D&D

Beneos Tokens

Aberrant Tyrant

A Beneos Tokens homebrew creature statblock
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Aberrant Tyrants

Aberrant Tyrants birth themselves into the Material Plane through their dreams and nightmares. Considering themselves the apex of creation, an Aberrant Tyrant's worst nightmare is to be trapped in a world filled with inferior creatures. Due to the nature of the dreamlands beyond the veil, these nightmares are manifested and the Tyrant is brought forth into the mundane world, where it promptly goes mad from the combined horrors of this experience and the utter contempt towards the vile inhabitants of this hellscape. Some Tyrants however dream of subjugating foreign worlds their inhabitants, only to wake up finally being able to do so. They are, however, no less insane.

Aberrant Tyrant

Large Aberration, lawful evil

Armor Class 18 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8
Skills Perception +12
Condition Immunities Prone
Senses Darkvision 120 ft., Passive Perception 22
Languages Deep Speech, Undercommon
Challenge 14

Null Field. The Tyrant's central eye creates an area of antimagic, as in the antimagic field spell, in a 150-foot cone. At the start of each of its turns, the Tyrant decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye beams.

Multiple Eye-Stalks. The Aberrant Tyrant makes saving throws against being blinded with advantage.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Beam. The Aberrant Tyrant shoots three of the following magical eye beams at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. Charm Beam. The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the Tyrant for 1 hour, or until the Tyrant harms the creature.

2. Paralyzing Beam. The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute.

The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Fear Beam. The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. Slowing Beam. The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Enervation Beam. The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. Telekinetic Beam. If the target is a creature, it must succeed on a DC 16 Strength saving throw or the Tyrant moves it up to 30 feet in any direction. It is restrained by the beam's telekinetic grip until the start of the beholder's next turn or until the Tyrant is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The Tyrant can also exert fine control on objects with this beam, such as manipulating a simple tool or opening a door or a container.

7. Sleep Beam. The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This beam has no effect on constructs and undead.

8. Petrification Beam. The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

9. Disintegration Beam. If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this beam disintegrates a 10-foot cube of it.

10. Death Beam. The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the beam reduces it to 0 hit points.

Overcharge Null Field (Recharge 6). Creatures in possession of spell slots within the 150-feet-cone area of the Null Field must make a DC 16 saving throw using their spellcasting ability. On a fail, a creature loses 1d4+1 unspent spell slots from lowest to highest and suffers 5 (1d8) necrotic damage per level of spell slot lost this way. After making use of this ability, the Tyrant's Null Field is inactive until the end of its next turn.

LEGENDARY ACTIONS

The Aberrant Tyrant can take 3 legendary actions, using the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The Aberrant Tyrant regains spent legendary actions at the start of its turn.

Eye Beam. The Tyrant uses one random eye beam.

Realign Null Field (2 Legendary Actions). The Tyrant can change the way its Null Field-cone faces.

How to run an Aberrant Tyrant

1. Offensively.

- Although the Aberrant Tyrant seems complicated due to the vast amounts of different Eye Beams, it is really quite simple to run, as you can't really plan around the different Beams, because they are determined randomly. You can however adapt your tactics by choosing the right target for each beam after determining which Beam it shall be.

- With the Tyrant's Beams, you get a variety of Dexterity, Constitution and Wisdom saves. Depending on how intelligent or battle-savy your Tyrant is, it might have figured out the party's weaknesses after a few beams. This allows you start to apply some tactics without feeling baf - roll for the beam, then choose the most effective target.

- With **Enervation**, **Disintegration** and **Death Beam** there are only three beams that actually deal damage (which is intended, as discussed below). Enervation is the only one where even a successful saving throw results in taking half damage. While the Tyrant's other beam effects are undoubtedly powerful, an unlucky combination of beams against a resilient party might enable them to quickly outdamage the Tyrant. The trick is to set up the encounter in a way that each beam can be utilized in an effective way and no beam feels like a fluke.

