Compendium of the Far Realm



HOMEBREW

Created by Sonixverse Labs

Void Spawn

Void spawn are alien creatures hailing from the unfathomable plane known as the Far Realm. These aberrations are completely alien in appearance and do not conform to the established physics and geometry of the Material Plane. The true nature of their motives is equally complexing, threatening madness to all but the strongest of minds. Although their true goals may never be fully understood, they do pose a tremendous threat to all forms of life in the multiverse as they seek to alter all forms of life by transforming them into warped monstrosities.

Void Spawn Motives

Due to the remote nature of the Far Realm, void spawn is only capable of breaching the Material Plane due to interplanar rituals or a chance cosmic alignment between the planes. However, even the smallest breach can escalate into a full-scale Void Spawn Incursion. The first sign of an incursion is reports of strange parasites infecting nearby flora and fauna as the void spawn's first goal is to target basic forms of life to acquire enough biomatter to create more evolved variants. Once their horde has grown to considerable size, they will seek to pursue more advanced targets such as humanoids and even more powerful creatures.

Battling Void Spawn

Void spawn are incredibly challenging opponents due to their alien tactics and abilities. One of their primary powers are their ability to infect the minds of their opponents. The primary tactics used for assimilation involves devouring or destroying the mind of their victims. While their prey is in a coma, it leaves it vulnerable for broodlings to infect their incapacitated host, causing the victim to transform into hideous abominations known as void thralls.

Due to their ability to sense the psionic energy of living creatures, hiding from these creatures is nigh impossible barring powerful magics. To make matters worse, void spawn are believed to be a part of a collective hive granting them a form of omniscience and omnipresence across their entire horde. The only feasible way to prevent a void spawn incursion from spreading is to eliminate the source as early as one can. This either involves destroying their means of interplanar travel to prevent more void spawn from breaching into the plane. However, the second requirement is to destroy every void spawn in existence as a single void spawn can eventually spawn another cycle of plagues.

Types of Void Spawn

Due to the seemingly infinite expanse of the Far Realm, it is impossible to capture all the forms of the Void Spawn. However, the following lists several common variants of void spawn one can encounter.

Void Crawlers

Void crawlers are the weakest but most common kind of creature from the Far Realm. These entities can be described twisted masses of flesh and tentacles whose origin is completely alien to anything found in the known multiverse. These tiny abominations are usually found in hordes accompanying stronger void spawn. Typically, the presence of these vermin is often a dire sign of an interplanar incursion from the Far Realm.

Void Broodlings

The surprisingly inconspicuous void broodling is actually one of the most dangerous threats during a Far Realm incursion. Void broodlings represent the first stage of life for many entities through the far realm. In order to reach maturity, the void broodling must find a suitable host to assimilate. Thanks to their unique ability to siphon the psionic energy stored in a creature's brain, void broodlings can infect that creature with its alien consciousness. Once the psionic energy in the target's brain has been devoured, the broodling begins the assimilation process, slowly merging its body with that of its prey.

Void Thralls

Void thralls are the immediate result of a successful assimilation by a void broodling. These creatures are a twisted facsimile of their original forms, warped by writhing tentacles and countless eyes. Although there is not a definite form that these creatures take, they typically have a defining central maw fully of tendrils and several rows of displaced teeth. Void thralls are only driven by an insatiable hunger to devour the minds of any sentient creature within range. After devouring the minds of their prey, they infect the husk causing it to slowly mutate and transform into another one of these aberrant monstrosities.

Void Broodspawn

During an incursion from the Far Realm, there is guaranteed to be at least one broodspawn. The sole purpose of these aberrations is to create more broodlings to infect the local population. Unlike other Void Spawn, the broodspawn primarily serves as a guardian or controller over broodlings and crawlers. In combat, their primary goal is to incapacitate larger threats to allow for their lesser minions to assimilate the victim. Killing a broodspawn can be quite troublesome due to their self-replication. When dealing with these creatures, it is best to destroy them with fire unless they want to risk creating even more broodlings or crawlers.

Void Scramblers

Void scrambler are an advanced form of void spawn. These creatures can be easily identified by their bulbous worm-like body with a myriad of tentacles or claws surround a blank featureless eye or face. Despite their strange appearance, the void scrambler is incredibly dangerous to sentient creatures due to its ability to shatter their minds. When a creature gazes upon their "face", they are exposed to the true madness of the Far Realm which immediately begins to destroy all but the most stalwart of minds.

Void Reconstructors

Void reconstructors are another evolved variant of void spawn. Their primary role is to travel across the planes transforming any organic lifeform into a void spawn. These void spawns are incredibly powerful psionics who have the ability to warp the physiology of a creature. This transformation is fundamentally different from many forms of magical transformations such as therianthropy and polymorphing. The void reconstructor actually changes the biological structure of one's flesh transforming it into the alien flesh of the void spawn. Once fully converted to its void form, the void reconstructor can mold its victim's body like clay transforming it into a void thrall.

Voidborn

When a void thrall fully develops, it begins to mutate into a voidborn. In order to reach this stage, void thralls must consume a considerable amount of psionic energy from sentient creatures. Once enough psionic energy is consumed, the void thrall is able to develop a supernatural intellect and telekinetic mastery from the collective knowledge of their prey. In comparison to their base forms, voidborn are incredibly intelligent creatures as they have fully adapted to the alien nature of the Far Realm. Thanks to their new awakened minds, they possess a wide array of alien powers ranging from psionic redirection, telepathy, and even the ability to shatter one's mind.

Void Seeker

Void seekers are towering void spawn easily identified by their myriad of empty, soulless eyes that cover their entirety of their face and chest. These eyes not soulless only function as a means of supernatural vision but also as their mouths as well. Void seeker use their eyes to siphon the psionic energy from the minds of all nearby creatures. As it feeds on this energy, the void seeker will slowly begin to give off an ethereal glow. Once it has accumulated enough energy, its "eyes" are able to form small rifts in reality unleashing the full chaos of the Far Realm into concentrated beams of light.

Void Displacer

Void displacers are best described as explorers or scouts from the Far Realm. These entities possess absolute mastery of reality and the cosmos, allowing them to travel across the planes with ease. Displacers seek to discover new realms ripe for a Far Realm incursion. However, before they embark on such an endeavor, they conduct extensive research on the inhabitants. It is not uncommon for these creatures to kidnap potential subjects taking them back to the Far Realm, subjecting them to countless experiments and torture to determine how each subject is for assimilation. When encountering void displacers, one should be extremely cautious. Although they are not as powerful as many of their other kin, they have the ability to scatter their opponents across the planes, with little hope of ever returning home.

Void Hulks

Void hulks are colossal voidborn who have undergone numerous physical adaptations. Whereas most voidborn siphon the minds of their victims, void hulks are born when a voidborn assimilates multiple creatures into its from. As a result, void hulks are towering monstrosities of aberrant flesh with numerous eyes and limbs scattered across its body. Despite their physical superiority, the void hulk is quite in is psionic powers and has the ability to fling its opponents with waves of psychic energy and even teleport itself. at will, temporarily shattering the minds of those in its wake.

Void Heralds

Void herald are the next stage of evolution for most voidborn. These entities can be easily identified by their mane of elongated tentacles protruding from their heads that they use to latch onto their unfortunate prey. Once ensnared, the void herald is able to slowly siphon the mind of their victim.

Due to the hundreds of minds absorbed and assimilated by these beings, the sheer psionic presence of this creature cause those without incredible willpower to writhe in agony as its mind is tormented by the infinite madness of the Far Realm. Void heralds are often considered to be commanders of small scale Far Realm incursions. Their primary goal is to foster the growth of a Void Spawn cell on a particular plane, ensuring it grows large enough for when more powerful Void Spawn comes to claim that plane for their own.

Void Overseer

Void overseers are the highest form of evolution for most standard voidborn. These entities are often considered to be embodiments of the Far Realm itself as they very presence can fully degrade one's mind in a matter of seconds. These entities possess incredible psionic potential as they are able to use their powers to warp reality itself into different effects.

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Void Broodling

Small Aberration, chaotic evil

Armor Class 12 (Natural Armor)
Hit Points 14 (4d6)
Speed 30ft., climb. 30ft.

STR	DEX	CON	INT	WIS	CHA
7 (-1)	14 (+2)	10 (+0)	14 (+2)	17 (+3)	16 (+3)

Skills Perception +5
Condition Immunities blinded, charmed, frightened
Damage Immunities Psychic
Senses blindsight 120ft(blind beyond this radius)., Perception 15
Languages Deep Speech
Proficiency Bonus +2
Challenge 1/2(100 xp)

Aberrant Body The void broodling is immune to effects that would change its form against its will.

Aberrant Nature The void broodling does not require air, food, or drink.

Amorphous Body The void broodling can move through spaces as narrow as 1 inch without squeezing.

Hive Mind When a void broodling takes damage, all void spawn within 120ft. of it senses its pain.

Mind Sense The void broodling 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 void broodling.

Pack Tactics The void broodling has advantage on an attack roll against a creature if at least one of the void broodling's allies is within 5ft. of the creature and the ally isn't incapacitated.

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

Actions

Skull Tendrils. *Melee Weapon Attack:* +4 to hit, 5ft, one target. *Hit:* 4(1d4+2) bludgeoning damage. On a hit, the target is grappled (escape DC 12) and blinded by the void broodling as it covers its head. This grapple does not hinder the movement of a Medium or larger creature.

Mind Leech. A creature grappled by the void broodling must succeed a DC 12 Intelligence saving throw. On a failed saving throw, the target takes 8(2d8) psychic damage and its Intelligence score is reduced by 3 (1d6). If the target's Intelligence score is reduced to 0, that creature is considered to be incapacitated until it regains an Intelligence score of at least 1. This reduction can be removed by using *Greater Restoration* or similar magics On a successful saving throw, the target takes half damage and is otherwise unaffected. The void broodling regains a number of hitpoints equal to the psychic damage dealt.

Assimilate. *Melee Weapon Attack:* +5 to hit, 5ft, one incapacitated creature . *Hit:* 26(4d10+2) piercing damage. If the target is reduced to 0 hitpoints, it is immediately killed as the void broodling burrows through the target's brain or vital organs. At the start of the next turn, the target returns to life as a void thrall.

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Void Crawler

Small Aberration, chaotic evil

Armor Class 12 (Natural Armor)
Hit Points 14 (4d6)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
7 (-1)	14 (+2)	10 (+0)	14 (+2)	17 (+3)	16 (+3)

Skills Perception +5
Condition Immunities blinded, charmed, frightened
Damage Immunities Psychic
Senses blindsight 120ft(blind beyond this radius)., Perception 15
Languages Deep Speech
Proficiency Bonus +2
Challenge 1(200 xp)

Aberrant Body The void crawler is immune to effects that would change its form against its will.

Aberrant Nature The void crawler does not require air, food, or drink.

Amorphous Body The void crawler can move through spaces as narrow as 1 inch without squeezing.

Hive Mind When a void crawler takes damage, all void spawn within 120ft. of it senses its pain.

