



Penitent

Large humanoid & monstrosity, chaotic evil

Armor Class 12
Hit Points 247 (26d10 + 104)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	19 (+4)	3 (-4)	13 (+1)	19 (+4)

Saving Throws Con +8

Skills Acrobatics +6, Athletics +11

Condition Immunities exhaustion, frightened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 10 (5,900 XP)

Accursed Body. The penitent's body is barely held together. Whenever the penitent takes more than 50 points of damage, one of its limbs disintegrates into ash (each of its two arms first, then each of its two legs). If the penitent reattaches a lost limb, even if it belonged to a different humanoid, it regains 50 hit points.

Cleaving Strikes. When the penitent makes a melee weapon attack, it can choose to make another attack with the same weapon against another creature within 5 feet of the original target as part of the same attack. If the penitent does so, its speed is halved until the end of its turn.

Magic Weapons. The penitent's weapon attacks are magical.

Mask of Penitence. While wearing its mask the penitent's is blinded and immune to madness.

ACTIONS

Multiattack. The penitent makes three greatsword attacks. It can use Hands of Punishment in place of one attack.

Greatsword. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 21 (4d6 + 7) slashing damage.

Hands of Punishment. The penitent destroys one of the limbs in its crucible to summon blasphemous hands. Each creature in a 20-foot-radius sphere centered on a point that the penitent can see within 60 feet of it must succeed on a DC 16 Dexterity saving throw or take 1d4 psychic damage and be restrained by the hands until the end of the penitent's next turn. While restrained in this way, corruption seeps within the target and it has disadvantage on Intelligence checks and Intelligence saving throws.

BONUS ACTIONS

Bloodthirsty Dash. The penitent moves up to its speed towards a hostile creature it can see without provoking opportunity attacks.

Limb Offering. The penitent warps the intellect of a creature it can see within 30 feet of it. The target must succeed on a DC 16 Intelligence saving throw or extend one of its limbs forward (the penitent's choice). If the penitent hits the target with its greatsword before the end of its turn, the limb is cut clean (See 'Losing Limbs', page XX of SGTtEH). The penitent then immediately adds the limb to its crucible.

Reattach Limb (3/Short or Long Rest). The penitent magically attaches one of the limbs it has collected in its crucible to itself or a willing creature within its reach. The limb is fully functional, and the creature regains any abilities it lost due to the limb being severed. The penitent starts with 1d4 limbs in its crucible.

REACTIONS

Blasphemous Prison. When a creature starts its turn within 5 feet of the penitent, or enters the area for the first time on a turn, the penitent can entrap it in its crucible. The target must succeed on a DC 19 Dexterity saving throw or be trapped in the crucible. While trapped, the target is restrained, has total cover against effects outside the crucible, and takes 7 (2d6) fire damage at the start of each of the penitent's turns. A trapped creature, or an ally within reach, can use its action to make a DC 19 Strength (Athletics) check, toppling the crucible and freeing the creature on a success.

If toppled, the crucible magically teleports onto the back of the penitent at the end of its next turn. Alternatively, the penitent can recall it as a bonus action. While not carrying the crucible, the penitent can't use its Limb Offering or Reattach Limb actions.



ECTELLAX THE FLAYED

Ectellax, The Flayed was just an eldritch wyrmling when the Yellow King sent him to the Templum Praeteritum as a test for the mortal priests there. He was the last of the tests before the “Radiant One” vanished. Unlike the other eldritch sacrifices, Ectellax defeated the priests in the temple by directly tapping into the Yellow King’s power through the original eldritch carving. The exposure to this raw energy tore the flesh from his body, flaying him alive and leaving him in a constant state of agony.

Tempestuous Growth.

As the Radiant Church retreated and sealed the horrors away, the dragon devoured the eldritch energy and grew faster than he would have otherwise. Now an adult, Ectellax has gained a semblance of control over his enormous potential, and is ready to break through the sealed door leading to the Radiant Church and waits, desperate for his opportunity—even the monstrous gravitational fields he generates are useless against this eldritch prison.

Inherited Dreams.

