

IN A PRISON OF HIS OWN DESIGN...

THE FALSE IMMORTAL

MONSTERS
QUESTS
TREASURE
DEATH



A 5E BOSS MONSTER BY
QUESTIARY

KIRAMAX

THE FALSE IMMORTAL

NAME: Kiramax the False Immortal

GOAL: Kiramax seeks to free himself from his Astral prison and restore himself to power on the Material Plane to rebuild his ancient empire.

BOND: Kiramax craves the worship and adoration of his subjects.

FLAW: Kiramax is trapped within an Astral demiplane which has warped his mind and body, turning him into a cosmic monstrosity and damaging his ability to reason.

USING THIS PDF

This document serves as an overview for a boss monster developed by Questiary, detailing their backstory, their allies and their associates, adventure hooks, and quest ideas. The idea with Boss Docs is to give game masters enough inspiration to be able to immediately start weaving together a campaign arc for their players using the boss monster and the associated creatures.

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BACKGROUND

housands of years ago, the ancient Trusan empire enveloped the majority of the southern continent. God-King Kiramax VII led the empire to the height of its power as a socio-political force of great magical means unprecedented throughout history and unrivaled since its fall. The Trusans created empire-wide prosperity through their widespread conquering of neighboring lands, allowing for rapid advancements in the fields of science and magic. Many in the empire attributed its success directly to Kiramax, who was viewed as a politically cunning strong-man with divine blood in his veins, making him uniquely suited to the Trusan throne. Kiramax leveraged his immense popularity and wealth to fund what he referred to as his god-given birthright: the Immortal Project. He reasoned that the empire's greatness and the prosperity of its people were brought about by the unique talents of himself and his close confidants. In order to maintain Trusan supremacy, Kiramax and the ruling class would devise a method to grant themselves immortality so that the empire could never fall apart after their deaths. Over a period of years, Kiramax, his clerics, and his council of magi determined that a subject's conscious mind could be implanted into the body of another by routing it through the Astral Plane, thus overriding the host's own consciousness and allowing the subject to exist and live freely in the body of the host. A limited immortality, then, would come from repeating consciousness transfers to younger hosts as required to sustain the consciousness of the subject. This, of course, meant that healthy lives would essentially be sacrificed as their minds were overwritten to facilitate the immortality of the ruling class. The magic showed promise as the Trusans were successful in a number of trials. They received the support of the public, promising that the magic would be used to grant immortality to law-abiding citizens of the empire. They said that host bodies would be sourced from criminals, undesirables, and enemies of the empire captured in war. Kiramax's popularity only increased as the furor against "outsiders" was stoked to solidify the flames of false promises. He and his companions became known as the Immortals.



Some of the gods took notice. Insulted by the hubris of Kiramax and his sycophants, they began to inflict plagues and calamity across the Trusan empire. Other gods disagreed, believing it admirable that the Trusans sought immortality. They informed Kiramax of the gods' anger and helped the Trusans construct vast facilities in the Underdepths where they could live and continue their research, safe from the holy fire that rained down from the sky upon their cities. For a time, as Trusan cities were destroyed, the Immortals, emboldened by arrogance, continued their research below, believing that the anger of the gods would eventually subside. As the weeks wore on, however, it became clear that the gods' anger would threaten even their subterranean facilities. Using their advanced magic and the aid of the gods who favored them, the Immortals constructed an Astral demiplane they called Valanthia, in which they could hide to save themselves from destruction, thus abandoning their rapidly disintegrating empire.

Now, thousands of years later, the Trusan empire is lost to history. The portal to the connecting Valanthia to the Material Plane has been

closed, confining those who flew too close to the sun in a prison of their own making. The passage of time and Astal forces have gradually warped the minds and bodies of the Immortals, turning them into cosmic monstrosities. But Kiramax has not resigned himself to his fate. By invading dreams, he has tried for millennia to send messages back to the Material Plane in hopes of inspiring support. Recently, his call has been heard from beyond the veil. A new cult known as the Great Waking has been formed, who believe Kiramax must be freed from his prison and restored to power. They aim to replicate the consciousness-transferring magic of the Immortals so that Kiramax and the Immortals may return to the Material Plane in mortal forms and rebuild their former empire.

