

# HARBINGER

Large • Aberration • Neutral Evil

**Armor Class** 15

**Initiative** +5 (15)

**Hit Points** 135 (18d10 + 36)

**Speed** 0 ft., fly 30 ft. (hover); 30 ft. while transformed

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	19 (+4)	18 (+4)	17 (+3)

**Saving Throws** Con +6, Wis +8, Int +8, Cha +7

**Skills** Arcana +8, Deception +11, Investigation +8

**Damage Resistances** lightning, psychic, thunder; bludgeoning, piercing, slashing (while in its true form)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned

**Senses** blindsight 120 ft., passive Perception 14

**Languages** Common, Deep Speech, telepathy 300 ft.

**CR** 10 (XP 5,900 or 7,200 in lair, PB +4)



**Creature Sense.** The harbinger is aware of the presence of creatures within 300 feet of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

**Mind of Many.** When the harbinger communicates via telepathy or speaks, it can assume any voice and personality it likes. Wisdom (Insight) checks to determine this are made with disadvantage.

**Spell Absorption.** The harbinger has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

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

## ACTIONS

**Multiattack.** The harbinger makes two Psionic Pulse attacks.

**Psionic Pulse.** *Melee or Ranged Spell Attack:* +8, reach 5 ft. or range 120 ft. *Hit:* 13 (2d8 + 4) psychic damage. On a critical hit, the target becomes stunned until its next turn.

**Mind Link (Recharge 5-6).** *Intelligence Saving Throw:* DC 16, up to four creatures within 120 feet of the harbinger that it perceives via its Creature Sense. *Failure:* The target becomes linked to the harbinger for 1 minute or until its concentration ends (as if concentrating on a spell). A linked target has disadvantage on its attack rolls against the harbinger, and the harbinger has advantage on saving throws forced by the target.

## BONUS ACTIONS

**Psionic Manifestation.** The harbinger shape-shifts into a Large or smaller creature, or it returns to its true form. It can create clothing as part of that transformation. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed, except the clothing created as part of the transformation. *Intelligence Saving Throw:* DC 12, the harbinger whenever it takes damage while transformed. *Failure:* The harbinger returns to its true form and can't use this ability again until it finishes a short or long rest. *Failure or Success:* The harbinger reverts to its true form if it dies.

**Summon Voidlings (1/Day).** The harbinger magically summons 1d3 + 2 **voidlings**. The summoned creatures appear in an unoccupied space within 30 feet of their summoner and act as an ally of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses any number of them as an action.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the harbinger can expend a use to take one of the following actions. The harbinger regains all expended uses at the start of each of its turns.*

**Maddening Connection.** *Intelligence Saving Throw:* DC 16, each creature affected by the harbinger's Mind Link. *Failure:* The target suffers a short-term madness until the end of their next turn. *Failure or Success:* The cataclysm can't take this action again until the start of its next turn.

**Psionic Onslaught.** The harbinger makes one Psionic Pulse attack. If the target is affected by its Mind Link, the attack roll is made with advantage.

**Telepathic Command.** *Wisdom saving throw:* DC 16, one creature affected by its Mind Link. *Failure:* The target must use its reaction to move up to its speed in a direction and then make a melee attack against a target of the harbinger's choice.

# HARBINGER — WEAKER

**Armor Class** 14

**Initiative** +4 (14)

**Hit Points** 97 (13d10 + 26)

**Speed** 0 ft., fly 30 ft. (hover); 30 ft. while transformed

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	17 (+3)	16 (+3)	15 (+2)

**Saving Throws** Con +5, Wis +6, Int +6, Cha +5

**Skills** Arcana +6, Deception +8, Investigation +6

**Damage Resistances** lightning, psychic, thunder; bludgeoning, piercing, slashing (while in its true form)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned

**Senses** blindsight 120 ft., passive Perception 13

**Languages** Common, Deep Speech, telepathy 300 ft.

**CR** 7 (XP 2,900 or 3,900 in lair, PB +3)



**Creature Sense.** The harbinger is aware of the presence of creatures within 300 feet of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

**Mind of Many.** When the harbinger communicates via telepathy or speaks, it can assume any voice and personality it likes. Wisdom (Insight) checks to determine this are made with disadvantage.

**Spell Absorption.** The harbinger has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

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

## ACTIONS

**Multiattack.** The harbinger makes two Psionic Pulse attacks.

**Psionic Pulse.** *Melee or Ranged Spell Attack:* +6, reach 5 ft. or range 120 ft. *Hit:* 9 (1d12 + 3) psychic damage. On a critical hit, the target becomes stunned until its next turn.

**Mind Link (Recharge 5-6).** *Intelligence Saving Throw:* DC 14, up to four creatures within 120 feet of the harbinger that it perceives via its Creature Sense. *Failure:* The target becomes linked to the harbinger for 1 minute or until its concentration ends (as if concentrating on a spell). A linked target has disadvantage on its attack rolls against the harbinger, and the harbinger has advantage on saving throws forced by the target.

