

UNFULFILLED

Medium • Undead (Wizard) • Chaotic Evil

Armor Class 18

Initiative +7 (17)

Hit Points 180 (24d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	7 (-2)	8 (-1)	6 (-2)

Saving Throws Con +7

Skills Perception +7

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages -

CR 11 (XP 7,200; PB +4)



Bloodied - Fleeting. While bloodied, the unfulfilled loses 5 hit points at the start of each of its turns while in combat. Additionally, any condition that affects the unfulfilled can only last a maximum of 1 round.

Unstable Magic. Whenever the unfulfilled casts a spell, roll a d6 to determine a side effect.

1. The unfulfilled takes 10 (3d6) force damage, and the unfulfilled can't cast the triggering spell again until it finishes a long rest.
2. Each creature in a 60-foot emanation from the unfulfilled must roll a d8 to determine a random horizontal direction. Each creature then teleports to the closest unoccupied space 1d4 × 5 feet in that direction.
3. The unfulfilled has disadvantage on saving throws but advantage on attack rolls until the end of its next turn.
4. Creatures have advantage on attack rolls against the unfulfilled, but creatures also have disadvantage on saving throws against spells and effects of the unfulfilled. These effects last until the end of the unfulfilled's next turn.
5. Each creature in a 30-foot emanation from the unfulfilled (including the unfulfilled) can't regain hit points until the end of its next turn.
6. The unfulfilled becomes stunned until the end of the next creature's turn.

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

UNFULFILLED — WEAKER

Armor Class 17

Initiative +5 (15)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	7 (-2)	8 (-1)	6 (-2)

Saving Throws Con +5

Skills Perception +5

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages -

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



ACTIONS

Multiattack. The unfulfilled makes two Eldritch Claws attacks. It can replace one of these attacks with a use of Absorb Essence or Spellcasting.

Eldritch Claws. *Melee Spell Attack:* +7, reach 5 ft. *Hit:* 35 (5d12 + 3) necrotic damage.

Absorb Essence. *Strength or Dexterity Saving Throw* (the target's choice): DC 15, one creature within 5 feet of the unfulfilled that it can see. *Failure:* The target becomes grappled (escape DC 15). While grappled, the target takes 22 (4d10) psychic damage at the start of each of its turns, and the unfulfilled regains hit points equal to the damage dealt. If this damage reduces the target to 0 hit points, the unfulfilled kills it, and the creature can't be resurrected as long as the unfulfilled lives. The unfulfilled can only have one creature grappled like this at a time.

Spellcasting. The unfulfilled casts one of the following spells, using Constitution as the spellcasting ability (spell save DC 15):

At will: *dispel magic*, *fireball*, *lightning bolt*, *hold monster*

REACTIONS

Protective Magic. The unfulfilled casts *counterspell* or *shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Bloodied - Fleeting. While bloodied, the unfulfilled loses 5 hit points at the start of each of its turns while in combat. Additionally, any condition that affects the unfulfilled can only last a maximum of 1 round.

Unstable Magic. Whenever the unfulfilled casts a spell, roll a d6 to determine a side effect.

1. The unfulfilled takes 7 (2d6) force damage, and the unfulfilled can't cast the triggering spell again until it finishes a long rest.
2. Each creature in a 60-foot emanation from the unfulfilled must roll a d8 to determine a random horizontal direction. Each creature then teleports to the closest unoccupied space 1d4 × 5 feet in that direction.
3. The unfulfilled has disadvantage on saving throws but advantage on attack rolls until the end of its next turn.
4. Creatures have advantage on attack rolls against the unfulfilled, but creatures also have disadvantage on saving throws against spells and effects of the unfulfilled. These effects last until the end of the unfulfilled's next turn.
5. Each creature in a 30-foot emanation from the unfulfilled (including the unfulfilled) can't regain hit points until the end of its next turn.
6. The unfulfilled becomes stunned until the end of the next creature's turn.

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

UNFULFILLED — STRONGER

Armor Class 19

Hit Points 238 (28d8 + 112)

Speed 30 ft.

Initiative +9 (19)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	7 (-2)	8 (-1)	6 (-2)

Saving Throws Con +9

Skills Perception +9

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 19

Languages -

CR 14 (XP 11,500; PB +5)

ACTIONS

Multiattack. The unfulfilled makes two Eldritch Claws attacks. It can replace one of these attacks with a use of Absorb Essence or Spellcasting.

Eldritch Claws. *Melee Spell Attack:* +5, reach 5 ft. *Hit:* 28 (4d12 + 2) necrotic damage.

Absorb Essence. *Strength or Dexterity Saving Throw* (the target's choice): DC 13, one creature within 5 feet of the unfulfilled that it can see. *Failure:* The target becomes grappled (escape DC 13). While grappled, the target takes 16 (3d10) psychic damage at the start of each of its turns, and the unfulfilled regains hit points equal to the damage dealt. If this damage reduces the target to 0 hit points, the unfulfilled kills it, and the creature can't be resurrected as long as the unfulfilled lives. The unfulfilled can only have one creature grappled like this at a time.

Spellcasting. The unfulfilled casts one of the following spells, using Constitution as the spellcasting ability (spell save DC 13):

At will: *dispel magic, fireball, lightning bolt, hold monster*

REACTIONS

Protective Magic. The unfulfilled casts *counterspell* or *shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.



Bloodied - Fleeting. While bloodied, the unfulfilled loses 5 hit points at the start of each of its turns while in combat. Additionally, any condition that affects the unfulfilled can only last a maximum of 1 round.

Unstable Magic. Whenever the unfulfilled casts a spell, roll a d6 to determine a side effect.

1. The unfulfilled takes 14 (4d6) force damage, and the unfulfilled can't cast the triggering spell again until it finishes a long rest.
2. Each creature in a 60-foot emanation from the unfulfilled must roll a d8 to determine a random horizontal direction. Each creature then teleports to the closest unoccupied space 1d4 × 5 feet in that direction.
3. The unfulfilled has disadvantage on saving throws but advantage on attack rolls until the end of its next turn.
4. Creatures have advantage on attack rolls against the unfulfilled, but creatures also have disadvantage on saving throws against spells and effects of the unfulfilled. These effects last until the end of the unfulfilled's next turn.
5. Each creature in a 30-foot emanation from the unfulfilled (including the unfulfilled) can't regain hit points until the end of its next turn.
6. The unfulfilled becomes stunned until the end of the next creature's turn.

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

ACTIONS

Multiattack. The unfulfilled makes two Eldritch Claws attacks. It can replace one of these attacks with a use of Absorb Essence or Spellcasting.

Eldritch Claws. *Melee Spell Attack:* +9, reach 5 ft. *Hit:* 43 (6d12 + 4) necrotic damage.

Absorb Essence. *Strength or Dexterity Saving Throw* (the target's choice): DC 17, one creature within 5 feet of the unfulfilled that it can see. *Failure:* The target becomes grappled (escape DC 17). While grappled, the target takes 27 (5d10) psychic damage at the start of each of its turns, and the unfulfilled regains hit points equal to the damage dealt. If this damage reduces the target to 0 hit points, the unfulfilled kills it, and the creature can't be resurrected as long as the unfulfilled lives. The unfulfilled can only have one creature grappled like this at a time.

Spellcasting. The unfulfilled casts one of the following spells, using Constitution as the spellcasting ability (spell save DC 17):

At will: *dispel magic, fireball, lightning bolt, hold monster*

REACTIONS

Protective Magic. The unfulfilled casts *counterspell* or *shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.