ALLIES AND ASSOCIATES

D6	CREATURE
1	The waking zealots of the Great Waking cult dedicated to Kiramax and the Immortals
2	Kiramax's Trusan companions, who have become frayed outsiders
3	The memory harvesters of the Astral Plane
4	The astral destroyers that roam the Sparkling sea of the Astral Plane
5	The astral ferrymen who provide passage across the Sparkling sea
6	The void leeches , consequences of Kiramax's meddling on the Material Plane

THE ZEALOTS OF THE GREAT WAKING CULT

Through dreams, people have heard the Immortals' call and have organized themselves in pursuit of bringing them back to the Material Plane and restoring them to power. The cult calls itself the Great Waking, and they control temples and safehouses where they hold ceremonies in worship to Kiramax and perform arcane rituals and research in the hopes of transporting the Immortals' consciousness into vessels on the Material Plane. The waking zealots are led by a muscular giant of a man with pale skin who calls himself the Prophet and claims to speak directly with Kiramax.



THE IMMORTALS AS FRAYED OUTSIDERS

The Trusans who accompanied Kiramax into the astral demiplane of Valanthia have been warped by the plane's magic over millennia to become frayed outsiders. The frayed outsiders are Kiramax's servants, priests, advisors, and subjects. The vast majority of the frayed outsiders remain intensely loyal to Kiramax, helping him to send messages to those who dream on the Material Plane. A select few, however, have come to resent Kiramax and recognize the hubris they took part in. They oppose his plan to return to the Material Plane, believing instead that they and the so-called God-King should remain imprisoned for eternity. They do not defy Kiramax openly, however, for rightful fear of being destroyed by Kiramax.

THE MEMORY HARVESTERS

Kiramax has formed a mutually beneficial alliance with memory harvesters of the Astral Plane, who have agreed to act as spies on Kiramax's behalf in order to sabotage those who oppose the spreading influence of the Great Waking cult. In return, the memory harvesters benefit from astral connections established by the cult, which allow them to visit the Material Plane as frequently as they wish, allowing them to gather memories in greater number.

THE ASTRAL DESTROYERS

The waters of the Sparkling Sea in proximity to the entrance to Valanthia are dense with astral destroyers. When Kiramax is angered by an unruly servant or arrogant advisor, he casts them out of Valanthia and into the Sparkling Sea for them to be torn apart by the destroyers. Knowing that Valanthia provides them the opportunity for a steady source of food, the creatures circle endlessly in the surrounding waters, eagerly awaiting a chance at their next meal.

THE ASTRAL FERRYMEN

Kiramax has bought the loyalty of several astral ferrymen who sail the Sparkling Sea. In exchange for hundreds of possessions sentimentally valuable to Kiramax and his closest advisors, many astral ferrymen have agreed to provide Kiramax with information gleaned from astral travelers and to misdirect any potential interlopers to Valanthia.

VOID LEECHES

Kiramax's reaching out to mortals on the Material Plane has created optimum conditions for the spawning of void leeches. Each time a sleeping person dreams of Kiramax, a brief connection is created between the Material and the Astral that allows for the leeches to manifest. Though the simple-minded creatures are not controlled by nor do they share any alliance with Kiramax, they are an externality of his efforts that brings chaos and fear to the population centers where Kiramax and the Immortals send their messages.



QUESTS

D6	QUEST
1	The party must investigate the disappearance of beggars within the city. The beggars are being abducted by the Great Waking, who hope to use them as vessels for hosting the consciousness of the Immortals on the Material Plane.
2	The party is called to assist with a group of void leeches that manifested inside a temple. They are a consequence of Kiramax and his frayed outsiders attempting to contact people through their dreams while they sleep.
3	The party must pursue a shapeshifting memory harvester that lurks within the city and steals memories from important figures that oppose the cult of the Great Waking.
4	The party must locate an old scholar who is the only expert on the ancient Trusan empire. Unfortunately, the scholar has gone missing. She was abducted by members of the Great Waking, who are holding her at one of their safe houses.
5	The party must procure the services of an astral ferryman that has not been bought by Kiramax to take them across the Sparkling Sea towards the entrance to Kiramax's demiplane.
6	The party must navigate through the twisted demiplane of the Immortals, slaying the frayed outsiders in their path before they can reach Kiramax, who lairs in a decadent palace distorted by the warped fabric of Valanthia.

