AXIOMITE

Huge • Aberration • Unaligned



Armor Class 20
Initiative +9 (19)
Hit Points 337 (27d12 + 162)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	22 (+6)	20 (+5)	19 (+4)	23 (+6)

Skills Arcana +11, Investigation +11, Perception +10
Damage Immunities psychic
Condition Immunities exhaustion, charmed, frightened, poisoned, paralyzed, petrified
Senses truesight 60 ft., passive Perception 20
Languages All
CR 20 (XP 25,000 or 33,000 in lair; PB +6)

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

Axiom Resistance (3/Day; 4/Day in Lair). If the axiomite fails a saving throw, it can choose to succeed instead. When it does so, one randomly determined active Tentacles effect becomes inactive and turns into the following effect until it finishes a short or long rest: **Tentacle of Normality.** *Dexterity Saving Throw:* DC 20. *Failure:* 19 (3d8 + 6) bludgeoning damage.

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

ACTIONS

Multiattack. The axiomite uses Tentacles three times.

Tentacles. The axiomite randomly chooses one of the following magical effects at a target within 30 feet of itself (roll 1d10; reroll if the axiomite has already used that tentacle during this turn):

1. **Tentacle of Reconfiguration.** *Charisma Saving Throw:* DC 20. *Failure:* The axiomite casts *command* on the target. The axiomite can use up to three words to form the command instead of just one.
2. **Tentacle of Inertia.** *Constitution Saving Throw:* DC 20. *Failure:* 27 (6d8) thunder damage, and the target's speed is halved and it can't take reactions until the end of its next turn. If the target takes the Dash action during this duration, its Speed is doubled instead until the end of that turn.
3. **Tentacle of Deterioration.** *Dexterity Saving Throw:* DC 20. *Failure:* 27 (5d10) necrotic damage, and one nonmagical object the target is carrying or wearing, chosen by the axiomite, is destroyed.
4. **Tentacle of Inversion.** *Charisma Saving Throw:* DC 20. *Failure:* Any damage the target deals, instead restores hit points. Any hit points the target restores instead deal necrotic damage. These effect lasts until the end of the target's next turn.
5. **Tentacle of Distortion.** *Wisdom Saving Throw:* DC 20. *Failure:* 21 (6d6) psychic damage, and the target regards its allies as enemies and its enemies as allies until the end of its next turn.
6. **Tentacle of Suppression.** *Intelligence Saving Throw:* DC 20. *Failure:* 32 (5d12) psychic damage, and the target's Proficiency Bonus is set to 0 until the end of its next turn.
7. **Tentacle of Attraction.** *Strength Saving Throw:* DC 20. *Failure:* The axiomite chooses an object or creature it can see. The target is pulled up to 100 feet toward the chosen object or creature. At the start of the target's next turn, it is pulled up to 100 feet toward the same object or creature again. If the target collides with the chosen object or creature during this movement, this movement stops and both take 1d6 bludgeoning damage for every 20 feet the target traveled this way.
8. **Tentacle of Rupture.** *Constitution Saving Throw:* DC 20. *Failure:* 28 (8d6) radiant damage, and the target becomes incorporeal until the end of its next turn. Everything the target is wearing becomes incorpereal with it while everything it is carrying falls to the ground. While incorporeal, the target can move through creatures and objects as if they were difficult terrain, but it can't manipulate objects or end its turn inside another creature or object.
9. **Tentacle of Disjunction.** *Intelligence Saving Throw:* DC 20. *Failure:* 22 (4d10) force damage, and the target loses its concentration. Additionally, all spells affecting the target of the axiomite's choice end.
10. **Tentacle of Causality.** *Dexterity Saving Throw:* DC 20. *Failure:* The next time a creature other than the target succeeds on a saving throw against a spell or misses with an attack roll, the target becomes affected by that spell or attack instead. If the effect requires a saving throw, the target makes its own saving throw. If the effect requires an attack roll, the attack roll is rerolled against the target. The other creature must be within 60 feet of the target when this happens.

BONUS ACTIONS

Tentacle of Creation (Recharge 5-6). The axiomite casts *mirage arcane*. The spell's area is limited to a 20-foot cube, and its range is 30 feet. The spell lasts for 1 minute or until the axiomite uses this ability again.

