

# ***CHAOS REIGNS SUPREME IN THE INFINITE ANIMARUM***

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# THE INFINITE ANIMARUM

The Infinite Animarum is a chaotic cabal of cultists that sow chaos for pleasure and profit: capitalizing on and rejoicing in the wake of established status quos. The members of the collective are obsessed with notions of entropy, futility, and pursuing their base desires with reckless abandon. And, like any idea, the Animarum and its members are a persistent weed and impossible to completely eradicate.

This dangerous, growing collective of arguably mad cultists is as gleefully responsible for the countless disruptive pranks and hijinks that upset the balance of day-to-day life as they are responsible for the deaths, incurred costs, and anguish of the broken families and ransacked towns they invariably leave in their wake. Even now, the Animarum continues to pursue its incomprehensible agenda in new, unsuspecting cities that remain unaware of their presence, and of the horrors that are bound to follow. Shrouded in mystery, its origins, purpose, and leadership remain unknown to virtually anyone...even its fervent members.

## AMBIENT MOOD

In areas where the Infinite Animarum is beginning to or has already taken hold, there are a number of varying and subtle clues that hint at their presence. The typical smells of city life could be eclipsed by unexplainable or noxious smells. Gossip and harsh whispers may abound, or infestations of vermin and insects could increase drastically. Overall, the area becomes host to a distinct feeling of unease, unpredictability, and confusion. Even the local fashion and town maintenance can trend towards the extremes of cleanliness and color or filth and blandness.

- When walking through the alleyways of areas with an Animarum presence, characters may notice unusual shadows, furtive glances over shoulders, oddly placed or designed buildings, or an odd number of cloaked and hooded figures who, when spoken to, are completely ordinary.
- Many citizens embrace their more eclectic tendencies in behavior and dress, falling into ruts of extreme cleanliness or wanton slobery. Some wear mismatched or brightly-colored clothing, while others appear to lose all sense of hygiene or self-presentation.
- Even more so than usual, cities under Animarum siege are plagued by the smell of rot, noxious gasses, and other foul but unidentifiable scents. The sources for these aromas are often difficult to place, and tend to cloy the nostrils even when a fresh breeze passes by.
- Those who travel within these cities often report an overabundance of whispers and gossip among the common folk, as well as the scrapes and scuttles of insects, rats, and other pests. Sometimes these sounds will become loud or echo strangely, regardless of the space's normal acoustic properties.
- Characters in an area of intense Animarum corruption, which are often completely indistinguishable from any other space, may feel a strong sense of unease and paranoia. When they do, even normal events or interactions may seem confusing or suspicious.

- Although the precise method varies drastically from city to city, most locations affected by the chaotic presence of the Infinite Animarum experience sudden and serious setbacks to their economic stability and trade network.

## THE THOUSAND VOICES, SUPREME SOUL VORTEX

When a soul dies and is diametrically torn between multiple possible afterlives or outer planes, they may become trapped within a Soul Vortex. The souls prevented from reaching such a resting place have their lingering thoughts, desires, and anguish roil together. The Thousand Voices is the oldest and largest of the Soul Vortices, composed of many powerful and ancient spellcasters, ravenous warriors, and mad scholars. Following the Thousand Voices is common for individuals who feel that the deities have forsaken them and seek to upend their so-called systems of judgement.

Desperate and power-hungry people sometimes choose to forge a pact with the Thousand Voices. Those who do tend to become obsessed with the entropic decay, carnal desires, and sheer futility of life, and often find themselves awash in the thoughts and memories of the spirits that make up the Soul Vortex. Over time, these people can even forget which events were a part of their life as opposed to one from the Thousand Voices.

## ORIGIN AND HISTORY

The most powerful follower of the Supreme Soul Vortex is **Ochre Elson, Animarum Maestro** (see Infinite Animarum Stat Blocks). Elson was an infamous gambler and forever indebted to any number of lenders at a given time, but always managed to escape trouble with an uncanny charisma and charm. Seeking a way out of debt once and for all, Ochre began to take advantage of impressionable locals by promising them vast riches: they simply needed to pay a small fee up front, and for each new member they enlisted in this way, their wealth would grow.

To extend his reach and defend his growing collective, Elson decided to seek the help of extraplanar power. Drawing upon the collective knowledge and arcane strength of his early followers, Elson successfully contacted and formed a pact with the Thousand Voices. Elson's now practiced rhetoric combined with the guidance of the Thousand Voices earned him a larger following, promising new members wealth, community, and the meeting of their chaotic desires. With the guidance of the Thousand Voices to help him, Elson expanded his order and grow his following beyond the reaches of his town, assembling new members whose selfishness and skewed morality could be exploited.

As his followers grew in number and volatility, Elson and the Thousand Voices determined that a slightly different approach would be needed—one that would ensure his safety and anonymity, while also maintaining his followers' fervent servitude.

From then on, Ochre Elson's whereabouts are completely unknown, even to his highest ranking members. Even from hiding, Elson's cabal began to take shape and became known, through hushed whispers, as the Infinite Animarum. Layered in secrecy, coded messages, and blind faith, the now

cult-like group is simply structured: anonymous members, called Initiates, report to one of dozens (or possibly hundreds) of local Leaders. These Leaders often have hidden offices, hideouts, or lairs from which they operate, using larger spaces to conduct meetings or otherwise hide within as their prominence grows. Leaders alone are aware of Elson's connection to the Thousand Voices, and by extension are forced to forge a similar pact with the Soul Vortex. Using this shared magical connection, Leaders are able to carry out the directives as given by Elson, although many simply rely on the wants of the Thousand Voices directly. As a result, some of the cult's activities can seem asynchronous or purposeless, as each sect's orders can depend on which parts of the Soul Vortex influence its Leaders most.

### OTHER SETTINGS

Sects of the Infinite Animarum frequently find themselves at odds with the Circle of Dragons and the Cartographers Guild of Antronec. They've also been completely unsuccessful in their attempts to infiltrate Heavensteppe and Orostead. Monks from the Durheim Monastery, who have a specific creed of dispatching lost souls, may take it upon themselves to destroy the Infinite Animarum and the Thousand Voices.

## OPERATIVE TACTICS

Each splinter sect of the Infinite Animarum behaves differently due to their loose power structure and discordant orders. Very little information is shared with individual members, and even the Leaders that report directly to Elson often have little indication as to the movements of other nearby sects. Most of the Animarum's communications, especially from its Leaders to their Initiates, transpire in a thick cloak of secrecy, whether by magical or mundane means. For example, a member could hear a disembodied whisper or find a mysterious scrap of parchment in their pocket that compels them to perform some new and unpredictable act of disruption.

When the Infinite Animarum begin to ply their trade in a town or city, they lead with a series of bizarre and seemingly disconnected actions that slowly increase in frequency in order to sow uncertainty and disrupt any sense of local normalcy. You can use the following table to determine which specific tactics the Infinite Animarum might employ.

### MIND-WARPING INFLUENCE

In areas with a heavy Animarum presence, the latent magic of the Thousand Voices can suffuse the area in beguiling magic. This usually helps cover the cult's tracks by lulling citizens into a false sense of security. Calmed and distracted, the townsfolk are kept ignorant of the chaos in their midst.

Creatures within areas with this influence have disadvantage on Wisdom and Intelligence checks and saving throws. Characters that are aware of the cult's activity in the area are immune to this effect.

## EXAMPLE TACTICS TABLE

d8	Tactic
1	Members of the cult incite riots with subtle rhetoric in specific locations near other prime targets for crimes. For instance, a riot outside a brothel to mask the disappearance of several nearby shop owners and their valuables.
2	Citizens are mugged but not robbed—instead, victims later discover that a new item is on their person, implicating them as having stolen from a wealthy denizen of the city.
3	Cultists release dozens of feral rats in peoples' homes at night, resulting in general mayhem and hysteria among the populace. Despite the efforts of an influx of ratcatchers and adventurers, the rats seem to multiply faster than they can be caught.
4	The Animarum spur citizens to publicly denounce various laws and regulations on the basis of restricting their freedoms, calling for new leadership. A particularly charismatic member of the cabal can then rise to the occasion and offer a silver-tongued solution.
5	Cultists add trace amounts of a potent hallucinogenic poison to wells throughout the city. The citizens become slowly lost in their reverie that the cult can accomplish whatever they desire unopposed.
6	A large number of dead bodies turn up in the basements and attics of innocent families, sparking intense feuds and possibly open warfare in the streets as accusations fly.
7	The city's rumor mill is overwhelmed by new and insatiable gossip about the nobility, leading to calls for a change in style of government. Regardless of changes, rumors move faster as every citizen's dirty laundry is inevitably aired.
8	A large number of misleading quest postings appear on notice boards, luring adventurers into cultist ambushes so the Animarum can operate without worrying about interference.