ADVENTURE HOOKS

The players may wish to address the growing influence of the Great Waking cult and stop Kiramax and the Immortals from meddling with the Material Plane for a number of reasons. A few of these reasons are outlined below.

STRANGE PROPHECIZING. Preachers in the street are gathering larger and larger crowds who watch them speak about the Astral Plane and an old empire's imminent return to glory. Many of the individuals who listen to the

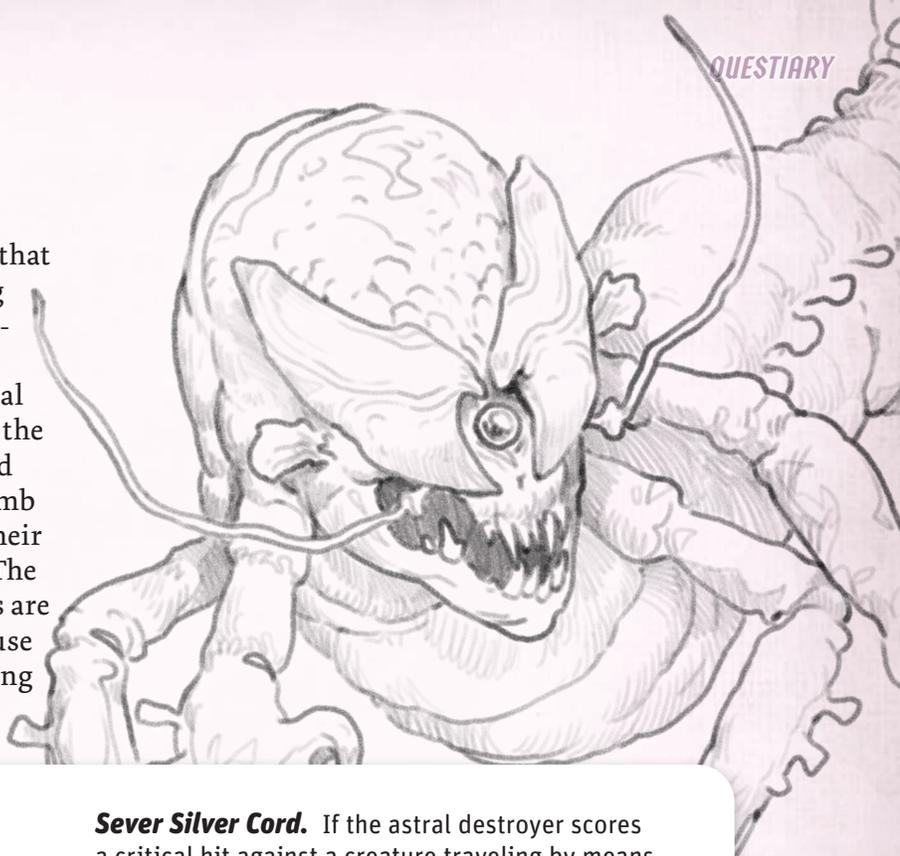
preachers say that they have heard and seen divine messages in their dreams from the ones that the preachers speak about. Void leeches soon begin to manifest in increasing number, their appearance an unexplainable phenomenon.

CULT INVESTIGATIONS. A high-ranking official of a local church wants the characters help to investigate the religious group calling themselves the Great Waking. The official suspects the group is a cult conducting illegal activities but lacks hard evidence and cannot investigate the matter themselves due to the public backlash of potential discovery of unjustified lawbreaking. The official asks the characters to sneak or break in to a temple belonging to the Great Waking to learn as much as they can about the group's activities.



ASTRAL DESTROYER

Astral destroyers are the guard dogs of the Astral Plane, created by gods and demigods that sought to shield themselves from the prying eyes of mortals. They slither through the waters of the Sparkling Sea hunting travelers both physically present and those using astral projection techniques. Astral destroyers are the approximate size of whales, with four clawed appendages that they use to rip their prey limb from limb and a single eye in the center of their foreheads that projects an anti-magic field. The spirits of creatures slain by astral destroyers are instantly shredded into fragments that diffuse in the waters of the Sparkling Sea, eliminating any possibility of resurrection or afterlife.



