

NEXUS WANDERER

Medium Aberration, True Neutral

Armor Class 17 (natural armor)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR 12 (+1)

DEX 18 (+4)

CON 14 (+2)

INT 14 (+2)

WIS 16 (+3)

CHA 10 (+0)

Saving Throws Int +5, Wis +6

Skills Perception +6, Arcana +5, Stealth +7

Damage Resistances force; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, petrified

Senses truesight 30 ft., passive Perception 16

Languages all languages

Challenge 6 (2,300 XP)

Reality Anchor. The Wanderer is immune to effects that would change its form, teleport it without its consent, or alter its position in time. It always knows its location relative to the Nexus.

Evasion. If the Wanderer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage on a success and only half damage on a failure.

Nexus Step. The Wanderer can move through solid objects and other creatures as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Unknowable. The Wanderer cannot be detected by divination spells or effects, including True Seeing, Detect Thoughts, and similar effects. It appears only as a blank space in scrying.

ACTIONS

Multiattack. The Wanderer makes two Reality Touch attacks.

Reality Touch. Melee Spell Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8+4) force damage. On a hit, the target must succeed on a DC 15 Constitution saving throw or have disadvantage on all attack rolls and ability checks until the start of the Wanderer's next turn.

Paradox Word (Recharge 5-6). The Wanderer speaks a word that should not exist. Each creature within 30 feet that can hear it must succeed on a DC 15 Intelligence saving throw or take 35 (10d6) psychic damage and be stunned until the end of its next turn. On a success, the creature takes half damage and isn't stunned.

Deliver Lore. The Wanderer conveys a fragment of information to one creature within 30 feet as a bonus action. The information is always accurate but expressed in terms native to the Nexus -- strange, sideways, and requiring interpretation. This is not an attack.

BONUS ACTIONS

Phase Step. The Wanderer teleports up to 30 feet to an unoccupied space it can see.

REACTIONS

Probability Shift. When the Wanderer is hit by an attack, it can use its reaction to force the attacker to reroll the attack. It must use the new roll.

Lore

The Nexus is the one place in all of Kyrell that no one returns from -- a region where reality shifts and

stutters, centered on a tower surrounded by roses that no expedition has ever reached. What comes out of the Nexus's edges, however, are the Wanderers: figures of indeterminate origin wearing the shapes of people from different eras of Kyrell's history, their edges slightly wrong, their eyes reflecting light that isn't there. They do not attack unprovoked. They answer questions in complete sentences but often with information about times that have not yet happened, or events from the deep past that no living scholar knows. Whether they are warnings, omens, or something entirely outside mortal categories is a matter of considerable debate among those few scholars who have encountered one and survived the experience of the conversation.

Habitat

the borders of the Nexus, locations of planar instability