Those of his kin share a collective memory that each newborn inherits—a gift of memory through flesh. Yet, the only thing that Ectellax has added to this wealth of knowledge is his despair. In his slumber, the memories of his ancestors possess him, tormenting him, rousing his anger and frustration, feelings that he is unable to act on. The visions of dragons soaring through the cosmos, bending foreign civilizations under their rule, or wiping them out of existence with their apocalyptic powers—sources of pride for his kind, and a painful reminder of his own helplessness.

Helpless Tyrant.

Trapped underground and cut off from the world, Ectellax’s mind has slowly unraveled. He has long lost the ability to distinguish between reality and dream; sometimes believing himself free, he hurls himself against the walls of his stone prison. The earth trembles and stone groans as the dragon thrashes about in his sleep, shaking the surface world in the crossfire of his nightmare. The proud being is now nothing more than a trapped and tormented soul. His long imprisonment has twisted Ectellax’s despotic intentions even further, turning them into a thirst for destruction and revenge. He longs to break free and unleash his fury on the world and the heavens, dethroning the so-called god that turned him into a puppet; but these remain hopeless wishes, as the barriers holding him underground remain unyielding.



Ectellax, The Flayed (Adult Eldritch Dragon)

Huge aberration & dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 253 (22d12 + 110)
Speed 40 ft., climb 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	14 (+2)	13 (+1)	23 (+6)

Saving Throws Dex +6, Con +11, Wis +7, Cha +12

Skills Insight +7, Perception +13, Persuasion +12, Stealth +6

Damage Resistances cold, necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't moonbilled

Condition Immunities blinded, charmed, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Deep Speech

Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Eldritch Nature. The dragon doesn't require air, food, sleep or water.

Maddened Mind. When a creature initiates telepathic contact with the dragon or attempts to read its mind, the creature must succeed on a DC 20 Intelligence saving throw or gain a short-term madness, as it witnesses the insanity the dragon holds.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: gravity well*, gravity storm*, levitate
3/day each: astral barrage*, fling*, gravitational distortion*

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Hatred of Radiance. When the dragon takes radiant damage, it goes into a blind rage, sacrificing its own body for power. The dragon takes 11 (2d10) necrotic damage, which can't be reduced in any way, and gains an additional Legendary Action until the start of its next turn.

ACTIONS

Multiattack. The dragon can use its King's Presence. It then makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) psychic damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

King's Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature also prostrates itself before the dragon, falling prone and unable to stand up. 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 dragon's King's Presence for the next 24 hours.

Cosmic Breath (Recharge 5-6). The dragon exhales a rush of void and stars in a 90-foot cone. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 18 (4d8) necrotic damage and 18 (4d8) cold damage, and gains a short-term madness. On a successful save, the creature takes half as much damage and doesn't suffer any additional effect.

BONUS ACTIONS

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one creature. *Hit:* 12 (1d8 + 8) psychic damage. If the target is Huge or smaller, it is grappled (escape DC 18). The dragon can have up to four targets grappled at a time.

Leap. The dragon uses 10 feet of movement to jump 30 feet.

REACTIONS

Dimension Warp. When a creature within 150 feet of the dragon targets it with a spell, the dragon can attempt to warp the world to swap positions with its assailant. The spellcaster must succeed on a DC 20 Charisma saving throw or exchange position with the dragon, becoming the new target of the spell.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Tentacle Attack. The dragon makes one tentacle attack.

Cast Spell (Costs 2 Actions). The dragon casts a spell.

Shatter Mind (Costs 2 Actions). The dragon targets a creature that it can see. The target must succeed on a DC 20 Intelligence saving throw or take 10 (3d6) psychic damage and gain a short-term madness. A creature the dragon is grappling automatically fails this saving throw.

Nightgaunt

Large aberration, neutral

Armor Class 16 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 20ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	17 (+3)	4 (-3)	16 (+3)	16 (+3)

Saving Throws Dex +8

Skills Athletics +6, Perception +6, Stealth +11

Damage Resistances psychic

Condition Immunities blinded

Senses darkvision 120 ft., passive Perception 16

Languages understands Deep Speech but can't speak
Challenge 7 (2,900 XP)

Blank Face. When a creature that can see the nightgaunt start its turn within 5 feet of the nightgaunt or enter that area for the first time in a turn, the creature must succeed on a DC 14 Wisdom saving throw or become frightened of the nightgaunt for 1 minute and gain a short-term madness. 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 frightened condition ends for it, the creature is immune to the nightgaunt's Blank Face for the next 24 hours.