Mind Sense The void crawler 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 void crawler.

Pack Tactics The void crawler has advantage on an attack roll against a creature if at least one of of the void crawler's allies is within 5ft. of the creature and the ally isn't incapacitated.

Spider Climb The void crawler can climb difficult surfaces, including upside down on ceiling, without needing to make an ability check.

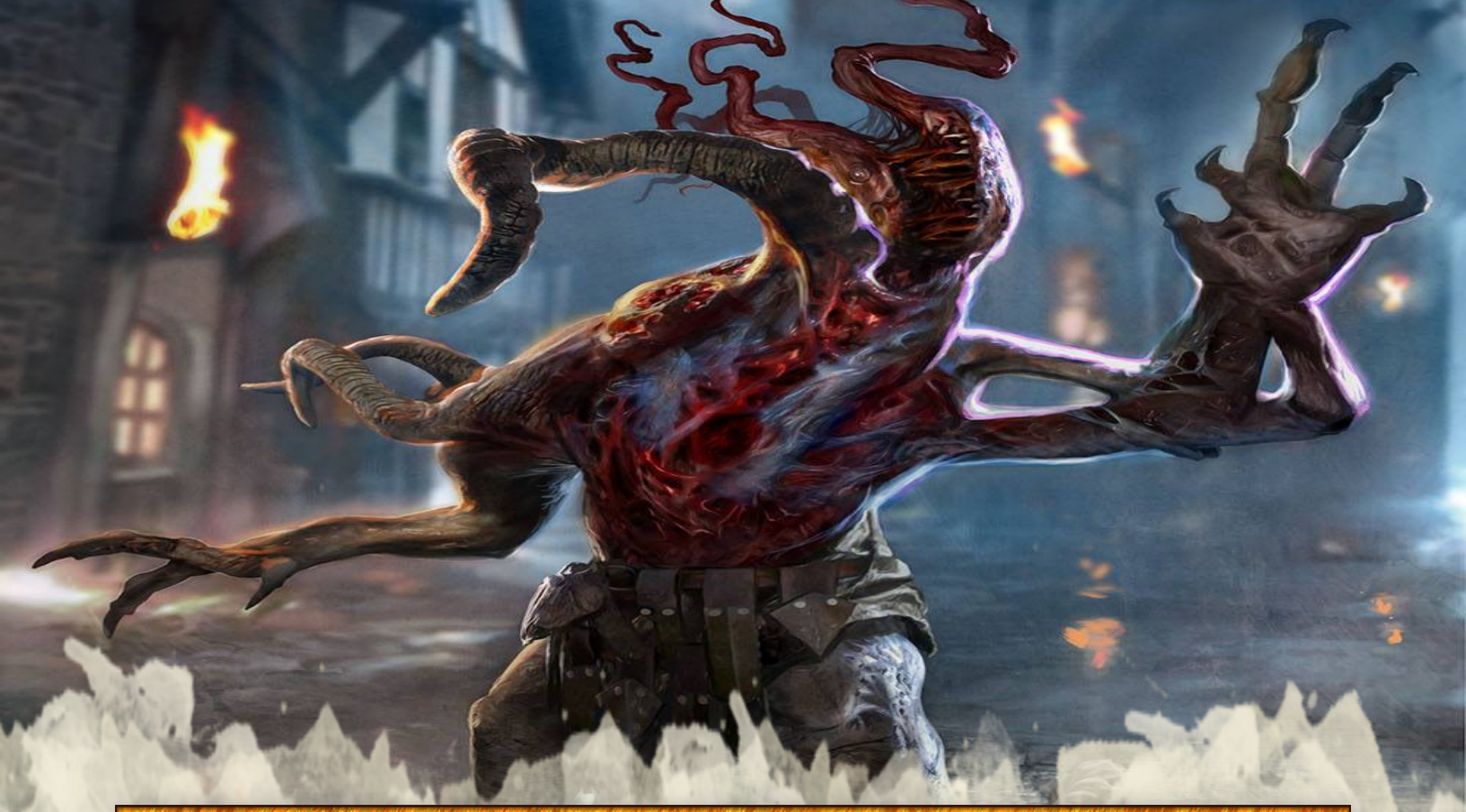
Actions

Multiattack. The void crawler can make a bite and a tendril attack.

Confounding Bite. *Melee Weapon Attack:* +4 to hit, 5ft, one target. *Hit:* 4(1d4+2) piercing damage +4(1d8) psychic damage. On a hit, the target must succeed a DC 12 Wisdom saving throw or become stunned until the end of its next turn.

Tendrils. *Melee Weapon Attack:* +4 to hit, 5ft, one target. *Hit:* 3(1d4+2) bludgeoning damage. If the void crawler makes an attack against a creature that is stunned, this attack deals an additional 4(1d8) psychic damage.

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Void Thrall

Medium Aberration, chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 60 (8d8+24)
Speed 30ft., climb 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	14 (+2)	17 (+3)	11 (+0)

Skills Perception +5
Condition Immunities blinded, charmed, frightened
Damage Immunities Psychic
Senses blindsight 120ft(blind beyond this radius)., Perception 15
Languages Deep Speech
Proficiency Bonus +2
Challenge 4(1100 xp)

Aberrant Body The void thrall is immune to effects that would change its form against its will.

Aberrant Nature The void thrall does not require air, food, or drink.

Amorphous Body The void thrall can move through spaces as narrow as 1 inch without squeezing.

Hive Mind When a void thrall takes damage, all void spawn within 120ft. of it senses its pain.

Mind Sense The void thrall 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 void thrall.

Pack Tactics The void thrall has advantage on an attack roll against a creature if at least one of of the void thrall's allies is within 5ft. of the creature and the ally isn't incapacitated

Regeneration The void thrall regains 10 hitpoints at the start of its turn if it has at least 1 hitpoint.

Spider Climb The void thrall can climb difficult surfaces, including upside down on ceiling, without needing to make an ability check.

Actions

Multiattack. The void thrall can make two attacks with its tendrils.

Tendrils. *Melee Weapon Attack:* +5 to hit, 5ft, one target. *Hit:* 10(2d6+3) bludgeoning damage. On a hit, the target is grappled (escape DC 13).

Maw of Horror *Melee Weapon Attack:* +5 to hit, 5ft, one grappled target. *Hit:* 10(1d12+3) piercing damage + 9(2d8) psychic damage. On a hit, the target must succeed a DC 13 Wisdom saving throw or become stunned until the end of its next turn

Bonus Actions

Aggressive The void thrall can use its bonus action to move up to its movement speed towards a hostile creature it can see. It must end this movement closer to a hostile creature.

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Void Broodspawn

Large Aberration, chaotic evil

Armor Class 14 (Natural Armor)
Hit Points 112 (15d10+30)
Speed 30ft., 30ft. climb

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

Skills Perception +7
Condition Immunities blinded, charmed, frightened
Damage Immunities Psychic
Senses blindsight 120ft(blind beyond this radius)., Perception 17
Languages Deep Speech
Proficiency Bonus +4
Challenge 10 (5900 xp)

Aberrant Body The void broodspawn is immune to effects that would change its form against its will.

Aberrant Nature The void broodspawn does not require air, food, or drink.

Amorphous Body The void broodspawn can move through spaces as narrow as 1 inch without squeezing.

Hive Rebirth When the void broodspawn is reduced to 0 hitpoints, 10(3d6) void crawler or void broodspawn appear in the nearest unoccupied space within 10ft. of it.

Hive Mind When a void broodspawn takes damage, all void spawn within 120ft. of it senses its pain.

Mind Sense The void broodspawn 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 void broodspawn.

Progenitor If the void broodspawn takes more than 20 damage on a single turn, it can spawn 3(1d6) void crawler or 3(1d6) void broodlings (its choice), in an unoccupied spot within 10ft. of it.

Regeneration The void broodspawn regains 20 hitpoints at the start of its turn if it has at least 1 hitpoint.

Spider Climb The void broodspawn can climb difficult surfaces, including upside down on ceiling, without needing to make an ability check.

Actions

Multiattack. The void broodspawn can make a bite and four claw attacks.

Confounding Bite. *Melee Weapon Attack:* +7 to hit, 5ft, one target. *Hit:* 14(2d10+3) piercing damage + 9(2d8) psychic damage.. On a hit, the target must succeed a DC 14 Intelligence saving throw or become stunned until the end of its next turn.

Claws. *Melee Weapon Attack:* +7 to hit, 10ft, one target. *Hit:* 7(1d8+3) slashing damage. If the target is stunned, it takes an additional 4(1d8) psychic damage.

Self Replication(1/short rest) The void broodspawn can summon 10(3d6) void crawlers or 10(3d6) void broodlings (its choice), in an unoccupied spot within 10ft. of it.

Rapid Mutation(3/day) As an action, the void broodspawn can cause all void crawlers or void broodlings within 30ft. of it to transform into a void thrall and fully regain all its hitpoints..

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Void Scrambler

Large Aberration, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 105 (10d10+50)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	20 (+5)	14 (+2)	17 (+3)	16 (+3)

Skills Perception +6
Condition Immunities blinded, charmed, frightened
Damage Immunities Psychic
Senses blindsight 120ft(blind beyond this radius)., Perception 16
Languages Deep Speech
Proficiency Bonus +3
Challenge 8(3900 xp)

Aberrant Body The void scrambler is immune to effects that would change its form against its will.

Aberrant Nature The void scrambler does not require air, food, or drink.

Amorphous Body The void scrambler can move through spaces as narrow as 1 inch without squeezing.

Disruptive Mind Creatures that starts its turn or first enters within 20ft. of the void scrambler cannot maintain concentration on spell effects until the start of its next turn.

Gaze of Madness The void scrambler's creates a gaze of psionic energy that disorients the mind of creature in 30ft. cone. Creatures that start its turn within this cone must succeed a DC 16 Wisdom saving throw or be stunned until the end of its next turn. At the start of each of its turns, the scrambler can decide which way the cone faces and whether the cone is active.

Hive Mind When a void scrambler takes damage, all void spawn within 120ft. of it senses its pain.

Mind Sense The void scrambler 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 void scrambler.

Regeneration The void scrambler regains 20 hitpoints at the start of its turn if it has at least 1 hitpoint.

Spider Climb The void scrambler can climb difficult surfaces, including upside down on ceiling, without needing to make an ability check.

Actions

Multiattack. The void scrambler can make four tendril attacks

Tendril. *Melee Weapon Attack:* +6 to hit, 10ft, one target. *Hit:* 7(1d8+3) piercing damage. This attack deals an additional 4(1d8) psychic damage against an incapacitated creature.