- To expand on that with an example: The **Telekinetic Beam** becomes vastly more dangerous if there are terrain features within the Tyrant's lair that interact with the beam. Hanging cages slamming shut when the Tyrant telekinetically moves a creature into them, pits with minor monsters in them to throw a player into or open fires to just dangle a mouthy barbarian over, slowly roasting them. The **Telekinetic Beam** can also lift an object up to 300 pounds, which might still include a smaller or more nimble petrified party member. Nothing like having your petrified gnome bard flung at you!

- It is also really funny to use Telekinesis to move a sleeping creature that got hit by the aptly named **Sleep Beam** out of reach for the rest of the party, rendering them unable to wake the creature or force them to really commit to waking them up. Enjoy your nap!

- The threat of **Disintegration** should loom large. A player petrified by the, again accurately named, **Petrifying Beam** becomes an object and Large or smaller objects automatically get disintegrated. You can consider a magically petrified player as a magical object to keep the Tyrant from dusting your party, but otherwise it is a neat party trick.

- Be careful not to overcompensate with traps or minions for a perceived lack of damaging Beam options - the anti-magic cone is arguably the Tyrant's greatest weapon, as most healing is magical, be it spells or potions. Safe for a few mechanics that allow to non-magical self heal, there aren't many ways to reliably heal other characters without magic. Keep your cone focused on characters with low hit points and you will have your players praying for anything but the disintegration or death beams, so it all works out in the end.

- **Overcharge Null Field** can be devastating trump card towards the end of an encounter, when the players have probably spent most of their low level spells and saved their higher level spell slots for the right moment. Destroying something like two fourth level spell slots for 8d8 damage and robbing the character of the opportunity to use them will absolutely sting and it can get so much worse than that.

2. Defensively.

- Defensively the Tyrant almost completely relies on its **Null Field**. It has no legendary resistances or interesting defensive capabilities otherwise, except for solid saving throw proficiencies. It is paramount to get the most out of the largest cone you'll probably ever use and keep those pesky magic users in line.

- With only 180 hit points, the Tyrant is quite squishy. Being as paranoid as they are, it would not be unreasonable to take some kind of defensive measures to mitigate this weakness. Maybe a floating and rotund construct crafted in the likeness of the Tyrant, capable of taking half damage for the Tyrant and firing less powerful versions of some of the eye beams? Call it an Eye Guardian perhaps and watch the disgusted expression on your players face. Could be fun!

- If you want to keep your friends, you could just let the Tyrant become slowly aware of the different kinds of danger the individual characters pose and have it act accordingly. Use your ability to float to stay out of reach of powerful melee characters or fling them away using Telekinesis (*the* utility beam, you will be so happy each time you roll it up!).

- In all seriousness - quickly identify the biggest dangers for the Tyrant's quickly dwindling hit points and prioritise dealing with them.

- Try and **Charm Beam** the party's cleric, maybe you can convince them to heal you.

3. General Notes

- As always, don't run your big boss monster on its own. It should have minions with them that harry your party, so rangers and rogues can't just comfortably sit back and snipe. Thats just one factor, but it tends to come up a lot in boss encounter - avoid letting it become static. If your magic users are to powerful, thats on your creatures. Keep 'em busy fighting for their life and you won't have to worry about them raining death upon your delicately crafted enemies. A boss's minions should mitigate some weaknesses of the boss, so that removing them feels like an actual step towards defeating the boss, rather than them just clogging up the battlefield and makes for a multi-phase fight without getting to complicated with the set up of the fight.

- Aberrant Tyrants are certifiably insane, so make sure to use the opportunity to get ham and utilize your wildest dreams of lair construction. Floating spheres of lava? Check. The whole lair dressed as a bee hive with giant bees patrolling its tunnels and the Tyrant themselves styled as a bee queen, painted back and yellow with a little crown on top? Check. You can get away with everything an unhined Aberration might dream into existence.

- The Null Field is the Tyrants bread and butter. It can be tricky to get the most of it, that is why we included the nice little gotcha in form of the **Realign** legendary action. This can really turn a round of combat for the worse, as the players will have to work towards getting around the cone to heal or, well, use magic. Just shrugging and turning a bit to get them back into view can be really, really annoyingly powerful.