

ANCIENT CAVE

CORRUPTED BAAZ DRACONIAN

Medium Dragon (Draconian), Typically Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	8 (-1)	11 (+0)	10 (+0)

Saving Throws Str +4, Con +4

Damage Resistances Necrotic, Psychic

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 1 (200 XP)

Corrupting Aura. Creatures within 10 feet of the Baaz Draconian must succeed on a DC 10 Wisdom saving throw or have disadvantage on Wisdom checks and saving throws until

they leave the aura's area. While in the aura, creatures also experience faint whispers and shadowy visions, as if reality itself is bending.

ACTIONS

Multiattack. The Baaz Draconian makes two Eldritch Claw attacks.

Eldritch Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft. ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and the target must make a DC 10 Charisma saving throw or be disoriented, suffering disadvantage on their next attack roll.

Death Throes. When the Baaz Draconian dies, its body crumbles into a twisted, shadowy statue, which explodes. Each creature within 5 feet must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) necrotic damage as the statue bursts into a dark cloud of psychic energy.

CORRUPTED KAPAK DRACONIAN

Medium Dragon (Draconian), Typically Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	9 (-1)	10 (+0)	11 (+0)

Saving Throws Dex +5, Wis +2

Skills Stealth +5

Damage Resistances Necrotic, Psychic

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 2 (450 XP)

Corrupting Aura. Creatures within 10 feet of the Kapak Draconian must succeed on a DC 12 Wisdom saving throw or

have disadvantage on Dexterity checks and saving throws until they leave the aura's area. The air around the Kapak feels oppressive, as if shadows cling to everything.

ACTIONS

Multiattack. The Kapak Draconian makes two Shadowed Dagger attacks.

Shadowed Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target takes an additional 3 (1d6) necrotic damage as shadows latch onto the wound, attempting to draw life from it.

Death Throes. When the Kapak Draconian dies, its body dissolves into a pool of black ichor. Any creature within 5 feet must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) necrotic damage as the ichor splashes and spreads corrupting energy.

CORRUPTED SIVAK DRACONIAN

Large Dragon (Draconian), Typically Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Str +7, Con +6

Skills Perception +4

Damage Resistances Necrotic, Psychic

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 4 (1,100 XP)

Corrupting Aura. Creatures within 15 feet of the Sivak Draconian must succeed on a DC 14 Wisdom saving throw or have

disadvantage on Strength checks and saving throws. While in the aura, creatures feel a heavy, pressing weight as shadows cling to their movements.

ACTIONS

Multiattack. The Sivak Draconian makes two Eldritch Slash attacks.

Eldritch Slash. *Melee Weapon Attack:* +7 to hit, reach 10 ft. ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and the target takes an additional 3 (1d6) psychic damage as tendrils of shadow lash out from the Draconian's blade, latching onto the target's mind..

Death Throes. When the Sivak Draconian dies, its form twists into the appearance of the creature that killed it, as usual. However, this shadowy mimicry is haunted with whispering shadows that impose disadvantage on Wisdom saving throws for any creature within 10 feet of it.

ANCIENT ASPECT OF NIHIL

Large Aberration, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	20 (+5)	14 (+2)	24 (+7)

Saving Throws Wis +7, Cha +12

Damage Resistances Psychic, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft., passive Perception 12

Languages Deep Speech, Telepathy 120 ft.

Challenge 14 (11,500 XP)

Aura of Forgetfulness. Creatures within 60 feet of the Aspect must succeed on a DC 15 Wisdom saving throw at the start of their turn or lose memory of one spell, ability, or piece of equipment (chosen randomly) for the next hour. Failing this save three times imposes a form of short-term madness and loss of personal memory.

Shifting Shadows. The Aspect can use a bonus action to become invisible until the start of its next turn, leaving only faint, shadowy echoes in its place.

Psychic Drain. When a creature fails a saving throw against the Aspect's abilities, it takes 3d6 psychic damage as fragments of its mind are absorbed.

ACTIONS

Multiattack. The Aspect can make two *Claws of the Void* attacks.

Claws of the Void. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) necrotic damage and the target must succeed on a DC 17 Charisma saving throw or be disoriented, seeing distorted versions of their allies for 1 minute (as if under the effects of the *Mirror Image* spell, but in reverse, where allies appear doubled).

Mind Shatter (Recharge 5–6). The Aspect targets up to three creatures within 60 feet. Each target must make a DC 17 Intelligence saving throw. On a failure, the target takes 32 (8d8) psychic damage and is *stunned* until the end of its next turn as it is overwhelmed by glimpses of alien realms.

Eldritch Whispers. As a bonus action, the Aspect emits a pulse of whispers. Creatures within 30 feet must succeed on a DC 15 Wisdom saving throw or experience short-term madness (roll on the Madness table). The effect lasts 1d4 rounds or until the creature takes damage.

LEGENDARY ACTIONS

The Aspect can take up to 3 legendary actions, choosing from the options below. It regains spent actions at the start of its turn.

Distort Reality. The Aspect distorts reality within 10 feet of it. Until the end of its next turn, creatures within this area have disadvantage on attack rolls and saving throws.

Devour Memory. The Aspect targets one creature within 10 feet that has failed a saving throw against its abilities. That creature loses a significant memory (up to DMs discretion), imposing disadvantage on skill checks related to that memory.

Glimpse of the Void (Costs 2 Actions). The Aspect shows all creatures within 30 feet a glimpse of its home dimension. Each creature must make a DC 15 Wisdom saving throw or take 18 (4d8) psychic damage and become frightened until the end of its next turn.