Psionic Lance(Recharge 5-6) The Void Scrambler can unleash a devastating beam of psionic energy in a 10ft. wide and 120ft. long line. Creatures within range must succeed a DC 14 Wisdom saving throw. On a failed saving throw, the target takes 27 (6d8) psychic damage and are stunned for one minute. On a successful saving throw, creatures take half damage and are not stunned. If the target fails its saving throw by 5 or more, it's Intelligence score is reduced by 4(1d8). If the target's Intelligence score is reduced to 0, that creature is considered to be incapacitated until it regains an Intelligence score of at least 1. This reduction can be removed by using *Greater Restoration* or similar magic

Bonus Actions

Mind Leech One incapacitated creature within 10ft. of the void scrambler must succeed a DC 14 Intelligence saving throw. On a failed saving throw, the target takes 27(6d8) psychic damage and half as much on a successful saving throw. The void scrambler regains a number of hitpoints equal to the psychic damage dealt.

Reactions

Shatter Mind When the void scrambler takes damage from a creature within 30ft. of it, the attacker must succeed a DC 14 Wisdom saving throw. On a failed saving throw, the target takes 13(3d8) psychic damage and its stunned until the end of its next turn

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Void Shambler

Large Aberration, chaotic evil

Armor Class 17 (Natural Armor)
Hit Points 105 (10d10+50)
Speed 30ft., 30ft. climb. fly. 30ft.(hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	21 (+5)	15 (+2)	20 (+5)	20 (+5)

Saving Throw Int +5, Wis +8, Cha +8
Skills Perception +8
Condition Immunities blinded, charmed, frightened
Damage Immunities Force, Psychic
Senses blindsight 120ft(blind beyond this radius)., Perception 18
Languages understands Deep Speech, telepathy 120ft.
Proficiency Bonus +3
Challenge 8 (3900 xp)

Aberrant Body the void shambler is immune to effects that would change its form against its will.

Aberrant Nature The void shambler does not require air, food, or drink.

Amorphous Body The void shambler can move through spaces as narrow as 1 inch without squeezing.

Gravity Burst When the void shambler is reduced to 0 hitpoints, creatures within 20ft. of the void shambler must succeed a DC 16 Strength saving throw or take 13(3d8)force damage +13(3d8) psychic damage and is pulled 20ft. towards the void shambler.

Hive Mind When a void shambler takes damage, all void spawn within 120ft. of it senses its pain.

Mind Sense The void shambler 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 void shambler.

Regeneration The void shambler regains 20 hitpoints at the start of its turn if it has at least 1 hitpoint.

Singularity Gaze The void shambler's creates a gaze of psionic energy that increases gravity in a 30ft. cone. Creatures that start its turn within this cone must succeed a DC 16 Strength saving throw or be knocked prone and restrained until the end of its next turn. At the start of each of its turns, the void shambler can decide which way the cone faces and whether the cone is active.

Spider Climb The void shambler can climb difficult surfaces, including upside down on ceiling, without needing to make an ability check.

Actions

Multiattack. The void shambler make one attack with its Singularity Gaze and one with its Repulsion Gaze.

Binding Gaze One creature within 120ft. of the void shambler must succeed a DC 16 Constitution saving throw. On a failed saving throw, the target takes 13(3d8) force damage + 13(3d8) psychic damage and is restrained until the end of its next turn.

Repulsion Gaze One creature within 120ft. of the void shambler must succeed a DC 16 Strength saving throw. On a failed saving throw, the target takes 13(3d8) force damage + 13(3d8) psychic damage and is pushed back 30ft. and knocked prone.

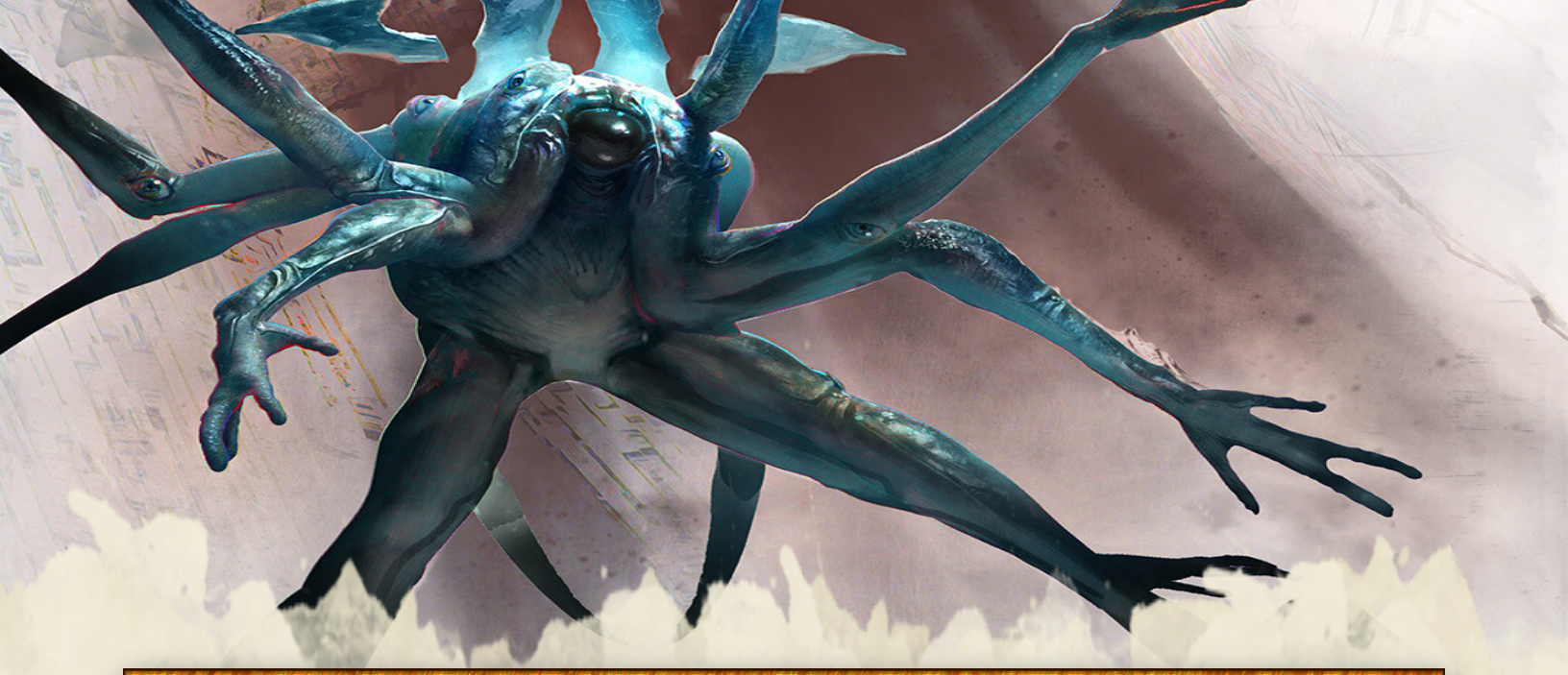
Bonus Actions

Singularity Warp The void shambler can teleport up to 30ft to a spot it can see within range. Creatures within 10ft. of the void shambler must succeed a DC 16 Constitution save throw or become restrained until the end of its next turn.

Reactions

Aberrant Gaze When a void shambler takes damage, it can use its reaction to make a Singularity Gaze or Repulsion Gaze against its attacker.

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Void Reconstructor

Large Aberration, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 115 (12d10+60)
Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	20 (+5)	19 (+4)	17 (+3)	19 (+4)

Skills Perception +7
Condition Immunities blinded, charmed, frightened
Damage Immunities Psychic
Senses blindsight 120ft(blind beyond this radius)., Perception 17
Languages understands Deep Speech but can't speak
Proficiency Bonus +4
Challenge 9(5000 xp)

Aberrant Body The void reconstructor is immune to effects that would change its form against its will.

Aberrant Nature The void reconstructor does not require air, food, or drink.

Amorphous Body The void reconstructor can move through spaces as narrow as 1 inch without squeezing.

Hive Mind When a void reconstructor takes damage, all void spawn within 120ft. of it senses its pain.

Mind Sense The void reconstructor 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 void reconstructor.

Regeneration The void reconstructor regains 20 hitpoints at the start of its turn if it has at least 1 hitpoint.

Spider Climb The void reconstructor can climb difficult surfaces, including upside down on ceiling, without needing to make an ability check.

Actions

Multiattack. The void reconstructor can make two attacks with its choice of a Reconstructing Touch or Debilitating Blast

Reconstructing Touch. *Melee Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 8(1d8+3) slashing damage + 18(4d8) necrotic damage. On a hit, the target cannot regain hitpoints until the start of its next turn.

Debilitating Blast *Melee Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 22(4d8+4) psychic damage. If the target willingly moves or takes the Attack action before the start of the void reconstructor's next turn, it takes an additional 18(4d8) necrotic damage.

Reconstruction(Recharge 5-6) The void reconstructor can force one creature that it can see within 30ft. to make a DC 16 Constitution saving throw. On a failed saving throw, creatures takes 36 (8d8) necrotic damage and suffers one level of exhaustion. On a successful saving throw, creatures take half damage and are otherwise unaffected.

If this attack reduces a Medium or smaller creature to 0 hitpoints, the target transforms into a void thrall. If the creature is Large , the void reconstructor can create 4 void thralls from that creature's corpse. For every size category above Large, the void reconstructor can create 4 additional void thralls.

Bonus Actions

Crippling Reconstruction The void reconstructor can force a creature it can see with 30ft. of it to make a DC 16 Constitution saving throw. On a failed saving throw, the target's movement speed is reduced to 0 and it has disadvantage on Strength and Dexterity based attack rolls and saving throws until the end of its next turn.

Warping Reconstruction The void reconstructor can force a creature it can see within 30ft. of it to make a DC 16 Constitution saving throw. On a failed saving throw, the target suffers vulnerability to a damage type of its choice until the end of its next turn.



Voidborn

Medium Aberration, chaotic evil

Armor Class 17 (Natural Armor)
Hit Points 85 (10d8+40)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	17 (+3)	17 (+3)	19 (+4)

Skills Perception +6
Condition Immunities blinded, charmed, frightened
Senses blindsight 120ft(blind beyond this radius)., Perception 16
Languages understands Deep Speech, telepathy 120ft.
Proficiency Bonus +3
Challenge 6(2300)

Aberrant Body The voidborn is immune to effects that would change its form against its will.

Aberrant Nature The voidborn does not require air, food, or drink.

Amorphous Body The voidborn can move through spaces as narrow as 1 inch without squeezing.

Hive Mind When a voidborn takes damage, all void spawn within 120ft. of it senses its pain.

Mind Sense The voidborn 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 voidborn.

Psychic Reflection When the voidborn takes psychic damage, it takes no damage. Instead, if the attacker takes psychic damage equal to the damage dealt.

Regeneration The voidborn regains 10 hitpoints at the start of its turn if it has at least 1 hitpoint.

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

Innate Spellcasting

The voidborn's spellcasting ability is Intelligence (spellsave DC 15), The voidborn can innately cast the following spells

At Will *Charm Person, Crown of Madness, Telekinesis*

3/day *Hypnotic Pattern, Pulse Wave, Rautholim's Psychic Lance*

Actions

Multiattack. The voidborn can make two attacks using its choice of Psionic Grasps or Psionic Blasts

Psionic Grasp. *Melee Weapon Attack:* +7 to hit, 5ft, one target. *Hit:* 8(1d8+4) bludgeoning damage + 13(3d8) psychic damage. On a hit, Medium and smaller creatures are grappled and restrained (escape DC 15).