## CORRUPTIVE INFLUENCE

You can use the following table to randomly determine how the various sects of the Infinite Animarum might currently be affecting towns and cities in your world. Each of these influences presents a unique opportunity for your party to be led to discover and investigate the Animarum.

## EXAMPLE CORRUPTIVE INFLUENCE TABLE

- d12 Corruptive Influence**
- 1 The town has been attracting more wild monster attacks than usual. The party's favorite tavern closed for repairs after one such monster attack, but everyone in town refuses to explain what the monster was, and why it may have attacked.
  - 2 All of the city's socks have vanished overnight. No home or storefront has been left unturned, leaving everyone superstitiously concerned.
  - 3 After a harrowing near-death experience, a character feels compelled to investigate the fate of all the lost and anguished souls they saw: a mysterious vision of the Thousand Voices.
  - 4 The region is being unusually plagued by biting insects that don't seem bothered by either cold or hot weather and mysteriously vanish during the daytime. Most citizens are annoyed but healthy, but the elderly are beginning to die from malnutrition, despite eating normally.
  - 5 There's been a rash of odd disappearances of people considered easy to miss: mostly the homeless and those involved in illicit trades. Now the merchants are vanishing, and as businesses suffers, city officials are concerned.
  - 6 People have begun to fall ill without warning, despite all their precautionary medical measures. The city's workforce has been halved, making them desperate for relief and drastically increasing tensions between classes.
  - 7 The city's vices are becoming more pronounced, causing bars, brothels, and gambling dens to overflow. Further, more of these places seem to appear each week, and are rapidly becoming the only establishments with any coinage.
  - 8 Crops and trade-purchased food have been rotting before they're ripe, and even insects die eating them. Lest they starve in the middle of harvest-time, the village desperately seeks a solution from sages, mages, and adventurers.
  - 9 An entire city has vanished from reality and the memory of every creature except the party members—apparently they're the only ones who can find out where they've gone and why.
  - 10 Random arsons are taking place and leave odd ashes behind. The guard ask for assistance, stating that they are too busy with other matters.
  - 11 Each day, all the stores in town mysteriously sell out of a seemingly random item like candles, wax, caltrops, or simple chairs. There are no records of sales from any of the merchants, nor evidence of typical theft.
  - 12 The townsfolk are becoming nocturnal, working through the night and sleeping all day. All but the softest moon and starlight seem to cause them to lash out with pained, guttural cries.

## PAST RUINS

You can use the following table to randomly determine a location that the Infinite Animarum have previously destroyed or corrupted.

### EXAMPLE AFTERMATH ZONE TABLE

- d8 Aftermath Zone**
- 1 The citizens of Ashvale, a small fishing village, have mysteriously vanished. The day-to-day tasks are performed of their own accord, with no indication as to their means of locomotion.
  - 2 The city of Gloomberg has become a walking ghost town. The denizens ignore outsiders, don't eat or sleep and perform repetitive activities with soulless, unblinking eyes.
  - 3 The city Rubaniol has been burned to the deepest foundations, and all subsequent attempts to resettle it have failed due to the inability to grow crops in the charred and salted soil.
  - 4 The pristine village of Thorncliff is now populated only by puddles of slow-moving ooze. Though they always had a reputation for cleanliness, things seem to have escalated beyond reason.
  - 5 Blorff, a once-bustling trade center obsessed with its public image and reputation, is now the world's largest heat-proof wax museum. Perhaps even more curiously, each statue appears to have an expression of contentment or rapture.
  - 6 Dwefflstone has been all but abandoned over the past few months, as rumors of lycanthropic massacres abound. Despite this, the local temple stalwartly proclaims the city free of any shape-shifting curses.
  - 7 The town of Farscope has been forcibly vacated as each and every building, foundation, and basement is now gently spinning and hovering fifty feet in the air. All attempts to dispel the effect without damaging the structures have failed.
  - 8 Barothriam was completely swallowed overnight by a massive, cratered sinkhole. Researchers are puzzled, as the region has no history of seismic activity and the crater is perfectly uniform in shape.



## EXAMPLE INFINITE ANIMARUM SECTS

You can use the following table to identify quirks and clues about potential Animarum Leader hideouts in a town or city.

### EXAMPLE ANIMARUM HIDEOUT TABLE

d8	Animarum Hideout
1	Accessed by way of a nameless gravestone in the city cemetery, this catacomb hideout is decorated with countless human bones on the walls, ceiling, and furniture. Notes for the Leader are buried just behind the headstone.
2	Located in an abandoned and squalid stable, this hideout has wards that amplify the horrendous scent for everyone but the cultists. The Leader collects messages engraved into rusty horseshoes and hung on various stalls of the stable.
3	This library hideout is covered from roof to floor in mold and mildew, with every book rendered illegible by water damage. Coded messages to the attending Leader are dropped off as various quills and bookmarks within the damaged books.
4	As a carpenter's shop hideout, this storefront claims to sell artistic furniture that comes pre-rotten. The artistic Leader receives communication carved into fresh lumber, then causes it to decay for secrecy and to provide additional art supplies.
5	This smithy hideout allegedly produces nails for woodworkers, but each and every nail for sale is bent out of shape. The Leader sends and receives their encoded messages by tying numerous bent nails into twine.
6	This alchemy lab hideout seems to catch fire on a weekly basis, but it's only clever illusion magic. The Leader uses bouquets of flowers and packages of blended herbal teas and poultices to transmit the cult's communiques.
7	Located in an eclectic and overpriced haberdashery, this hideout conveys information using its vast collection of intricate masks and other headwear. The Leader's face has never been seen, and all members of this sect follow suit.
8	This gaudy theater has become home to a sect that delights in song and elaborate productions that occasionally feature real gore and violence for authenticity. The Leader directs swelling crescendos and brutal marches, each one conveying secret information to the clever listener.

### INFINITE ANIMARUM MAPS

Maps are available for free, courtesy of Cze & Peku, at [thegriffonssaddlebag.com/animarum](http://thegriffonssaddlebag.com/animarum).

## EXAMPLE INFINITE ANIMARUM NPCS

When populating the Infinite Animarum with characters to interact with your world, consider using the following tables to determine their personality.

### PERSONALITY TRAITS

#### d6 Personality Trait

- 1 I'm supremely confident in the might of the Infinite Animarum and by association, my own power.
- 2 I struggle to follow rules of any kind, even the few rules within the Infinite Animarum.
- 3 I am a devoted member of the Infinite Animarum and obey their commands without question.
- 4 I joined the Infinite Animarum for the ability to completely let loose my urges and cravings.
- 5 I like to persuade common people to lower their guard and mislead them. They're so easy to fool.
- 6 I've found the perfect amount of structure within the Infinite Animarum to feel free but still be a part of something grand.

### IDEALS

#### d6 Ideal

- 1 **Freedom.** Nobody can tell me what I can or can't do. (Chaotic)
- 2 **Rebellion.** I refuse to submit to the laws of the establishment: I owe them nothing. (Chaotic)
- 3 **Aspiration.** I've found the path to success, and now walk down it confidently. (Any)
- 4 **Power.** I crave ultimate power, regardless of those who stand in my way. (Evil)
- 5 **Recognition.** I'm tired of going unnoticed—they'll rue the day they ignored me. (Evil)
- 6 **Entropy.** I just want to have fun, and it's not my fault that fun comes with collateral damage. (Evil)

### BONDS

#### d6 Bond

- 1 I've found a sense of belonging in the Infinite Animarum, and I'll never let it go.
- 2 The world needs to experience change, and I will be part of the force that brings it.
- 3 My own inclinations and cravings are all that matter.
- 4 The Infinite Animarum took me in and promised me wealth and freedom, when everyone else said I wasn't worth their time.
- 5 I will prove that everyone was wrong to underestimate me. They will rue the day they mocked me.
- 6 Chaos keeps the balance: we are the ones that keep the uptight folk in line.

