



ART CREDIT: SHUTTERSTOCK

# ASTRAL EATER

When the gods used their divine essence to create the universe, they occasionally used too much. This extra energy did not form into their vision and became a detached being of its own with a spark of divine power at its core. These creatures burn with the desire to become more than what they are, and so they roam the cosmos, eating the divine sparks of others as they seek to fulfill their purpose.

**Divine Spark.** Each astral eater is the leftover waste of divine energy that created the cosmos. This energy makes them highly resilient to even the most powerful magic.

**Psychic Drain.** Every thinking creature has a grain of divinity in them, giving them the power of intelligence and free will. Astral eaters hunger for even the tiniest grain, draining their victims of their intelligence and essence.

**Astral Form.** These beings do not have a physical body. They appear as waves of divine energy that sometimes mimic the form of their victim before they attack.

## ASTRAL EATER

*Medium celestial, chaotic neutral*

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**Armor Class** 18 (natural armor)  
**Hit Points** 120 (16d8 + 48)  
**Speed** 0 ft., fly 60 ft. It can hover.

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STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	18 (+4)	14 (+2)	16 (+3)

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**Saving Throws** Int +8, Wis +6  
**Skills** Arcana +12, Insight +6  
**Damage Resistances** psychic, radiant  
**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** blinded, charmed, frightened, incapacitated, poisoned, restrained  
**Senses** truesight 120 ft., passive Perception 12  
**Languages** Celestial, Primordial, telepathy 120 ft.  
**Challenge** 10 (5,900 XP)      **Proficiency Bonus:** +4

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**Incorporeal.** The astral eater can move through other creatures and objects as if they were difficult terrain. It takes 18 (4d8) force damage if it ends its turn inside an object.

**Inscrutable.** The astral eater is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the eater's intentions or sincerity have disadvantage.

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

**Limited Magic Immunity.** The astral eater can't be affected or detected by spells of 4th-level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

**Magic Resistance.** The astral eater has advantage on saving throws against spells and other magical effects.

**Psychic Absorption.** Whenever the astral eater is subjected to psychic damage, it takes no damage and instead regains a number of hit points equal to the psychic damage dealt.

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### ACTIONS

**Multiattack.** The astral eater makes two essence drain attacks.

**Essence Drain.** *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8 + 4) psychic damage. The target must succeed on a DC 16 Intelligence saving throw or the target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

**Etherealness.** The astral eater enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.