

Kylax Stalker

Large aberration (void), chaotic evil

Armor Class 19 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+5)	18 (+4)	11 (+0)	10 (+0)

Skills Perception +8

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 18

Languages Deep Speech, telepathy 120 ft.

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Aberrant Blood. A creature that hits the stalker with a melee attack while within 5 feet of it takes 5 (1d10) poison damage. If a target takes 10 or more damage in a single round from the stalker's aberrant blood, the blood fuses to the target's flesh. The target must make a DC 16 Constitution saving throw. On a successful saving throw, the target takes an additional 5 (1d10) necrotic damage and nothing further happens. On a failed saving throw, a milky, black eye grows on the target's flesh. The stalker mentally receives visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction.

A *lesser restoration* spell or any other spell or trait that cures disease removes the eye. The eye can also be attacked. The eye has AC 10, 2 hit points, and immunity to poison and psychic damage.

If the eye is destroyed before the kylax stalker is destroyed, the eye's host experiences psychic backlash. The host must make a DC 16 Intelligence saving throw, taking 36 (8d8) psychic damage on a failed saving throw or half as much damage on a successful one. If the stalker is destroyed, the eye

dies with it and fades away after 1d4 hours.

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

Actions

Multiattack. The stalker makes three attacks with tentacles and one attack with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) piercing damage plus 10 (3d6) psychic damage.

Tentacle. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) bludgeoning damage and the target is grappled (escape DC 18). While the target is grappled, the stalker cannot use the tentacle against another target. The stalker has three tentacles, each of which may only grapple one creature at a time.

Spit Blood (Recharge 6). The stalker spits its aberrant blood in a 15-foot cone. Each creature in the area must make a DC 17 Dexterity saving throw. A target takes 10 (3d6) poison damage on a failed saving throw, or half as much damage on a successful one. A target that takes 10 or more damage in a single round from the stalker's aberrant blood is subject to the stalker's Aberrant Blood trait detailed in this stat block.

Dominate Host. The kylax stalker initiates an Intelligence contest with a creature serving as host to one of the eyeballs created through its Aberrant Blood trait. If it wins the contest, the creature becomes magically charmed by the stalker. While the creature is charmed, the stalker has a telepathic link with the creature so long as the stalker and the host are on the same plane of existence. The stalker can use this telepathic link to issue commands to the creature while the stalker is conscious (no action required), which it does its best to obey. The stalker can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from the stalker, it defends and preserves itself to the best of its ability.

The stalker can use its action to take total and precise control of a target. Until the end of the stalker's next turn, the creature takes only the actions the stalker chooses, and doesn't do anything that it stalker doesn't allow it to do. During this time, the stalker can also cause the creature to use a reaction, but this requires the stalker to use its own reaction as well.

Each time the target takes damage, it is allowed to make a DC 16 Wisdom saving throw, ending the charmed condition on itself with a success. Otherwise, the effect lasts 24 hours or until the stalker is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.



Void Devourer

Gargantuan aberration (void), chaotic evil

Armor Class 21 (natural armor)

Hit Points 315 (18d20 + 126)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	24 (+7)	20 (+5)	14 (+2)	13 (+1)

Saving Throws Int +11, Wis +8, Cha +7

Skills Perception +14

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 24

Languages Deep Speech, telepathy 120 ft.

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Innate Spellcasting (Psionics). The devourer's innate spellcasting ability is Intelligence (spell save DC 19). It can cast the following spells requiring no components when it does.

At will: *detect magic*, *dispel magic*

3/day each: *counterspell*, *plane shift*, *telekinesis*

1/day: *dominate monster*, *mirage arcane*

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

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

Actions

Multiattack. The devourer makes four tentacle attacks and one claw attack.

Fourth-Dimensional Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 21 (4d6 + 7) slashing damage. This attack ignores resistance to slashing damage.

Tentacle. Melee Weapon Attack: +13 to hit, reach 20 ft., one creature. **Hit:** 18 (2d10 + 7) psychic damage and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the void devourer can magically read the creature's surface thoughts. The void devourer has six tentacles, each of which may only grapple one creature at a time.

Drain Intelligence. The void targets one creature grappled by it. The target must make a DC 21 Intelligence saving throw. On a failed saving throw, the target's Intelligence score is reduced by 1d6. The void devourer regains hit points equal five times the amount by which the target's Intelligence score was reduced. If the target's Intelligence score is reduced to 0, the target dies and its brain turns to black ichor. Only a *true resurrection* or *wish* spell will bring the creature back to life. Otherwise, this reduction lasts until the target completes a short or long rest.

Legendary Actions

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

Move. The void devourer moves up to its speed.

