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Hybris

What is the condition of a monstrosity? They are not meant to be. Monstrosities are insults toward nature, with no place in a balanced ecology, no true home, and no purpose. The world treats them like such, hunting them down, killing them, wiping them out without regret, because many of these creatures are hurtful just by existing. But where does their pain go? When does their suffering end? Who hears their screams for a life that they have been denied by their condition of being monsters?

The answer is Hybris, the Bane of Humanity, the Ultimate Vengeance of Monsterkind. A colossus to make the world tremble. If monsters are denied to ascend, then their combined might will bring the entire world down.

This creature does not rest or hide: it is formed. It is an event that happens unexpectedly, and often in the worst moment possible. When a species of monstrosity is completely destroyed, there is a chance that the ground will tremble, and all the remains of any monstrosities in hundreds of miles will be pulled to a single point, as if they were magnetically attracted to it. There, the remains mix until they create the seed of this nightmare that will grow to gargantuan size in the expanse of a week. Then, the world will know fear, for Hybris will be ready for destruction.

Description

While Hybris is created from the remains of different monstrosities, its shape remains generally the same, as if it was a concept that used the decayed bodies merely as a way to take form. It is humanoid in its overall structure, but it has the size of a mountain, four arms, a tail, the head of a beast, and a body covered in bone plates that are as strong as diamond.

Its blood, which is of a thick purple color, is believed to have strong magical properties, since it acts as the main solvent to mix the corpses of the creature that make up its body.

Habitat / Society

Hybris often forms in the most deserted place it can find, and the overall shaping of its body takes from a few hours to an entire day, depending on the quantity of monstrous remains in the zone. It starts its life cycle as a large creature, with a hunger unparalleled by anything on Darragon. It will eat anything that it can find, from small animals to huge beasts. The digestive process of the creature turns the cells of the body it just consumed into its own cells, making it increase its size at an incredibly fast pace.

As it walks, leaving destruction in its wake, all nearby monstrosities follow Hybris as a sign of reverence. All monstrosities regard Hybris as their god, and some believe that it might well be. Considering the way in which it forms and the zeal that monstrosities have to defend it, many scholars agree that the combined pain and rage of monsters is embodied in Hybris. That it is the ultimate vengeance against their creators, since by their own nature, monstrosities cannot thrive in an ecosystem in which they don't fit.

Combat

Hybris is the definition of brutal in combat. Castles, fortresses, towers, they crumble like sand at the strike of its claws. It can also vomit its own blood in a huge area, resurrecting all monstrosities in the area that are touched by its blood, and burning those who aren't creatures of its kind.

The more it is harmed, however, the stronger it becomes. Once its body is completely developed, the force that lets Hybris move around materializes in its interior, and this organ is known as the Ragecore. The more the damage that Hybris suffers, the harder the Ragecore works.

Thus, when it is seriously damaged, Hybris causes even worse damage. It stomps cause earthquakes that make most buildings fall, and magma comes bursting from the earth. Its tail sweeps the ground, its claws create holes in the earth whenever they hit, and it can jump across miles.

Ecology

Hybris is a disgrace for any environment it passes through, for everything is devastated and consumed. Creatures of similar size or might can theoretically engage Hybris in a fight, but this has never happened in the history of Darragon.

Treasure Awarding

Hybris' bone plaques *(Abjuration, Legendary)* could be used to craft the strongest armor to see the light of day. Its eyes can be used as beacons of light.

The Ragecore *(Transmutation, Legendary)*, which looks like a massive heart of a shining purple color, can turn any object into an artifact if the object pierces it. The properties of the artifact often reflect the personality of the owner. Once this happens, the Ragecore disappears.

Hybris, Dawn of Apocalypse

Huge Monstrosity, Chaotic Evil

CR	STR	DEX	CON	INT	WIS	CHA
15	24 (+7)	14 (+2)	26 (+8)	5 (-3)	12 (+1)	8 (-1)
PROF.						
+5						

Armor Class 18 (natural armor)
Hit points 217 (15d12 +120)
Speed 40 ft.

Damage resistances Cold; Fire; Lightning; Thunder
Damage immunities Necrotic; Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition immunities Charmed; Frightened; Prone; Poisoned
Senses Darkvision 120 ft., Tremorsense 60 ft., Passive Perception 11
Languages understands common but can't speak

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

Regeneration. Hybris regains 10 hit points at the start of its turn. If Hybris takes radiant damage, this trait doesn't function at the start of its next turn. Hybris dies only if it starts its turn with 0 hit points and doesn't regenerate.

Ragecore Empowerment. When Hybris is reduced to half its hit points, its Ragecore activates, granting it enhanced abilities. His melee attacks deals one extra dice of its damage, his Armor Class gains a +2 bonus, and his speed increases by 20 feet.

Siege Monster. Hybris deals double damage to objects and structures.

Actions

Multiattack. Hybris makes six attacks: one with its bite, four with its claws, and one with its tail. He can replace one attack with a use of Vomit of Revival, if available.

Bite. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. Hit: 18 (2d10+7) piercing damage

Claw. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6+7) slashing damage

Tail. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. Hit: 16 (2d8+7) slashing damage

Vomit of Revival (Recharge 5-6). Hybris vomits its thick purple blood in a 60-foot cone. Monstrosities touched by the blood are resurrected with half their hit points, any other creatures take 44 (8d10) necrotic damage and must make a DC 17 Constitution saving throw, taking half damage on a success.

Legendary Actions

Hybris can take up to three Legendary Actions per round at the end of another creature turns, but only one per turn.

Move. Hybris moves up to its speed without provoking opportunity attacks.

Tail Attack. Hybris makes a tail attack.

Earthquake Stomp (Costs 3 Actions). Hybris stomps the ground, causing an earthquake in a 60-foot radius. Creatures on the ground must make a DC 17 Strength saving throw or take 21 (6d6) and be knocked prone. On a successful saving throw, the target takes half damage and no other effect.

Hybris, Bane of Humanity

Huge Monstrosity, Chaotic Evil

CR	PROF.
20	+6

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	26 (+8)	5 (-3)	12 (+1)	8 (-1)

Armor Class 20 (natural armor)
Hit points 290 (20d12 +160)
Speed 40 ft.

Damage resistances Cold; Fire; Lightning; Thunder
Damage immunities Necrotic; Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition immunities Charmed; Frightened; Prone; Poisoned
Senses Darkvision 120 ft., Tremorsense 60 ft., Passive Perception 11
Languages understands common but can't speak

Legendary Resistance (3/Day). If Hybris fails a saving throw, it can choose to succeed instead.

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

Regeneration. Hybris regains 20 hit points at the start of its turn. If Hybris takes radiant damage, this trait doesn't function at the start of its next turn. Hybris dies only if it starts its turn with 0 hit points and doesn't regenerate.

Ragecore Empowerment. When Hybris is reduced to half its hit points, its Ragecore activates, granting it enhanced abilities. His melee attacks deals one extra dice of its damage, his Armor Class gains a +2 bonus, and his speed increases by 20 feet.