## FLAWS

### d6 Flaw

- 1 I'm so devoted to chaos that I struggle to follow orders from my superiors.
- 2 I like to add insult to injury, and even injury to insult.
- 3 I'm such a skilled liar that I've begun making it a game, purposely leaving clues behind that point to myself.
- 4 I have become so accustomed to speaking my mind openly that I struggle to keep secrets once engaged in conversation.
- 5 I'm haunted by the carnage of our most recent event.
- 6 I was raised as a member of the Infinite Animarum, and don't know anything about life outside of it. I am unsure of what it means to be independent and hardly trust my own judgement.

## EXAMPLE TREASURE

Adventures related to the Infinite Animarum can be rewarded with patron-related items like the *bloodmage dagger*, *hellfire pitchfork*, *hydra charm*, *hydra flail*, *medusan lavalier*, *soul-searing scythe*, *soul pendant*, or *trident of the hydra*, or warlock-specific items like the *gauntlets of eldritch ferocity*, *shared burden*, *grasping staff*, *hexaxe*, *mask of the pact bearer*, or *ring of eldritch ire*. Of course, any cursed items could also be a perfect fit for adventurers dealing with the Infinite Animarum.

The following artifact has a direct link to the Thousand Voices, and could be found in the hands of Ochre Elson or similarly important follower of the Thousand Voices.

### MORATH, SCEPTER OF THE SOUL VORTEX

Rod, artifact (requires attunement by a sorcerer, warlock, or wizard)

This torch-like scepter almost hums with necrotic energy and appeared when the first soul was returned to the Material Plane after its death. Since then, it has been lost and found throughout its gruesome, storied history.

While attuned to the rod, you have resistance to necrotic damage, and you know the *chill touch* cantrip as if it were from your class's spell list. If you are a warlock, you also gain a +3 bonus to your spell attack rolls and saving throw DCs of your warlock spells while holding the rod.

An eerie, green flame erupts from the head of this rod when you hold it, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. While holding the rod, you can use a bonus action to mentally snuff out or relight the flames. While the flames are lit, you can use an action to make a ranged spell attack with it, using your spell attack bonus and spell save DC, out to a range of 30 feet. When you do, the flaming rod emits a phantasmal skull that flies out to attack the target. On a hit, the target takes 3d8 necrotic damage, and if the target is a creature, you regain hit points equal to half the amount of necrotic damage dealt. The skull disappears immediately after the attack.



MORATH, SCEPTER OF THE SOUL VORTEX

**Random Properties.** *Morath, Scepter of the Soul Vortex* has the following random properties:

- 1 minor beneficial property
- 1 minor detrimental property
- 1 major detrimental property

**Spells.** The rod has 8 charges and regains 1d3 + 1 expended charges daily at dawn. When you reduce a humanoid to 0 hit points, the rod regains 1 expended charge. While holding the rod, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell attack bonus and spell save DC: *bestow curse* (1 charge), *circle of death* (4 charges), *confusion* (2 charges), *insect plague* (3 charges), *ray of enfeeblement* (1 charge), or *speak with dead* (1 charge).

**Bestow Greater Curse.** When you cast the *bestow curse* spell while holding the rod using either the rod or a spell slot, you can choose to force the creature to make the saving throw with disadvantage. On a failed save, the target is simultaneously cursed by all four of the spell's listed options. Once this property has been used, it can't be used again until the next dawn.

**Death Grip.** While holding the rod, you can use an action to cast the *finger of death* spell from it, using your spell save DC. Once the rod has been used to cast this spell, it can't do so again until the next dawn.

**Sentience.** *Morath, Scepter of the Soul Vortex* is a sentient chaotic evil rod with an Intelligence of 17, a Wisdom of 13, and Charisma of 14. It has hearing and darkvision out to a range of 120 feet. The rod communicates telepathically with its wielder and can speak, read, and understand Common. While you are attuned to it, it also understands every language you know. It can choose to communicate with other creatures by manifesting the phantasmal skull above the rod and using it to speak.

**Personality.** The rod is possessed by Morath, the first human to ever die, and is an independent spirit from within the Thousand Voices, the largest collection of discordant lost souls found within the multiverse. Morath's time on the Material Plane was short, but filled with pain and confusion. As a result, Morath seeks to experience humankind's most base desires vicariously through the actions of the rod's wielder, often attempting to compel the wielder to give in to such urges in moments of weakness.

**Curse.** The rod bears a curse that affects any non-human that becomes attuned to it. Even if the attunement ends, the curse remains. When you die while cursed in this way, you must make a Charisma saving throw against your own spell save DC. On a failed save, or if the rod is more than 100 feet away from you when you die, your soul is immediately siphoned into and becomes a part of the Thousand Voices, leaving your body a vacant husk and unable to return to life by any means short of a *wish* spell. On a successful save, your soul leaves your body and enters the rod, as if you had cast the *magic jar* spell, using the rod as a container. You can only return to your body if it's holding the rod, but can otherwise gain the benefits of the spell as normal. If your soul returns to your body, you return to life with 1 hit point. While your soul is detached from your body in this way, your attunement to the rod is carried over to any other creature you possess for the duration.

**Destroying the Scepter.** The only way to destroy the rod is to destroy Morath while your soul is contained within the rod. When you do, use your original body's statistics for your soul, with the exception that your hit point maximum is halved. Morath's soul has the statistics of an archmage. From outside the rod, this combat resolves instantaneously, regardless of how much time passed within the rod during the battle. If you die while within the rod in this way, your soul is lost to the Thousand Voices. If Morath dies, the rod is destroyed and you return to your body with 1 hit point, regardless of where your body is at the time.

### FRIGHTFUL ENEMIES, POWERFUL PATRONS

The following creature stat blocks contain five new, powerful patron options for warlocks of The Many. Even if you aren't a warlock, these creatures may prove to become a valuable ally or terrifying adversary along on your adventures.

## INFINITE ANIMARUM STAT BLOCKS

### BUTCHER DRAY, THREE-HEADED ETTIN

According to legend, the very tapestry of fate warps when a three-headed ettin is born. Indeed, the birth of Dray was a time of calamitous upheaval and magical chaos. Since that time, the Butcher has gathered hundreds of followers among giant-kin and small-folk alike, unified by their voracious hunger for war and ritualistic blood magic. Found most commonly in mountainous regions, the Three-Headed Ettin and his disciples collect and offer sacrifices for enhanced strength and powerful blood-wrought spells.

Poorly organized, followers of the Butcher are typically militant and quick to begin confrontation. The same magical boons that make them ferocious warriors also tend to amplify their emotional instabilities and push them toward the bloodiest solution. Despite all of this, the Three-Headed Ettin has numerous followers and is considered one of the most generous warlock patrons.

Exceptionally gifted and skilled in his complex rituals and hemocraft, Dray fights with notorious ruthlessness. Many of his abilities are empowered by the blood of his enemies, and recovery from the deadly wounds of his knife is incredibly difficult. Adventurers that make the mistake of heavily wounding the Butcher will be faced with additional ferocity as the ettin's hunger for violence is eclipsed by unfettered rage.



## SACRIFICIAL PEAK

High in the frigid mountains, the Butcher patiently gathers forces and influence through his vast network of followers and grisly magic. Here, the sheer number of sacrifices has bound Dray's frigid heart to the land, allowing him unparalleled control over the elements and increasing his magical might.

