

# PARADOX

Medium • Aberration (Sorcerer) • Chaotic Evil

**Armor Class** 21

**Initiative** +10 (20)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft., fly 30 ft. (hover)

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 16 (+3) | 17 (+3) | 17 (+3) | 17 (+3) | 21 (+5) |

**Saving Throws** Int +10, Cha +10

**Skills** Arcana +17, Deception +12, Investigation +10, Perception +10

**Damage Resistances** force, necrotic, psychic

**Damage Immunities** poison

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

**Senses** truesight 120 ft., passive Perception 20

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

**CR** 22 (XP 41,000 or 50,000 in lair; PB +7)



**Existence Error.** The paradox can move through other creatures and objects as if they were difficult terrain. When it does so, the creature or object it moves through takes 5 (1d10) force damage. A creature or object takes this damage only once per turn.

**Greater Magic Resistance.** The paradox automatically succeeds on saving throws against spells and other magical effects, and the attack rolls of spells automatically miss it.

**Sense Magic.** The paradox senses magic within 1000 feet of it at will. This trait otherwise works like the *detect magic* spell, but isn't itself magical.

**Unraveling Reality.** If the paradox drops to 0 hit points, it regains all its hit points after the damage is dealt. Then its body starts to fragment and splinter into incomprehensible dimensions. It gains a random effect from the Unraveling Reality table for 24 hours (reroll existing effects). If the paradox can't gain a new effect because it already has all effects, this trait doesn't function, and it dies when reduced to 0 hit points. Whenever the paradox gains a new trait, *Wisdom Saving Throw*: DC 20, each creature in a 60-foot emanation originating from the paradox that can see it. *Failure*: The target becomes frightened until the end of its next turn. While frightened this way, the target is paralyzed. *Success*: The target becomes frightened until the end of its next turn and is immune to all future saving throws against this ability for the next 24 hours.

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

## ACTIONS

**Multiattack.** The paradox makes two Distortion Pulse attacks. It can replace one of these attacks for a use of Spellcasting for one at-will spell.

**Distortion Pulse.** *Melee or Ranged Spell Attack*: +12, reach 5 ft. or range 120 ft. *Hit*: 27 (4d10 + 5) force damage. This attack deals an additional 1d10 damage in melee range.

**Spellcasting.** The paradox casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 20):

At will: *dispel magic* (level 7), *hold monster*, *mirror image*, *slow*

1/day: *feblemind*, *mirage arcane*, *power word stun*, *plane shift* (self only), *weird*

## REACTIONS

**Delayed Impact.** *Trigger*: The paradox takes damage and doesn't have unresolved delayed any other damage. *Response*: The paradox negates the damage it would take. It then adds that amount of damage to the next instance where it takes damage.

## LEGENDARY ACTIONS

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

**Desync.** *Wisdom Saving Throw*: DC 20, each creature in a 30-foot emanation originating from the paradox. *Failure*: The target is teleported 30 feet into a random direction, including vertical or into objects. If a creature is teleported into an occupied space it takes, it shunted into the nearest unoccupied space and takes 5 (1d10) force per 5 feet traveled this way. *Success*: The target is only teleported 15 feet.

**Distort.** The paradox makes one Distortion Pulse attack.

**Step Through Reality.** The paradox vanishes from existence. It reappears at the end of the next creature's turn at an unoccupied space within 30 feet of its original space. *Constitution Saving Throw*: DC 20, each creature in a 5-foot emanation originating from the destination space the paradox reappears. *Failure*: 13 (3d8) force damage. *Failure or Success*: The paradox can't take this action again until the start of its next turn.

## PARADOX — WEAKER

**Armor Class** 20

**Initiative** +8 (18)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft., fly 30 ft. (hover)

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 14 (+2) | 15 (+2) | 15 (+2) | 15 (+2) | 19 (+4) |

**Saving Throws** Int +8, Cha +8

**Skills** Arcana +14, Deception +10, Investigation +8, Perception +8

**Damage Resistances** force, necrotic, psychic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** truesight 120 ft., passive Perception 18

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

**CR** 19 (XP 22,000 or 25,000 in lair; PB +6)



**Existence Error.** The paradox can move through other creatures and objects as if they were difficult terrain. When it does so, the creature or object takes 4 (1d8) force damage. A creature or object takes this damage only once per turn.

**Greater Magic Resistance.** The paradox automatically succeeds on saving throws against spells and other magical effects, and the attack rolls of spells automatically miss it.

**Sense Magic.** The paradox senses magic within 1000 feet of it at will. This trait otherwise works like the *detect magic* spell, but isn't itself magical.

**Unraveling Reality.** If the paradox drops to 0 hit points, it regains all its hit points after the damage is dealt. Then its body starts to fragment and splinter into incomprehensible dimensions. It gains a random effect from the Unraveling Reality table for 24 hours (reroll existing effects). If the paradox can't gain a new effect because it already has all effects, this trait doesn't function, and it dies when reduced to 0 hit points. Whenever the paradox gains a new trait, *Wisdom Saving Throw*: DC 18, each creature in a 60-foot emanation originating from the paradox that can see it. *Failure*: The target becomes frightened until the end of its next turn. While frightened this way, the target is paralyzed. *Success*: The target becomes frightened until the end of its next turn and is immune to all future saving throws against this ability for the next 24 hours.

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

### ACTIONS

**Multiattack.** The paradox makes two Distortion Pulse attacks. It can replace one of these attacks for a use of Spellcasting for one at-will spell.

**Distortion Pulse.** *Melee or Ranged Spell Attack*: +10, reach 5 ft. or range 120 ft. *Hit*: 17 (2d12 + 4) force damage. This attack deals an additional 1d12 damage in melee range.