ASTRAL DESTROYER

Huge Monstrosity, Unaligned

Armor Class 16 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	5 (-3)	14 (+2)	18 (+4)

Saving Throws Dex +4, Wis +5

Skills Perception +5, Stealth +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft., Passive Perception 15

Languages —

Challenge 7 (2,900 XP)

Proficiency +3

Antimagic Cone. The astral destroyer's eye creates an area of antimagic, as in the *antimagic field* spell, in a 60-foot cone. At the start of each of its turns, it decides which way the cone faces. The cone doesn't function while the eye is closed or while the astral destroyer is blinded.

Astral Entity. The astral destroyer can't leave the Astral Plane, nor can it be banished or otherwise transported out of that plane.

Sever Silver Cord. If the astral destroyer scores a critical hit against a creature traveling by means of the *astral projection* spell, the astral destroyer can cut the target's silver cord instead of dealing damage.

Unusual Nature. The astral destroyer doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The astral destroyer makes two attacks with its claws.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 15 (3d6 + 5) force damage. If this damage reduces the creature to 0 hit points, its body is shredded into minute fragments that diffuse into the astral plane.

LEGENDARY ACTIONS

The astral destroyer can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The astral destroyer regains spent legendary actions at the start of its turn.

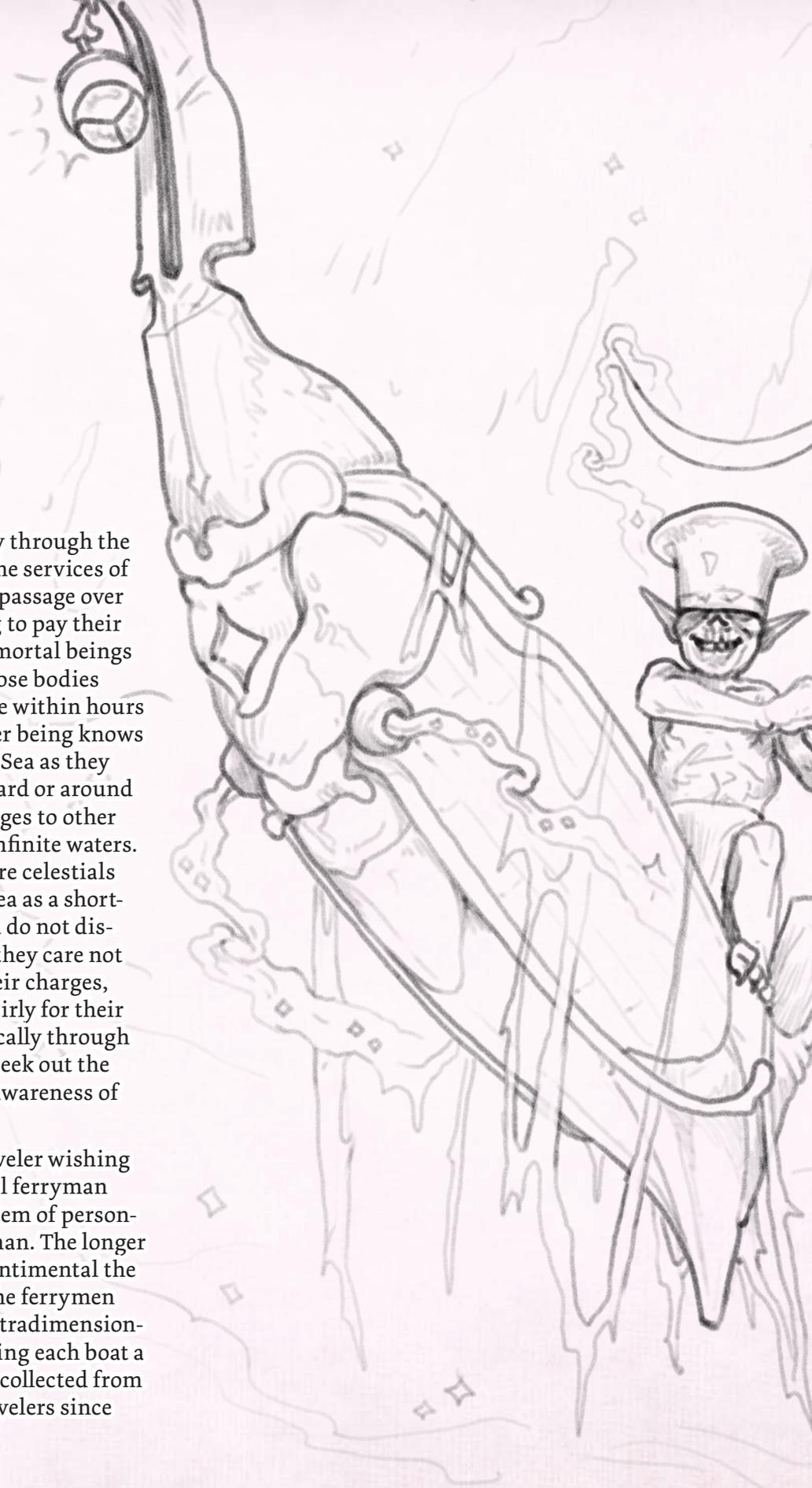
Attack. The astral destroyer makes one attack with its claws.