Siege Monster. Hybris deals double damage to objects and structures.

Actions

Multiattack. Hybris makes six attacks: one with its bite, four with its claws, and one with its tail. He can replace one attack with a use of Vomit of Revival, if available.

Bite. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. Hit: 24 (3d10+8) piercing damage

Claw. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. Hit: 18 (3d6+8) slashing damage

Tail. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. Hit: 21 (3d8+8) slashing damage

Vomit of Revival (Recharge 5-6). Hybris vomits its thick purple blood in a 60-foot cone. Monstrosities touched by the blood are resurrected with half their hit points, any other creatures take 44 (8d10) necrotic damage and must make a DC 20 Constitution saving throw, taking half damage on a success.

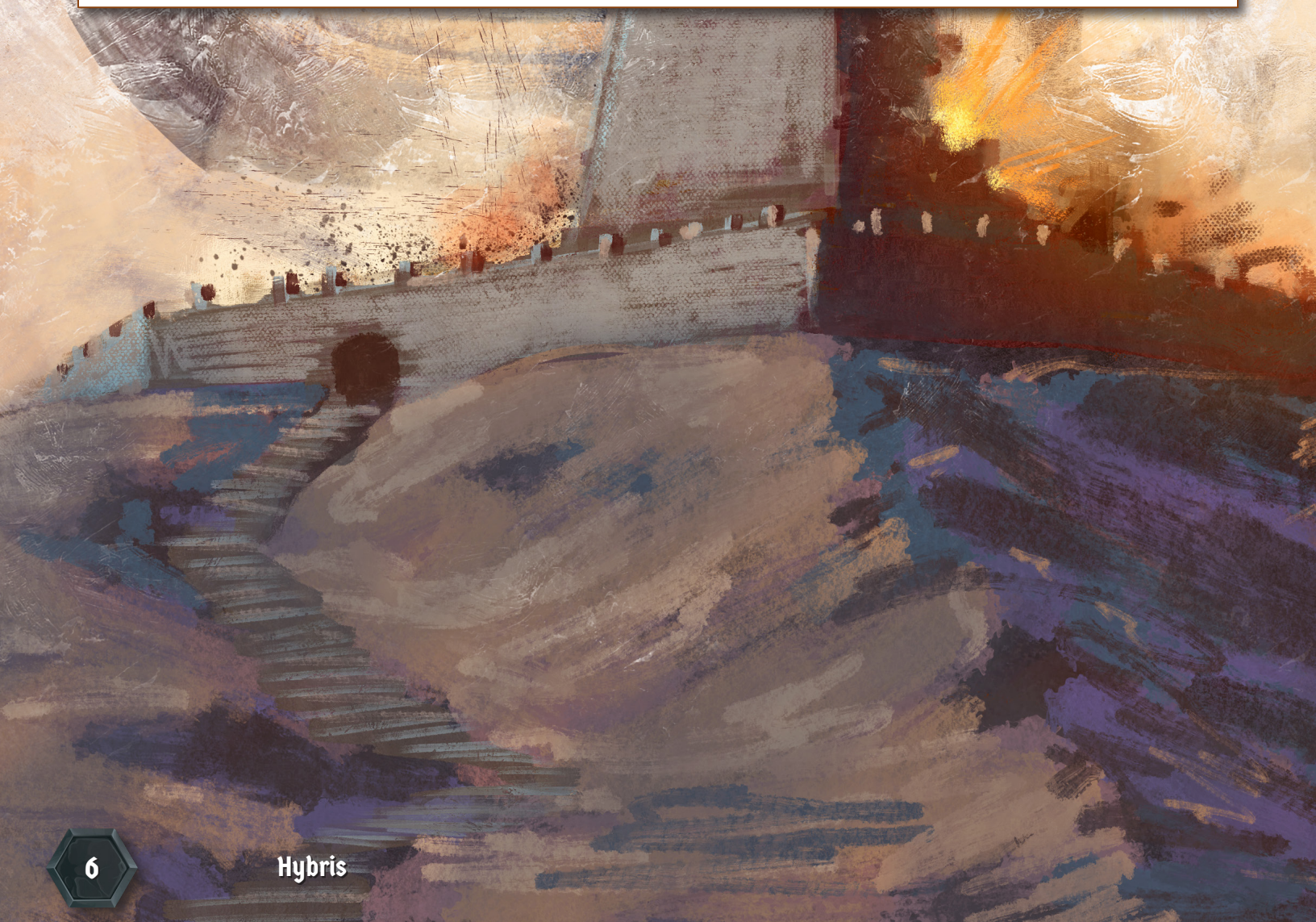
Legendary Actions

Hybris can take up to three Legendary Actions per round at the end of another creature turns, but only one per turn.

Move. Hybris moves up to its speed without provoking opportunity attacks.

Tail Attack. Hybris makes a tail attack.

Earthquake Stomp (Costs 3 Actions). Hybris stomps the ground, causing an earthquake in a 60-foot radius. Creatures on the ground must make a DC 20 Strength saving throw or take 42 (12d6) and be knocked prone. On a successful saving throw, the target takes half damage and no other effect.



Hybris, Final Doom

Gargantuan Monstrosity, Chaotic Evil

CR	STR
30	30 (+10)
PROF.	DEX
+9	11 (+0)
	CON
	30 (+10)
	INT
	5 (-3)
	WIS
	12 (+1)
	CHA
	8 (-1)

Armor Class 22 (natural armor)
Hit points 717 (35d20 +350)
Speed 40 ft.

Damage resistances Cold; Fire; Lightning; Thunder
Damage immunities Necrotic; Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition immunities Charmed; Frightened; Prone; Poisoned
Senses Darkvision 120 ft., Tremorsense 60 ft., Passive Perception 11
Languages understands common but can't speak

Legendary Resistance (5/Day). If Hybris fails a saving throw, it can choose to succeed instead.

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

Regeneration. Hybris regains 40 hit points at the start of its turn. If Hybris takes radiant damage, this trait doesn't function at the start of its next turn. Hybris dies only if it starts its turn with 0 hit points and doesn't regenerate.

Ragecore Empowerment. When Hybris is reduced to half its hit points, its Ragecore activates, granting it enhanced abilities. His melee attacks deals three extra dice of its damage, his Armor Class gains a +3 bonus, and his speed increases by 30 feet.

Siege Monster. Hybris deals double damage to objects and structures.

Actions

Multiattack. Hybris makes six attacks: one with its bite, four with its claws, and one with its tail. He can replace one attack with a use of Vomit of Revival, if available.