### LAIR ACTIONS

When fighting on the Sacrificial Peak, on initiative count 20 (losing initiative ties), Dray takes a lair action to cause one of the following effects:

- Dray magically causes an avalanche to engulf the area within a 120-foot square he can see. Each creature in the area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 14 (4d6) bludgeoning damage and 14 (4d6) cold damage and is knocked prone and restrained. On a successful save, a creature takes half as much damage, and isn't knocked prone or restrained.
- Dray casts the *circle of death* spell (save DC 15). Dray regains hit points equal to half the total damage dealt by the spell.
- Dray magically summons 1 ettin to aid him in battle. The ettin appears in an unoccupied space within 30 feet of Dray and acts as his ally. If Dray uses this lair action again, the previous ettin disappears.

## BUTCHER DRAY, THREE-HEADED ETTIN

*Huge giant, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 375 (30d12 + 180)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	23 (+6)	10 (+0)	22 (+6)	15 (+2)

**Saves** Con +13, Int +7, Wis +13

**Skills** Perception +13, Religion +7

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, deafened, frightened, stunned

**Senses** darkvision 120 ft., passive Perception 28

**Languages** Giant, Orc

**Challenge** 23 (50,000 XP)

**Innate Spellcasting.** Dray's innate spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). Dray can innately cast any cleric cantrip as a 20th-level spellcaster, as well as the following spells, requiring no material components:

At will: *bestow curse*, *blindness/deafness* (as a 4th-level spell)  
3/day each: *harm*, *heal*

1/day each: *divine word*, *resurrection*

**Hungering Frenzy.** When Dray scores a critical hit with a weapon attack or reduces a creature to 0 hit points, his spell save DC increases to 23 and he has advantage on all attack rolls until the end of his next turn.

**Legendary Resistance (3/Day).** If Dray fails a saving throw, he can choose to succeed instead.

**Magic Resistance.** Dray has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Dray's weapon attacks are magical.

**Three Heads.** Dray has advantage on Wisdom (Perception) checks and on Constitution saving throws made to maintain concentration on spells.

**Touch of Death.** When damage Dray deals reduces a creature to 0 hit points, it automatically suffers one death saving throw failure.

**Wakeful.** When one of Dray's heads is asleep, his other heads are awake. In addition, magic can't put him to sleep.

### ACTIONS

**Multiattack.** Dray makes two attacks: one with his fist and one with his dagger.

**Fist. Melee Weapon Attack:** +14 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on DC 22 Strength saving throw or be knocked prone.

**Ritual Dagger. Melee Weapon Attack:** +14 to hit, reach 10 ft., one target. *Hit:* 22 (6d4 + 7) piercing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Dray regains hit points equal to half that amount. The reduction lasts for 1 hour. The target dies if this effect reduces its hit point maximum to 0.

### LEGENDARY ACTIONS

Dray can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Dray regains spent legendary actions at the start of his turn.

**Cantrip.** Dray casts a cantrip.

**Move.** Dray moves up to half his speed.

**Punch.** Dray makes one fist attack.

**Summon Minions (Costs 3 Actions).** Dray magically summons 2d4 orcs or 1 ogre. A summoned creature appears in an unoccupied space within 60 feet of Dray and acts as his ally. It remains for 1 minute, until it or Dray dies, or until Dray dismisses it as an action.



## GRIHOO, THE SUPERHYDRA

*Gargantuan monstrosity, neutral*

**Armor Class** 22 (natural armor)

**Hit Points** 612 (35d20 + 245)

**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	25 (+7)	14 (+2)	19 (+4)	18 (+4)

**Saves** Str +18, Wis +13, Cha +13

**Skills** Athletics +18, Perception +22

**Damage Resistances** acid, cold, lightning, thunder

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, deafened, frightened, poisoned, stunned, unconscious

**Senses** blindsight 30 ft., darkvision 300 ft., passive Perception 32

**Languages** Deep Speech, Draconic, telepathy 300 ft.

**Challenge** 30 (155,000 XP)

**Hold Breath.** Grihoo can hold its breath indefinitely.

**Infinite Heads.** Grihoo has an infinite number of heads. Whenever it takes 60 or more damage in a single turn, one of its heads dies. On its next turn, the number of attacks it makes as part of its Multiattack decreases by one (to a minimum of three) and it can't use its Snapping Frenzy. At the end of Grihoo's turn, it replaces all of its missing heads that died since its last turn.

**Legendary Resistance (5/Day).** If Grihoo fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** Grihoo has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Grihoo's weapon attacks are magical.

**Reactive.** Grihoo can take one reaction on every turn in a combat.

### ACTIONS

**Multiattack.** Grihoo makes five bite attacks.

**Bite.** *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) force damage.

**Snapping Frenzy.** Grihoo unleashes a flurry of bites in its vicinity, making one bite attack against any number of creatures within 30 feet of it, with a separate attack roll for each target.

**Transpositional Swallow (Recharge 5–6).** Grihoo chooses one creature it can see within 120 feet of it. The target must succeed on a DC 21 Charisma saving throw or be teleported inside of Grihoo's stomach. While inside Grihoo, the creature is blinded and restrained, it has total cover against attacks and other effects outside Grihoo, and it takes 28 (8d6) acid damage and 28 (8d6) force damage at the start of each of Grihoo's turns.

If Grihoo takes 60 damage or more on a single turn, it must succeed on a DC 17 Constitution saving throw at the end of that turn or expel all creatures that were teleported inside of it, teleporting them to a random space on the ground within 60 feet of Grihoo. If Grihoo dies, a creature that was teleported inside of it is no longer restrained and can escape from the corpse by using 60 feet of movement, exiting prone.

### REACTIONS

**Counter Conjunction.** When a creature Grihoo can see or hear within 300 feet of it casts a conjuration spell or magically summons a creature, Grihoo interrupts the casting or summoning, causing it to fail and have no effect. Grihoo then regains hit points equal to 15 times the spell slot's level, if it interrupted a spell, or equal to the challenge rating of the creatures being summoned, if it interrupted a summoning.

### LEGENDARY ACTIONS

Grihoo can take 5 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Grihoo regains spent legendary actions at the start of its turn.

**Bite.** Grihoo makes one bite attack.

**Teleport (Costs 2 Actions).** Grihoo magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

**Crushing Infinity (Costs 3 Actions).** Grihoo channels the overwhelming weight of infinity, crushing each creature inside of it. A swallowed creature must make a DC 24 Constitution saving throw, taking 55 (10d10) force damage on a failed save, or half as much damage on a successful one.

## GRIHOO, THE SUPERHYDRA

A true titan among creatures, the Superhydra is an ancient and terrifying entity. With powers of conjuration magic and a seemingly infinite and unfathomable number of heads, Grihoo manifests as a massive purple-headed hydra. Regardless of distance or relative size, the Superhydra manages to dwarf everything, leading scholars to believe that it exists partially outside our realm of reality. Followers of Grihoo tend to be vengeful, voracious, and violent, and occasionally seem driven to madness by their insights into infinity.

Compared to many other patrons, Grihoo can often seem aloof from his followers, only bonding with those it deems competent and then leaving them to fend for themselves. Because of, or perhaps in spite of this detachment, the few warlocks devoted to the Superhydra are fearsome foes. They tend to be quick learners in combat prowess and magical skill, especially in the art of conjuration magics like those employed by their patron. Their fatal folly tends to be an abundance of overconfidence in their abilities and a stubborn unwillingness to trust or rely on others around them. Those able to push past this weakness are to be observed with caution, and preferably from a great distance.

## ANALECTIC LIZARD

*Tiny monstrosity, neutral*

**Armor Class** 12

**Hit Points** 16 (3d4 + 9)

**Speed** 30 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	17 (+3)	6 (-2)	14 (+2)	10 (+0)

**Skills** Stealth +4, Survival +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** Draconic

**Challenge** 1/4 (50 XP)

**Hold Breath.** The lizard can hold its breath for 15 minutes.

**Regeneration.** The lizard regains 1 hit point at the start of its turn. If the lizard takes fire damage, this trait doesn't function at the start of its next turn. The lizard dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

**Invigorate (1/Day).** The lizard regains all its hit points. Until the start of its next turn, the lizard has resistance to all damage and advantage on all saving throws.

