

ABERRANT PORTAL

Large • Aberration • Unaligned

Armor Class 15

Initiative +3 (13)

Hit Points 67 (9d10 + 18)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	14 (+2)	1 (-5)	1 (-5)	1 (-5)

Skills Stealth +6

Damage Resistances bludgeoning, piercing, slashing

Senses blindsight 120 ft., passive Perception 5

Languages -

CR 5 (XP 1,800; PB +3)



Limited Magic Immunity. The portal can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and other magical effects.

Shadow Form. The portal can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so. It fills the space it occupies with magical darkness. *Charisma Saving Throw:* DC 13, each unconscious creature in the portal's space. *Failure:* The target is teleported to the plane the portal connects to.

Sunlight Hypersensitivity. The portal takes 15 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Unusual Nature. The portal doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The portal makes three attacks on any combination.

ABERRANT PORTAL — WEAKER

Armor Class 13

Initiative +2 (12)

Hit Points 39 (6d10 + 6)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	12 (+1)	1 (-5)	1 (-5)	1 (-5)

Skills Stealth +6

Damage Resistances bludgeoning, piercing, slashing

Senses blindsight 120 ft. (blind beyond), passive Perception 5

Languages -

CR 2 (XP 450; PB +2)



Limited Magic Immunity. The portal can't be affected or detected by spells of 1st level or lower unless it wishes to be. It has advantage on saving throws against all other spells and other magical effects.

Shadow Form. The portal can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so. It fills the space it occupies with magical darkness. *Charisma Saving Throw:* DC 11, each unconscious creature in the portal's space. *Failure:* The target is teleported to the plane the portal connects to.

Sunlight Hypersensitivity. The portal takes 10 radiant damage if it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Unusual Nature. The portal doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The portal makes three attacks on any combination.

ABERRANT PORTAL — STRONGER

Armor Class 17

Hit Points 93 (11d10 + 33)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	16 (+3)	1 (-5)	1 (-5)	1 (-5)

Skills Stealth +6

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Senses blindsight 120 ft. (blind beyond), passive Perception 5

Languages -

CR 8 (XP 3,900; PB +3)

Tentacles. *Melee Weapon Attack:* +4, reach 20 ft. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 13).

Lashing Maw. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a creature and doesn't already have a wound, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target receives a wound. While wounded, the target loses 3 (1d6) hit points at the start of each of its turns. The wound closes after 1 minute, after a spell restores hit points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 12 Wisdom (Medicine) check.

Eye Stalk. *Ranged Spell Attack:* +3, range 120 ft. *Hit:* 5 (1d10) force damage.

BONUS ACTIONS

Frightful Presence. *Wisdom Saving Throw:* DC 13, each creature in a 30-foot emanation originating from the portal. *Failure:* The target becomes frightened until the end of its next turn. *Success:* The target becomes immune to this effect for 1 hour.



Tentacles. *Melee Weapon Attack:* +7, reach 20 ft. *Hit:* 14 (3d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14).

Lashing Maw. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a creature and doesn't already have a wound, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target receives a wound. While wounded, the target loses 5 (1d10) hit points at the start of each of its turns. The wound closes after 1 minute, after a spell restores hit points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 14 Wisdom (Medicine) check.

Eye Stalk. *Ranged Spell Attack:* +6, range 120 ft. *Hit:* 16 (3d10) force damage.

BONUS ACTIONS

Frightful Presence. *Wisdom Saving Throw:* DC 14, each creature in a 120-foot emanation originating from the portal. *Failure:* The target becomes frightened until the end of its next turn. *Success:* The target becomes immune to this effect for 1 hour.