Bite. *Melee Weapon Attack*: +19 to hit, reach 10 ft., one target. Hit: 37 (5d10+10) piercing damage

Claw. *Melee Weapon Attack*: +19 to hit, reach 10 ft., one target. Hit: 27 (5d6+10) slashing damage

Tail. *Melee Weapon Attack*: +19 to hit, reach 15 ft., one target. Hit: 32 (5d8+10) slashing damage

Vomit of Revival (Recharge 5-6). Hybris vomits its thick purple blood in a 90-foot cone. Monstrosities touched by the blood are resurrected with half their hit points, any other creatures take 78 (12d12) necrotic damage and must make a DC 22 Constitution saving throw, taking half damage on a success.

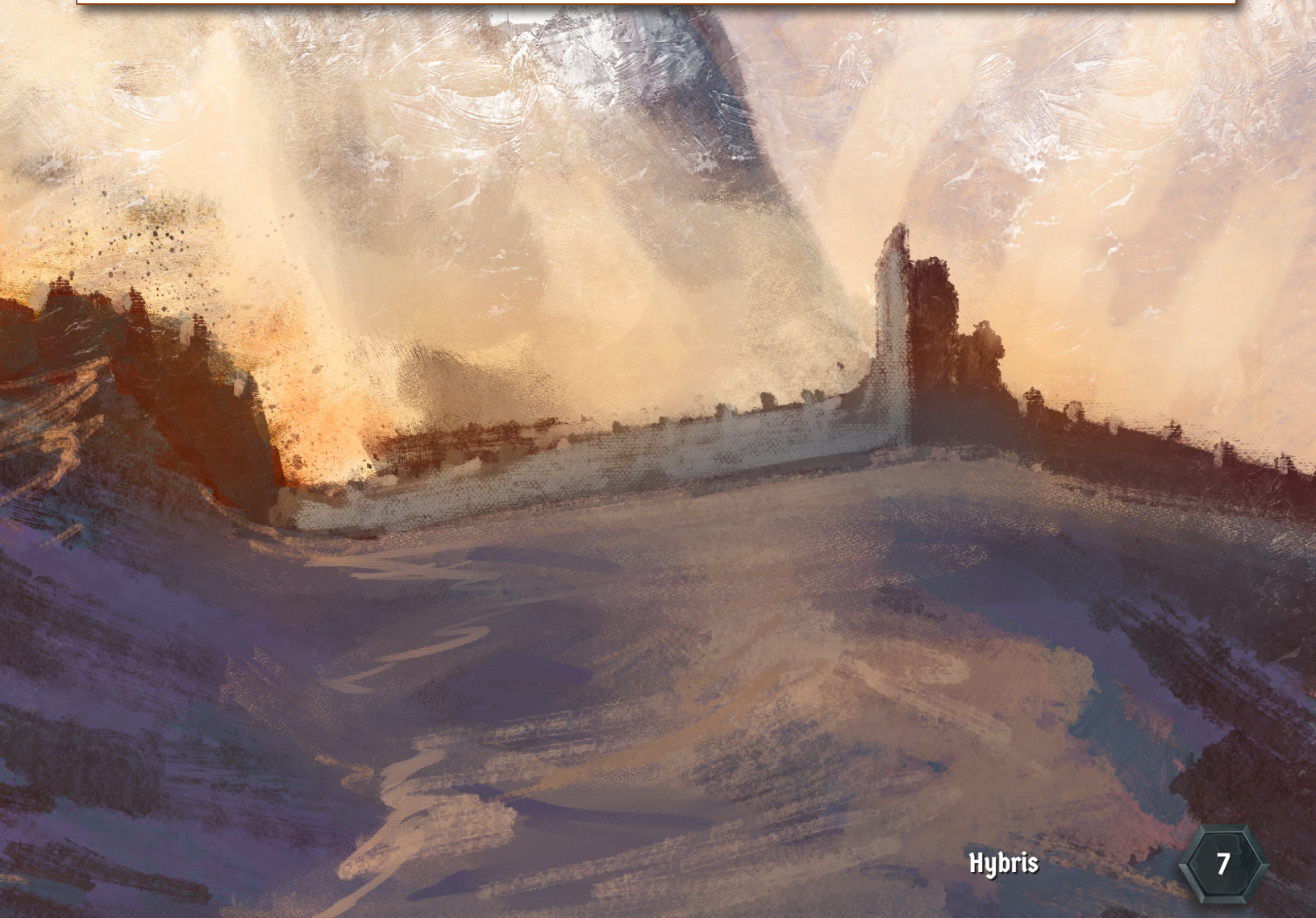
Legendary Actions

Hybris can take up to three Legendary Actions per round at the end of another creature turns, but only one per turn.

Move. Hybris moves up to its speed without provoking opportunity attacks.

Tail Attack. Hybris makes a tail attack.

Earthquake Stomp (Costs 3 Actions). Hybris stomps the ground, causing an earthquake in a 60-foot radius. Creatures on the ground must make a DC 22 Strength saving throw or take 42 (12d6) and be knocked prone. On a successful saving throw, the target takes half damage and no other effect.



Hybris Mythic Battle Stages

Stage 1. The Heart of Bane

Description:

The earth begins to shake and the sky turns red as the clouds spiral. Explosions burst the face of the earth that "spit out" the corpses of the monsters around. The monstrous remains vomited by the earth are "called" to the same point, as if a magnetic force attracted them.

Mechanics:

This stage consists of the formation of Hybris, the point of origin first forms the heart around which the rest of the body will be formed, harvesting the dead bodies of the monstrosities in the surroundings. When Hybris "happens" the ecosystem for miles around is disrupted, explosions in the ground and discovered corpses produce cataclysmic damage throughout the affected space. Additionally, while the awakening of Hybris takes place, the sky turns red and blood floods from the sky, contaminating the vegetation in the same territory. Hybris is considered, among other things, an ecological disaster.

While Hybris forms its body, the rain of blood changes its color to purple. This stage can be used to prepare for combat, the available terrain can be used to set up camps, siege weapons and traps, however the atmosphere is toxic and the body of a dead monster could randomly destroy any construction or camp. Hybris cannot be attacked while it is forming, the toxicity level of the heart discovered is deadly and forms a toxic shield with blood dust.

For this stage allow the characters to plan with their resources around the heart of Hybris. When they finish setting up camps, traps, etc. in the territory, throw 10d6 on the game board. Everything that the dice touch is destroyed, these dice represent the rain of destruction of the corpses forming Hybris. Additionally, the purple deluge caused by the formation of Hybris deals acidic area damage to anyone not protected dealing 1d8 acid damage in a 60-feet radius around the Hybris.

Once Hybris has formed its body, it will go around feeding on the remains of any monsters left in the area, drilling into the earth with its claws to dig them up and devour them. In this stage Hybris has a protection shield that must be destroyed to advance to the next stage. The shield has an AC 22 and 400 Hit Points. Hybris will ignore the adventurers until its shield is reduced to 100 HP, after which they will manage to attract its attention and it will finally respond to combat, however it will continue to be protected by its shield until it is reduced to 0 HP or less.

Transition:

The next stage is unlocked when the Hybris shield is destroyed.