Detect. The astral destroyer makes a Wisdom (Perception) check.

ASTRAL FERRYMAN

Extraplanar travelers on their way through the Astral Plane are wise to procure the services of the astral ferrymen, who provide passage over the Sparkling Sea to those willing to pay their price. The astral ferrymen are immortal beings as old as the gods themselves, whose bodies reform the within the Astral Plane within hours should they be destroyed. No other being knows the peculiarities of the Sparkling Sea as they do; they navigate confidently toward or around the bodies of dead gods and passages to other realms that float throughout its infinite waters. Their most common passengers are celestials or fiends who use the Sparkling Sea as a shortcut between planes. The ferrymen do not distinguish between good or evil as they care not about the motives or nature of their charges, only that they are compensated fairly for their services. A traveler moving physically through the Astral Pane usually need not seek out the ferrymen, for the ferrymen have awareness of all travelers within the plane.

PAYING THE FERRYMAN. A traveler wishing to procure the services of an astral ferryman must be willing to surrender an item of personal sentimental value to the ferryman. The longer the intended journey, the more sentimental the item that must be surrendered. The ferrymen collect and store these items in extradimensional spaces within their boats, turning each boat a massive library of lost mementos collected from thousands upon thousands of travelers since the beginning of tim



ASTRAL FERRYMAN

Medium Aberration, Neutral

Armor Class 17 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	17 (+3)	17 (+3)	18 (+4)

Saving Throws Wis +7, Cha +8

Skills Arcana +7, Insight +7, Perception +7

Damage Resistances Cold, Fire, Lightning

Damage Immunities Acid; Force; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft., Passive Perception 17

Languages All, Telepathy 120 ft.

Challenge 10 (5,900 XP)

Proficiency +4

Astral Manipulation. The ferryman can control the cosmic energies of the astral plane using the *control water* spell, but damage dealt by this trait is dealt as force damage.

Immortality. The ferryman is native to the astral plane. When its form is destroyed, it takes but a single day for it to reform and return to the astral sea. To be permanently destroyed, the ferryman must be slain on a plane of existence where all portal to the astral plane are closed.

Unusual Nature. The ferryman doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. While on its boat, the ferryman uses its Splash. It then makes two ram attacks.

Ram (Boat Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target not on its boat. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 3 (1d6) force damage

Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 10 (1d8 + 6) bludgeoning damage if wielded with two hands. If the target is a creature, it must succeed on a DC 16 or be paralyzed until the end of its next turn.

Spellcasting. The ferryman casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16):

- At Will: continual flame, *detect evil and good*, *detect thoughts*, *see invisibility*, *silent image*
- 3/day each: *control water*, *hellish rebuke* at 3rd-level
- 1/day each: *wall of force*

Conjure Boat. The ferryman conjures a 15-foot long, 10-foot wide astral boat until the ferryman dies, or uses a bonus action to disperse back into the astral plane. The boat is an extension of the ferryman, sharing the same movement speed, AC, hit points, damage immunities, etc.

