

Claw. *Melee Weapon Attack:* +9 to hit, 5ft., one target. *Hit* 12(2d6+5) slashing damage. On a hit, if the target willingly moves 5ft. before the start of the beyonder dragon's next turn takes an additional 22(4d10) force damage. A creature only takes this damage once a turn.

Lightning Breath(Recharge 5-6). The beyonder dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Planar Shunt (Recharge 5-6). One creature within 10ft. of the beyonder dragon must succeed a DC 15 Charisma saving throw. On a failed save, it takes 44 (8d10) force damage and is teleported 60ft. to a location of the beyonder dragon's choice. On a successful save, creatures take half damage and are not teleported.

Bonus Actions

Void Rift. The beyonder dragon can use its bonus action to teleport 60ft. to a spot that it can see within range.

Reactions

Phase Shift. When the beyonder dragon takes damage, it can phase out of reality and it takes half damage from the triggering damage

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Far-Touched

Creature Type Aberration
Damage Resistances Cold, Fire, Force, Psychic, Radiant
Senses blindsight 120ft.
Languages Deep Speech
Challenge increases by 2

Alien Mind. When a creature forces the far-touched to make a saving throw against being charmed or frightened, it automatically succeeds and the attacker must make an Intelligence saving throw equal to 8 + the far-touched's proficiency bonus+ its Intelligence modifier. On a failed save, the target is stunned until the end of its next turn.

Alien Nature. The far-touched does not require air, food, drink, or sleep.

Maddening Presence. Creatures that are not aberrations that enter within 30ft. of the far-touched must succeed a Wisdom saving throw equal to 8 + the far-touched's proficiency bonus+ its Intelligence modifier. On a failed saving throw, the target falls under the effects of the *Confusion* spell until the end of its next turn. On a successful saving throw, creature is immune to any Far-Touched Maddening Presence for 24 hours.

Psychic Dispersal. When the far-touched takes psychic damage, it takes no damage and instead reflects it back at the attacker instead.

Actions

Aberrant Grasp. The far-touched attacks deal additional psychic damage on a hit. This additional damage is equal to a number of d8s times half the far-touched's proficiency bonus (rounded down).

Optional Feature: Wave of Madness (Recharge 5-6). Creatures in a cone with a size equal to 10 times the far-touched's proficiency bonus must succeed an Intelligence saving throw equal to 8 + the far-touched's proficiency bonus + its Constitution modifier. On a failed saving throw, the targets take psychic damage equal to a number of d8s equal to the far-touched's proficiency bonus.

On a failed saving throw, creatures roll a d4 to determine an additional effect on the Madness Table. Creatures suffer from these conditions for one minute and must repeat their save at the end of each of its turns to end the effect. On a successful saving throw, creatures take half damage.

Reactions

Psionic Overload. When a creature damages the far-touched, the attacker must make an Intelligence saving throw equal to 8 + the far-touched's proficiency bonus+ its Intelligence modifier. On a failed save, the attacker is stunned until the end of its next turn.

Madness Table

d4	Effect
1	The target is frightened for the duration. A frightened target must use all its movement an action on that turn to get as far from the far-touched as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way.
2	The target has vulnerability to psychic damage for the duration.
3	The target's Intelligence Score is reduced by 1d6. If this reduces a creature's Intelligence to 0, it dies. This reduction can be removed after finishing a long rest.
4	The target is incapacitated for the duration.

Far-touched

The far-touched represent individuals who have been exposed to the incomprehensible madness of entities from the Far Realm such as the Elder Evils. Under most circumstances, far-touched are often the result of accidental encounters or a rare rift to the Far Realm; however, those who are truly mad have actively sought out these powers in exchange for their "gift".

Far-touched Characteristics

Creatures corrupted by the Elder Evils no longer have a mind or agenda to call their own. Instead, they are driven by the incomprehensible, alien minds of their eldritch masters. Their very presence invites an aura of madness on those who gaze upon them. Although their ultimate motives are still unclear, the far-touched seem to share the same goal of spreading their eldritch madness to other creatures.

Far-touched Tactics

When battling the far-touched, one should use extreme caution. The primary advantage that the far-touched have is their eldritch mind which grants them the ability to reflect any source of psionic or mental magic back at the source, twisting the energy to temporarily overload the target's mind with glimpses of the Far Realm. Because of this, only the most prepared of adventurers should think of battling the far-touched. Without the proper protection to shield one's mind from their effects, one will quickly find themselves amongst the ranks of those corrupted by the Elder Evils.

