

QUELL

QUELL LORE

Religion DC 10: Mortals consumed in life by a hatred for and aversion to the divine occasionally persist as quells in undeath, creatures of pure divine rejection.

Religion DC 15: The very presence of a quell diminishes the local power of divine magics, and several working in concert are capable of interfering with even powerful divine workings. They are much sought after as undead servants by those who expect to invoke the wrath of religious sects.

QUELL TACTICS

When encountered alone, quells drift at a distance, casting down mockery and insults at those faithful to the gods, then fleeing once damaged to return when the party is engaged with another threat.

When supporting allies, the quell keeps as many of them within its quelling field as it can, using its wispy clutch on any who enter its range but otherwise refusing to leave the safety of its allies, preferring to waste half its multiattack rather than leave the cover of its allies. It preferentially targets creatures wielding holy symbols or performing any sort of worship or divine magic.



QUELL

Medium undead, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	14 (+2)	14 (+2)	14 (+2)	15 (+2)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Turned, Unconscious

Senses Darkvision 60 ft., Passive Perception 12

Languages The languages it knew in life

Challenge 4 (1,100 XP)

Spectral Weapons. The quell's attacks treat all creatures as unarmored (an unarmored creature's AC is usually 10 plus its Dexterity modifier.)

Quelling Field. If the quell is not in sunlight, the quell and each creature within 15 feet of it have advantage on saving throws against spells and magical effects with a divine source, such as those cast by clerics or paladins, and resistance to damage dealt by such magic.

Actions

Multiattack. The quell makes two attacks, one of which it may replace with a use of its Bitter Glare.

Wispy Clutch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing plus 5 (1d10) necrotic damage and the target is grappled (escape DC 8). A creature may attempt to escape this grapple as a Bonus Action.

Bitter Glare. One creature the Quell can see within 30 feet must succeed on a DC 12 Wisdom saving throw or take 13 (3d8) psychic damage as it experiences the true alienness and amorality that belies the gods' benevolent demeanor.

A cleric or paladin targeted with this ability has advantage on saving throws against this effect, but vulnerability to the damage dealt by it.

Reactions

Intercession. As a reaction when a creature within 60 feet the quell can see casts a spell or produces a magical effect with a divine source, the quell forces the creature to succeed on a DC 12 Charisma saving throw or have the spell or magical effect fail.

ART CREDITS

- Quell by Steven Belledin

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