While conjured, a creature can pay the ferryman with an item of sentimental value to gain passage on the boat. If a passenger attacks or attempt any hostile actions against the boat or ferryman, that the ferryman is aware of, its passage is revoked. When a creatures passage is revoked, it can no longer ride on the, and fall through the boat if there is no solid ground under it. The boat can carry up to 6 Medium creatures, or 3 Large creatures.

Splash. The ferryman rocks the boat, causing minute waves to spread out in a 5-foot radius around it. Each creature in that area must succeed on a DC 10 Constitution saving throw, taking 7 (2d6) force damage on a failed save or half as much damage on a successful one.

Crashing Wave (Boat Only; Recharge 5-6). The ferryman raises the bow of its boat into the air before it crashes down, sending a wave of cosmic energy in a 60-foot cone in front of it. Each creature in that area must succeed on a DC 10 Constitution saving throw, taking 28 (8d6) force damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The ferryman can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creatures turn. The ferryman regains spent legendary actions at the start of its turn.

Attack. The ferryman makes one ram attack or one with its quarterstaff.

Move. The ferryman moves up to half its fly speed without provoking opportunity attack

Cast a Spell (Costs 2 Actions). The ferryman casts one of its known spells.

FRAYED OUTSIDER

The Astral Plane is not a hospitable environment for mortals. Typically, it can be accessed through two methods; either through an astral projection spell or by physically accessing the plane through a plane shift spell or similar. While a creature non-native to the Astral Plane can survive temporarily within it without damaging effects, over time, their presence in the plane will gradually cause their mind and body to be distorted by its effects. Because creatures do not age within the Astral Plane, a creature that becomes lost or otherwise remains within

the plane over extended time periods will become an increasingly distorted version of their former selves, twisting further and further away from their mortal forms, never being able to die. Such creatures become known as frayed outsiders when they have become distorted to the point of becoming an unrecognizable aberration. Though frayed outsiders hold few, clouded memories from their previous lives, they retain amplified and exaggerated characteristics of their original personalities and possess new cosmic abilities that allow them to shape the minds of others to their will.

FRAYED OUTSIDER

Medium Aberration, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	16 (+3)	18 (+4)	12 (+1)	8 (-1)

Saving Throws Int +7, Wis +4

Skills Arcana +7, Perception +4

Condition Immunities Charmed, Exhaustion, Frightened

Senses Blindsight 120 ft., Passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Proficiency +3

Alien Mind. If a creature tries to read the frayed outsider's thoughts or deals psychic damage to it, that creature must succeed on a DC 15 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Unusual Nature. The frayed outsider doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The frayed outsider uses its Malefic Visions; it then makes two attacks with its psionic spike.

Psionic Spike. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 9 (2d8) psychic damage

Malefic Visions. The frayed outsider targets one creature within 60 feet of it. That creature must succeed on a DC 15 Wisdom saving throw or have its mind afflicted with cruel visions of its demise for 1 minute. While afflicted, the target takes 10 (3d6) psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shared Pain (Recharge 5-6). The frayed outsider connects two creatures that are within 30 feet of each other and within 120 feet of the frayed outsider together by an astral thread. While connected by the thread, a creature takes only half the damage dealt to it, and the other creature connected to them takes the other half as psychic damage. The creatures remain connected while they are within 30 feet of each other at the end of its turn. When a creature attempts to move 30 feet away from the creature it is connected to, it must make a DC 15 Intelligence saving throw or be unable to move further than 30 feet from the other connected creature. On a successful save, the astral thread breaks, the creatures are free, and they can't be targeted by the frayed outsider's shared pain for 24 hours.



KIRAMAX, THE FALSE IMMORTAL

Medium Aberration, Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	20 (+5)	10 (+0)	20 (+5)	12 (+1)

Saving Throws Wis +10, Cha +6

Skills Deception +6, Perception +10, Persuasion +6, Religion +5

Condition Immunities Unconscious

Senses Darkvision 300 ft., Passive Perception 20

Languages Common, Deep Speech

Challenge 14 (11,500 XP)

Proficiency +5

Dream Warrior. When inside a dream, Kiramax is immune to all damage, except psychic damage, from creatures in the dream. When Kiramax deals damage to a creature in a dream, that damage is dealt as psychic damage to the creature's actual body.