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Far-touched Treant

Huge Aberration, varies

Armor Class 16 (Natural Armor)
Hit Points 138 (12d12+60)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistance Bludgeoning, Piercing, Cold; Fire, Force, Psychic, Radiant
Damage Vulnerabilities Fire
Senses blindsight 120ft, passive Perception 13
Languages Deep Speech, Druidic, Elvish, Sylvan
Proficiency Bonus +4
Challenge 11 (7200 xp)

Alien Mind. When a creature forces the far-touched treant to make a saving throw against being charmed or frightened, it automatically succeeds and the attacker must make a DC 13 Intelligence saving throw. On a failed save, the target is stunned until the end of its next turn.

Alien Nature. The far-touched treant does not require air, food, drink, or sleep.

Maddening Presence. Creatures that are not aberrations that first enters within 30ft. of the far-touched treant must succeed a DC 13 Wisdom saving throw. On a failed saving throw, the target falls under the effects of the *Confusion* spell until the end of its next turn. On a successful saving throw, creature is immune to any far-touched Treant's Maddening Presence for the next 24 hours.

Psychic Dispersal. When the far-touched treant takes psychic damage, it takes no damage and instead reflects it back at the attacker instead.

Actions

Multiattack. The far-touched treant can make two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, 10ft., one target. *Hit* 16(3d6+6) bludgeoning damage + 9(2d8) psychic damage.

Rock. *Ranged Weapon Attack:* +10 to hit, 60/180ft., one target. *Hit* 28(4d10+6) bludgeoning damage + 9(2d8) psychic damage.

Animate Trees(1/day). The far-touched treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a far-touched treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the far-touched treant. The tree remains animate for 1 day or until it dies; until the far-touched treant dies or is more than 120 feet from the tree; or until the far-touched treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Wave of Madness (Recharge 5-6)

Creatures in 40ft. cone must succeed a DC 13 Intelligence saving throw. On a failed saving throw, the targets take 36 (8d8) psychic damage.

On a failed saving throw, creatures must roll a d4 to determine an additional effect as seen on the Madness Table. Creatures suffer from these conditions for one minute and must repeat their save at the end of each of its turns to end the effect. On a successful saving throw, creatures take half damage.

1. **Wave of Terror.** The target frightened for the duration. A frightened target must use all its movement an action on that turn to get as far from the far-touched treant as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way
2. **Mind-shattering Wave.** The target has vulnerability to psychic damage for the duration.
3. **Siphoning Wave.** The target's Intelligence Score is reduced by 1d6. If this reduces a creatures' Intelligence to 0, it dies. This reduction can be removed after finishing a long rest.
4. **Disorienting Wave** The target is incapacitated for the duration.

Reactions

Psionic Overload. When a creature damages the far-touched treant while within 10ft. of it, the attacker must make a DC 13 Intelligence saving throw. On a failed save, the attacker is stunned until the end of its next turn.

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Flayed

Creature Type Aberration
Senses blindsight 120ft.
Languages Deep Speech
Challenge increases by 1

Hive Mind The flayed can sense the pain and see through the senses of another flayed within 1000ft. of it.

Mind Breaker. Creatures have disadvantage on saving throws to maintain concentration from taking damage from the flayed's attacks or effects.

Mind Eater. When a flayed takes psychic damage, it takes no damage and regains a number of hit points equal to the damage dealt.

Mind Sense. The flayed is aware of the presence of creatures within 300 feet of it that have an Intelligence of 3 or higher. It knows the relative distance and direction of each creature, regardless of physical barriers. Creatures under the effects of magic that protects the mind cannot be detected by the flayed.

Actions

Psionic Grasp (Recharge 5-6). One creature within reach of the flayed must succeed an Intelligence saving throw equal to 8 + the flayed's Intelligence modifier + the flayed's proficiency bonus. On a failed save, it takes psychic damage equal to 2d8 times the flayed's proficiency bonus and is stunned for one minute. Stunned creatures can repeat its saving throw at the end of each of its turns to end the effect on success. On a successful save, creatures take half damage and are not stunned.

Bonus Actions

Psychic Push. A creature within 30ft. of the flayed must succeed a Strength saving throw equal to 8 + flayed's proficiency bonus + the flayed's Intelligence modifier. On a failed saving throw, it is moved 20ft. in a direction of the flayed's choice.

Reactions

Psionic Shield. When the flayed takes damage, it can reduce the damage taken by a number of d10s times the flayed's proficiency bonus. If this attack reduces a creature's attack to 0, the attacker takes psychic damage equal to the damage absorbed.