On the exceptionally rare occasion that mortals deem themselves foolhardy enough to challenge the Superhydra in open combat, they quickly learn that the power and concept of infinity is not just familiar to Grihoo, but a practiced tool. It has a truly unfathomable number of heads, powerful conjuration magic to transport instantaneously and prevent the escape of his foes, and a ferocity that simply cannot be understood without a firsthand witness. Suffice to say, those lucky enough to witness Grihoo's might and survive are, no matter what they might say, exactly that and nothing more: lucky.

## ANALECTIC LIZARD

Scholars hypothesize that the Analeptic Lizard initially spawned in the wake of one of the many conjuration spells devoured by Grihoo. In most respects, it's indistinguishable from the average lizard or gecko. This reptilian creature has abnormally powerful regenerative abilities and keen intelligence for its size, making it surprisingly difficult to kill. Warlocks that successfully forge or force a bond with one of these strange lizards gain a tenacious and opinionated partner in crime.

### The Analeptic Lizard as a Familiar

For rules on how you can use this and other patron-like creatures as a familiar for warlocks who have sworn the pact of the chain, read the sidebar on page 18.



## LADY FELUCIANA, LEGENDARY MEDUSA SORCERESS

Legends vary in their accounts of Lady Feluciana, and whether she is the oldest medusa or simply the most powerful of her kin. Like all medusas, the Lady is said to have been cursed due to her obsession with beauty and cruelty, but unlike other tales of such curses, nearly all accounts of Lady Feluciana state that she most certainly deserved hers. With many years to foment plans and practice her magic, the Lady is now a truly legendary sorceress and a terror to behold. Her followers are typically those that hunger for magical knowledge and power over other humanoids in their lives.

One of the most organized collections of warlocks, the Sorceress's followers focus mostly upon the study of potent and forbidden magics. In this, their patron seems to behave unpredictably, as the Lady's worshippers seem utterly unable to determine precisely what behaviors she constitutes as ideal. Some scholars speculate that she enjoys seeing occasional in-fighting and squabbling, perhaps viewing it as a necessary or helpful means of weeding out the unworthy and identifying the truly gifted. Regardless, those cunning and cutthroat enough to survive the metaphorical snake pit are worth keeping a very careful and close eye on.

Like many other Medusas, Lady Feluciana employs liberal use of terrain and her petrifying gaze to devastating effect. However, it should be noted that in stark contrast to typical Medusas, the Sorceress seems to have unlocked a more potent form of petrification magic, allowing her to petrify those she concentrates upon even if they avert their gaze. She is also exceptionally crafty, and reports indicate that her entire lair is covered in enchanted mirrors so she cannot be taken by surprise. However, it should be quite obvious that all information about the Lady is hearsay, given that not a single individual in recorded history has visited her lair and lived to tell the tale.

### REFLECTION'S DOOM

Those foolish enough to encounter the Legendary Sorceress within her lair on a mist-enshrouded and uncharted island typically realize their folly long after the point of no return. Coated in mirrors that cannot be broken except by powerful magic or at the Lady's command, Reflection's Doom is home to poisonous albino snakes and is the final resting place of countless would-be heroes and marooned sailors.

### LAIR ACTIONS

When fighting in Reflection's Doom, on initiative count 20 (losing initiative ties), Feluciana takes a lair action to cause one of the following effects:

- Feluciana unleashes a horrid shriek, causing the mirrors around her lair to shatter in a painfully intense cacophony. Each creature within her lair must make a DC 15 Constitution saving throw. A creature takes 45 (10d8) thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn

or carried also takes the damage if it's in the spell's area. Feluciana can use another lair action to magically repair the mirrors, allowing her to use this lair action again.

- Feluciana magically animates a statue within 120 feet of her. The animated statue has the statistics of a **stone golem** and acts as her ally. It remains animated until it dies or until Feluciana uses this lair action again or dies.
- While within 5 feet of a mirror, Feluciana creates two illusory duplicates of herself, each appearing within 5 feet of one of the other mirrors in her lair. When Feluciana uses this lair action, she can choose to simultaneously teleport within 5 feet of one of the other mirrors in her lair, instead creating one of the duplicates in the space she left. Each of the duplicates has Feluciana's Petrifying Glare trait, and as a bonus action, Feluciana can move any number of the duplicates up to 30 feet. A duplicate can be destroyed only by an attack that hits it (AC 15), but it ignores all other damage and effects. A creature that uses an action to examine a duplicate can determine that it is an illusion by succeeding on a DC 22 Intelligence (Investigation) check. If a creature discerns the duplicate for what it is, the illusion becomes faint to the creature. If Feluciana uses this lair action again or dies, any remaining duplicates disappear.



# LADY FELUCIANA, LEGENDARY MEDUSA SORCERESS

Medium monstrosity, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 228 (24d8 + 120)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	20 (+5)	15 (+2)	17 (+3)	24 (+7)

**Saves** Con +12, Int +9, Wis +10, Cha +14

**Skills** Deception +14, Insight +10, Perception +10, Stealth +12

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 20

**Languages** Abyssal, Common, Draconic

**Challenge** 22 (41,000 XP)

**Innate Spellcasting.** Feluciana's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). Feluciana can innately cast the following spells, requiring no material components:

At will: *charm person* (as a 2nd-level spell), *ray of enfeeblement*

3/day each: *bestow curse*, *blight* (as a 6th-level spell), *compulsion*

1/day each: *foresight*, *geas*

**Legendary Resistance (3/Day).** If Feluciana fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** Feluciana has advantage on saving throws against spells and other magical effects.

**Petrifying Glare.** When a creature that can see Feluciana's eyes starts its turn within 60 feet of her, she can force the creature to make a DC 20 Constitution saving throw if she isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by a *greater restoration* spell cast at 7th level or higher spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Feluciana until the start of its next turn, when it can avert its eyes again. If the creature looks at Feluciana in the meantime, it must immediately make the save.

**Serpentine Reactiveness.** Once per turn, Feluciana can make an opportunity attack with her snake hair without expending her reaction.

**Virulent Weapons.** Feluciana's weapon attacks are magical. In addition, damage from her weapon attacks ignores resistance to poison damage.

## ACTIONS

**Multiattack.** Feluciana makes four attacks: one with her bident and three with her snake hair. When available, she can use her Petrifying Beam in place of her three attacks with her snake hair.

**Bident.** *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must make a DC 20 Constitution saving throw, taking 14 (4d6) poison damage and 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The bident flies back to Feluciana's hand immediately after making a ranged attack with it.

**Snake Hair.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 14 (4d6) poison damage.

**Petrifying Beam (Recharge 5–6).** Feluciana's snakes focus a beam of petrifying energy at one creature she can see within 90 feet of her. A creature that has averted its eyes from Feluciana gains no benefit against this effect. The targeted creature must make a DC 20 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must succeed on a DC 20 Constitution saving throw at the end of its next turn or become petrified until freed by a *greater restoration* spell cast at 7th level or higher or other magic.

## REACTIONS

**Retaliating Lash.** When a creature within 15 feet of Feluciana deals damage to her, one of her snakes lashes out, coiling itself around the creature. The target must succeed on a DC 20 Dexterity saving throw or become grappled (escape DC 15) and be pulled up to 10 feet toward Feluciana.

## LEGENDARY ACTIONS

Feluciana can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Feluciana regains spent legendary actions at the start of her turn.

**Move.** Feluciana moves up to her speed.

**Snake Hair.** Feluciana makes an attack with her snake hair.

**Summon Snakes (Costs 3 Actions).** Feluciana magically summons 4 (1d4 + 2) flying snakes or 1 swarm of poisonous snakes. A summoned creature appears in an unoccupied space within 30 feet of Feluciana, acts as her ally, and shares her Virulent Weapons trait. It remains for 1 minute, until it or Feluciana dies, or until she dismisses it as an action.