Additionally, unconscious creatures do not wake up from taking damage by Kiramax unless he wants to wake them up.

Intrusive Sending. Kiramax can cast the *sending* spell, targeting a creature he is not familiar with, if he has invaded the creature's dream in the last week.

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

ACTIONS

Multiattack. Kiramax makes two attacks with his warhammer.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 9 (2d8) radiant damage

Dreamwalker (3/day). Kiramax attempts to invade the dream of an unconscious creature on the Material Plane. When he does, Kiramax must succeed on a Wisdom check against the creature's Wisdom ability score. On a successful save, Kiramax enters the creature's dream and he can enter any new dreams the creature has for one week. On a failed check, the

creature's dreams and mind are closed to Kiramax forever. Kiramax remains in the dream until he uses an action to leave or the creature wakes up.

Slumber (Recharges after a Short or Long Rest).

Each creature in a 20-foot-radius sphere centered on a point within 120 feet of Kiramax must make a DC 18 Wisdom saving throw, or fall unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake on a failed save, or be incapacitated until the end of its next turn on a successful one.

Spellcasting. Kiramax casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

- At will: *faerie fire*, *guidance*, *inflict wounds (at 3rd level)*, *light*, *see invisibility*, *sacred flame (3d8)*, *sending*, *sleep*, *spare the dying*, *thaumaturgy*
- 1/day each: *blight*, *dream*, *hypnotic pattern*, *scrying*, *spirit guardians*

BONUS ACTIONS

Steps of Night (Recharges after a Short or Long Rest). When Kiramax is in dim light or darkness, he can magically give himself a flying speed equal to his walking speed for 1 minute.

LEGENDARY ACTIONS

Kiramax 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. Kiramax regains spent legendary actions at the start of its turn.

Attack. Kiramax makes one attack with his warhammer.

Tranquilizing Condemnation. Kiramax touches one creature that he hasn't already used this condemnation on this round. That creature rolls for initiative again with disadvantage, taking the new roll if it is lower than its current place in the initiative order. If the creature already had its turn this round, its new turn in the initiative order this round is skipped.

Cast a Spell (Costs 2 Actions). Kiramax casts one of his known spells.

MEMORY HARVESTER

Memory harvesters are aberrations native to the Astral Plane with the ability to shapeshift into any humanoid form they have previously observed. Believed originally to have been emissaries of the god of secrets, memory harvesters are cosmically driven to collect memories from intelligent creatures such as humans and other humanoid species. A forgotten memory is one that has slipped into the Astral Plane through the dreaming process, where it then slips into the expansive Sparkling Sea amongst billions of other lost memories and thought fragments. Memory harvesters trawl the Sparkling Sea to collect these memories, storing them in small crystals known as dream shards. Though a memory harvester is motivated to collect memories in the same way a dragon may be motivated to collect treasure, memory harvesters are often willing to share or exchange memories with other creatures in exchange for other memories or pieces of knowledge.

INVASIVE SPECIES. Memory harvesters can only find their way to the Material Plane by following the thread left by an astral walker during the process of astral projection, or by slipping through a temporary portal opened by a plane shift spell or similar means. Once on the Material Plane, however, memory harvesters are motivated to steal memories from individuals by entering their minds while their victims dream and taking any memories they can find for themselves. A person who has had a memory stolen by a memory harvester may remain entirely unaware that anything has been taken from them, as the memory has been functionally erased from their mind. This can enable memory harvesters to serve as highly-effective spies for those with the means to procure their services, as knowledge may be gleaned and hostile activities disrupted through memories stolen.