Flayed

The flayed are a category of aberrant abominations that are the result of psionic experimentation, primarily done by illithids. Under most circumstances, the flayed are typically used as thralls for their illithid masters, primarily serving as guards or footsoldiers. However, in some cases, the flayed have overthrown and consumed their masters and now seek out new sources of food.

Flayed Appearance

As their name suggests, the flayed are a rather horrific appearance as their skin seems to resemble a writhing mass of tentacles and brain tissue. Due to their mutations, the flayed have been granted a heightened mental capacity that grants them telepathy as well as the ability to form a hive mind with other Flayed creatures.

Flayed Behavior

The flayed only have one goal in mind, which is to feast on the psionic energy of sentient creatures. Even when enthralled, their motives remain the same. As a result, they can prove to be ideal thralls and minions to control due to their singular focus. However, it can prove to be one's downfall if their need to devour minds is not sated.

Flayed Tactics

The flayed have the innate ability to pinpoint the location of any sentient creature within range of it. While hunting, the flayed primarily target creatures with the highest Intelligence as those will provide them with more nutrients that they need to fuel their psionic powers. One should proceed with extreme caution when dealing with the flayed as they are all connected to a hive mind. So, if one falls under threat, it is very likely that one may encounter more flayed reinforcements.

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Flayed Yeti

Large Aberration, varies

Armor Class 12 (Natural Armor)
Hit Points 51 (6d10+18)
Speed 40ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +3,Stealth +3
Damage Immunities Cold
Senses darkvision 60ft, blindsight 120ft., passive Perception 13
Languages Deep Speech, Yeti
Proficiency Bonus +2
Challenge 4 (1100 xp)

Fear of Fire. If the flayed yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Hive Mind. The flayed yeti can sense the pain and see through the senses of another flayed creature within 1000ft. of it.

Keen Smell. The flayed yeti has advantage on Wisdom (Perception) checks that rely on smell.

Mind Breaker. Creatures have disadvantage on saving throws to maintain concentration from taking damage from the flayed yeti's attacks or effects.

Mind Eater. When a flayed yeti takes psychic damage, it takes no damage and regains a number of hit points equal to the damage dealt.

Mind Sense. The flayed yeti is aware of the presence of creatures within 300 feet of it that have an Intelligence of 3 or higher. It knows the relative distance and direction of each creature, regardless of physical barriers. Creatures under the effects of magic that protects the mind cannot be detected by the flayed yeti.

Snow Camouflage. The flayed yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The flayed yeti can use its Chilling Gaze and makes two claw attacks.

Claws. *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit* 7(1d6+4) slashing damage + 3(1d6) cold damage.

Chilling Gaze. The flayed yeti targets one creature it can see within 30 feet of it. If the target can see the flayed yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all flayed yetis (but not abominable yetis) for 1 hour.

Psionic Grasp (Recharge 5-6). One creature within reach of the flayed yeti must succeed a DC 11 Intelligence saving throw. On a failed save, it takes 18(4d8) psychic damage and is stunned for one minute. Stunned creatures can repeat its saving throw at the end of each of its turns to end the effect on success. On a successful save, creatures take half damage and are not stunned.

Bonus Actions

Psychic Push. A creature within 30ft. of the flayed must succeed a DC 11 Strength saving throw. On a failed saving throw, it is moved 20ft. in a direction of the flayed yeti's choice

Reactions

Psionic Shield. When the flayed yeti takes damage, it can reduce the damage taken by 11(2d10). If this attack reduces a creature's attack to 0, the attacker takes psychic damage equal to the damage absorbed.

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Fleshspawn

Creature Type Aberration
Damage Resistances Acid, Poison
Senses blindsight 120ft.
Languages Deep Speech
Challenge increases by 2

Assimilated Clone (half proficiency bonus/day). When the fleshspawn uses its Absorb Flesh ability, it can split forming an identical copy of itself that appears within 5ft. of it. The clone has the same exact statistics and current hit points as the original and is considered its ally.

Endless Maws. When a creature hits the fleshspawn with a melee attack while within 5ft. of it, the attacker takes piercing damage equal to a number of d10s times half the fleshspawn's proficiency (rounded down).

Flesh Mimic. When the fleshspawn uses its Absorb Flesh ability, it can gain one trait from the target.

Regeneration. The fleshspawn regains a number of hit points equal to 10 times half its proficiency bonus (rounded down) at the start of each of its turns. It cannot benefit from this feature if it takes fire damage on its turn.

Spider Climb. The fleshspawn can climb difficult surfaces, including ceilings without needing to make an ability check.

