

MONSTERS OF THE OTHER

The following creatures are common and elite creatures discovered in The Other.

COLLECTOR

The collectors are Servants of Light. They journey into The Black Cauldron to find and retrieve traveler orbs. Often, collectors are accompanied by ourobras.

LIGHT GOLEM

Constructs of pure light, light golems were once fire elementals. They look like large will-o'-wisps.

Construct Nature. The light golem does not require air, food, drink, or sleep.

SHADOW GOBLIN RIPPER

While most shadow goblins are a loose conglomerate of murderers and thieves, sometimes, they are lead by rippers. Rippers get their name from the long, dextrous, warscythe-like weapons they carry which allow them to channel and fire unstable shadowstuff at their foes.

UMBRA NIGHT CHIEF

The umbra of The Shores of Despair are lead by night chiefs, the most dangerous of their kind. Night chiefs exude necrotic energy that is harmful to living creatures.

COLLECTOR

Medium humanoid, lawful good

Armor Class 14
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	11 (+0)	15 (+2)	13 (+1)

Saving Throws Wis +4
Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Beste, Common
Challenge 1/4 (50 XP)

Other Resilience. The collector has advantage on saving throws made against necromancy spells, and is immune to spells that use color or prisms (such as *color spray* or *prismatic wall*).

Actions

Multiattack. The collector makes two attacks with its light dagger.

Light Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d4 + 2) radiant damage.

LIGHT GOLEM

Large construct, unaligned

Armor Class 16
Hit Points 184 (16d10 + 96)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	22 (+6)	3 (-4)	13 (+1)	13 (+1)

Damage Resistances necrotic

Damage Immunities lightning, poison, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 12 (8,400 XP)

Ephemeral. The golem can't wear or carry anything.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Incorporeal Movement. The golem 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.

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

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

Radiant Absorption. Whenever the golem is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Variable Illumination. The golem sheds bright light in a 10- to 30-foot radius and dim light for an additional number of feet equal to the chosen radius. The golem can alter the radius as a bonus action.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) radiant damage.

Destroy Undead. The golem makes a slam attack against an undead creature within reach. If the attack hits, instead of taking damage, the creature must a DC 18 Constitution saving throw. On a failed saving throw, the creature is destroyed if it has 50 hit points or less. If the creature has more than 50 hit points or it succeeds on its initial saving throw, it takes 24 (4d8 + 6) radiant damage instead.

SHADOW GOBLIN RIPPER

Small humanoid (goblin), neutral evil

Armor Class 15 (studded leather)
Hit Points 45 (10d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	13 (+1)

Skills Stealth +9
Damage Resistances necrotic
Condition Immunities condition_Immunities
Senses darkvision 120 ft., passive Perception 10
Languages Beste, Common, Goblin
Challenge 6 (2,300 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Shadow Step. While the goblin is in dim light or darkness, as a bonus action, it can teleport up to 60 feet to an unoccupied space that it can see that is also in dim light or darkness. The goblin then has advantage on the first melee attack it makes before the end of the turn.

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

Actions

Multiattack. The goblin makes two attacks with its shadow ripper.

Shadow Ripper. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 11 (2d10) necrotic damage.

Shadow Blast (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 100 ft., one target. *Hit:* 22 (4d10) necrotic damage and the target must make a DC 12 Constitution saving throw. On a failed saving throw, the target's maximum hit points are reduced by an amount equal to the necrotic damage taken.

UMBRA NIGHT CHIEF

Medium fey, chaotic evil

Armor Class 18 (studded leather, shield)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	11 (+0)	14 (+2)	17 (+3)

Skills Perception +5, Stealth +10
Damage Vulnerabilities radiant
Damage Immunities necrotic
Senses darkvision 120 ft., passive Perception 15
Languages Beste
Challenge 6 (2,300 XP)

Dark Aura. The umbra emits an antimatter aura that extends 5 feet from it in all directions. Whenever a creature enters or starts its turn within the antimatter aura, the creature takes 5 necrotic damage. Undead and constructs are immune to this trait.

Other Resilience. The umbra has advantage on saving throws made against necromancy spells.

Shadow Stealth. While in dim light or darkness, the umbra can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the umbra has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Multiattack. The umbra makes three melee weapon attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Whisper of Shadows (1/Day). The umbra targets one living creature it can see within 30 feet of it that can hear it. The target must make a DC 14 Wisdom saving throw. On a failed saving throw, the creature gains vulnerability to necrotic damage for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Reactions

Fade. The umbra gains immunity to bludgeoning, piercing, and slashing damage against one weapon attack that would hit it. To do so, the umbra must see the attacker.