## THE THOUSAND VOICES, SUPREME SOUL VORTEX

The Supreme Soul Vortex is directly responsible for the formation and disruptive actions of the Infinite Animarum, the widespread cult of disruptive and remorseless individuals that spread like an odorless toxin through the Material Plane. They actively manipulate Ochre Elson, the group's mysterious leader, to achieve their own ends. As one entity formed from countless lost spirits, the Thousand Voices seeks ultimate vengeance against the deities, both evil and good, and to upend the metaplanar system that caused its swirling souls to fall between the cracks of time and space. They actively recruit warlock followers in pursuit of this agenda, causing massive amounts of chaos and wanton destruction as they try to deprive the gods of their souls by making more Soul Vortices.

Those unlucky enough to face the Thousand Voices in open combat will have to face the combined knowledge and skill of hundreds of skilled spellcasters, masterful tacticians, and fearsome warriors. With potent spellcasting abilities and an ethereal form that allows them to escape most grasps, the Supreme Soul Vortex very rarely finds itself challenged enough to put forth their full strength. Most who challenge them are swiftly put down and, if they're lucky, are sent to one of the upper or lower planes. Especially while in the space between planes where Soul Vortices form, the Thousand Voices reign with confidence and might.

### THE SPACE BETWEEN

Though many believe this space to be simply an unchartable portion of the astral plane, there simply is not enough information available either way. By all accounts, only those unfortunate enough to fall into the Space Between or invited in by a Soul Vortex can access the space, as planar teleportation has thus far failed on every occasion. It is described as a true void, where even astral starlight dares not venture.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Thousand Voices can take one of the following lair actions:

- The Thousand Voices magically summons 1d4 will-o'-wisp. A summoned will-o'-wisp appears in an unoccupied space within 60 feet of the Thousand Voices and acts as an ally of the Thousand Voices. It disappears if the Thousand Voices dies.
- The Thousand Voices casts the *chill touch* spell, targeting every creature of its choice within 120 feet of it. When it casts the spell in this way, it uses a spell attack bonus of +10, and deals 18 (4d8) damage on a hit.
- The Thousand Voices targets up to two creatures it can see within 60 feet of it, attempting to hurl them through the space between the planes. A target must succeed on a DC 15 Charisma saving throw or take 33 (6d10) force damage as it is forcibly shunted through this extradimensional space, disappearing with a faint popping noise. On initiative count 20 on the next round, the creature returns to the space it previously occupied, or the nearest unoccupied space.



# THE THOUSAND VOICES, SUPREME SOUL VORTEX

*Gargantuan undead, chaotic evil*

**Armor Class** 22

**Hit Points** 290 (20d20 + 80)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	20 (+5)	25 (+8)	18 (+4)	19 (+4)

**Saves** Str +5, Int +16, Wis +12, Cha +12

**Skills** Arcana +16, History +16, Investigation +16, Nature +16, Perception +12, Religion +16

**Damage Resistances** acid, fire, lightning, psychic, thunder

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** blindsight 120 ft., darkvision 120 ft., passive Perception 22

**Languages** all, telepathy 120 ft.

**Challenge** 26 (90,000 XP)

**Deathly Chills.** At the start of each of the Thousand Voices's turns, each creature within 10 feet of the Thousand Voices takes 5 (1d10) cold damage.

**Incorporeal Form.** The Thousand Voices can occupy another creature's space and vice versa. The Thousand Voices 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.

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

**Limited Magic Immunity.** The Thousand Voices is immune to spells of 6th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

**Multiversal Intellect.** The Thousand Voices's AC includes its Intelligence modifier. In addition, when the Thousand Voices takes damage other than radiant damage while concentrating on a spell, it automatically succeeds on the Constitution saving throw made to maintain concentration.

**Necrotic Absorption.** When the Thousand Voices is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

**Remembered Spellcasting.** At the start of each of the Thousand Voices's turns, it rolls a d4 to determine which list of spells is available to it until the start of its next turn. The Thousand Voices's innate spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). The Thousand Voices can innately cast the following spells as a 20th-level spellcaster, requiring no material components:

1. **Bard.** The Thousand Voices can cast *vicious mockery* or *thunderwave* as a 3rd-level spell (at will). It can also cast *hypnotic pattern* (3/day) and *power word kill* (1/day).
2. **Cleric.** The Thousand Voices can cast *sacred flame* or *guiding bolt* as a 3rd-level spell (at will). It can also cast *spirit guardians* (3/day) and *inflict wounds* as a 9th-level spell (1/day).

3. **Sorcerer.** The Thousand Voices can cast *firebolt* and *burning hands* as a 3rd-level spell (at will). It can also cast *fireball* (3/day) and *finger of death* (1/day).
4. **Wizard.** The Thousand Voices can cast *shocking grasp* and *magic missile* as a 3rd-level spell (at will). It can also cast *lightning bolt* (3/day) and *plane shift* (1/day).

**Turn Immunity.** The Thousand Voices is immune to effects that turn undead.

## ACTIONS

**Multiattack.** The Thousand Voices can use its Terrifying Visage. It then uses its Cacophonous Shriek or casts two spells of 3rd level or lower.

**Cacophonous Shriek.** Each non-undead creature within 60 feet of the Thousand Voices must make a DC 21 Constitution saving throw, with disadvantage if the target is within 5 feet of the Thousand Voices. A target takes 28 (8d6) necrotic damage and 28 (8d6) thunder damage on a failed save, or half as much damage on a successful one.

**Extraplanar Shift.** The Thousand Voices enters the space between the planes from the Material Plane, or vice versa. It can remain in the space between the planes for up to 1 minute, and when it returns to the Material Plane, it reappears in a space of its choice within 60 feet of the space it left. While it is in the space between the planes, it can't affect or be affected by anything on any other plane.

**Terrifying Visage.** Each non-undead creature within 60 feet of the Thousand Voices that can see it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. If the save fails by 5 or more, the target's speed is also reduced to 0 for the duration. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the Thousand Voices is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Thousand Voices's Terrifying Visage for the next 24 hours.

## LEGENDARY ACTIONS

The Thousand Voices can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Thousand Voices regains spent legendary actions at the start of its turn.

**Shift.** The Thousand Voices uses its Extraplanar Shift.

**Cast a Spell (Costs 1–3 Actions).** The Thousand Voices casts a cantrip (1 action), a 3rd-level spell (2 actions), or a spell it can cast once per day (3 actions).

**Shriek (Costs 2 Actions).** The Thousand Voices uses its Cacophonous Shriek.

**Maddening Outburst (Costs 3 Actions).** Each creature within 10 feet of the Thousand Voices must make a DC 20 Wisdom saving throw. On a failure, a target takes 14 (4d6) psychic damage, can't take reactions until the start of its next turn, and rolls a d4 to determine what it does during its next turn. On a 1 or 2, the target falls prone and then ends its turn. On a 3, the target takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 4, the target uses all of its movement to move within reach of a random creature, and then uses its action to make a melee weapon attack against that creature; if the target can't move within reach of another creature, it drops whatever it is holding and then ends its turn.

# VAANOR, PRIMEVAL CERBERUS

*Gargantuan fiend, lawful neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 403 (26d20 + 130)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	20 (+5)	14 (+2)	25 (+7)	19 (+4)

**Saves** Wis +14, Cha +11

**Skills** Athletics +13, Perception +21, Survival +14

**Damage Resistances** cold, necrotic

**Damage Immunities** fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, stunned

**Senses** darkvision 300 ft., truesight 120 ft., passive Perception 36

**Languages** Abyssal, Infernal

**Challenge** 24 (62,000 XP)

**Innate Spellcasting.** Vaanor's innate spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). Vaanor can innately cast the following spells, requiring no material components:

At will: *hellish rebuke* (as a 3rd-level spell), *locate creature*, *locate object*

3/day each: *hold monster*, *hold person* (as a 5th-level spell), *hunter's mark*

1/day: *forcecage*

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

**Magic Resistance.** Vaanor has advantage on saving throws against spells and other magical effects.

**Soul Sentry.** Vaanor's weapon attacks are magical. When Vaanor hits an undead with a weapon attack, the target takes an extra 7 (2d6) force damage.

**Sure-Footed.** Vaanor has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

**Three Heads.** Vaanor has advantage on Wisdom (Perception) checks, as well as Constitution saving throws made to maintain concentration on spells.