Stage 2. The Invincible Beast

Description

Hybris has the appearance that characterizes it. A gargantuan creature with four arms, a shell, tail, and the head of an antlerd lion. In this way it unleashes its violence against the humanoids and their constructions.

Mechanics:

For this stage, without its shield, Hybris is invincible and its Hit Points cannot be reduced yet. To overcome this stage it is necessary to attack Hybris with different types of damage in the correct order, as listed below:

1. **Psychic**: Psychic damage serves to distract the monstrosity; this attack can only be performed by maintaining visual contact with Hybris.
2. **Thunder**: This attack should go straight to the shell, on the back of Hybris. The sonic wave from this impact creates a vibrato that indicates the part of the shell to target for subsequent attacks. Identifying the point takes an action and requires a DC15 Intelligence (Nature) skill check to do so successfully.
3. **Cold**: This attack must also go to the area of the shell indicated by the sound, the goal is to frost the shell.
4. **Fire**: Again it must be in the same area, the objective is to cause accelerated temperature changes in the monster's shell, these changes expand through the shell, violating it.
5. **Lighting**: If the first attacks were done correctly, the shell will light up at the epicenter of the attacks, the illuminated point must be hit with the lighting type attack. This will stun the monster for a few moments, leaving a crack in the shell.
6. **Acid**: The attack must go straight to the crack caused by the previous attacks, burning Hybris's exposed flesh, then Hybris will give the first sign of pain during the fight. This attack and the next must be carried out as simultaneously as possible.
7. **Force**: The next attack must go into the monster's torso, hitting the same point but "on the other side" of the shell. This attack must be synchronized with the previous one, in the same round.
8. **Radiant**: The last attack must go at the same point as the previous one, and if everything has gone well it causes the first real damage to Hybris, unlocking the possibility of damage to the monster.

All attacks must be in order and comply with the instructions in each case. Additionally, the attacks must be chained one after the other and not allowing more than 15 seconds to pass between each other (3 rounds of combat) unless otherwise indicated. form in each case.

None of these attacks cause damage, except for the last one after which Hybris becomes vulnerable. Once in this state, ordinary combat can be carried out against him until reaching the next stage.

Transition:

The next stage is unlocked the first time Hybris reduces its Hit Points to less than 300 points.

Stage 3. The Rampage

Description

Hybris's bloodstreams now pump boiling blood, igniting the monster from within. Purple veins can be seen on its extremities, its shell releases geysers of purple blood like volcanic explosions, and its eye orbs are injected with the same color.

Mechanics:

During this stage, Hybris with open wounds drips purple blood from its wounds. Every time Hybris takes damage a monstrosity materializes on the battlefield. The creature is a Monstrosity with a CR equals to 1d6 and it acts at the same initiative as Hybris.

Chamrosh

The legends say the Chamroshes were the magicians and mystics of a species that was half lupine and half human, much before humanity started recording things through writing. They built their cities in caverns deep beneath the surface of the desert, where they hid. There, they tried to imitate the gods, plotting against them and stealing their secrets, including the power of flight. Furious at this, the gods forever cursed the Chamroshes with the shapes that they now possess.

Description

A Chamrosh looks like a giant wolf with gray wings, the claws of an eagle, and the back of a horse. The claws represent their treacherous nature, and so does the back of a horse for their custom of swiftly fleeing away from danger.

Chamroshes are known for being highly intelligent and astute, and some say, wicked. Their eyes, described by the poets as "beads of flame", are the foci through which they channel their magic.

They never trust humanoids, but are thought to have a deep sensitivity. The eskalds of Alboros tell of chamroshes looking at their own reflection in mountain lakes, dropping tears of fire into them, which become rubies with the touch of water.

Habitat/Society

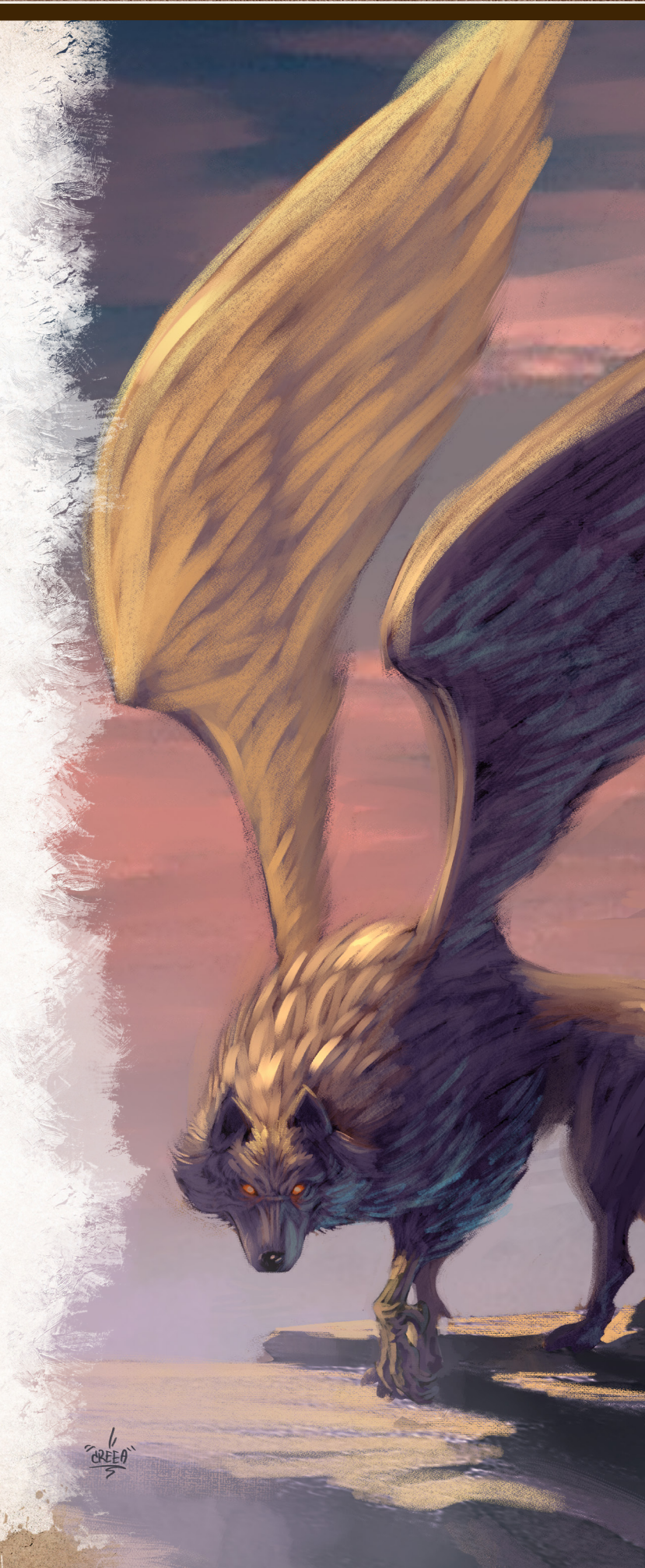
Any god on Darragon has declared the Chamrosh as the monster to be hated and hunted the most. It is a religious activity in many communities across Darragon to try and hunt a Chamrosh, yet this is everything but easy. Only the groups of the strongest, fastest, and most daring of adventurers ever manage to get a look on one, much less to hunt it down. These monsters are famous for putting the hunter's methods against the hunter himself.