Bonus Actions

Absorb Flesh. The fleshspawn can absorb one dead creature it can see within 5 ft. Upon using this feature, it regains a number of hit points equal to 10 times half the fleshspawn's proficiency bonus (rounded down).

Reactions

Evolving Flesh. When the fleshspawn takes damage, it can use its reaction to gain immunity to the triggering damage until it uses this ability again.

Fleshspawn

One of the most gruesome and frightening of all aberrant mutations is the fleshspawn. Most forms of fleshspawn corruption share similar origins to that of the mutated. However, in most cases, the fleshspawn are typically the result of some form of eldritch influence. The fleshspawn are considered to be much more dangerous than their mutated counterparts due to their rapid ability to evolve.

Horrific Appearance

The fleshspawn's appearance reflects its insatiable hunger to desire organic matter. Their bodies are horrifically warped and covered in dozens of gaping maws that constantly hiss and growl waiting for the next source of food to come near it. Even more unnerving, the fleshspawn's skin is always bulging and shifting as it is constantly in a perpetual state of evolution. This natural state of growth also grants the fleshspawn the uncanny ability to reseal open wounds and even adapt to resist incoming attacks.

Bloody Assimilation

One of the most notable characteristics of the fleshspawn is its ability to assimilate organic matter. When the fleshspawn devours a living creature, it adds that creature's biology to its form. As a result, it is able to retain some of the characteristics of its prey. For example, a fleshspawn devours a dragon, it may gain its ability of flight or acquire its natural immunity to a particular element. However, the ultimate goal of this assimilation is to allow the fleshspawn to clone itself. Depending on the strength of the fleshspawn, it is able to use the cellular growth associated with its assimilation process to completely clone itself creating an identical copy of the original.

Fleshspawn Tactics

Fleshspawn are extremely dangerous aberrations to face. In combat, they typically prioritize the weakest looking creature as it hopes to assimilate its victim, using their special traits against stronger opponents. In battle, the fleshspawn have been reported to ignore active combatants in order to devour a downed creature. Despite the foolishness of such a tactic, the fleshspawn's supernatural regeneration and adaptive skin allow it to shrug off all but the harshest of injuries.

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Allosaurus Fleshspawn

Large Aberration, varies

Armor Class 13 (Natural Armor)
Hit Points 51 (6d10+18)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5
Senses blindsight 120ft, passive Perception 15
Languages Deep Speech
Proficiency Bonus +2
Challenge 4 (1100 xp)

Assimilated Clone. When the allosaurus fleshspawn uses its Absorb Flesh ability, it can split forming an identical copy of itself that appears within 5ft. of it. The clone has the same exact statistics and current hit points as the original allosaurus fleshspawn and is considered its ally.

Endless Maws. When a creature hits the allosaurus fleshspawn with a melee attack while within 5ft. of it, the attack takes 5(1d10) piercing damage.

Flesh Mimic. When the allosaurus fleshspawn uses its Absorb flesh ability, it can gain one special trait from the target

Pounce. If the allosaurus fleshspawn moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus fleshspawn can make one bite attack against it as a bonus action.

Regeneration. The allosaurus fleshspawn regains 10 hit points at the start of each of its turns. If it takes fire damage, it cannot benefit from this feature until the end of its next turn.

Spider Climb. The allosaurus fleshspawn can climb difficult surfaces, including ceilings without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit* 15(2d10+4) piercing damage

Claw. *Ranged Weapon Attack:* +6 to hit, 5ft., one target. *Hit* 8(1d8+4) slashing damage

Bonus Action's

Absorb Flesh. The allosaurus fleshspawn can make absorb one dead creature it can see within 5ft. Upon using this feature, it regains 10 hit points.

Reactions

Evolving Flesh. When the allosaurus fleshspawn takes damage, it can use its reaction to gain immunity to the triggering damage until it uses this ability again.

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Mutated

Creature Type Aberration
Senses blindsight 60ft.
Languages Deep Speech
Challenge increases by 2

Alien Blood. When a creature hits the mutated with a melee attack while within 5ft. of it, the attacker takes 5(2d4) acid damage.

Alien Form. The mutated is immune to effects that would change its form against its will.

Amorphous Form. The mutated can move through a space as narrow as 1 inch without squeezing.

Reactive. The mutated can regain its reaction at the start of every creature's turn.

Regeneration. At the start of each of its turns, the mutated can regain a number of hit points equal to 10 times half its proficiency bonus (rounded down). If it takes fire damage, it cannot benefit from this feature until the end of its next turn.