Attack (Costs 2 Actions). The void devourer makes one attack with its claw.

Call Beyond Sanity (Costs 3 Actions). All void creatures within 30 of the void devourer that can hear it regain 9 (2d8) hit points.





Void Spider Gigas

Medium aberration (void), chaotic evil

Armor Class 18 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	19 (+4)	9 (-1)	15 (+2)	6 (-2)

Saving Throws Int +1, Wis +4, Cha +0

Skills Perception +4, Stealth +7

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages understands Deep Speech but can't speak, telepathy 30 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

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

Mind-Warping Aura. The void spider magically emits an invisible field of psychic energy that extends from it 10 feet in all directions. Any creature that starts its turn in this area has disadvantage on Intelligence, Wisdom, and Charisma saving throws. Creatures with resistance or immunity to psychic damage ignore this effect.

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

Actions

Void Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 14 Constitution saving throw. On a failed saving throw, the target's Charisma score is reduced by 1d4. This reduction lasts until the target finishes a long rest. If this reduces the target's Charisma score below 0, the target loses its sense of self, dies, and collapses into a puddle of bubbling, black ichor. The ichor forms into a new void spider 24 hours after the creature dies. A *wish* spell returns the target to its normal state, but only if it is cast before the new void spider emerges.

Telekinetic Gaze. The void spider targets one creature that it can see within 60 feet of it. The target must make a DC 14 Wisdom saving throw against this magic. On a failed saving throw, the target becomes paralyzed for 1 minute. While the target is paralyzed, the void spider cannot use its telekinetic gaze on another target and the void spider can use its bonus action on each of its turns to move the target up to 20 feet in any direction, including upward, but not more than 60 feet away from the void spider. A target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Void Spider

Small aberration (void), chaotic evil

Armor Class 16 (natural armor)

Hit Points 26 (4d6 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	4 (-3)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

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

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

Actions

Void Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage, and the target must make a DC 13 Constitution saving throw. On a failed saving throw, the target's Charisma score is reduced by 1d4. This reduction lasts until the target finishes a long rest. If this reduces the target's Charisma score below 0, the target loses its sense of self, dies, and collapses into a puddle of bubbling, black ichor. The ichor forms into a new void spider 24 hours after the creature dies. A *wish* spell returns the target to its normal state, but only if it is cast before the new void spider emerges.

The Void

Although Sordane sits separated from the other planes of existence, it is still connected to the realm known only as the void. The void is the gap that lies between all the planes of existence, it is a realm of darkness, almost entirely absent of light and warmth. The nature of the void seems to endlessly hunger for the essence of magic, corrupting and absorbing it to grow stronger. On top of that, the very laws of physics and reality seem to be affected by the void, as gravity behaves seemingly randomly, and even distances between two locations can change from one

moment to another. Almost as if the darkness itself were somehow alive.

This place is home to many horrors commonly referred to as voidwalkers, each more terrifying than the last. Their origin is disputed, with some thinking that they are a product of the void, while others believe that these creatures are corrupted versions of the life from all planes of existence that the void touches. Life in such an environment twists a creature, making it hunger for all that it is denied. This creates a deep-rooted jealousy and hatred for anything that does not live in endless darkness, like it does. Needless to say, these creatures hate Sordane with the deepest of passions. A hatred that does not just drive them to conquer it, but to erase it from existence. So far, the voidwalkers have proven unsuccessful in their collective but ununified mission, kept at bay by the protective barrier surrounding Sordane. Still, the void and its inhabitants do not relent, attacking the barrier constantly wave after wave, slowly eroding it to gain access to that which has eluded them for so long.

The people of Sordane are largely unaware of the threat that the void poses, as they are protected by the barrier. To them, the darkness beyond is no less strange than the night sky. Those who do know about the void and the dangers it poses are deeply concerned about it, and have formed organizations to research and battle the threat. Conversely, there are those looking to exploit the power of the void, regardless of the consequences it may hold. Be it good or bad, due to the void and the barrier, Sordane is locked away from the other planes of existence, unable to interact with them to exchange knowledge. Thus far, the barrier has held; however, small cracks have formed, created by foolish wizards from within wanting to explore the unknown, unaware of the dangers that lie beyond. Due to their size, only the smallest voidwalkers have managed to enter these cracks, carrying the void's essence, allowing it to fester in the lightless corners of Sordane. Their mere presence saps the surroundings of magic and corrupts nearby life, which means that even the smallest voidwalker can wreak unimaginable havoc on the world if left undetected; for this reason, nations will patrol known cracks zealously. It is fortunate that most of these creatures are sensitive to light and warmth; otherwise, it could have proven impossible to defeat them.

Credits

Monster Statistics. DMDave

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