**Wakeful.** When one of Vaanor's heads is asleep, its other heads are awake. In addition, magic can't put it to sleep.

## ACTIONS

**Multiattack.** Vaanor can use its Inescapable Presence. It then makes three bite attacks.

**Bite. Melee Weapon Attack:** +13 to hit, reach 10 ft., one target. **Hit:** 16 (3d6 + 6) piercing damage plus 7 (2d6) fire damage. If this is the first attack Vaanor has made as part of its Multiattack, the target must succeed on a DC 20 Strength saving throw or be knocked prone. If this is the second attack, the target must succeed on a DC 20 Constitution saving throw or be stunned until the start of Vaanor's next turn. If this is the third attack, the target must succeed on a DC 20 Wisdom saving throw or be paralyzed until the start of Vaanor's next turn.

**Inescapable Presence.** Vaanor magically restricts one creature it can see within 120 feet of it from fleeing. The target must succeed on a DC 22 Wisdom saving throw or become unable to willingly move or teleport away from Vaanor for 1 minute. Creatures that can't be frightened are immune to this effect. 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 Vaanor's Inescapable Presence for the next 24 hours.

**Hellfire Breath (Recharge 5–6).** Vaanor exhales debilitating fire in a 90-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 35 (10d6) fire damage and 35 (10d6) psychic damage on a failed save, or half as much damage on a successful one.

**Summon Hounds (1/Day).** Vaanor magically summons 4d4 hell hounds. A summoned hell hound appears in an unoccupied space within 60 feet of Vaanor and acts as Vaanor's ally. It remains for 1 minute, until it or Vaanor dies, or until Vaanor dismisses it as an action.

## LEGENDARY ACTIONS

Vaanor can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Vaanor regains spent legendary actions at the start of its turn.

**Bite.** Vaanor makes one bite attack.

**Move.** Vaanor moves up to its speed.

**Trailblaze (Costs 2 Actions).** Vaanor moves up to twice its speed, leaving a trail of fire in its wake. During this movement, Vaanor doesn't provoke opportunity attacks, and it can move through the space of any creature that is Huge or smaller. Each creature in its path must make a DC 20 Dexterity saving throw, taking 15 (2d8 + 6) bludgeoning damage and 22 (5d8) fire damage on a failed save, or half as much damage on a successful one. Until the end of Vaanor's next turn, each space it moved through is filled with an opaque, 20-foot-high wall of fire. Whenever a creature enters the wall for the first time on a turn or ends its turn there, it takes 22 (5d8) fire damage.

**Release the Hounds (Costs 3 Actions).** Vaanor uses its Summon Hounds.

## CERBERUS PUP

*Tiny monstrosity, lawful neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 10 (3d4 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	8 (-1)	17 (+3)	12 (+1)

**Skills** Perception +5, Survival +5

**Damage Resistances** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 20

**Languages** Infernal

**Challenge** 1/2 (100 XP)

**Three Heads.** The cerberus pup has advantage on Wisdom (Perception) checks and on saving throws against being blinded, deafened, and stunned.

**Wakeful.** When one of the cerberus pup's heads is asleep, its other heads are awake. In addition, magic can't put it to sleep.

### ACTIONS

**Multiattack.** The cerberus pup makes three attacks.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

**Hellfire Breath (Recharge 6).** The cerberus pup exhales debilitating fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 3 (1d6) fire damage and 3 (1d6) psychic damage on a failed save, or half as much damage on a successful one.

## VAANOR, PRIMEVAL CERBERUS

Although legends and lesser copies of the original abound, Vaanor is the one true and ancient Cerberus. He is a mighty and dedicated guardian of the millions of souls toiling across the lower planes, and preventing unauthorized travel. For centuries, the Cerberus has been the quintessential warden of souls, wholly dedicated to his task. Most individuals that follow or form pacts with Vaanor seek his skills in tracking, vigilance, and strength. Vaanor has a diametrical opposition to the Thousand Voices, as it and any other soul vortex's existence is a blatant flaunting of the comparatively few souls that have avoided his jurisdiction.

Warlocks that forge a pact with the Primeval Cerberus tend to embrace their more animalistic traits, often behaving in the simplest and most efficient manner. They rely heavily on their enhanced senses to find their quarry, and seem to often take on an element of Vaanor's persistence. As such, they

are thoroughly loyal companions so long as their trust is maintained, and are absolutely impossible to dissuade once a course of action is decided upon. The Primeval Cerberus appears to leave his followers on a long and loose leash, allowing or forcing them to follow their internal sense of direction and purpose.

Most individuals that find themselves facing Vaanor in combat meet their end quite abruptly. By all accounts, he refuses to play with his quarry, preferring instead to swiftly put them out of their misery or grab and return them to the lower planes as circumstances require. When necessary, the Cerberus can call upon hellhounds for a larger search pattern or to corner his prey. Those rare few daring or foolish enough to face Vaanor must face his mighty breath attack, made from the raging fires of hell and the souls of the damned. As far as the records show, the Cerberus has yet to fail in tracking and apprehending a fugitive soul.





## CERBERUS PUP

No documentation exists entailing exactly where or when this miniature cerberi first appeared, and scholars can only speculate why. In what seems an utterly stark contrast to full-sized cerberi, the cerberus pup most often appears in the form of an adorable but three-headed puppy of any number of potential breeds. Regardless of appearance however, a cerberus pup is always a skilled tracker with far more energy than normal for its size, as at least one head is always awake. Those fortunate enough to bond with a pup typically earn their lifelong loyalty, unless the pup is sorely mistreated.

### VARIANT: Alternative Familiars

Warlocks that have sworn a pact of the chain and align with the chaotic nature of Grihoo and Vaanor can occasionally bind a cerberus pup or regenerative lizard familiar. They typically prefer to bond with those who can provide for their physical and emotional needs—specifically high-enrichment activities like hunting with the pup or providing plenty of bugs for the lizard's diet. A cerberus pup or regenerative lizard serving as a familiar has the following trait.

**Familiar.** At the GM's discretion, warlocks with the Pact of the Chain feature can choose a cerberus pup or regenerative lizard as their familiar, in addition to the forms listed in their class. While the two are bonded, the master can sense what the familiar senses as long as they are within 1 mile of each other. If its master causes it physical harm, the pup or lizard will end its service as a familiar, breaking the telepathic bond.

## INFINITE ANIMARUM LEADER

The collective members of the Animarim are eccentric in their own right, but their Leaders tend to earn their rank by amplifying their personal quirks and whims. In this manner, they spread their unique brand of chaos and attract like-minded recruits. From their personalized hideouts, they direct the everyday actions of the Animarum members and relay messages to the Maestro.

### OCHRE ELSON, ANIMARUM MAESTRO

Few individuals can stand against the suave and charming aura of Ochre Elson—or at least that's what he believes. Secure in one of his dozens of safe houses, Elson orchestrates the larger movements of the Animarum as directed by his patron. Due to the cultus relative autonomy, he has plenty of free time to practice his patron's magic. In a fight, he specializes in manipulating the expectations of his foes—with both magic and fast talking.

## INFINITE ANIMARUM LEADER

Medium humanoid (any race), chaotic evil

**Armor Class** 14 (studded leather)

**Hit Points** 99 (18d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	15 (+2)	14 (+2)	18 (+4)

**Saving Throws** Wis +5, Cha +7

**Skills** Deception +10, Investigation +5, Persuasion +7

**Senses** passive Perception 12

**Languages** Common, Infernal

**Challenge** 5 (1,800 XP)

**Eldritch Heads (3/Day).** When the leader hits a creature with an attack, the leader can cause the target to take an extra 9 (2d8) psychic damage. Alternatively, as a bonus action, the leader can regain 9 (2d8) hit points. While the leader has at least one use of this trait remaining, it can't be surprised and creatures with the Pack Tactics trait gain no benefit from that trait against the leader.