Spider Climb. The mutated can climb difficult surfaces including ceilings without needing to make an ability check.

Actions

Elongated Limbs. The mutated's reach for melee attacks and effects increases by 5ft.

Grasping Tendrils. Creatures hit by mutated's melee weapon attacks are considered to be grappled and restrained on a hit. The target must be the mutated's size or smaller. The escape DC for the grapple is 8 + the mutated's proficiency bonus + its Strength modifier.

Optional Feature: Acidic Bile (Recharge 5-6). Creatures in a cone with a size equal to 10 times the target's proficiency bonus must succeed a Dexterity saving throw equal to 8 + the mutated's proficiency bonus + its Constitution modifier. On a failed saving throw, the targets take acid damage equal to a number of 4d4s equal times the mutated's proficiency bonus. On a successful saving throw, creatures take half damage.

Reactions

Backlash. When the mutated is hit with a melee weapon attack by a creature within 5ft. of it, the mutated can make one melee weapon attack against that creature.

The Mutated

Of all the forms of aberrant corruption, the mutated are probably the most common. The source for this transformations can be from a variety of situations such as arcane experiments, eldritch moons, otherworldly parasites, or Far Realm Rifts. Regardless of the cause for this corruption, the mutated typically share many of the same characteristics.

Mutated Physiology

One of the notable traits of the mutated is their malleable physiology. Mutated creatures appear as an amalgamation of flesh twisted beyond recognition. Their limbs have transformed into elongated fleshy tendrils that lash out at anything that comes too close. These abominations also have the ability to bend and contort their bodies to an unnatural degree as they are able to squeeze through the smallest of openings with little difficulty, regardless of its size.

However, the most frightening aspect of their corruption resides in the toxic transformation of their insides. The mutated's body becomes filled with alien toxins that make its skin extremely corrosive to most forms of organic life. In addition, their strange transformation also grants them supernatural endurance, allowing them to regenerate from all but the harshest of wounds. However, thankfully, many mutated seem to possess a natural weakness to fire, which severely hinders their regenerative abilities for a short period of time.

Mutated Tactics

The mutated are one of the most aggressive of all aberrant lifeforms. Their greatest weapon is their adaptability and mobility as they are able to reach any location or bypass any physical fortifications with little difficulty. Although the mutated typically retain the abilities of their original form, they are exceptional melee combatants. Thanks to their healing factor, acidic blood, and incredible reflexes, they are well suited to engaging multiple opponents at a single time as they erupt into a chaotic frenzy of flailing tendrils.

However, the mutated have a healthy fear of fire and will often hesitate to engage an opponent using fire. One must be careful even applying this strategy. If the mutated have superior numbers against the target, they will simply swarm their foes, primarily targeting those using fire first.

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Mutated Vampire Spawn

Medium Aberration, varies

Armor Class 15 (Natural Armor)
Hit Points 82 (11d8+33)
Speed 30ft.

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

Saving Throws Dex+6, Wis+3
Skills Perception +2
Senses blindsight 60ft
Languages Common, Deep Speech
Proficiency Bonus +3
Challenge 7 (2900 xp)

Alien Blood. When a creature hits the mutated vampire spawn with a melee attack while within 5ft. of it, the attacker takes 5(2d4) acid damage.

Alien Form. The mutated vampire spawn is immune to effects that would change its form against its will.

Amorphous Form. The mutated vampire spawn can move through a space as narrow as 1 inch without squeezing.

Reactive. The mutated vampire can regain its reaction at the start of every creature's turn.

Regeneration. At the start of each of its turns, the mutated vampire spawn can regain 10 hit points at the start of each of its turns. If the mutated vampire spawn takes fire damage, radiant damage, or damage from holy water, this trait does not function until the end of its next turn.

Spider Climb. The mutated vampire spawn can climb difficult surfaces including ceilings without needing to make an ability check.

Actions

Multiattack. The mutated vampire can make two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, 10ft., one grappled, restrained, or incapacitated target. *Hit* 5(1d4+3) piercing damage + 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack:* +6 to hit, 10ft., one target. *Hit* 8(2d4+3) slashing damage. On a hit, the mutated vampire spawn can grapple the target (escape DC 14).

Acidic Bile (Recharge 5-6). Creatures in a 30ft. cone must succeed a DC 14 Dexterity saving throw. On a failed saving throw, the targets take 30 (12d4) acid damage. On a successful saving throw, creatures take half damage.

Reactions

Backlash. When the mutated vampire is hit with a melee weapon attack by a creature within 5ft. of it, the mutated vampire can make one claw attack against that creature.



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