MEMORY HARVESTER

Large Aberration, Chaotic Evil

Armor Class 17

Hit Points 82 (11d10 + 22)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	8 (-1)

Skills Perception +6, Stealth +7

Condition Immunities Charmed, Frightened

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Deep Speech

Challenge 5 (1,800 XP)

Proficiency +3

Shapeshift. The memory harvester can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Memory Thief. When the memory harvester touches an unconscious creature for 1 minute, that creature must succeed on a DC 14 Wisdom saving throw or have one memory stolen by the memory harvester. The memory can be a random memory or a specific

memory chosen by the memory harvester. For every additional minute that passes, the unconscious creature can repeat its saving throw, losing an additional memory on a failed save. On a successful save the unconscious creature is immune to the memory harvester's Memory Thief ability for 24 hours.

The creature that has its memory stolen is unaware that it has forgotten anything initially, though it may eventually realize its forgetfulness in future conversations about said memories.

These memories are stored in dream shards that the memory harvester keeps on their person or in their lair. When killed, any dream shards carried by the harvester scatter in a 5-foot radius around its body.

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

ACTIONS

Multiattack. The memory harvester makes four attacks: one with its sickle and three with its claws.

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

Sickle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage

VOID LEECH

Void leeches are the bottom-feeders of the Sparkling Sea within the Astral Plane. They scour its depths, feeding on the frayed memory and thought fragments that become distorted after thousands of years of being forgotten by their original creators. In certain circumstances, when a creature on another plane dreams of the Sparkling Sea, void leeches can manifest on that plane by spawning inside the dreaming creature's brain before exiting out of their ears. An uncontrolled or unsupervised portal to the Astral Plane can also create an access point for void leeches, which are able to sense the thoughts and memories inside any living creatures' brains in proximity to the other side of the portal. Their senses overloaded by the presence of living, intelligent creatures, void leeches may stream through a portal in a food-motivated frenzy. Void leeches, however, can only feed on sleeping humanoid targets, and therefore have a tendency to hide until nightfall if they find themselves on the Material Plane or similar.



VOID LEECH

Tiny Aberration, Unaligned

Armor Class 10 (natural armor)

Hit Points 27 (18d4 - 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	9 (-1)	5 (-3)	12 (+1)	14 (+2)

Skills Stealth +4

Senses Darkvision 60 ft., Passive Perception 11

Languages —

Challenge 1 (200 XP)

Proficiency +2

Ambusher. The void leech has advantage on attack rolls against any creature it has surprised.

Dream Seeker. The void leech can sense the location of creatures that are deep in thought or dreaming within 1 mile of them

Unusual Nature. The void leech doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The void leech makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) psychic damage

Dream Eater. Choose one unconscious creature within 5 feet of the void leech. That creature must succeed on a DC 12 Wisdom saving throw, or have the void leech enter its mind through one of the creature's ears or other orifice. Every minute the void leech remains in the unconscious creature's dreams, the creature takes 3 (1d6) psychic damage. When the unconscious creature takes damage, or when another creature takes an action to shake the creature awake, it can repeat its saving throw, waking up on a successful save, or remaining asleep on a failed one. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way has its mind transported to the Sparkling Sea for the rest of eternity, remaining in an endless dream for the void leech to feed on. Only the *greater restoration* or *wish* spell can return the creature's mind back to its body.

WAKING ZEALOT

Waking zealots are members of the Great Waking cult with a familiarity of the Astral Plane and associated magic. They believe that powerful beings of the ancient past have been trapped within demiplane prisons that float through the Sparking Sea, and that it is their destiny to restore these beings to power on the Material Plane.



WAKING ZEALOT

Medium Humanoid (Any), Typically Chaotic Evil

Armor Class 10

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Int +4, Wis +5

Skills Arcana +4, Religion +4

Senses Passive Perception 13

Languages Common, plus any two languages

Challenge 2 (450 XP)

Proficiency +2

Sparkling Dream. A creature put to sleep by the zealot dream of the sparkling sea. While dreaming of the sea, a creature of the sea feeds off the dream, dealing 5 (2d4) psychic damage to the dreaming creature at the start of each of its turns. This damage does not immediately wake the creature up, instead that creature makes a DC 13 Wisdom saving throw, waking up on a successful save, or remains asleep on a failed one.

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage

Spellcasting. The zealot casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

- At Will: *guidance*, *sacred flame* (2d8), *thaumaturgy*
- 3/day each: *inflict wounds*, *sleep* (at 3rd level)
- 1/day each: *cure wounds*, *dream*

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