REACTIONS

Tentacle of Displacement. *Trigger:* A creature moves within 30 feet of the axiomite. *Response - Wisdom Saving Throw*: DC 20. *Failure:* The target is teleported up to 60 feet in a random horizontal direction to an unoccupied space. The axiomite can target itself and choose to fail the saving throw.

LEGENDARY ACTIONS

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

Tentacle. The axiomite uses its Tentacles once.

Flail. *Strength Saving Throw:* DC 20, each creature in 20-foot emanation orginating from the axiomite. *Failure:* 19 (3d8 + 6) bludgeoning damage and the target is knocked prone. *Success:* Half damage. *Failure or Success:*The axiomite can’t take this action again until the start of its next turn.

AXIOMITE — WEAKER



Armor Class 19 **Initiative** +6 (16)
Hit Points 241 (21d12 + 105)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	18 (+4)	17 (+3)	21 (+5)

Skills Arcana +10, Investigation +10, Perception +9
Damage Immunities psychic
Condition Immunities exhaustion, charmed, frightened, poisoned, paralyzed, petrified
Senses truesight 60 ft., passive Perception 19
Languages All
CR 17 (XP 18,000 or 20,000 in lair; PB +6)

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

Axiom Resistance (3/Day; 4/Day in Lair). If the axiomite fails a saving throw, it can choose to succeed instead. When it does so, one randomly determined active Tentacles effect becomes inactive and turns into the following effect until it finishes a short or long rest: **Tentacle of Normality.** *Dexterity Saving Throw:* DC 20. *Failure:* 14 (2d8 + 5) bludgeoning damage.

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

ACTIONS

Multiattack. The axiomite uses Tentacles three times.

Tentacles. The axiomite randomly chooses one of the following magical effects at a target within 30 feet of itself (roll 1d10; reroll if the axiomite has already used that tentacle during this turn):

1. **Tentacle of Reconfiguration.** *Charisma Saving Throw:* DC 19. *Failure:* The axiomite casts *command* on the target. The axiomite can use up to three words to form the command instead of just one.
2. **Tentacle of Inertia.** *Constitution Saving Throw:* DC 19. *Failure:* 22 (5d8) thunder damage, and the target's speed is halved and it can't take reactions until the end of its next turn. If the target takes the Dash action during this duration, its Speed is doubled instead until the end of that turn.
3. **Tentacle of Deterioration.** *Dexterity Saving Throw:* DC 19. *Failure:* 22 (4d10) necrotic damage, and one nonmagical object the target is carrying or wearing, chosen by the axiomite, is destroyed.
4. **Tentacle of Inversion.** *Charisma Saving Throw:* DC 19. *Failure:* Any damage the target deals, instead restores hit points. Any hit points the target restores instead deal necrotic damage. These effect lasts until the end of the target's next turn.
5. **Tentacle of Distortion.** *Wisdom Saving Throw:* DC 19. *Failure:* 17 (5d6) psychic damage, and the target regards its allies as enemies and its enemies as allies until the end of its next turn.
6. **Tentacle of Suppression.** *Intelligence Saving Throw:* DC 19. *Failure:* 26 (4d12) psychic damage, and the target's Proficiency Bonus is set to 0 until the end of its next turn.
7. **Tentacle of Attraction.** *Strength Saving Throw:* DC 19. *Failure:*
   The axiomite chooses an object or creature it can see. The target is pulled up to 100 feet toward the chosen object or creature. At the start of the target's next turn, it is pulled up to 100 feet toward the same object or creature again. If the target collides with the chosen object or creature during this movement, this movement stops and both take 1d6 bludgeoning damage for every 20 feet the target traveled this way.
8. **Tentacle of Rupture.** *Constitution Saving Throw:* DC 19. *Failure:* 24 (7d6) radiant damage, and the target becomes incorporeal until the end of its next turn. Everything the target is wearing becomes incorpereal with it while everything it is carrying falls to the ground. While incorporeal, the target can move through creatures and objects as if they were difficult terrain, but it can't manipulate objects or end its turn inside another creature or object.
9. **Tentacle of Disjunction.** *Intelligence Saving Throw:* DC 19. *Failure:* 16 (3d10) force damage, and the target loses its concentration. Additionally, all spells affecting the target of the axiomite's choice end.
10. **Tentacle of Causality.** *Dexterity Saving Throw:* DC 19. *Failure:* The next time a creature other than the target succeeds on a saving throw against a spell or misses with an attack roll, the target becomes affected by that spell or attack instead. If the effect requires a saving throw, the target makes its own saving throw. If the effect requires an attack roll, the attack roll is rerolled against the target. The other creature must be within 60 feet of the target when this happens.