Psionic Blast *Melee Weapon Attack:* +7 to hit, 120ft, one target. *Hit:* 13(3d8+4) psychic damage. If the target is a stunned or incapacitated creature, it takes 23(3d12+4) psychic damage instead.

Mind Shatter(Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 14 Wisdom saving throw. On a failed saving throw, creatures are stunned for one minute. At the start of each of its turns, stunned creatures takes 13(3d8) psychic damage. At the end of each of its turns, stunned creatures can repeat its saving throw to end the effect on a success.

Bonus Actions

Mind Rip One incapacitated creature within 10ft. of the voidborn must succeed a DC 14 Intelligence saving throw. On a failed saving throw, the target's Intelligence score is reduced by 4(1d8). If the target's Intelligence score is reduced to 0, that creature is considered to be incapacitated until it regains an Intelligence score of at least 1. This reduction can be removed by using *Greater Restoration* or similar magics.

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Void Seeker

Large Aberration, chaotic evil

Armor Class 17 (Natural Armor)
Hit Points 142 (15d10+60)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	19 (+4)	17 (+3)	19 (+4)

Skills Perception +7
Condition Immunities blinded, charmed, frightened
Senses blindsight 120ft(blind beyond this radius)., Perception 17
Languages Deep Speech, telepathy 120ft.
Proficiency Bonus +4
Challenge 10(5900)

Aberrant Body The void seeker is immune to effects that would change its form against its will.

Aberrant Nature The void seeker does not require air, food, or drink.

Amorphous Body The void seeker can move through spaces as narrow as 1 inch without squeezing.

Hive Mind When a void seeker takes damage, all void spawn within 120ft. of it senses its pain.

Mind Sense The void seeker 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 void seeker.

Psionic Oppression When the creature moves within 10ft. of the void seeker for the first time on a turn or starts its turn there, it takes 9 (2d8) psychic damage.

Psychic Reflection When the void seeker takes psychic damage, it takes no damage. Instead, if the attacker takes psychic damage equal to the damage dealt.

Regeneration The void seeker regains 20 hitpoints at the start of its turn if it has at least 1 hitpoint. If it starts its turn while within 10ft. of a creature that is not an Aberration, it regains 30 hitpoints instead.

Spider Climb The void seeker can climb difficult surfaces, including upside down on ceiling, without needing to make an ability check.

Innate Spellcasting

The void seekers's spellcasting ability is Intelligence (spellsave DC 16), The void seeker can innately cast the following spells

At Will *Charm Person, Crown of Madness, Guiding Bolt, Telekinesis*

3/day *Hypnotic Pattern, Pulse Wave, Rautholim's Psychic Lance*

2/Day *Gravity Sinkhole, Wall of Light*

Actions

Multiattack The void seeker can make two Psionic Slams.

Psionic Slam *Melee Weapon Attack:* +8 to hit, 10ft, one target. *Hit:* 15(2d10+4) bludgeoning damage +18(4d8) psychic damage. On a hit, the target must succeed a DC 16 Strength saving throw. On a failed saving throw, the target is grappled and restrained(escape DC 16). The void seeker can only grapple and restrain up to two creatures at a time.

Cosmic Gaze(Recharge 5-6) The void seeker begins to opens all of its eyes unleashing the insanity of the Far Realm. Creatures within 60ft. cone must succeed a DC 16 Dexterity saving throw or take 22 (4d10) psychic damage + 22(4d10) radiant damage. On a failed saving throw, the target is knocked prone, blinded, and stunned for one minute. On a successful saving throw, creatures take half damage and is otherwise unaffected. Creatures that fails their saving throw can make a DC 16 Wisdom save at the end of each of its turns to end its effects on a successful saving throw.

Bonus Actions

Mind Drinker One grappled creature must succeed a DC 16 Intelligence saving throw. On a failed saving throw, the target takes 36 (8d8) psychic damage and the void seeker regains a number of hitpoints equal to the psychic damage dealt. The void seeker can discern the target's thoughts and emotions. On a failed saving throw, the target also has its Intelligence score reduced by 4 (1d8). If the target's Intelligence score is reduced to 0, that creature is considered to be incapacitated until it regains an Intelligence score of at least 1. This reduction can be removed by using *Greater Restoration* or similar magics. On a successful saving throw, the target takes half damage and is otherwise unaffected.



Void Displacer

Medium Aberration, chaotic evil

Armor Class 17 (Natural Armor)
Hit Points 102 (12d8+48)
Speed 30ft., climb. 30ft., fly. 30ft.(hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	22 (+6)	19 (+4)	21 (+5)

Saving Throws Dex +6, Int +10, Wis +8, Cha +9
Skills Perception +7
Condition Immunities blinded, charmed, frightened
Damage Immunities Force, Psychic
Senses blindsight 120ft(blind beyond this radius)., Perception 18
Languages understands Deep Speech, telepathy 120ft.
Proficiency Bonus +4
Challenge 10(5900)

Aberrant Body The void displacer is immune to effects that would change its form against its will.

Aberrant Nature The void displacer does not require air, food, or drink.

Amorphous Body The void displacer can move through spaces as narrow as 1 inch without squeezing.

Avoidance If the void displacer is forced to make a saving throw against an effect that deals damage, it takes half damage on a failed saving throw and none on a success.

Dimensional Displacement The void displacer can move through other creatures and objects as if they where difficult terrain. If the void displacer ends its turn in an occupied space, it is shunted into the nearest unoccupied space.

Dimensional Tether The void displacer is immune to effects that would forcibly teleport it against its will.

Hive Mind When a void displacer takes damage, all void spawn within 120ft. of it senses its pain.

Mind Sense The void displacer 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 void displacer.

Regeneration The void displacer regains 20 hitpoints at the start of its turn if it has at least 1 hitpoint.

Spider Climb The void displacer can climb difficult surfaces, including upside down on ceiling, without needing to make an ability check.

Innate Spellcasting

The void displacer's spellcasting ability is Intelligence (spellsave DC 18), The void displacer can innately cast the following spells

At Will *Banishment, Dimension Door, Telekinesis, Wall of Force*

3/day *Gravity Sinkhole, Plane Shift, Reverse Gravity, Teleport*

Actions

Multiattack. The Void Displacer can cast a spell and make two attacks with its choice of its Displacing Touch or Displacing Blast

Displacing Touch. *Melee Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 8(1d8+4) bludgeoning damage + 9(2d8) psychic damage. If the target willingly moves on its next turn, it takes an additional 18(4d8) force damage. It takes this damage once a turn.

Displacement Blast *Ranged Spell Attack:* +10 to hit, 120ft, one target. *Hit:* 19(3d8+6) psychic damage + 13(3d8) force damage. On a hit, the target must succeed a DC 18 Charisma saving throw or be teleported 10ft. to a location of the void displacer's choice.

Rings of the Void(3/day) The Void Displacer can create a 20ft. radius and 60ft. tall column centered around a spot the void displacer can see within 60ft. of it. Creatures within range must succeed a DC 18 Charisma saving throw. On a failed saving throw, the target is teleported to another plane of existence(the void displacer's choice).

Bonus Actions

Void Warp The void displacer can bend space around it and teleport 30ft. to a spot that it can see within range and creatures of its choice within 10ft. of the must make a DC 18 Charisma saving throw. On a failed saving throw, affected creatures, along with any magical equipment it is carrying, is magically teleported 30ft. to an unoccupied space that the void displacer can see within range and takes 9(2d8)force damage + 9(2d8)psychic damage.

Reactions

Dimensional Redirection When the void displacer is targeted with attack, it can force the attacker to make a Charisma saving throw. In a failed saving throw, the attack automatically misses and hits the attacker instead dealing damage as normal

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Void Hulk

Large Aberration, chaotic evil

Armor Class 18 (Natural Armor)
Hit Points 168 (16d10+80)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	21 (+5)	17 (+3)	17 (+3)	19 (+4)

Saving Throw Str +9, Con +9, Int +7, Wis +7, Cha +8
Skills Perception +7
Condition Immunities blinded, charmed, frightened
Senses blindsight 120ft(blind beyond this radius)., Perception 17
Languages understands Deep Speech, telepathy 120ft.
Proficiency Bonus +4
Challenge 11 (7200 xp)

Aberrant Body The void hulk is immune to effects that would change its form against its will.

Aberrant Nature The void hulk does not require air, food, or drink.

Amorphous Body The void hulk can move through spaces as narrow as 1 inch without squeezing.

Hive Mind When a void hulk takes damage, all void spawn within 120ft. of it senses its pain.

Mind Sense The void hulk 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 void hulk.

Psychic Reflection When the void hulk takes psychic damage, it takes no damage. Instead, if the attacker takes psychic damage equal to the damage dealt.

Regeneration The void hulk regains 20 hitpoints at the start of its turn if it has at least 1 hitpoint.

Siege Monster The void hulk can deal double damage to buildings and objects.

Spider Climb The void hulk can climb difficult surfaces, including upside down on ceiling, without needing to make an ability check.

Actions

Multiattack. The void hulk can make four attacks with its Psionic Slam and one with its Tendril Tail.

Psionic Slam. *Melee Weapon Attack:* +9 to hit, 5ft, one target. *Hit:* 11(2d6+5) slashing damage + 9(2d8) psychic damage. On a hit, the target must succeed a DC 15 Strength saving throw or be knocked prone.

Tendril Tail *Melee Weapon Attack:* +9 to hit, 15ft, one target. *Hit:* 15(4d4+5) bludgeoning damage.On a hit, a Medium and smaller creature is considered grappled and restrained(escape DC 17).

Creatures grappled and restrained in this manner takes 18(4d8) psychic damage at the start of each of its turns.

Bonus Actions

Maddening Warp The void hulk can teleport up to 30ft to a spot it can see within range. Creatures within 10ft. of the void hulk's initial location must succeed a DC 15 Wisdom save throw or become stunned until the end of its next turn.

Reactions

Telekinetic Thrust When a creature within 30ft. of the void hulk damages it, the target must succeed a DC 15 Strength saving throw. On a failed saving throw, creatures takes 18(4d8) psychic damage and is pushed back 10ft. and knocked prone.

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Void Herald

Medium Aberration, chaotic evil

Armor Class 18 (Natural Armor)
Hit Points 170 (20d8+80)
Speed 30ft., 30ft. climb

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

Saving Throws Int +11, Wis +11, Cha +11
Skills Perception +11
Condition Immunities blinded, charmed, frightened
Senses blindsight 120ft(blind beyond this radius)., Perception 15
Languages Deep Speech, telepathy 120ft.
Proficiency Bonus +5
Challenge 15(13000)

Aberrant Body The void herald is immune to effects that would change its form against its will.

Aberrant Nature The void herald does not require air, food, or drink.

Amorphous Body The void herald can move through spaces as narrow as 1 inch without squeezing.

Gaze of Madness Creatures charmed, frightened, stunned by the void herald takes 23(5d8) psychic damage at the start of each of its turns as the void herald's alien presence erodes the minds of its targets.

