



OLOTHEC

Protean in form, beings of nearly pure intellect, the Old Ones think in alien geometric logic. Their name for themselves is unrecorded, but sages believe they are the oldest beings in the timescape and simply call them “The Old Ones.” Synlirri refer to them as olothec (*OH-luh-thek*)—“ancient enemies.” But some humanoid scholars have noted this term bears an uncanny similarity to another archaic synlirri word meaning “ancient ancestor.”

Immortal Evil

Olothec haunt nightmares and adorn temple friezes across countless societies and ages. While their origins are obscure and may never be known, their hatred of the mundane world and every living thing in it is well recorded. Their malice manifests as unbridled psionic energy beyond any mortal power, surpassing even the voiceless talkers.

Agents of Chaos

Olothec strive to devolve all life back to primordial, formless potential. They lair in forgotten sea tunnels and beneath ancient ruins, surrounding themselves with slime servants—humanoids, beasts, horrors, and others, all devolved into perfect, oozing, mindless thralls.

Olothec Languages

Most olothec communicate telepathically using Mindspeech and speak Urollic. Many also know Old Variac and Caelian, but converse in those languages only when necessary.

Content Warning: Body Horror

Most olothec are creatures of incomprehensible evil who use their psionic might to reshape the flesh of their enemies. Their stat blocks contain strong elements of body horror. You should feel free to modify any of these effects for the safety of you and your players.

Slime Servants

Slime servants are creatures who have been changed through the powers of the olothec. Their flesh devolves into a translucent primordial state, and they lose their memories and sense of self, becoming a slime servant NPC who is loyal to the olothec. The slime servant retains all their original statistics and gains the following traits:

- **Being of the Deep.** The slime servant can breathe air and water. Additionally, they can automatically swim at full speed while moving.
- **Dulled Mind.** The slime servant can't be frightened or taunted.
- **Servant Senses.** The olothec can sense anything the slime servant senses, and if the slime servant can speak, the olothec can speak through their body.

Only technology from the upper worlds, particularly products of evolutionary advancements made by the voiceless talkers, can restore a slime servant's memories and return them to their original state.

Olothec

Horror, Olothec

Level 6 Solo
EV 962
Size7
Speed450
Stamina0
Stability7
Free Strike**Immunity:** Psychic 6
Movement: Fly, swim**Weakness:** —**M**ight +4 **A**gility –1 **R**eason +4 **I**ntuition +2 **P**resence +3**Solo Monster**

End Effect: At the end of each of their turns, the olothec can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The olothec can take two turns each round. They can't take turns consecutively.

★ Gelatinosis

A creature permanently devolves into a slime servant if they spend 1 continuous minute weakened by **Devolving Tentacles**, they are reduced to 0 Stamina by the psychic damage from **Devolving Tentacles**, or they suffer all three transformations from **Oozing Transformation**.

Devolving Tentacles 2d10 + 4**Signature Ability**

Melee, Strike, Weapon

Main action

Melee 3

Two creatures or objects

<11 11 damage; **M<2** weakened or the target is slimed (save ends)**(12-16)** 17 damage; **M<3** weakened or the target is slimed (save ends)**(17+)** 20 damage; **M<4** weakened and the target is slimed (save ends)

Effect: A slimed target takes 4 psychic damage whenever they make a power roll.

Slime Spew 2d10 + 4

Area, Weapon

Main action

7 × 2 line within 1

Each creature and object in the area

<11 6 acid damage; **A<2** push special**(12-16)** 10 acid damage; **A<3** push special**(17+)** 13 acid damage; **A<4** push special and prone

Effect: Each creature pushed this way is pushed to an unoccupied space in the area as far as possible from the olothec.

1 Malice: The area is difficult terrain. Any creature who enters the area or moves within it for the first time on a turn and has **A<3** is knocked prone.

Oozing Transformation 2d10 + 4**2 Malice**

Psionic, Ranged, Strike

Main action

Ranged 10

One creature

<11 13 psychic damage; **I<2** the target is transformed (save ends)**(12-16)** 20 psychic damage; **I<3** the target is transformed (save ends)**(17+)** 23 psychic damage; **I<4** the target is transformed (save ends)

Effect: Each time a target is transformed, the Director chooses one of the following transformations. When a target ends the transformed effect, all transformations on them end.

Head: The target's head becomes a ball of slime. They can't communicate and have line of effect only within 3 squares.

Legs: The target's legs become pillars of ooze. They are slowed while on land and can automatically swim at full speed while moving.

Torso: The target's arms become gelatinous. They can't benefit from edges or double edges and can't gain or use surges.

Jaunt

Psionic

Maneuver

Self

Self

Effect: The olothec teleports to an unoccupied space within 10 squares. Alternatively, they swap places with a creature or object within 5 squares of them.

Liquify

Psionic, Ranged

Triggered action

Ranged 5

Each enemy

Trigger: An enemy within distance deals damage to the olothec.

Effect: The target takes 8 psychic damage and has psychic weakness 3 until the end of the olothec's next turn.

★ Primordial Mind

The olothec can't be made frightened or taunted.

★ Slime Sense

A slimed or transformed creature can't have concealment from or be hidden from the olothec.

Horrifying Form 2d10 + 4**Villain Action 1**

Psionic, Ranged, Strike

Each enemy

Ranged 20

<11 10 psychic damage; **P<2** frightened (save ends)**(12-16)** 14 psychic damage; **P<3** frightened (save ends)**(17+)** 17 psychic damage; **P<4** frightened (save ends)

Effect: While frightened this way, a target can't make saving throws to end any other effects.

Psychic Pulse**Villain Action 2**

Area, Psionic

Each creature in the area

10 burst

Effect: The olothec slides each target up to 5 squares. Each target takes 12 psychic damage, and if they have **M<3** they are weakened and slimed (save ends). A slimed target takes 4 psychic damage whenever they make a power roll. Additionally, until the start of their next turn, the olothec has damage immunity 4.

Return to Perfection 2d10 + 4**Villain Action 3**

Area, Psionic

Each creature in the area

10 burst

<11 7 psychic damage; **R<2** the target is devolved (save ends)**(12-16)** 13 psychic damage; **R<3** the target is devolved (save ends)**(17+)** 16 psychic damage; **R<3** the target is devolved (save ends)

Effect: A devolved creature has a –1 score for all their characteristics other than Reason.

Olothec Malice**Malice Features**

At the start of an olothec's turn, you can spend Malice to activate one of the following features.

Solo Action**4 Malice**

The olothec takes an additional main action on their turn. They can use this feature even if they are dazed.

Writhing Envelopment 2d10 + 4**4 Malice**

Melee, Strike, Weapon

Main action

Melee 3

One slimed, transformed, or devolved creature

<11 11 psychic damage; **A<2** grabbed**(12-16)** 17 psychic damage; **A<3** grabbed**(17+)** 20 psychic damage; **A<4** grabbed

Effect: The olothec can pull a target grabbed this way adjacent to them. While grabbed this way, a target can't make saving throws to end any other effects, and the olothec has a double edge on strikes against them.

Memory of Chaos**6 Malice**

The olothec broadcasts their memory of the universe in its primordial state—a sweeping cacophony of transcendental irrationality and unceasing change. Until the end of the encounter, any creature who starts their turn within 3 squares of the olothec and has **R<3** is dazed and slowed until the end of their next turn.