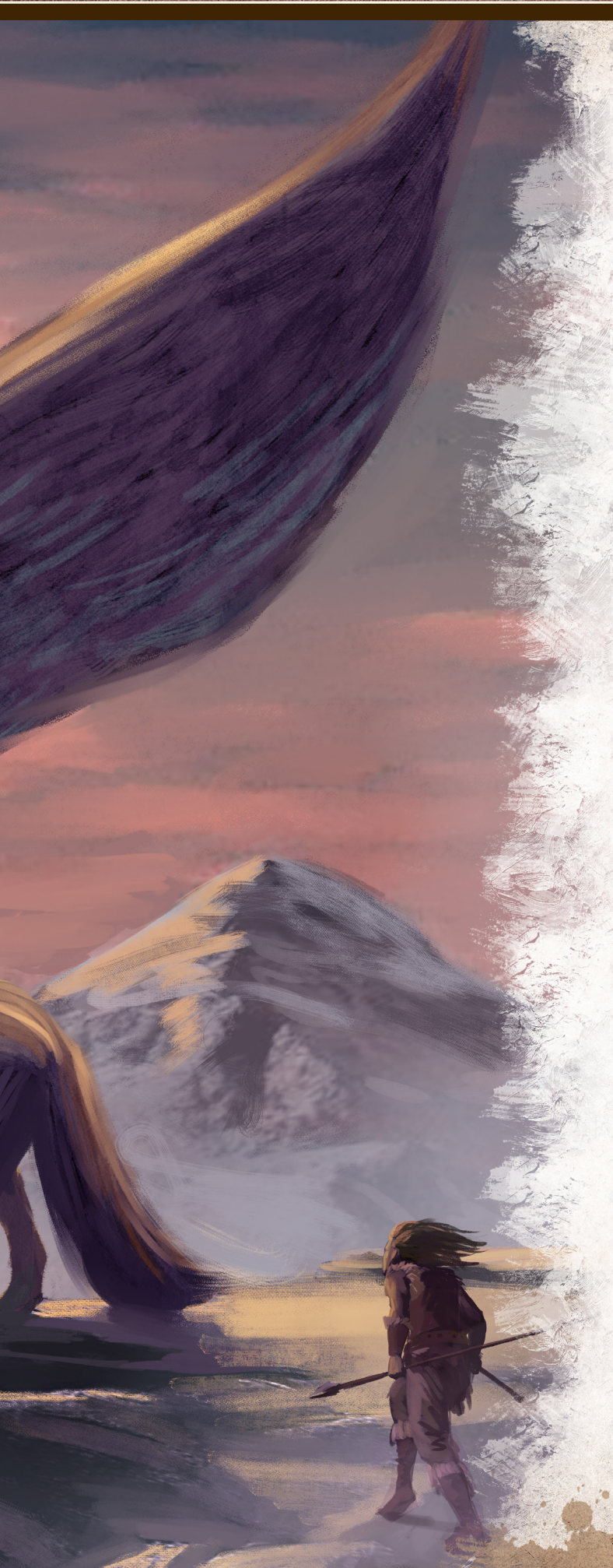
Chamroshes protect each other, and they still inhabit their secret cities beneath the surface of Torohia. These fabled places are filled with magical items, treasure, and tomes of arcane knowledge, many of which are the result of imitating the gods with expertise. However, their language remains undeciphered.

Combat

A Chamrosh is fierce in combat with its claws, jaws, and hooves. Its wings and eyes, though, are the most dangerous tools in its box.

The abilities of a Chamrosh's eyes are three: To curse a creature with noxious effects, to set things on fire, and to hypnotize its foes. There are even some accounts of a Chamrosh melting a hunter's weapons with its gaze, and





of turning entire packs of hunters against each other with the force of its hypnosis. In fact, if a Chamrosh hypnotizes a foe to protect it, and the hypnotized foe ends up killing a previous ally, the foe is to lose its will and be forever in the service of the Chamrosh.

Its powerful wings are able to create wind currents to shove and pull adversaries, changing the battlefield and allowing it to flee when needed.

Chamroshes are known to like to see the suffering of their hunters, and to always leave one agonizing survivor for him to die in the most painful way possible.

Ecology

The creatures that become slaves of a Chamrosh through its hypnosis are not kept as prisoners. Rather, they are given a comfortable life within the Chamrosh's lair, and are provided with silver mirrors with which they enter a trance of pure bliss. This, of course, whenever the Chamrosh is not having them work for their goals.

The deserts of Torohia are filled with rock pillars, arches, and other structures. Some scholars believe that this is actually a creation of the Chamroshes, being these structures part of a giant ritual to gain back the arcane power that they lost with their curse.

Chamroshes usually feed on bison or deers, though they like human flesh.

Treasure Awarding

Chamrosh's pelt *(Transmutation, Rare)* is excellent for making armor, since it has all the flexibility of leather while providing the strength and resistance of chainmail.

Chamrosh's Eyes *(Summon, Rare)* are wonderful magical foci, but they require a delicate process to become stable, which involves submerging them in clear spring water and carving runes on them, which must be then painted over with golden paint.

Chamrosh, the Mystic Enigma

Large Monstrosity, Chaotic Evil

CR	PROF.
11	+4

Armor Class 16 (natural armor)
Hit points 170 (20d10 +60)
Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	19 (+4)	14 (+2)	14 (+2)

Skills Arcana +8, History +8, Perception +6, Stealth +8
Damage resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Senses Darkvision 120 ft., Passive Perception 16
Languages common, celestial, deep speech

Keen Senses. The chamrosh has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

Actions

Multiattack. The chamrosh makes three attacks: one with its Bite and two with it Telekinetic Force attack.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) piercing damage.

Telekinetic Force. *Melee or Ranged Spell Attack*: +8 to hit, reach 5 ft. or range 120 ft., one target. Hit: 18 (4d6+4) force damage

Innate Spellcasting. The chamrosh's innate spellcasting ability is Intelligence (spell save DC 16). It can cast the following spells innately, requiring no material components:

At will: charm person, detect thoughts, minor illusion

3/day each: counterspefear, fireball, invisibility

1/day each: confusion, dominate person

Reactions

Reactions. The chamrosh can take up to three reactions per round but only one per turn.

Telekinetic Force. At the end of another creature turns, the chamrosh can make a Telekinetic Force attack.

Magical Rebuke (Costs 2 Reactions). In response to being hit by an attack, the chamrosh looks at the creature that damaged it and is momentarily surrounded by arcane forces that deals 10 (3d6) force damage. The chamrosh then teleports up to 30 feet to an unoccupied space that it can see.