**Spellcasting.** The paradox casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *dispel magic* (level 6), *hold monster*, *mirror image*, *slow*

1/day: *feblemind*, *mirage arcane*, *power word stun*, *plane shift* (self only), *weird*

### REACTIONS

**Delayed Impact.** *Trigger*: The paradox takes damage and doesn't have unresolved delayed any other damage. *Response*: The paradox negates the damage it would take. It then adds that amount of damage to the next instance where it takes damage.

### LEGENDARY ACTIONS

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

**Desync.** *Wisdom Saving Throw*: DC 18, each creature in a 30-foot emanation originating from the paradox. *Failure*: The target is teleported 30 feet into a random direction, including vertical or into objects. If a creature is teleported into an occupied space it takes, it shunted into the nearest unoccupied space and takes 4 (1d8) force per 5 feet traveled this way. *Success*: The target is only teleported 15 feet.

**Distort.** The paradox makes one Distortion Pulse attack.

**Step Through Reality.** The paradox vanishes from existence. It reappears at the end of the next creature's turn at an unoccupied space within 30 feet of its original space. *Constitution Saving Throw*: DC 18, each creature in a 5-foot emanation originating from the destination space the paradox reappears. *Failure*: 9 (2d8) force damage. *Failure or Success*: The paradox can't take this action again until the start of its next turn.

# PARADOX — STRONGER

**Armor Class** 22

**Initiative** +12 (22)

**Hit Points** 119 (14d8 + 56)

**Speed** 30 ft., fly 30 ft. (hover)

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 18 (+3) | 19 (+4) | 19 (+4) | 19 (+4) | 23 (+6) |

**Saving Throws** Int +12, Cha +12

**Skills** Arcana +20, Deception +14, Investigation +12, Perception +12

**Damage Resistances** force, necrotic, psychic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** truesight 120 ft., passive Perception 22

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

**CR** 25 (XP 75,000 or 90,000 in lair; PB +8)



**Existence Error.** The paradox can move through other creatures and objects as if they were difficult terrain. When it does so, the creature or object it moves through takes 6 (1d12) force damage. A creature or object takes this damage only once per turn.

**Greater Magic Resistance.** The paradox automatically succeeds on saving throws against spells and other magical effects, and the attack rolls of spells automatically miss it.

**Sense Magic.** The paradox senses magic within 1000 feet of it at will. This trait otherwise works like the *detect magic* spell, but isn't itself magical.

**Unraveling Reality.** If the paradox drops to 0 hit points, it regains all its hit points after the damage is dealt. Then its body starts to fragment and splinter into incomprehensible dimensions. It gains a random effect from the Unraveling Reality table for 24 hours (reroll existing effects). If the paradox can't gain a new effect because it already has all effects, this trait doesn't function, and it dies when reduced to 0 hit points. Whenever the paradox gains a new trait, *Wisdom Saving Throw*: DC 22, each creature in a 60-foot emanation originating from the paradox that can see it. *Failure*: The target becomes frightened until the end of its next turn. While frightened this way, the target is paralyzed. *Success*: The target becomes frightened until the end of its next turn and is immune to all future saving throws against this ability for the next 24 hours.

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

## ACTIONS

**Multiattack.** The paradox makes two Distortion Pulse attacks. It can replace one of these attacks for a use of Spellcasting for one at-will spell.

**Distortion Pulse.** *Melee or Ranged Spell Attack*: +14, reach 5 ft. or range 120 ft. *Hit*: 38 (5d12 + 6) force damage. This attack deals an additional 1d12 damage in melee range.

## REMARKS

### UNRAVEL REALITY TABLE

| D3   | EFFECT  |
|------|---|
| Head | The paradox's voice becomes fragmented and distorted, speaking in an unknown language. Creatures have disadvantage on saving throws against the paradox's spells and abilities. |

**Spellcasting.** The paradox casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 22):

At will: *dispel magic* (level 8), *hold monster*, *mirror image*, *slow*

2/day: *feblemind*, *mirage arcane*, *power word stun*, *plane shift* (self only), *weird*

## REACTIONS

**Delayed Impact.** *Trigger*: The paradox takes damage and doesn't have unresolved delayed any other damage. *Response*: The paradox negates the damage it would take. It then adds that amount of damage to the next instance where it takes damage.

## LEGENDARY ACTIONS

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

**Desync.** *Wisdom Saving Throw*: DC 22, each creature in a 30-foot emanation originating from the paradox. *Failure*: The target is teleported 30 feet into a random direction, including vertical or into objects. If a creature is teleported into an occupied space it takes, it shunted into the nearest unoccupied space and takes 5 (1d12) force per 5 feet traveled this way. *Success*: The target is only teleported 15 feet.

**Distort.** The paradox makes one Distortion Pulse attack.

**Step Through Reality.** The paradox vanishes from existence. It reappears at the end of the next creature's turn at an unoccupied space within 30 feet of its original space. *Constitution Saving Throw*: DC 22, each creature in a 5-foot emanation originating from the destination space the paradox reappears. *Failure*: 18 (4d8) force damage. *Failure or Success*: The paradox can't take this action again until the start of its next turn.

Body The paradox's body splits open and overlays each other in impossible ways. Attack rolls against it have disadvantage.

Extremities The paradox's limbs shatter, and the pieces multiply. It has advantage on its attack rolls. When a paradox hits a creature with an attack, *Charisma Saving Throw*: DC 20, the target. *Failure*: The target's maximum hit points are reduced by an equal amount to force damage taken.