Flyby. The nightgaunt doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Silent Tormenter. The nightgaunt makes no sound, ever. It has advantage on Dexterity (Stealth) checks and is automatically hidden from creatures that can't see it.

Magic Resistance. The nightgaunt has advantage on saving throws against spells and other magical effects.

Void Nature. The nightgaunt doesn't require air, drink, or sleep.

ACTIONS

Multiattack. The nightgaunt makes two claw attacks and uses its Tail.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). The nightgaunt has two claws, each of which can grapple only one target. Until this grapple ends, the nightgaunt can't use that claw to attack any other creature.

Tail. The nightgaunt uses its tail in one of the following ways.

Tail Whip. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 15 (4d4 + 5) bludgeoning damage.

Prehensile Tail. The nightgaunt flails its tail towards a creature that it can see within 10 feet of it. The target must succeed on a DC 16 Constitution saving throw or be overwhelmed by the pain and is incapacitated until the start of the nightgaunt's next turn. If the saving throw fails by 5 or more, the target is instead stunned until the start of the nightgaunt's next turn, as it loses control of its body. Grappled creatures have disadvantage on this saving throw.

BONUS ACTIONS

Night Rush. The nightgaunt moves up to half its flying speed.

REACTIONS

Feed on Emotions. When a creature within 10 feet of the nightgaunt fails a saving throw against its Blank Face or Prehensile Tail, the nightgaunt can feed on the creature's emotions—fear, anger, surprise—and regains 8 (1d10 + 3) hit points. If a creature fails the saving throw by 5 or more, the nightgaunt regains 14 (2d10 + 3) instead.

NIGHTGAUNT

Nightgaunts are nightmarish beings, in the truest sense of the word. Originating from the demented slumber of a Great One, they are its will made manifest. Uncouth black things with smooth, oily, whale-like skin, unpleasant horns that curved inward toward each other, bat wings whose beating made no sound, ugly prehensile paws, and tails that lashed needlessly and disquietingly. They never speak or laugh, and never smile because they have no faces at all to smile with, only a maddening blankness where a face ought to be.

Nightgaunts are creatures that subsist on the raw emotions of their prey, lurking in the shadows as their victims writhe in the throes of vicious nightmares. They reveal themselves only when their hunger becomes unbearable, isolating unsuspecting individuals before tormenting them, releasing them only once they've had their fill. Nightgaunts don't take lives, nor inflict grievous physical wounds, unless attacked first. However, the mental scars they wreak are hard to heal, leaving many of their victims with bouts of insomnia and a fear of the dark that can last for a lifetime.





SOUL-SNATCHING ARANEA

A soul-snatching aranea is a scourgeborne that has succumbed to its curse. When alive, it was a master of duplicity and lies, a more formidable deceiver than the rest of its kin, navigating the world through a web of manipulation. In a twist of fate, the madness revealed the monstrous personality beneath and gave them a more fitting form. Now truly accursed, this horror continues to use its skills to prey on the living.

This massive arachnid finds refuge in one of the abandoned buildings of Luyarnha, and has turned it into its feeding ground. It weaves illusions aimed at the unsuspecting, luring them in with sounds and visions of their closest loved ones. Rumors claim that it can imitate the sound of any person, past or present, with chilling accuracy. Once it has lured its victim close, it reveals its true form—a giant arachnoid monstrosity of legs and fangs, a head dangling upside down, adorned with multiple eyes that gleam with a dark, sinister light—before leaping and devouring its prey's soul, leaving only the shell of a body behind.

One of the many reasons why araneas are despised and hated is because of their soul-snatching cousins.