## BONUS ACTIONS

**Psychic Manifestation.** The harbinger shape-shifts into a Large or smaller creature, or it returns to its true form. It can create clothing as part of that transformation. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed, except the clothing created as part of the transformation. *Intelligence Saving Throw:* DC 12, the harbinger whenever it takes damage while transformed. *Failure:* The harbinger returns to its true form and can't use this ability again until it finishes a short or long rest. *Failure or Success:* The harbinger reverts to its true form if it dies.

**Summon Voidlings (1/Day).** The harbinger magically summons 1d3 + 1 **voidlings**. The summoned creatures appear in an unoccupied space within 30 feet of their summoner and act as an ally of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses any number of them as an action.

## LEGENDARY ACTIONS

*Legendary Action Uses:* 3 (4 in Lair). *Immediately after another creature's turn, the harbinger can expend a use to take one of the following actions. The harbinger regains all expended uses at the start of each of its turns.*

**Maddening Connection.** *Intelligence Saving Throw:* DC 14, each creature affected by the harbinger's Mind Link. *Failure:* The target suffers a short-term madness until the end of their next turn. *Failure or Success:* The cataclysm can't take this action again until the start of its next turn.

**Psionic Onslaught.** The harbinger makes one Psionic Pulse attack. If the target is affected by its Mind Link, the attack roll is made with advantage.

**Telepathic Command.** *Wisdom saving throw:* DC 14, one creature affected by its Mind Link. *Failure:* The target must use its reaction to move up to its speed in a direction and then make a melee attack against a target of the harbinger's choice.

# HARBINGER — STRONGER

**Armor Class** 16

**Initiative** +6 (16)

**Hit Points** 218 (23d12 + 69)

**Speed** 0 ft., fly 30 ft. (hover); 30 ft. while transformed

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	16 (+3)	21 (+5)	20 (+5)	19 (+4)

**Saving Throws** Con +8, Wis +10, Int +10, Cha +9

**Skills** Arcana +10, Deception +14, Investigation +10

**Damage Resistances** lightning, psychic, thunder; bludgeoning, piercing, slashing (while in its true form)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned

**Senses** blindsight 120 ft., passive Perception 15

**Languages** Common, Deep Speech, telepathy 300 ft.

**CR** 13 (XP 10,000 or 11,500, PB +5)



**Creature Sense.** The harbinger is aware of the presence of creatures within 300 feet of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

**Mind of Many.** When the harbinger communicates via telepathy or speaks, it can assume any voice and personality it likes. Wisdom (Insight) checks to determine this are made with disadvantage.

**Spell Absorption.** The harbinger has advantage on saving throws against spells. If it succeeds on such a saving throw, it gains temporary hit points equal to the spell's level.

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

## ACTIONS

**Multiattack.** The harbinger makes two Psionic Pulse attacks.

**Psionic Pulse.** *Melee or Ranged Spell Attack:* +10, reach 5 ft. or range 120 ft. *Hit:* 16 (2d10 + 5) psychic damage. On a critical hit, the target becomes stunned until its next turn.

**Mind Link (Recharge 5-6).** *Intelligence Saving Throw:* DC 18, up to four creatures within 120 feet of the harbinger that it perceives via its Creature Sense. *Failure:* The target becomes linked to the harbinger for 1 minute or until its concentration ends (as if concentrating on a spell). A linked target has disadvantage on its attack rolls against the harbinger, and the harbinger has advantage on saving throws forced by the target.

## BONUS ACTIONS

**Psionic Manifestation.** The harbinger shape-shifts into a Large or smaller creature, or it returns to its true form. It can create clothing as part of that transformation. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed, except the clothing created as part of the transformation. *Intelligence Saving Throw:* DC 14, the harbinger whenever it takes damage while transformed. *Failure:* The harbinger returns to its true form and can't use this ability again until it finishes a short or long rest. *Failure or Success:* The harbinger reverts to its true form if it dies.

**Summon Voidlings (1/Day).** The harbinger magically summons 1d3 + 3 **voidlings**. The summoned creatures appear in an unoccupied space within 30 feet of their summoner and act as an ally of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses any number of them as an action.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the harbinger can expend a use to take one of the following actions. The harbinger regains all expended uses at the start of each of its turns.*

**Maddening Connection.** *Intelligence Saving Throw:* DC 18, each creature affected by the harbinger's Mind Link. *Failure:* The target suffers a short-term madness until the end of their next turn. *Failure or Success:* The cataclysm can't take this action again until the start of its next turn.

**Psionic Onslaught.** The harbinger makes one Psionic Pulse attack. If the target is affected by its Mind Link, the attack roll is made with advantage.

**Telepathic Command.** *Wisdom saving throw:* DC 18, one creature affected by its Mind Link. *Failure:* The target must use its reaction to move up to its speed in a direction and then make a melee attack against a target of the harbinger's choice.