

# XARUUN-TOUCHED ABOMINATION

*Large Aberration, Chaotic Evil*

**Armor Class** 14 (natural armor)

**Hit Points** 136 (13d10+65)

**Speed** 30 ft., fly 20 ft., swim 20 ft.

**STR** 20 (+5)

**DEX** 10 (+0)

**CON** 20 (+5)

**INT** 7 (-2)

**WIS** 8 (-1)

**CHA** 14 (+2)

**Saving Throws** Str +8, Con +8

**Skills** Perception +2, Athletics +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened, prone

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 12

**Languages** understands Abyssal but cannot speak

**Challenge** 8 (3,900 XP)

**Aberrant Form.** The Abomination can move through a space as narrow as 1 foot wide without squeezing. It can occupy the same space as another creature.

**Psychic Immunity.** The Abomination is immune to psychic damage and to any effect that would read its mind or emotions. It has no mind to read.

**Nightmare Aura.** Any creature that starts its turn within 20 feet of the Abomination must succeed on a DC 15 Wisdom saving throw or become frightened of it until the start of its next turn. On a successful save, the creature is immune to this effect for 24 hours.

## ACTIONS

**Multiattack.** The Abomination makes two attacks: one with its Rending Limb and one with its Maw.

**Rending Limb.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8+5) slashing damage. On a critical hit, the target must succeed on a DC 16 Constitution saving throw or lose the use of one limb (GM's choice) for 1 minute.

**Maw.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) piercing damage plus 14 (4d6) psychic damage.

**Void Scream (Recharge 5-6).** The Abomination emits a sound from outside normal reality in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution 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.

## REACTIONS

**Absorb Impact.** When the Abomination takes bludgeoning, piercing, or slashing damage from a nonmagical weapon, it can use its reaction to halve the damage (it is resistant but explicitly halves rather than just resisting).

## Lore

Xaruun is the goddess of monsters and nightmares, Queen of the darkest places in all the worlds -- and her followers are rewarded with exactly what they sought: something uncontrollable. A Xaruun-Touched Abomination is what emerges when a summoning ritual to Xaruun succeeds beyond the summoner's ability to manage. The creature that answers is assembled from the nightmare-fragments Xaruun keeps in her domain: too many limbs, wrongly jointed; a mouth that opens sideways; eyes that do not track together; a mass of dark matter that follows it like a shadow and does not behave like a shadow should.

The summoner is usually the first thing it kills. Most Xaruun-priest martyrs are not martyrs by choice.

## **Habitat**

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ruins, summoning sites, locations where the barrier between planes has been weakened