Hive Mind When a void herald takes damage, all void spawn within 120ft. of it senses its pain.

Mind Sense The void herald 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 void herald.

Psychic Reflection When the void herald takes psychic damage, it takes no damage. Instead, if the attacker takes psychic damage equal to the damage dealt.

Regeneration The void herald regains 30 hitpoints at the start of its turn if it has at least 1 hitpoint.

Spider Climb The void herald can climb difficult surfaces, including upside down on ceiling, without needing to make an ability check.

Innate Spellcasting

The void herald's spellcasting ability is Intelligence (spell save DC 19), The void herald can innately cast the following spells

At Will *Charm Person, Crown of Madness, Telekinesis*

3/day each *Dominate Person, Hypnotic Pattern, Pulse Wave, Rautholim's Psychic Lance*

2/day each *Mass Suggestion, Synaptic Static*

Actions

Multiattack. The void herald can make a Grasping Tendrils attack and four attacks with its choice of its Psionic Grasp or Psionic Bolt

Grasping Tendrils *Melee Weapon Attack:* +9 to hit, 20ft, one target. *Hit:* 8(1d8+4) bludgeoning damage. On a hit, a Medium and smaller creature is considered grappled and restrained(escape DC 17). Grappled creatures take 23(5d8) psychic damage at the start of each of its turns. However, the void herald can only grapple on creature at a time in this manner.

Psionic Grasp. *Melee Weapon Attack:* +9 to hit, 5ft, one target. *Hit:* 8(1d8+4) bludgeoning damage + 9(2d8) psychic damage. If the target is charmed, frightened, or incapacitated, it takes an additional 9(2d8) psychic damage.

Psionic Blast *Ranged Spell Attack:* +11 to hit, 120ft, one target. *Hit:* 15(2d8+6) psychic damage. On a hit, the target must succeed a DC 19 Strength saving throw or be moved 10ft. to a location of the void herald's choice.

Mind Shatter(Recharge 5-6) Creatures in a 60ft. cone must succeed a DC 19 Intelligence saving throw. On a failed saving throw, creatures take 45(10d8) psychic damage,are stunned for one minute, and its Intelligence score is reduced by 4 (1d8). If the target's Intelligence score is reduced to 0, that creature is considered to be incapacitated until it regains an Intelligence score of at least 1. This reduction can be removed by using *Greater Restoration* or similar magics On a successful saving throw, the target takes half damage and is otherwise unaffected. Stunned creatures can repeat its saving throw at the end of each of its turns, ending the effect on a success.

Bonus Action

Telekinetic Warp The void herald can use its bonus action to teleport up to 30ft. to a spot that it can see in range. Creatures within 10ft. of the void herald's original location must succeed a DC 19 Strength saving throw. On a failed saving throw, affected creatures are moved 10ft. in a direction of the void herald's choice and knocked prone. When the void herald teleports in this manner, it can take any grappled creatures along with it.

Reactions

Synaptic Overload When the void herald takes damage from a creature within 30ft. of it, the target must succeed a DC 19 Wisdom saving throw or take 27(5d8) psychic damage and become stunned until the end of its next turn.

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Void Overseer

Large Aberration, chaotic evil

Armor Class 20 (Natural Armor)
Hit Points 190 (20d10+80)
Speed 30ft., 30ft. climb, fly. 30ft.(hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	22 (+6)	22 (+5)	22 (+6)

Saving Throws Int +12, Wis +12, Cha +12
Skills Perception +12
Condition Immunities blinded, charmed, frightened
Senses blindsight 120ft(blind beyond this radius)., Perception 15
Languages Deep Speech, telepathy 120ft.
Proficiency Bonus +6
Challenge 20(25000)

Aberrant Body the void overseer is immune to effects that would change its form against its will.

Aberrant Nature The void overseer does not require air, food, or drink.

Amorphous Body The void overseer can move through spaces as narrow as 1 inch without squeezing.

Gaze of madness Creatures charmed, frightened, stunned by the void overseer takes 27(6d8) psychic damage at the start of each of its turns as the void overseer's alien presence erodes the minds of its target.

Hive Mind When a void overseer takes damage, all void spawn within 120ft. of it senses its pain.

Mind Sense The void overseer 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 void crawler.

Psychic Reflection When the void overseer takes psychic damage, it takes no damage, Instead, if the attacker takes psychic damage equal to the damage dealt.

Psionic Regeneration The void overseer regains 30 hitpoints at the start of its turn if it has at least 1 hitpoint. Each time it uses this feature, it can grant itself 30 temporary hitpoints as well.

Innate Spellcasting

The void overseer's spellcasting ability is Intelligence (spell save DC 20), The void overseer can innately cast the following spells

At Will *Dimension Door, Dominate Person, Gravity Sinkhole, Rautholim's Psychic Lance, Telekinesis*

3/day each *Mass Suggestion, Synaptic Static, Wall of Force*

2/day *Plane Shift, Teleport*

Actions

Psionic Pulses

The void overseer can make four of its choice of the following attacks on its turn

Synaptic Pulse. *Ranged Spell Attack:* +12 to hit, 5ft, one target. *Hit:* 33(6d8+6) psychic damage . On a hit, the target must succeed a DC 20 Wisdom saving throw or become stunned until the end of its next turn.

Singularity Pulse *Ranged Spell Attack:* +12 to hit, 5ft, one target. *Hit:* 19(3d8+6) force damage + 13(3d8) psychic damage. On a hit, the target is moved 10ft. to a location of the void overseer's choice and knocked prone

Photon Pulse *Ranged Spell Attack:* +12 to hit, 5ft, one target. *Hit:* 19(3d8+6) radiant damage + 13(3d8) psychic damage. If the attack misses, the void overseer can target a different creature in range with advantage. On a hit, the new target takes 25(3d12+6) radiant +19(3d12) psychic damage instead.

Siphon Pulse *Ranged Spell Attack:* +12 to hit, 5ft, one target. *Hit:* 19(3d8+6) psychic damage. On a hit, the target must succeed a DC 20 Intelligence score saving throw. On a failed saving throw, the void overseer regains a number of hitpoints equal to the psychic damage dealt and the target's Intelligence score is reduced by 3(1d6). If the target's Intelligence score is reduced to 0, that creature is considered to be incapacitated until it regains an Intelligence score of at least 1. This reduction can be removed by using *Greater Restoration* or similar magics

Dimensional Reconstruction(Recharge 5-6) The Void Overseer opens up a rift directly to the Far Realm itself forcing creatures within range to witness its true unspeakable horror. Creatures that are not Aberrations within a 60ft. radius centered around a point within 150ft. that the void overseer can see must succeed a DC 20 Constitution saving throw. On a failed saving throw, the target takes 33(6d10) psychic damage + 33(6d10) necrotic damage and half as much on a failed saving throw.

If this feature reduces a creature to 0 hitpoints, it is immediately killed as its body is reduced to an alien mass of flesh. At the start of its next turn, if the target was Medium or smaller the flesh begins to return to life transforming into a voidborn. The the target was Large, the void overseer can create 4 voidborn in the nearest unoccupied space. For every size above large, the void overseer can create 4 additional voidborn.

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Bonus Actions

Binding Tentacles One Medium or smaller creature within 30ft. of the void overseer must succed a DC 20 Strength saving throw or become grappled and restrained (escape DC 20) by psionic tendrils. While grappled in this manner, the target takes 13(3d8) psychic damage at the start of each of its turns.

Telekinetic Warp The void overseer can use its bonus action to teleport up to 30ft. to a spot that it can see in range. Creatures within 10ft. of the void overseer's original location must succeed a DC 20 Strength saving throw. On a failed saving throw, affected creatures are moved 10ft. in a direction of the void overseer's choice and knocked prone. When the void overseer teleports in this manner, it can take any grappled creatures along with it.

Reactions

Synaptic Overload When the void overseer takes damage from a creature within 60ft. of it, the target must succeed a DC 20 Intelligence saving throw or take 27(6d8) psychic damage and become stunned until the end of its next turn.

Legendary Actions

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

Teleport(1 action) The Void Overseer can use its Telekinetic Warp.

Spell (2 actions) The Void Overseer can cast a spell of its choice.

Psionic Pulse(2 actions) The Void Overseer can make a Psionic Pulse attack of its choice.

Resilience (3 actions) The Void Overseer can end one spell or condition on itself.



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Starcursed

The starcursed are another species of malevolent aberrations native to the Far Realm. The starcursed are interplanar predators that hunt and devour any form of life. These creatures are quite alien in appearance matching nothing through the known planes. These creatures are actually completely blind but have an extremely sensitive hearing allowing them to pinpoint the smallest noise. Due to living in the harsh biomes of the Far Realm with extreme pressure and temperatures, these creatures are incredibly resilient and far more durable than creatures of the Material Plane.

Starcursed Motives

The starcursed are driven by their insatiable desire to consume all life and expand their empires beyond the Far Realm. This malevolence towards the living is essential to their survival as they are a parasitic race that requires living hosts to grow their young. Due to the nature of the other races in the Far Realm, it is believed the starcursed ventured into the known multiverse to avoid conflict with their rivals in the Far Realm.

Although their parasitic behavior is also seen in other races such as slaads, the starcursed do not seem to resort to slavery or abduction to maintain a constant supply of hosts. Instead, they resort to genocide, infecting the majority of a population with their young; while exterminating the rest, using them as a source of food. If a civilization is resistant to their assault, the starcursed will simply embark on a bloody crusade against that entire race, assimilating any remnants that survive. After a civilization has been completely infected or exterminated, the starcursed will build their new empire from its ruins before embarking on its next conquest.

Battle Tactics

Like all creatures from the far realm, the starcursed can prove challenging enemies. Their alien physiology gives them supernatural endurance and their blood is quite toxic to living creatures. Their aberrant biology also allows them to quickly heal from all but the deadliest of blows. Despite their brutal and instinctual malevolence, the starcursed are incredibly intelligent and calculating. When an incursion begins, the starcursed rely on guerilla tactics attempting to infect as many creatures as possible before escaping.

Due to the passive nature of their infections, the hosts rarely suspect anything is wrong until it is too late. Once the starcursed have infected enough creatures, they will begin the first stage of their full invasion, timing it to correspond with the gestation of the infected, in order to cause chaos and confusion amongst enemy ranks as their allies turn into ravenous starcursed.

However, the starcursed do possess one weakness. Due to their extremely sensitive hearing, the starcursed are extremely vulnerable to thunderous bursts that will temporarily stun them. However, these magics and weapons must be used wisely as all starcursed in the area will specifically target the source of that sound seeking to destroy it. They also possess a slight vulnerability to fire as it temporarily disables their natural healing.

Starcursed Types

Starcursed society is very complex and is believed to have dozens of hierarchies and roles. However, the following categories lists many common variants that can be found during a starcursed invasion.

