



UPPSKERU

An ancient living weapon, the uppskeru was exclusively for killing in a forgotten war that occurred thousands of years ago. No longer needed for killing living beings, they were repurposed for being placed in the afterlife to cull the dead and keep the place in order. To facilitate this, they were given abilities to help deal with ethereal creatures, including modifying their webbing to incapacitate anything it touches. When a significant soul leaves the afterlife, whether via resurrection or summoning, an uppskeru is dispatched to eliminate it.

ART CREDIT

["Nerscylla, the Shadow Spider"](#) by Halycon450

Gargantuan monstrosity, unaligned

Armor Class 22 (natural armour)

Hit Points 525 (30d20 + 210)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	22 (+6)	24 (+7)	3 (-4)	12 (+1)	4 (-3)

Saving Throws Dex +11, Con +12

Skills , Perception +7, Stealth +11

Damage Resistances bludgeoning, slashing, piercing; poison

Condition Immunities charmed, frightened, poisoned

Senses blindsight 30 ft., darkvision 120 ft.

Languages -

Challenge 20 (25,000 XP)

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

Soul Sense. The uppskeru can sense creatures in the Astral and Ethereal planes and make attacks against them.

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

Web Sense. While in contact with a web, the uppskeru knows the exact location of any other creature in contact with the same web.

Web Walker. The uppskeru ignores movement restrictions caused by webbing.

UPPSKERU

ACTIONS

Multiattack. The spider makes three claw attacks (which can be replaced with a web attack) and then uses Impale.

Claw. *Melee Weapon Attack:* +15 to hit, range 120/240 ft., one target. *Hit* 35 (4d12 + 9) slashing damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +12 to hit, reach 20 ft., up to three targets within 5 feet of each other. *Hit* 16 (3d10) bludgeoning damage. The target is restrained and knocked prone by webbing. As an action, the restrained target can make a DC 21 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 17; hp 35; immunity to bludgeoning, poison, and psychic damage). An ethereal or incorporeal creature hit by this webbing loses its etherealness while restrained.

Impale. The uppskeru stabs several of its feet at a point on the ground within 20 feet of it. Any creature in a 20-foot-radius, 20-foot-high cylinder centered on this point must succeed on a DC 23 Dexterity saving throw or take 35 (4d12 + 9) piercing damage and fall prone. Until the uppskeru uses its Impale again or moves, the creature is restrained. While restrained in this way, the creature (or another creature within 5 feet of it) can use its action to make a DC 23 Strength check. On a success, the creature relocates to an unoccupied space of its choice within 5 feet of the uppskeru and is no longer restrained.

Structures, as well as nonmagical objects that are neither being worn nor carried, take the same amount of damage if they are in the cylinder (no save).