Innate Spellcasting. (Costs 3 Reactions). The chamrosh casts a spell from its list of prepared spells, using a spell slot as normal.

Chamrosh, the Enchanter

Large Monstrosity, Chaotic Evil

CR	PROF.
9	+4

Armor Class 15 (natural armor)
Hit points 153 (18d10 +54)
Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	14 (+2)	16 (+3)	14 (+2)

Skills Deception +6, Perception +7, Stealth +6
Damage resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Senses Darkvision 120 ft., Passive Perception 17
Languages common, celestial, deep speech

Keen Senses. The chamrosh has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Source of Inspiration Charmed creatures by the chamrosh within 10 feet of it, gains a +5 bonus to attack and damage rolls against creatures other than the chamrosh.

Actions

Multiattack. The chamrosh makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) piercing damage.

Claws. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. Hit: 11 (2d6+4) slashing damage

Reactions

Reactions. The chamrosh can take up to three reactions per round but only one per turn.

Claw. At the end of another creature turns, the chamrosh can make a Claw attack.

Wing Gust (Costs 2 Reactions). At the end of another creature turns, the chamrosh flaps its wings, creating a strong gust of wind within 10 feet. Each creature in that area must succeed on a DC 15 Strength saving throw or be pushed 15 feet away from the chamrosh and knocking prone. If the target strikes with an object, another creature or a wall receives 13 (3d8) bludgeoning damage. On a successful saving throw, the target is not pushed. The chamrosh can then fly up to half its flying speed.

Hypnotic Gaze (Costs 3 Reactions). The chamrosh targets one creature it can see within 60 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be charmed by the chamrosh for 1 minute. While charmed in this way, the target idolizes the chamrosh, considering it a trusted friend to be heeded and protected. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Chamrosh, the gods-forsaken hunted

Large Monstrosity, Chaotic Evil

CR	PROF.
10	+4

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	14 (+2)	16 (+3)	14 (+2)

Armor Class 16 (natural armor)
Hit points 171 (18d10 +72)
Speed 50 ft., fly 60 ft.

Skills Arcana +6, Perception +7, Stealth +7, Survival +7
Damage resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Senses Darkvision 120 ft., Passive Perception 17
Languages common, celestial, deep speech

Keen Senses. The chamrosh has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Pack Tactics. The chamrosh has advantage on an attack roll against a creature if at least one of the chamrosh's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The chamrosh makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) piercing damage.

Claws. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. Hit: 11 (2d6+4) slashing damage

Reactions

Reactions. The chamrosh can take up to three reactions per round but only one per turn.

Claw. At the end of another creature turns, the chamrosh can make a Claw attack.

Wing Gust (Costs 2 Reactions). At the end of another creature turns, the chamrosh flaps its wings, creating a strong gust of wind within 10 feet. Each creature in that area must succeed on a DC 16 Strength saving throw or be pushed 15 feet away from the chamrosh and knocking prone. If the target strikes with an object, another creature or a wall receives 13 (3d8) bludgeoning damage. On a successful saving throw, the target is not pushed. The chamrosh can then fly up to half its flying speed.

Fiery Gaze (Costs 3 Reactions). At the end of another creature turns, the chamrosh targets a creature it can see within 60 feet of it that is charging with a metal weapon or armor. The chamrosh causes the object to glow red hot and the target must make a DC 15 Constitution saving throw taking 35 (10d6) fire damage or half as much damage on a successful saving throw. If the creature can drop the target of this ability, he can choose to release it and automatically take half damage.

Arakathor

Arakathors, known in Darragon as Sliver Queens, are large insectoid aberrations. Their bodies are protected by blade-shaped pieces of shell and armor plates. They move while emitting vibrations from within their bodies that cause migraines to creatures nearby.

Their visage is an insectoid face with small glowing eyes that light up and dim as the aberration emits psionic vibrations. Their thorax is protected by shell pieces, and they possess two blades with which they can tear into the bodies of their prey, along with powerful insect-like legs equally hard and sharp. From the thorax down, Arakathors drag a swollen, pulsating abdomen, resembling a semi-transparent bag from which thousands of writhing larvae can be seen squirming inside. When the Arakathor is wounded in the abdomen by slashing or piercing attacks, the aberration "releases" these larvae from within.

Although initially appearing as an aberration in its own right, the Arakathor is actually a hive mind swarm that comprises its entire being. These larvae, born from the chaos sea of Grimma, travel through space until they encounter and form floating colonies. When the colony is large enough, they capture cosmic dust with their psionic powers, which eventually hardens and forms the armor and insectoid limbs that characterize them. This armor, made from space mineral residues, protects the integrity of the colony and provides an effective form for hunting.

Harrow Grub

Small Aberration (harrow grub), Neutral Evil

Armor Class 16 (natural)
Hit Point 104 (16d6 +48)
Speed 40 ft., burrow 20 ft., climb 40 ft.

CR	PROF.
2	+2

Skills Arcana +2, Deception +3, Insight +6, Perception +4, Stealth +7
Damage Immunities Psychic
Senses Darkvision 60 ft., Passive Perception 14
Languages Deep Speech

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	11 (+0)	14 (+2)	13 (+1)

Psionic Points The grub has 2 Psionic Points, it can spend them to perform Psionic Actions. Every three rounds, the grub recovers one spent Psionic Point.

Action

Bite *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) piercing damage, and the grub can spend 1pp to deal an extra 3 (1d6) psychic damage to the target.

Bonus Action

Psionic Celerity The grub can spend 1pp to move up to its speed.

Combat

Arakathors fight with the psionic powers of the entire colony; the larvae are capable of working as a single entity when they adhere to each other. These psionic pulsations allow them to cause environmental damage around them, capable of paralyzing their prey. Subsequently, they use their armor as a tool for melee combat and to destroy the bodies of their opponents.

The Arakathor first fights with its armor and psionic powers. As it becomes injured, it releases parts of its swarm that assist it in combat. Finally, when its body or armor is destroyed, the Arakathor fights as a swarm of larvae in a more violent and desperate manner.



Treasure Awarding

When an Arakathor is defeated, it may leave behind some parts of its body:

- **Cosmic Worm** *(Enchantment, Rare)*: There is a 5% chance that the larva remains alive, in which case it could be dangerous if it attaches to others. Otherwise, the larva is a great source of nutrients; consuming these creatures can temporarily stimulate the consumer's psionic abilities.
- **Cosmic Dust Armor** *(Abjuration, Rare)*: Plates of cosmic dust armor, hardened by the fluids of the larvae colony. These plates can be used to craft armor if enough are accumulated.
- **Cosmic Dust Blade** (Evocation, Rare): Blade-shaped limbs. These weapons made of hardened cosmic dust can be used for crafting cutting weapons.

Habitat / Society

Arakathors are born on Grimma, the dark satellite.

Born as larvae within Grimma's black tar, these aberrations drift aimlessly in the void. When two (or more) of these larvae encounter each other in space, they join together by biting each other. As a result of this union, Arakathors increase their intelligence and psionic powers, becoming a single being.