Soul-Snatching Aranea

Large monstrosity, any evil

Armor Class 17 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 30ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	18 (+4)	15 (+2)	11 (+0)	19 (+4)

Saving Throws Cha +9

Skills Deception +14, Perception +5, Persuasion +9, Stealth +9

Damage Vulnerabilities radiant

Damage Resistances psychic; bludgeoning, piercing, and slashing from attacks that aren't moonlighted or silvered

Condition Immunities charmed

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 15

Languages all languages any creatures whose souls it has eaten knew, Common

Challenge 13 (10,000 XP)

Contorsion. The aranea can move through a space as narrow as 5 inches wide without squeezing.

Devour Soul. The aranea can eat the soul of a creature it has killed within the last hour, provided the creature has one. The devouring requires the aranea to be within 5 feet of the corpse for at least 10 minutes, after which it gains a number of Hit Dice (d8s) equal to half the creature's Hit Dice. Roll those dice, and increase the aranea's current hit points and hit point maximum by the total. For every four Hit Dice the aranea gains in this way, its attacks deal an extra 3 (1d6) damage on a hit. The aranea retains these benefits for 7 days. A creature whose soul is devoured by the aranea can be restored to life only by a wish spell.

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

Innate Spellcasting. The aranea's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: mage hand, minor illusion, prestidigitation, thaumaturgy
3/day each: blur, major image, silence
1/day each: mislead, phantasmal killer

Snatcher's Mimicry. The aranea can perfectly imitate the voices of creatures whose souls it has devoured. The voice doesn't come from the aranea directly, echoing from its general direction instead. To discern the sound as unnatural and coming from the aranea, a creature can use its action to make a DC 17 Intelligence (Investigation) check to inspect it, locating the origin of the voice on a success.

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

Web Walker. The aranea ignores movement restrictions caused by webbing.

Web Sense. While in contact with a web, the aranea knows the exact location of any other creature in contact with the same web.

ACTIONS

Multiattack. The aranea makes three attacks: one with its bite and two with its legs.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 26 (4d10 + 4) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. In addition, the aranea regains hit points equal to half the damage dealt.

Leg. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Mimic Spell (3/Day). The aranea casts a spell of 5th level or lower with a verbal component and a casting time of 1 action it has heard cast within the last hour, without expending a spell slot or material components.

BONUS ACTIONS

Skitter. The aranea moves up to half its speed without triggering opportunity attacks

Web (Recharge 5-6). *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 17 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; 20 hp; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

REACTIONS

Yelp. After a creature the aranea can see hits it with an attack, the aranea can yelp in pain in the voice of one of the attacker's loved ones. The attacker must make a DC 17 Wisdom saving throw. On a failure, it takes 9 (2d8) psychic damage and can't target the aranea with any attacks or effects until the end of its turn.

Geist

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8 + 0)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, fire, lightning, necrotic, thunder

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Abhorrent Body. The geist can assume either an ethereal or material form. In its ethereal form, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't moon-gilded or silvered. In its material form, it has resistance to bludgeoning, piercing, and slashing damage from magical attacks that aren't moon-gilded or silvered. The geist can change form as a bonus action.

Incorporeal Movement (Ethereal Form). The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. If it changes to its material form while inside an object, it takes 11 (2d10) force damage and is shunted to the nearest unoccupied space.

Sunlight Sensitivity (Ethereal Form). While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Death Burst (Material Form). When the geist dies, it explodes in a burst of poison. Each creature within 5 feet of it must make a DC 10 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

ACTIONS

Glacial Touch (Ethereal Form). Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Rotten Touch (Material Form). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) poison damage and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

GEIST

Geists are two souls intertwined in a solemn dance of despair and suffering. Created by the will of a Great One, these souls ripped from fallen bodies now do their creator's bidding without judgment or rationale. While their appearance differs from typical ghosts, they too glide through the air with the same eerie motions as their undead brethren. Their form twists and changes, capable of resisting even the blows of magical weapons. Their existence is the reason why most hunters carry plain steel weapons as back up.

Dying Breed. When the moon was shattered, most geists broke along with it. This was the undeniable proof that the hunters had the powers to break and end the scourge afflicting them. In Luyarnha, death offers no respite; your body and soul risk becoming the tortured pawns of vile masters, hence the denizens of the city show a fighting spirit rarely seen elsewhere.