Starcursed Mongrels

Starcursed mongrels are considered to be the juvenile form of all starcursed. Starcursed mongrels are born by eating their way out of a host. Once they are free, mongrels tend to flock together in large packs of 7(2d6) that relentlessly hunt anything in their path. Despite their weak form and small size, they make up for their weaknesses with their superior numbers. They also can be found accompanying much more powerful starcursed hoping to scavenge any remnants of their rampages.

Starcursed Predators

Starcursed predators are considered to be the basic form of all fully grown starcursed. These alien abominations have acquired a bipedal stance, akin to that of a humanoid; however, they have been known to revert to all fours when pursuing their prey. Outside of their keen senses as well as relentless hunger, starcursed predators are incredibly dangerous due to their ability to blend into their surroundings thanks to their chameleon skin.

However, their most sinister ability is their ovipositor tail. Once a day, the starcursed predator is able to implant an infantile mongrel into its host that will hatch within a day. Unfortunately, infected creatures do not show any symptoms until right before the mongrel hatches. However, one subtle sign of an infected creature is that starcursed predators will seemingly ignore and will not attack infected creatures, contrasting from their behavior of indiscriminately killing and devouring.

Starcursed Brute

Starcursed brutes are a much larger and heavily armored variant of the starcursed predator. Due to the rapidly evolving nature of many starcursed, starcursed brutes are believed to be a warrior caste within the starcursed hierarchy. They lack the ovipositor tails of their relatives as their primary purpose is to seek and destroy any threat to the starcursed hives.

Starcursed Extractors

Starcursed extractors are considered to be a scholarly "caste" within the starcursed hierarchy. Their primary purpose is to implant their victims with starcursed mongrels as well as perform numerous experiments on their prey. These experiments ensure that the starcursed are able to adapt to creatures with physiologies that would make them resistant to becoming a suitable host. Starcursed extractors believe that this knowledge is necessary to ensure that the starcursed maintain an advantage over their foes by learning their strength and exploiting any weaknesses.

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Starcursed Horrors

Unlike other starcursed, horrors are unable to implant their victims with an mongrel. Many scholars believe that horrors are actually a faulty evolution. However, instead of being rejected by the rest of their kind, horrors are treated as shock troops to weaken extremely powerful opponents. When deployed, starcursed horrors will mutilate all creatures in their path with no mercy.

Starcursed Wraiths

Although starcursed wraiths are nearly identical to their predator kin, they considered to be an advanced evolution of the predator thanks to their ability to fly. When a mongrel hatches, it has a one in 10 chance to be born with a divergent mutation that grants it a set of bladed wings. However, despite their mutation, starcursed wraiths seem to serve the same role as predators within the starcursed hierarchy.

Starcursed Exterminators

Starcursed exterminators are considered to be one of the highest forms of evolution that a predator could turn into. Typically, such a process takes years of traveling across the planes as well as constant evolution adapting to each environment. However, the final result is a superior life form which resembles a much larger version of the starcursed predator. Due to their advanced evolution, starcursed exterminators are not limited in their ability to infect creatures. As a result, exterminators can often be the source of any starcursed incursions on a realm.

Starcursed Tyrant

Although exterminators are considered to be the final evolution for many starcursed, some actually have been known to mutate during their metamorphosis, triggering an entirely new growth cycle. Sometimes starcursed exterminators have been known to undergo a temporary hibernation with an alien cocoon that rapidly grows over the course of 24 hours. At the end of the duration, it emerges as a colossal starcursed tyrants.

When fully grown, these starcursed rival the size and strength of adult dragons and have the capability of flight and can spew caustic bile at their opponents. These entities are considered to be generals or commanders that lead weaker starcursed into battle. However, despite their roles of weapons of war, this mutation also has its disadvantages as starcursed tyrants are unable to reproduce as they no longer can infect hosts with infant mongrels.

Starcursed Dreadlord

Despite their incredible size and strength, tyrants are actually considered to be a basic form of its final evolution as a dreadlord. Dreadlords are extremely rare and are believed to only develop after centuries of evolution as a tyrant. In fact, these entities are considered to be the progenitors of all the starcursed as they have regained the ability to infect a host. However, their offspring will not be born as a mongrel but an infant exterminator. Once its young eats its way out of its host, it under goes rapid growth reaching its full size within a day.

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Starcursed Mongrel

Medium Aberration, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 28 (4d6+12)
Speed 30ft., climb. 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	2 (-4)	15 (+2)	5 (-3)

Skills Perception +6
Condition Immunities blinded
Damage Resistances Cold, Radiant
Damage Immunities Acid
Senses blindsight 120ft(blind beyond this radius)., Perception 16
Languages Deep Speech
Proficiency Bonus +2
Challenge 1(200 xp)

Alien Physiology The starcursed mongrel is immune to effects that would change its form against its will

Keen Hearing The starcursed mongrel has advantage on Wisdom(Perception) checks that rely on hearing. It can pinpoint the source of any sound within 120ft. of it.

Pack Tactics The starcursed mongrel has advantage on an attack roll against a creature if at least one of the star cursed mongrel's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce If the starcursed mongrel moves at least 20ft. and makes a acidic bite on the same turn, the target must succeed a DC 12 Strength saving throw or be knocked prone. The starcursed mongrel can make a additional bite attack against a prone creature as a bonus action.

Sound Sensitivity If the starcursed mongrel takes thunder damage, it must succeed a Constitution saving throw equal to half the damage dealt (minimum of 10), or become stunned until the end of its next turn. If the attack or effect gives off a thunderous boom, the starcursed mongrel must make this saving throw with disadvantage.

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

Action

Acidic Bite. *Melee Weapon Attack:* +5 to hit, 5ft, one target. *Hit:* 6(1d6+3) piercing damage + 5(2d4) acid damage.

Reactions

Rampage If the starcursed mongrel reduces a creature to 0 hitpoints or deals a critical hit, it can move up to half its movement speed to make a melee attack against a creature within range.

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Starcursed Predator

Medium Aberration, chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 52 (8d8+16)
Speed 30ft., climb. 30ft., swim 30ft.

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

Skills Stealth +5, Perception +6
Condition Immunities blinded
Damage Resistances Cold, Fire, Radiant
Damage Immunities Acid
Senses blindsight 120ft(blind beyond this radius)., Perception 16
Languages Deep Speech
Proficiency Bonus +2
Challenge 3(700 xp)

Acidic Blood When the starcursed predator is hit with a melee weapon attack by a creature within 5ft. of it, the target takes 5(2d4) acid damage.

Alien Physiology The starcursed predator is immune to effects that would change its form against its will

Bloodlust If the starcursed predator hits a creature below half its hitpoint maximum on a 18-20, the attack counts as a critical hit

Keen Hearing The starcursed predator has advantage on Wisdom(Perception) checks that rely on hearing. It can pinpoint the source of any sound within 120ft. of it.

Sound Sensitivity If the starcursed predator takes thunder damage, it must succeed a Constitution saving throw equal to half the damage dealt (minimum of 10), or become stunned until the end of its next turn. If the attack or effect gives off a thunderous boom, the starcursed predator must make this saving throw with disadvantage.

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

Actions

Multiattack. The starcursed predator can make a bite attack, two claw attacks, and a tail attack.

Acidic Bite. *Melee Weapon Attack:* +5 to hit, 5ft, one target. *Hit:* 7(1d8+3) piercing damage + 5(2d4) acid damage.

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

Tail *Melee Weapon Attack:* +5 to hit, 10ft, one target. *Hit:* 9(1d10+3) piercing damage.

Ovipositor(1/day) Melee Weapon Attack: +5 to hit, 10ft, one target. Hit: 9(1d10+3) piercing damage. On a hit, a Large or smaller target must succeed on a DC 12 Constitution saving throw or take 10(4d4) acid damage or be infected with a starcursed egg. On a successful saving throw, creatures take half damage and are not infected. If this attack reduces a creature to 0 hitpoints, it drops to 0 hitpoints it does not die but is incapacitated and stable until it regains at least 1 hitpoint.

A host can carry only one egg to term at a time. After 1 day, the egg moves to the chest cavity, gestates, and forms a Tiny starcursed mongrel. In the 1-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the starcursed mongrel grows increases to a Small size and chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the starcursed mongrel's emergence, the unborn starcursed mongrel is disintegrated.

Bonus Action

Invisibility The starcursed predator can use its bonus action to turn invisible until it makes an attack or forces a creature to make a saving throw.

Reactions

Rampage If the starcursed predator reduces a creature to 0 hitpoints or deals a critical hit, it can move up to half its movement speed to make a melee attack against a creature within range.

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Starcursed Brute

Large Aberration, chaotic evil

Armor Class 19 (Natural Armor)
Hit Points 102 (12d10+36)
Speed 40ft., climb. 40ft., swim 40ft.

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

Skills Athletics +7, Perception +5
Condition Immunities blinded
Damage Resistances Cold, Radiant
Damage Immunities Acid
Senses blindsight 120ft(blind beyond this radius)., Perception 13
Languages Deep Speech
Proficiency Bonus +3
Challenge 8(3900) xp

Acidic Blood When the starcursed brute is hit with a melee weapon attack by a creature within 5ft. of it, the target takes 5(2d4) acid damage.

Alien Physiology The starcursed brute is immune to effects that would change its form against its will.

Brutality When the starcursed brute deals a critical hit, it can triple the damage die instead of doubling it.

Keen Hearing The starcursed brute has advantage on Wisdom(Perception) checks that rely on hearing. It can pinpoint the source of any sound within 120ft. of it.

Relentless If the starcursed brute is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a successful saving throw For every successful saving throw, the DC increases by 5, only resetting back to 10 on a short or long rest.

Siege Monster If the starcursed brute can deal double damage to buildings and objects.

Sound Sensitivity If the starcursed brute takes thunder damage, it must succeed a Constitution saving throw equal to half the damage dealt (minimum of 10), or become stunned until the end of its next turn. If the attack or effect gives off a thunderous boom, the starcursed mongrel must make this saving throw with disadvantage.

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

Wounded Fury If the starcursed brute starts its turn below half its hitpoint maximum, it has advantage on attack rolls until the start of its next turn.

Action

Multiattack. The starcursed predator can make a bite attack, two claw attacks, and a tail attack.

Acidic Bite. *Melee Weapon Attack:* +7 to hit, 5ft, one target. *Hit:* 10(1d10+4) piercing damage + 10(4d4) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, 5ft, one target. *Hit:* 13(2d8+4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, 10ft, one target. *Hit:* 15(2d10+4) piercing damage.

Impaling Spikes(Recharge 5-6) Creatures in a 20ft. radius around the starcursed brute must succeed a DC 14 Dexterity saving throw. On a failed saving throw, creatures take 19 (3d12) piercing damage and have jagged spikes impaled within their body. On a successful saving throw, creatures take half damage and are not impaled. At the start of each of its turns, an impaled creature takes 15(6d4) acid damage. It can use its action to remove the spike on a successful DC 14 Strength (Athletics) check. On a failed saving throw, the target takes an additional 19(3d12) piercing damage as the barb burrows further into the target's body.

Bonus Action

Aggressive The starcursed brute can use its bonus action to move up to its movement speed towards a hostile creature it can see. It must end this movement closer to a hostile creature than at the start of its turn.