The larger the colony, the easier it is for them to find new larvae and grow. Eventually, the colony forms the distinctive armor. When the Arakathor is strong enough, it travels to inhabited planets seeking to consume life forms.

Ecology

Arakathors do not need air or food to survive, and their lifespan is unknown. However, when separated from the swarm, they are easy to destroy.

When an Arakathor has matured enough and its armor is completed, it needs energy to keep it functional, so they prey on life forms for sustenance. While they crush and devour the organic remains of any live prey, they actually feed on life energy, which serves as fuel to operate the armor. An Arakathor needs to feed at least once every seven days.

Arakathor

Large Aberration (harrow grub), Chaotic Evil

Armor Class 18 (natural armor (20 with Psionic Focus)
Hit Point 161 (17d10 +68)
Speed 40 ft., burrow 20 ft., climb 40 ft.

CR	STR
11	18 (+4)
PROF.	DEX
+4	14 (+2)
	CON
	18 (+4)
	INT
	20 (+5)
	WIS
	14 (+2)
	CHA
	14 (+2)

Skills Arcana +9, Intimidation +6, Perception +6, Stealth +10
Damage Resistances Psychic
Condition Immunities Charmed; Frightened; Paralyzed; Petrified; Prone; Stunned
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 16
Languages deep speech, telepathy 120 ft.

Hive Mind. The arakathor is a swarm with a hive mind. It has advantage on saving throws against being charmed, frightened, paralyzed, petrified, stunned, and knocked unconscious.

Psionic Focus The arakathor starts combat in Psionic Focus, it can exit Psionic Focus to enhance Psionic Actions. While in Psionic Focus, its armor class is 20 and it has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The arakathor makes two attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. Hit: 15 (2d10+4) piercing damage plus 14 (4d6) psychic damage.

Claw. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. Hit: 11 (2d6+4) slashing damage.

Mind Focus The arakathor enters Psionic Focus and regains one spent Psionic Point.

Psionic Actions

The arakathor can perform one Psionic action during its turn, in addition to any other action it takes.

The arakathor has 11 Psionic Points, it can spend them to perform Psionic Actions. Every three rounds, the arakathor recovers one spent Psionic Point.

Psionic Buzz (3pp) Creatures within 30 feet of the arakathor must make a DC 16 Constitution saving throw or be stunned for one minute. The target can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful or the effect ends for it, it is immune to the Psionic Buzz for the next 24 hours. The arakathor can exit Psionic Focus to while performing this action, if it does creatures have Disadvantage on their saving throws against it.

Psionic Blast (2pp) Ranged Psionic Attack: +9 to hit, range 60 ft., one target. Hit: 18 (3d8+5) Psychic damage and weapon attacks against the target have advantage until the end of the arakathor next turn. The arakathor can exit Psionic Focus to deal an extra 7 (2d6) Posion damage on a hit of this attack.

Reactions

Swarm Release. When the arakathor takes slashing or piercing damage, it releases a portion of its swarm in a 5-foot radius around itself. The area becomes difficult terrain for creatures other than the arakathor. Additionally, any creature that starts its turn in the area or enters it for the first time on a turn must succeed on a DC 16 Dexterity saving throw or take 14 (4d6) slashing damage as the swarm writhes and lashes out. On a successful save, the creature takes half damage.

Legendary Actions 3

Move The arakathor moves up to its speed without provoking opportunity attacks.

Claw The arakathor makes a Claw attack.

Summon Grubs (Costs 2 Actions) The arakathor calls for reinforcements and 1d4 Harrow Grubs appear at the beginning of the arakathor's following turn in an unoccupied space within 30 feet of it.

The Farone

Omn is a planet that is a living being. A sphere that can shape its surface to suit its conveniences. Whether creating a habitable and effective world for its inhabitants or the opposite, in this way, the living planet establishes a system of control over its flora and fauna. It is also capable of shaping its surface to create sculpted forms like a vaguely humanoid figure; these sculptures are known as "avatars," and Omn communicates with its inhabitants through them. The living planet emits a vibration from its core every twelve hours; this phenomenon is known as Omn's pulsation.

Omn is behind the motivations of the Farone culture that lives on its surface, who arrived on the planet many years ago after an event known as "The Great Cosmic Exodus."

Grimma, Omn's Satellite

Omn has a satellite that orbits its body. Grimma is a sphere of negative energy, a sea of dark fluid in which some rocky islands float. The sea of black tar that covers most of the satellite "boils," giving life to terrible aberrations that crawl from the satellite and escape to conquer other worlds. For the Farone people, these creatures are known as the titans that crawl among the stars. Often, the Farone are sent to hunt down the most threatening of these creatures in distant parts of space.

It is also believed that Grimma is capable of driving some vulnerable minds mad anywhere in the universe.

Farone (Planar Hunters)

The Farone are divided into different factions. Their home planet, Faroda, was consumed by a titanic aberration born from Grimma; this titan that ended their original world is simply known as "the Grimm," and it caused two-thirds of the Farone population to leave their world during the "Great Cosmic Exodus."

From here arise the three categories of Farone known: The Farone who stayed on their home planet and now live under the influence of the Grimm, the Farone who embarked on the exodus in search of resources and the conquest of other planets, and the Farone who found Omn.

The Farone who stayed in Faroda are consumed by the influence of the Grimm, the cosmic entity that took their planet as its nest. Little is known about their nature and intentions.

The Farone who escaped but did not find Omn are now a nomadic tribe that travels through space in search of resources and hunts monsters to exploit their spoils. They move in their large ships like space pirates and possess a varied collection of resources accumulated from their conquest journeys; they are often fierce fighters who excel in their physical abilities in contrast to the other factions. They were the first to find Darragon, the first sphere found to have magic as its main source of energy.

The Farone who inhabit and worship Omn, whom they consider the "Great Cosmic Mother." Their relationship with Omn places them under its control, but they serve it willingly. These Farone possess a psionic ability superior to the other groups thanks to the influence and teachings of the living planet. These Farone are often sent by Omn to hunt down the aberrations born in Grimma and stop the other factions of Farone from threatening other civilizations.



In general terms, the Farone started as a people who developed great advances in space exploration with the invention of huge elongated ships operated by the combined force of a large number of Farone, unifying rowing manipulation with physical strength that allows movement, and psionic power that allows them to protect the crew by "trapping" bubbles of condensed air around the ship, necessary for their survival in space and for verbal communication.

Psionic Power

The Farone use, to a greater or lesser extent depending on the faction, the power of the mind as a tool and a source of energy; this energy is known as "psionic." Thanks to their enormous intelligence, they were already capable of using basic psionics for mind control, such as telekinesis and telepathy. Additionally, those who found Omn not only managed to communicate thanks to psionics but also improved their psionic power by detonating more advanced abilities that they use in the hunt for aberrations, for which they are recognized.