**Innate Spellcasting.** The leader's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *detect magic*, *disguise self*

1/day: *compulsion*, *confusion*

**Spellcasting.** The leader is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *mage hand*, *minor illusion*  
1st–5th level (3 5th-level slots): *arcane eye*, *charm person*, *entangle*, *enthral*, *fear*, *hypnotic pattern*, *mirror image*, *mislead*, *scorching ray*, *scrying*, *suggestion*

### ACTIONS

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

## OCHRE ELSON, ANIMARUM MAESTRO

Medium humanoid (human), chaotic evil

**Armor Class** 13 (16 with *mage armor*)

**Hit Points** 182 (28d8 + 56)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	18 (+4)	17 (+3)	20 (+5)

**Saves** Int +8, Wis +7, Cha +9

**Skills** Deception +13, Investigation +8, Perception +7, Persuasion +9

**Condition Immunities** unconscious

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Abyssal, Common, Infernal

**Challenge** 9 (5,000 XP)

**Eldritch Heads (6/Day).** When Elson hits a creature with an attack, he can cause the target to take an extra 11 (2d10) psychic damage. Alternatively, as a bonus action, Elson can regain 11 (2d10) hit points. While Elson has at least one use of this trait remaining, he can't be surprised and creatures with the Pack Tactics trait gain no benefit from that trait against him.

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

At will: *alter self*, *detect magic*, *mage armor* (self only)  
1/day: *bestow curse* (as a 5th-level spell), *compulsion*, *glibness*, *mass suggestion*, *plane shift*, *weird*

**Spellcasting.** Elson is an 18th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Elson regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *dancing lights*, *eldritch blast* (4 beams, +5 to each damage roll), *mage hand*, *message*, *minor illusion*, *prestidigitation*, *thaumaturgy*

1st–5th level (4 5th-level slots): *arcane eye*, *blink*, *charm person*, *entangle*, *enthrall*, *fear*, *hypnotic pattern*, *mirror image*, *mislead*, *nondetection*, *scorching ray*, *scrying*, *suggestion*, *telepathic bond*

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Eldritch Frenzy (Recharge 5–6).** *Ranged Spell Attack:* +9 to hit, range 120 ft., up to four targets. *Hit:* 22 (5d8) force damage, and if the target is a creature, it must succeed on a DC 17 Intelligence saving throw or become stunned until the end of Elson's next turn.

### VARIANT: OCHRE ELSON WITH MORATH, SCEPTER OF THE SOUL VORTEX

*Morath, Scepter of the Soul Vortex* is an artifact born from a fragment of the Thousand Voices. At the GM's discretion, Elson can wield the scepter, causing the following changes to his stat block:

- He has a challenge rating of 12 (8,400 XP).
- He has resistance to necrotic damage.
- He gains a +3 bonus to his spell attack rolls and spell save DC, including for his Eldritch Roar action option (spell save DC 20, +12 to hit with spell attacks).
- He knows the *chill touch* cantrip, and can cast the *finger of death* spell once per day.
- He has the Bestow Greater Curse and Morath, Scepter of the Soul Vortex traits, as well as the Phantasmal Skull action option (all described below).

**Bestow Greater Curse (1/Day).** When Elson casts *bestow curse* he can force the target to make its saving throw with disadvantage. On a failed save, the target is simultaneously cursed by all four of the spell's listed options.

**Morath, Scepter of the Soul Vortex.** The rod has 8 charges and regains 1d3 + 1 expended charges daily at dawn. When Elson reduces a humanoid to 0 hit points, the rod regains 1 expended charge. While holding the rod, Elson can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 20, attack bonus +12) from it: *bestow curse* (1 charge), *circle of death* (4 charges), *confusion* (2 charges), *insect plague* (3 charges), *ray of enfeeblement* (1 charge), or *speak with dead* (1 charge).

### ACTIONS

**Phantasmal Skull.** *Ranged Spell Attack:* +12 to hit, range 30 ft., one target. *Hit:* 13 (3d8) necrotic damage, and Elson regains hit points equal to half the necrotic damage dealt.



WARLOCK OF THE MANY

## NEW CHARACTER OPTION: WARLOCK

Not all who possess magic come by it naturally. A warlock forges a pact with a powerful being in exchange for a portion of its knowledge and strength. Some of these arrangements become cruel forms of indebted servitude, but most are closer to that of an apprentice and its master: the warlock learns and grows in strength in exchange for rendering the occasional service on behalf of their patron. As a warlock, you may find your patron by circumstance or by hard work, but regardless of your circumstance, your need for power will continue to grow and shape you as you benefit from your pact and patron.

### THE MANY

Your patron is a powerful entity composed of a multitude of heads. These heads provide unique strengths, such as the regenerative properties of a mighty hydra, or the bewitching gaze of a medusa. Your patron may consider

you one of its estranged or forgotten heads, allowing you to do as you please, or compel you to work toward a shared goal as one of its own. Those that make a pact with a patron such as this may find beauty in patterns or matching sets, or become plagued with internal bickering and indecisiveness. Regardless, one thing is for certain: two heads are always better than one.

Entities of this type include the Butcher Dray, Three-Headed Ettin; Grihoo, the Superhydra; Lady Feluciana, Legendary Medusa Sorceress; the Thousand Voices, Supreme Soul Vortex; Vaanor, Primeval Cerberus; and other extremely powerful or godlike multi-headed or -conscioused beings, swarms, or hiveminds.

### EXPANDED SPELL LIST

The Many lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>entangle, magic missile</i>
2nd	<i>scorching ray, see invisibility</i>
3rd	<i>blink, nondetection</i>
4th	<i>arcane eye, black tentacles</i>
5th	<i>mislead, telepathic bond</i>

### ELDRITCH HEADS

At 1st level, you gain a number of eldritch heads equal to your proficiency bonus. Only you and creatures with true-sight can see these heads, which sprout from your shoulders as representations of your patron. You can choose to ignore the heads and cause them to vanish from your vision.

These eldritch heads provide you with motes of power from your patron that can be expended to grant you the following benefits:

- Once per turn, you can expend one head when you hit a creature with an attack to cause that creature to take extra psychic damage equal to 1 + your proficiency bonus.
- When you make a Charisma (Intimidation) check, you can expend one head to gain advantage on the roll. When you do, your eldritch heads become briefly visible to everyone.
- When you fail a death saving throw, you can expend one head to succeed instead.

When a head is expended, its appearance becomes wispy and gaseous, but its glowing eyes remain. You regain all expended heads when you finish a long rest.

In addition, you can use a bonus action to beseech your patron to restore two of your expended heads. Once you use this ability, you can't use it again until you finish a long rest.

### GUARDED

Also at 1st level, while you have at least one eldritch head remaining, you can't be surprised, and if a creature would gain advantage on an attack roll against you due to having its ally within 5 feet of you, it makes the attack roll without advantage.

## IMPROVED ELDRITCH HEADS

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At 6th level, you've devised more ways to use your eldritch heads. You gain the following benefits:

- You can use a bonus action to expend one eldritch head, reabsorbing it to gain a number of temporary hit points equal to  $2d6 +$  your Charisma modifier.
- Once per turn, you can expend one head to take a reaction even if you've already used your reaction. You can't use this benefit on the same turn that you take your normal reaction.
- When you fail a saving throw against being charmed, frightened, or put to sleep by magic, you can expend one head to reroll the saving throw. If you do so, you must use the new roll.

## GROUPTHINK

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Starting at 10th level, your eldritch heads are always there to support your mortal mind and body. You gain a bonus to Intelligence checks, Wisdom (Perception) checks, and Intelligence saving throws equal to half your proficiency bonus.

## ELDRITCH FRENZY

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Starting at 14th level, you can use an action to revive your expended eldritch heads in a frenzied burst, during which time they become visible to everyone. When you do, you regain all expended heads, which releases a thunderous roar audible out to 300 feet as they tear into existence. Choose a number of creatures within 60 feet of you up to the number of heads you regain in this way. Each target must make an Intelligence saving throw against your warlock spell save DC. On a failed save, a target takes  $4d8$  psychic damage and is incapacitated until the end of your next turn as its mind is flooded with otherworldly energy. On a successful save, a target takes half as much psychic damage and isn't incapacitated.

Once you use this feature, you can't use it again until you finish a long rest.