Invisibility The starcursed brute can use its bonus action to turn invisible until its makes an attack or forces a creature to make a saving throw.

Reactions

Rampage If the starcursed brute reduces a creature to 0 hitpoints or deals a critical hit, it can move up to half its movement speed to make a melee attack against a creature within range.



Starcursed Extractor

Medium Aberration, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 85 (10d10+30)
Speed 30ft., climb. 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	20 (+5)	18 (+4)	8 (-1)

Saving Throws Int +8, Wis +7
Skills Perception +7
Condition Immunities blinded
Damage Resistances Cold, Fire, Radiant
Damage Immunities Acid
Senses blindsight 120ft(blind beyond this radius)., Perception 13
Languages Deep Speech
Proficiency Bonus +3
Challenge 8(3900 xp)

Acidic Blood When the starcursed extractor is hit with a melee weapon attack by a creature within 5ft. of it, the target takes 5(2d4) acid damage.

Alien Physiology The starcursed extractor is immune to effects that would change its form against its will.

Keen Hearing The starcursed extractor has advantage on Wisdom(Perception) checks that rely on hearing. It can pinpoint the source of any sound within 120ft. of it.

Regeneration At the start of each of its turns, the starcursed extractor regains 10 hitpoints as long as it has at least 1 hitpont.

Sound Sensitivity If the starcursed extractor takes thunder damage, it must succeed a Constitution saving throw equal to half the damage dealt (minimum of 10), or become stunned until the end of its next turn. If the attack or effect gives off a thunderous boom, the starcursed extractor must make this saving throw with disadvantage.

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

Actions

Multiattack. The starcursed predator can make an acidic bite attacks, two claw attacks and a tail attack.

Acidic Bite. *Melee Weapon Attack:* +7 to hit, 5ft, one target. *Hit:* 15(2d10+4) piercing damage + 10(4d4) acid damage.

Claw *Melee Weapon Attack:* +7 to hit, 5ft, one target. *Hit:* 13(2d8+4) slashing damage. On a hit, a Medium or smaller is grappled (escape DC 14). The starcursed extractor can only grapple one creature at a time and cannot make a claw attack against another target.

Tail *Melee Weapon Attack:* +7 to hit, 10ft, one target. *Hit:* 15(2d10+4) piercing damage

Ovipositor(1/day) Melee Weapon Attack: +7 to hit, 20ft, one target. Hit: 9(1d10+3) piercing damage. On a hit, a Large or smaller target must succeed on a DC 14 Constitution saving throw or take 30(12d4) acid damage or be infected with a starcursed egg. On a successful saving throw, creatures take half damage and are not infected. If this attack reduces a creature to 0 hitpoints, it drops to 0 hitpoints it does not die but is incapacitated and stable until it regains at least 1 hitpoint.

A host can carry only one egg to term at a time. After 1 day, the egg moves to the chest cavity, gestates, and forms a Tiny starcursed mongrel. In the 1-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the starcursed mongrel grows increases to a Small size and chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the starcursed mongrel's emergence, the unborn starcursed mongrel is disintegrated.

Extract Innards *Melee Weapon Attack:* +7 to hit, 10ft, one grappled target. *Hit:* 43(6d12+4) piercing damage . The damage dealt from this attack cannot be reduced in any way. If this attack reduces a creature to 0 hitpoints, the target is immediately killed as the starcursed extractor removes the target's skeleton and bones.

Bonus Action

Invisibility The starcursed extractor can use its bonus action to turn invisible until its makes an attack or forces a creature to make a saving throw.

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Starcursed Horror

Large Aberration, chaotic evil

Armor Class 17 (Natural Armor)
Hit Points 142(15d10+60)
Speed 40ft., climb. 40ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	10 (+0)	18 (+4)	11 (+0)

Saving Throws Str+7, Dex +4, Con +8
Skills Perception +8
Condition Immunities blinded
Damage Resistances Cold, Radiant
Damage Immunities Acid
Senses blindsight 120ft(blind beyond this radius)., Perception 18
Languages Deep Speech
Proficiency Bonus +4
Challenge 11(72000 xp)

Acidic Blood When the starcursed horror is hit with a melee weapon attack by a creature within 5ft. of it, the target takes 5(2d4) acid damage.

Alien Physiology The starcursed horror is immune to effects that would change its form against its will.

Charge If the starcursed horror moves at least 20ft. on its turn and makes a spiked roll on the same turn, it can deal an additional 26(4d12) piercing damage to the total damage.

Keen Hearing The starcursed horror has advantage on Wisdom(Perception) checks that rely on hearing. It can pinpoint the source of any sound within 120ft. of it.

Reactive The starcursed horror regains its reaction at the end of every creatures turn.

Regeneration At the start of each of its turns, the starcursed horror regains 10 hitpoints as long as it has at least 1 hitpont. If the starcursed horror takes fire damage, this trait doesn't function at the start of the starcursed horror's next turn.

Sound Sensitivity If the starcursed horror takes thunder damage, it must succeed a Constitution saving throw equal to half the damage dealt (minimum of 10), or become stunned until the end of its next turn. If the attack or effect gives off a thunderous boom, the starcursed horror must make this saving throw with disadvantage.

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

Actions

Multiattack. The starcursed horror can make five attacks: one with its acidic bite and four with its hooks

Acidic Bite. *Melee Weapon Attack:* +7 to hit, 10ft, one target. *Hit:* 15(2d10+4) piercing damage + 10(4d4) acid damage.

Hook *Melee Weapon Attack:* +7 to hit, 5ft, one target. *Hit:* 11(1d12+4) piercing damage +5(2d4) acid damage.

Spined Roll As an action, the starcursed horror can turned into a spiked ball, barreling into all creatures in its path. The starcursed horror is able to move up to 40ft. on its turn. Once before the end of its turn, the starcursed horror can force each creature within 5ft. of it to make a DC 15 Strength saving throw. On a failed saving throw, the creature takes 26 (4d12) piercing damage and is knocked prone.

Bonus Action

Aggressive The starcursed horror can use its bonus action to move up to its movement speed towards a hostile creature it can see. It must end this movement closer to a hostile creature than at the start of its turn.

Invisibility The starcursed horror can use its bonus action to turn invisible until its makes an attack or forces a creature to make a saving throw.

Reactions

Retaliation When a creature hits the starcursed horror with a melee attack while within 10ft. of it, the starcursed horror can make a Hook attack against the attacker.

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Starcursed Wraith

Medium Aberration, chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 76 (12d8+24)
Speed 30ft., climb. 30ft., swim 30ft., fly 60ft.

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

Saving Throws Str +5, Dex +5, Con +5
Skills Perception +6
Condition Immunities blinded
Damage Resistances Cold, Fire, Radiant
Damage Immunities Acid
Senses blindsight 120ft(blind beyond this radius)., Perception 13
Languages Deep Speech
Proficiency Bonus +2
Challenge 4(1100 xp)

Acidic Blood When the starcursed wraith is hit with a melee weapon attack by a creature within 5ft. of it, the target takes 5(2d4) acid damage.

Alien Physiology The starcursed wraith is immune to effects that would change its form against its will

Flyby The starcursed wraith can fly outside a creature's reach without provokiing attacks of opportunity.

Keen Hearing The starcursed wraith has advantage on Wisdom(Perception) checks that rely on hearing. It can pinpoint the source of any sound within 120ft. of it.

Sound Sensitivity If the starcursed wraith takes thunder damage, it must succeed a Constitution saving throw equal to half the damage dealt (minimum of 10), or become stunned until the end of its next turn. If the attack or effect gives off a thunderous boom, the starcursed wraith must make this saving throw with disadvantage.

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

Actions

Multiattack. The starcursed wraith can make a bite attack, two claw attacks, and a tail attack. Alternatively, it can make two attacks with its bladed feathers

Acidic Bite. *Melee Weapon Attack:* +5 to hit, 5ft, one target. *Hit:* 7(1d8+3) piercing damage + 5(2d4) acid damage.

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

Bladed Feather *Ranged Weapon Attack:* +5 to hit, 60ft, one target. *Hit:* 10(2d6+3) slashing damage. On a hit, a Medium or smaller target is restrained(escape DC 13). A creature can use its action to escape on a successful DC 13 Strength saving throw. on a failed saving throw, the target takes 7(2d6) piercing damage.

Tail *Melee Weapon Attack:* +5 to hit, 10ft, one target. *Hit:* 9(1d10+3) piercing damage

Ovipositor(1/day) Melee Weapon Attack: +5 to hit, 10ft, one target. Hit: 9(1d10+3) piercing damage. On a hit, a Large or smaller target must succeed on a DC 13 Constitution saving throw or take 10(4d4) acid damage or be infected with a starcursed egg. On a successful saving throw, creatures take half damage and are not infected. If this attack reduces a creature to 0 hitpoints, it drops to 0 hitpoints it does not die but is incapacitated and stable until it regains at least 1 hitpoint.

A host can carry only one egg to term at a time. After 1 day, the egg moves to the chest cavity, gestates, and forms a Tiny starcursed mongrel. In the 1-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the starcursed mongrel grows increases to a Small size and chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the starcursed mongrel's emergence, the unborn starcursed mongrel is disintegrated.

Bonus Action

Wing Attack The starcursed wraith can force all creatures within 10ft. of it to make a DC 13 Strength saving throw. On a failed saving throw, the targets are pushed back 10ft. and knocked prone.

Invisibility The starcursed wraith can use its bonus action to turn invisible until its makes an attack or forces a creature to make a saving throw.

Reactions

Rampage If the starcursed wraith reduces a creature to 0 hitpoints or deals a critical hit, it can move up to half its movement speed to make a melee attack against a creature within range.

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Starcursed Exterminator

Large Aberration, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 114 (12d10+48)
Speed 40ft., climb. 40ft., swim 40ft.

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

Saving Throws Str+8, Dex +8, Con +8
Skills Perception +7
Condition Immunities blinded
Damage Resistances Cold, Radiant
Damage Immunities Acid
Senses blindsight 120ft(blind beyond this radius)., Perception 13
Languages Deep Speech
Proficiency Bonus +4
Challenge 10 (5900 xp)

Acidic Blood When the starcursed exterminator is hit with a melee weapon attack by a creature within 5ft. of it, the target takes 10(4d4) acid damage.

Alien Physiology The starcursed exterminator is immune to effects that would change its form against its will

Blood Frenzy If the starcursed exterminator takes the Attack action against a creature below half its hitpoint maximum, it can make those attacks with advantage.

Brutality Upon dealing a critical hit, the starcursed exterminator can triple the damage die instead of doubling it.

Keen Hearing The starcursed exterminator has advantage on Wisdom(Perception) checks that rely on hearing. It can pinpoint the source of any sound within 120ft. of it.

Regeneration At the start of each of its turns, the starcursed exterminator regains 20 hitpoints as long as it has at least 1 hitpont. If the starcursed exterminator takes fire damage, this trait doesn't function at the start of the starcursed horror's next turn.

