

MONSTER OF THE WEEK

PAIN SPEAKER

SO TIGHT IS ITS GREY FLESH DRAWN ACROSS ITS BONES, THIS twisted creature appears almost skeletal. More striking than its physical appearance, however, is its voice, as it gibbers and coos in the ancient rhythms of some forgotten tongue. Each syllable is a visceral touch of unfettered evil, a reminder of pain long forgotten.

WORDS UNSAID

Painspeakers were once humanoids who died with some important message left unsaid, whether a courier who failed to deliver an entreaty for peace, a hopeful lover who failed to speak their heart, or a witness who failed to step forth and speak the truth. For these creatures, death and the failure to speak were the same anguish. Having risen because of the tortured words that they failed to utter, painspeakers now give voice to their pain in Truespeech, blighting the lives of others with the power of the spoken word.

SPOKEN TRUTH

The thing that bonds a painspeaker to the material world and prevents their spirit from moving on to the afterlife is that sense of mournful regret surrounding their failure to be heard in life. This idea has festered and become corrupted to the point where the desire to speak manifests as twisted words from the Language of Creation. Their seemingly mindless gibbering is indeed a lengthy curse that can undo even the most stalwart heroes.

Undead Nature. The painspeaker doesn't need to sleep, eat, drink, or breath.



PAIN SPEAKER

Medium Undead, Typically Chaotic Evil

CR 4

1,100 XP

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Proficiency Bonus +2

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+1)	6 (-2)	14 (+2)	15 (+2)

Damage Immunities necrotic

Senses passive Perception 12

Languages any languages it knew in life

Damnable Oration. If the Speak With Dead spell is cast, targeting a painspeaker, it must succeed on a Wisdom Saving Throw using the spellcasters spell save DC. If the painspeaker fails, they are allowed to speak whatever words they were unable to in life, thus granting their spirit rest and destroying the painspeaker instantly.

ACTIONS

Multiattack. The painspeaker makes two slam attacks

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) damage.

Utterance of Pain (Recharge 4-6). The painspeaker utters a word of agony causing each creature that can hear within 30 feet of it to take 21 (6d6) necrotic damage, or half as much on a successful DC 14 Charisma Saving Throw. A creature that fails by 5 or more must repeat the save at the end of their next turn, or take an additional 21 (6d6) necrotic damage.