



## THE HUNTER FROM BEYOND

*What madness lurks inside this creature's mind?*

### ENVOYS OF OTHER BEINGS

The Elder Gods, and other entities that lurks in the Realms of Madness have little care, or interest for events of the mortal Planes. Yet, sometimes, a creature catches their curiosity, or perhaps their ire. These poor souls rarely escape their fate and slowly succumb to madness.

If the creature was evil enough during its life, it may turn into a hunter from beyond, a puppet of these Elder Gods.

### HIDDEN THREATS

Hunters from beyond are found within all societies, hidden behind their magical disguises. Their abilities allow them to mix with the higher spheres of societies, influencing kings and emperors. Other times they'll kill and replace a trusted advisor, to get closer to the rulers, before murdering them, destabilizing entire kingdoms.

### CRYPTIC GOALS

As envoys of Aberrant Deities, their goals are as abstract as those of their masters. No one knows for sure why one becomes the target of a hunter from beyond, but few survive such assaults. Once they have their sight set on you, you'll find no safe place to rest. Their favorite hunting grounds are the Fey Realms, ripe with creatures trapped by their own madness.

#### GM Note

Upon slaying a Hunter from Beyond whose mask wasn't destroyed, players can loot the mask from the corpse.

#### WHISPERING MASK

*wondrous item, very rare (requires attunement)*

This mask emanates an aura of madness, twisting the reality around it. The mask can transfer a fraction of its power to its owner. Wearing the mask grants you resistance to psychic damage and telepathy up to 60 feet.

This mask has 10 charges that it regains daily at dawn. While wearing the mask and being attuned to it you gain the following benefits: you can cast the *misty step* or *tongues* spell by expending 1 charge. You can expend 3 charges to cast the *blink* spell. You can also cast the *scrying* or *contact other plane* spell by expending 5 charges.

**Curse:** Each time a creature equips the mask it must succeed on a DC 15 Wisdom saving throw or gain a random long-term madness. In addition, each hour that the creature keeps the mask on, or each time it casts a spell using the mask, it must make another saving throw, gaining an additional long-term madness on a failure. Once a creature has 3 long-term madneses from the mask, that creature turns into a Hunter from Beyond. Destroying the mask of such a hunter reverts the creature back to their true form.

*Art by Riptaid*

# HUNTER FROM BEYOND

Medium aberration, any non-good alignment

**Armor Class** 16 (natural armor)

**Hit Points** 110 (17d8 + 34)

**Speed** 40 ft.

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

11 (+0) 16 (+3) 14 (+2) 19 (+4) 17 (+3) 16 (+3)

**Saving Throws** Dex +7, Int +8, Cha +7

**Skills** Acrobatics +7, Deception +7, Perception +7, Stealth +11

**Damage Immunities** psychic

**Senses** passive Perception 17

**Languages** Deep Speech, telepathy 60 ft.

**Challenge** 11 (7,200 XP)

**Assassinate.** During its first turn, the hunter from beyond has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

**Evasion.** If the hunter from beyond is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the hunter from beyond instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

At will: *misty step*, *tongues*

3/day each: *dimension door*, *scrying*

1/day each: *contact other plane*, *planeshift (self)*

**Maddening Whispers (Aberrant Form Only).** Creatures that start their turn within 10 feet of the hunter from beyond, or enter that area for the first time on their turn, must succeed on a Wisdom saving throw or become frightened of the hunter from beyond for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Maddening Whispers for the next 24 hours.

**Masked Creature.** The mask gives power to the hunter from beyond. It can be destroyed to limit those powers. It has 18 AC and 25 hit points and is immune to psychic and poison damage. Area of effect spells that affect the hunter from beyond do not affect the mask. If the mask is destroyed, the hunter from beyond cannot use its Change Shape or Etherealness actions, nor can it enter the Ethereal Plane with its Vanishing Strike. The mask reforms after 24 hours.



**Sneak Attack (1/Turn).** The hunter from beyond deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the hunter from beyond that isn't incapacitated and the hunter from beyond doesn't have disadvantage on the attack roll.

## Actions

**Multiattack.** The assassin makes two shortsword attacks, it can replace the second shortsword attack by a vanishing strike.

**Shortsword. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 16 Wisdom saving throw, taking 24 (7d6) psychic damage on a failed save, or half as much damage on a successful one.

**Demented Gaze (Aberrant Form Only).** The hunter from beyond stares down one creature it can see within 80 feet of it, and the visions of incomprehensible madness fills their mind for a moment. The target must succeed on a DC 16 Intelligence saving throw or take 23 (3d12 + 4) psychic damage.

**Vanishing Strike (Aberrant Form Only). Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 16 Wisdom saving throw, taking 24 (7d6) psychic damage on a failed save, or half as much damage on a successful one. If the target fails the saving throw the hunter from beyond enters the Ethereal Plane from the Material Plane.

**Change Shape.** The hunter from beyond magically polymorphs into a small or medium humanoid, or back into its true aberrant form. Its statistics are the same in each form. Any equipment the hunter from beyond is wearing or carrying isn't transformed. If the hunter from beyond dies, it reverts to its true form.

**Etherealness.** The hunter from beyond magically enters the Ethereal Plane from the Material Plane, or vice versa. When exiting the Ethereal Plane the hunter from beyond can do so as a bonus action.