Sound Sensitivity If the starcursed exterminator takes thunder damage, it must succeed a Constitution saving throw equal to half the damage dealt (minimum of 10), or become stunned until the end of its next turn. If the attack or effect gives off a thunderous boom, the starcursed exterminator must make this saving throw with disadvantage.

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

Actions

Multiattack. The starcursed exterminator can make four attacks: one with its acidic bite, two with its, claws, and one with its tail.

Acidic Bite. *Melee Weapon Attack:* +8 to hit, 5ft, one target. *Hit:* 15(2d10+4) piercing damage + 10(4d4) acid damage.

Claw *Melee Weapon Attack:* +8 to hit, 10ft, one target. *Hit:* 13(2d8+4) slashing damage.

Tail *Melee Weapon Attack:* +8 to hit, 10ft, one target. *Hit:* 17(2d12+4) piercing damage. On a hit, a Large or smaller target must succeed on a DC 16 Constitution saving throw or take 20(8d4) acid damage and be infected with a starcursed egg. On a successful saving throw, creatures take half damage and are not infected. If this attack reduces a creature to 0 hitpoints, it drops to 0 hitpoints it does not die but is incapacitated and stable until it regains at least 1 hitpoint.

A host can carry only one egg to term at a time. After 1 day, the egg moves to the chest cavity, gestates, and forms a Tiny starcursed mongrel. In the 1-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the starcursed mongrel grows increases to a Small size and chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the starcursed mongrel's emergence, the unborn starcursed mongrel is disintegrated.

Acid Spit(Recharge 5-6) Creatures in a 60ft. long and 10ft. wide line must succeed a DC 16 Dexterity saving throw. On a failed saving throw, creatures take 40(16d4) acid damage and half as much on a successful saving throw.

Bonus Action

Invisibility The starcursed exterminator can use its bonus action to turn invisible until its makes an attack or forces a creature to make a saving throw.

Reactions

Rampage If the starcursed exterminator reduces a creature to 0 hitpoints or deals a critical hit, it can move up to half its movement speed to make a melee attack against a creature within range.



Starcursed Tyrant

Huge Aberration, chaotic evil

Armor Class 20 (Natural Armor)
Hit Points 182 (12d12+84)
Speed 50ft., climb. 50ft., swim 50ft., fly. 100ft.,

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	25 (+7)	10 (+0)	18 (+4)	8 (-1)

Saving Throws Str +12, Dex +7, Con +11
Skills Perception +9
Condition Immunities blinded
Damage Resistances Cold, Radiant, Bludgeoning, Piercing, and Slashing damage from non-adamantine attacks
Damage Immunities Acid
Senses blindsight 120ft(blind beyond this radius)., Perception 19
Languages Deep Speech
Proficiency Bonus +5
Challenge 16(15000 xp)

Acidic Blood When the starcursed tyrant is hit with a melee weapon attack by a creature within 5ft. of it, the target takes 10(4d4) acid damage.

Alien Physiology The starcursed tyrant is immune to effects that would change its form against its will.

Fearmonger The starcursed tyrant has advantage on attack rolls against creatures frightened by it. It can also pinpoint the location of frightened creatures as long as they are within 300ft. of it.

Frightful Presence Any creature hostile to the starcursed tyrant that starts its turn within 30 feet of the starcursed tyrant must make a DC 21 Wisdom saving throw, unless the starcursed tyrant is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the starcursed tyrant's Frightful Presence for the next 24 hours.

Keen Hearing The starcursed tyrant has advantage on Wisdom(Perception) checks that rely on hearing. It can pinpoint the source of any sound within 120ft. of it.

Regeneration At the start of each of its turns, the starcursed tyrant regains 30 hitpoints as long as it has at least 1 hitpoint. If the starcursed tyrant takes fire damage, this trait doesn't function at the start of the starcursed tyrant's next turn.

Siege Monster The starcursed tyrant can deal double damage to buildings and objects.

Sound Sensitivity If the starcursed tyrant takes thunder damage, it must succeed a Constitution saving throw equal to half the damage dealt (minimum of 10), or become stunned until the end of its next turn. If the attack or effect gives off a thunderous boom, the starcursed tyrant must make this saving throw with disadvantage.

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

Actions

Multiattack. The starcursed tyrant can make a bite attack, two claw attacks, and a bladed tail attack. Alternatively, it can substitute its blade tail for a tail spike

Acidic Bite. *Melee Weapon Attack:* +13 to hit, 5ft, one target. *Hit:* 25(3d10+8) piercing damage + 10(4d4) acid damage.

Claw *Melee Weapon Attack:* +13 to hit, 5ft, one target. *Hit:* 18(3d6+8) slashing damage

Bladed Tail *Melee Weapon Attack:* +13 to hit, 20ft, one target. *Hit:* 19 (2d10+8) slashing damage + 11(2d10) piercing damage. On a hit, the target must succeed a DC 21 Strength saving throw or it is pushed back 10ft. and knocked prone.

Tail Spike *Ranged Weapon Attack:* +13 to hit, 60ft, one target. *Hit:* 21(2d12+8) piercing damage. On a hit, a Medium or smaller target is restrained(escape DC 21). A creature can use its action to escape on a successful DC 21 Strength saving throw. on a failed saving throw, the target takes 13(2d12) piercing damage.

Bonus Action

Aggressive he starcursed tyrant can use its bonus action to move up to its movement speed towards a hostile creature it can see. It must end this movement closer to a hostile creature than at the start of its turn.

Reactions

Rampage If the starcursed tyrant reduces a creature to 0 hitpoints or deals a critical hit, it can move up to half its movement speed to make a melee attack against a creature within range.

Starcursed Dreadlord

Huge Aberration, chaotic evil

Armor Class 20 (Natural Armor)
Hit Points 250 (20d12+120)
Speed 50ft., climb. 50ft., swim 50ft., fly 100ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	23 (+6)	19 (+4)	18 (+4)	8 (-1)

Saving Throws Str+12, Dex +10, Con +12
Skills Perception +10
Condition Immunities blinded
Damage Resistances Cold, Radiant; bludgeoning, piercing, and slashing attacks from non-adamantine weapons
Damage Immunities Acid
Senses blindsight 120ft(blind beyond this radius)., Perception 20
Languages Deep Speech
Proficiency Bonus +6
Challenge 20(25000 xp)

Acidic Blood When the starcursed dreadlord is hit with a melee weapon attack by a creature within 5ft. of it, the target takes 10(4d4) acid damage.

Alien Physiology The starcursed dreadlord is immune to effects that would change its form against its will.

Brutal When the starcursed dreadlord deals a critical hit, it can triple the damage die.

Frightful Presence Any creature hostile to the starcursed dreadlord that starts its turn within 30 feet of the starcursed tyrant must make a DC 21 Wisdom saving throw, unless the starcursed dreadlord is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the starcursed dreadlord's Frightful Presence for the next 24 hours.

Keen Hearing The starcursed dreadlord has advantage on Wisdom(Perception) checks that rely on hearing. It can pinpoint the source of any sound within 120ft. of it.

Legendary Resistance(3/turn) If the starcursed dreadlord fails a saving throw, it can choose to succeed. It can regain 30 hitpoints as part of that action.

Magic Resistance The starcursed dreadlord has advantage on saving throws against spells or magical effects.

Regeneration At the start of each of its turns, the starcursed dreadlord regains 30 hitpoints as long as it has at least 1 hitpoint. If the starcursed dreadlord takes fire damage, this trait doesn't function at the start of the starcursed dreadlord's next turn.

Sound Sensitivity If the starcursed dreadlord takes thunder damage, it must succeed a Constitution saving throw equal to half the damage dealt (minimum of 10), or become stunned until the end of its next turn. If the attack or effect gives off a thunderous boom, the starcursed exterminator must make this saving throw with disadvantage.

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

Actions

Multiattack. The starcursed dreadlord can make four attacks: one with its acidic bite, two with its claws, and one with its tail. Alternatively, it substitute a Ovipositor attack for a Tail Spike.

Acidic Bite. *Melee Weapon Attack:* +12 to hit, 5ft, one target. *Hit:* 22(3d10+6) piercing damage + 10(4d4) acid damage.

Claw *Melee Weapon Attack:* +12 to hit, 10ft, one target. *Hit:* 17(3d6+46 slashing damage.

Ovipositor Tail *Melee Weapon Attack:* +12 to hit, 20ft, one target. *Hit:* 29(4d12+6) piercing damage. On a hit, a Large or smaller target must succeed on a DC 20 Constitution saving throw or take 30(12d4) acid damage and be infected with a starcursed egg. If this attack reduces a creature to 0 hitpoints, it drops to 0 hitpoints it does not die but is incapacitated and stable until it regains at least 1 hitpoint.

A host can carry only one egg to term at a time. After 1 day, the egg moves to the chest cavity, gestates, and forms a Tiny starcursed Exterminator. In the 1-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the starcursed mongrel grows increases to Large size and chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the starcursed exterminator's emergence, the unborn starcursed exterminator is disintegrated.

Tail Spike *Melee Weapon Attack:* +12 to hit, 90ft, one target. *Hit:* 17(2d12+4) piercing damage. On a hit, a Large or smaller target is considered restrained (escape DC 20) by the starcursed dreadlord as it is impaled. A creature can use its action to free itself on a successful DC 15 Strength saving throw. On a failed saving throw, the target injures itself on the tail barbs takes 26(4d12) piercing damage.

Infectious Bile(Recharge 5-6) Creatures in a 60ft. long and 10ft. wide line must succeed a DC 20 Dexterity saving throw. On a failed saving throw, creatures take 60(24d4) acid damage and are infected with a starcursed egg. On a successful saving throw, creatures take half damage and are otherwise unaffected.

A host can carry only one egg to term at a time. After 1 week, the egg moves to the chest cavity, gestates, and forms a starcursed larva. In the 1-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the starcursed dreadlord chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the starcursed larva's emergence, the unborn starcursed larva is disintegrated.

Bonus Actions

Invisibility The starcursed dreadlord can use its bonus action to turn invisible until its makes an attack or forces a creature to make a saving throw.

Legendary Actions

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

Movement.(1 action) The starcursed dreadlord can move up to its movement speed without provoking opportunity attacks.

Adaptive Camouflage. (1 action) The starcursed dreadlord can turn invisible until its makes an attack or forces a creature to make a saving throw.

Attack. (2 actions) The starcursed dreadlord can make an Attack with its ovipositor or a tail spike.

Awaken Brood.(3 actions) The starcursed dreadlord can force one infected creature within 60ft. of it that it can see within to make a DC 19 Constitution saving throw. On a failed saving throw, if the host is carry a starcursed egg, the egg immediately hatches and turns into a larva(causing a creature to enter into the 1-hour period before birth).

If the target already carries a starcursed larva, the larva chews its way through the vital organs and out of the host's chest on the next round, killing the host.

If a creature succeeds its saving throw against the effect, it is immune to this ability for the next 24 hours.

Resilience (3 actions) The starcursed dreadlord can end one spell or condition on itself.



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