Description

The Farone are blue humanoids of similar stature to humans. They do not have hair as such, but they have head extensions that resemble it. These extensions stand on end when the Farone manipulate their psionic power.

They have faces similar to humans but no pupils, and their eye orbs light up when they use their psionic power. Some of them often tear their skin to draw tribal designs that decorate their bodies; the scars from this practice form lines on the body that also light up when psionic manipulation is used.

Combat

Depending on the faction they belong to, some of them opt for psionic power and others for physical strength. The Farone who follow Omn usually have superior psionic power; among their ranks are great clerics and paladins, while the nomadic Farone have great warriors, even barbarians and space rangers.

Treasure Awarding

When a Farone is defeated, depending on their faction, they may leave behind some of their possessions.

- **Psionic Steel** *(Enchantment, Rare)*
- **Psionic Weapons** *(Enchantment, Rare)*, the only difference being that they deal psychic damage instead of slashing, bludgeoning, or piercing damage.
- **Farland Gadgets** *(Varies, Rare)*: Weapons, substances, or utility items from different worlds.

Habitat / Society

The Farone are a society from space, originally from Faroda. After the Grimm's attack and the Great Cosmic Exodus, the Farone fragmented into the three known factions described earlier, although it is known that there are more ramifications within each faction.

There are often rivalries between the three major factions that reach the level of conflict. The Farone followers of Omn are usually more spiritual and possess a sense of cosmic responsibility that governs their interactions with the universe. While the nomads are world conquerors who have learned to live in motion, adapting their spaceships to accommodate large communities. Little or nothing official is known about the Farone.

Farone Berserk

Medium Aberration (farone), Chaotic Neutral

CR	PROF.
4	+2

Armor Class 14 (Psionic Armor)
Hit points 52 (7d8 +21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	17 (+3)	11 (+0)	12 (+1)

Skills Athletics +5, Acrobatics +3, Insight +2, Perception +2
Damage resistances Psychic
Senses Darkvision 60 ft., Passive Perception 12
Languages Common, Farone

Psionic Focus The berserk starts combat in Psionic Focus, it can exit Psionic Focus to enhance Psionic Actions. While in Psionic Focus, its armor class is 18.

Actions

***Mind Axe** Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) slashing damage. This attack makes critical hits on results of natural 19-20 and the critical hit extra damage's type is Psychic. On a critical, the berserk regains 1 psionic point.

Mind Focus The berserk enters Psionic Focus and regains one spent Psionic Point.

Psionic Actions The berserk can perform one Psionic action during its turn, in addition to any other action it takes. The berserk has 4 Psionic Points, it can spend them to perform Psionic Actions. Every three rounds, the berserk recovers one spent Psionic Point.

Psionic Edge (2 pp) For 1 minute, the berserk's Mind Axe deals psychic damage instead of slashing damage, and adds its Intelligence modifier to its damage rolls (in addition to its regular bonus).

Psionic Outrage (2 pp) The berserk exists Psionic Focus. For 1 minute, when the berserk takes the Mind Axe action, it makes two Mind Axe attacks against the same target. For the duration, the berserk can't enter Psionic Focus, but it can still use Mind Focus to regain Psionic Points.

Farone Hunter

Medium Aberration (farone), Neutral

CR	PROF.
5	+3

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	19 (+4)	11 (+0)	12 (+1)

Armor Class 16 (Psionic Armor)
Hit points 67 (9d8 +27)
Speed 30 ft.

Skills Athletics +4, Acrobatics +8, Insight +3, Perception +3
Damage resistances Psychic
Senses Darkvision 60 ft., Passive Perception 13
Languages Common, Farone

Psionic Focus The hunter starts combat in Psionic Focus, it can exit Psionic Focus to enhance Psionic Actions. While in Psionic Focus, its armor class is 18 and its speed is 40ft.

Keen Hearing and Sight The hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Musketeer Being within 5 feet of a hostile creature or attacking at long range doesn't impose disadvantage on the hunter's ranged attack rolls with a musket. In addition, the hunter ignores half cover and three-quarters cover when making ranged attacks with a musket.

Actions

Psionic Musket *Ranged Weapon Attack*: +8 to hit, range 40/120 ft., one target. Hit: 11 (1d12+5) piercing damage. On a hit, the hunter can spend 1pp to deal an additional 1d6 psychic damage. On a critical hit, the hunter gains an extra Musket attack.

Dagger *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6+5) piercing damage.

Mind Focus The hunter enters Psionic Focus and regains one spent Psionic Point.

Psionic Actions The hunter can perform one Psionic action during its turn, in addition to any other action it takes. The hunter has 5 Psionic Points, it can spend them to perform Psionic Actions. Every three rounds, the hunter recovers one spent Psionic Point.

Psionic Piercing (1 pp) Until the beginning of its next turn, the hunter has advantage on attacks rolls with its Psionic Musket and the damage becomes psychic. On a hit, the target has a penalty on attack rolls equal to the hunter's Intelligence modifier until the end of the hunter's next turn.

The hunter can additionally exit Focus to gain an extra Psionic Musket attack this turn.

Mind Focus The hunter enters Psionic Focus and regains one spent Psionic Point.





Farone Ranger

Medium Aberration (farone), Chaotic Neutral

CR	STR
3	14 (+2)
PROF.	DEX
+2	18 (+4)
	CON
	15 (+2)
	INT
	17 (+3)
	WIS
	11 (+0)
	CHA
	12 (+1)

Armor Class 15 (psionic armor)
Hit points 45 (7d8 +14)
Speed 30 ft.

Skills Athletics +4, Acrobatics +6, Insight +2, Perception +2
Damage resistances Psychic
Senses Darkvision 60 ft., Passive Perception 12
Languages Common, Farone

Archer Being within 5 feet of a hostile creature or attacking at long range doesn't impose disadvantage on the ranger's ranged attack rolls with a Longbow. In addition, the ranger ignores half cover and three-quarters cover when making ranged attacks with a Longbow.

Keen Hearing and Sight The ranger has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Psionic Focus The ranger starts combat in Psionic Focus, it can exit Psionic Focus to enhance Psionic Actions. While in Psionic Focus, its armor class is 17 and its speed is 40ft.

Actions

Longbow *Ranged Weapon Attack*: +6 to hit, range 150/600 ft., one target. Hit: 8 (1d8+4) piercing damage.

Longsword *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage.

Mind Focus The ranger enters Psionic Focus and regains one spent Psionic Point.

Psionic Actions The ranger can perform one Psionic action during its turn, in addition to any other action it takes. The ranger has 3 Psionic Points, it can spend them to perform Psionic Actions. Every three rounds, the ranger recovers one spent Psionic Point.

Psionic Piercing (1 pp) Until the beginning of its next turn, the ranger has advantage on attacks rolls with its Longbow and adds its Intelligence modifier to the damage rolls. The ranger can additionally exit Focus to gain an extra Longbow attack this turn.

Mind Focus The ranger enters Psionic Focus and regains one spent Psionic Point.

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