BONUS ACTIONS

Tentacle of Creation (Recharge 5-6). The axiomite casts *mirage arcane*. The spell's area is limited to a 20-foot cube, and its range is 30 feet. The spell lasts for 1 minute or until the axiomite uses this ability again.

REACTIONS

Tentacle of Displacement. *Trigger:* A creature moves within 30 feet of the axiomite. *Response* **-** *Wisdom Saving Throw*: DC 19. *Failure:* The target is teleported up to 60 feet in a random horizontal direction to an unoccupied space. The axiomite can target itself and choose to fail the saving throw.

LEGENDARY ACTIONS

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

Tentacle. The axiomite uses its Tentacles once.

Flail. *Strength Saving Throw:* DC 19, each creature in 20-foot emanation orginating from the axiomite. *Failure:* 14 (2d8 + 5) bludgeoning damage and the target is knocked prone. *Success:* Half damage. *Failure or Success:*The axiomite can’t take this action again until the start of its next turn.

AXIOMITE — STRONGER



Armor Class 21 **Initiative** +11 (21)
Hit Points 405 (30d12 + 210)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	24 (+7)	22 (+6)	21 (+5)	25 (+7)

Skills Arcana +13, Investigation +13, Perception +12
Damage Immunities psychic
Condition Immunities exhaustion, charmed, frightened, poisoned, paralyzed, petrified
Senses truesight 60 ft., passive Perception 22
Languages All
CR 23 (XP 50,000 or 62,000 in lair; PB +7)

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

Axiom Resistance (3/Day; 4/Day in Lair). If the axiomite fails a saving throw, it can choose to succeed instead. When it does so, one randomly determined active Tentacles effect becomes inactive and turns into the following effect until it finishes a short or long rest: **Tentacle of Normality.** *Dexterity Saving Throw:* DC 20. *Failure:* 25 (4d8 + 7) bludgeoning damage.

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

ACTIONS

Multiattack. The axiomite uses Tentacles three times.

Tentacles. The axiomite randomly chooses one of the following magical effects at a target within 30 feet of itself (roll 1d10; reroll if the axiomite has already used that tentacle during this turn):

1. **Tentacle of Reconfiguration.** *Charisma Saving Throw:* DC 22. *Failure:* The axiomite casts *command* on the target. The axiomite can use up to three words to form the command instead of just one.
2. **Tentacle of Inertia.** *Constitution Saving Throw:* DC 22. *Failure:* 31 (7d8) thunder damage, and the target's speed is halved and it can't take reactions until the end of its next turn. If the target takes the Dash action during this duration, its Speed is doubled instead until the end of that turn.
3. **Tentacle of Deterioration.** *Dexterity Saving Throw:* DC 22. *Failure:* 33 (6d10) necrotic damage, and one nonmagical object the target is carrying or wearing, chosen by the axiomite, is destroyed.
4. **Tentacle of Inversion.** *Charisma Saving Throw:* DC 22. *Failure:* Any damage the target deals, instead restores hit points. Any hit points the target restores instead deal necrotic damage. These effect lasts until the end of the target's next turn.
5. **Tentacle of Distortion.** *Wisdom Saving Throw:* DC 22. *Failure:* 24 (7d6) psychic damage, and the target regards its allies as enemies and its enemies as allies until the end of its next turn.
6. **Tentacle of Suppression.** *Intelligence Saving Throw:* DC 22. *Failure:* 39 (6d12) psychic damage, and the target's Proficiency Bonus is set to 0 until the end of its next turn.
7. **Tentacle of Attraction.** *Strength Saving Throw:* DC 22. *Failure:*
   The axiomite chooses an object or creature it can see. The target is pulled up to 100 feet toward the chosen object or creature. At the start of the target's next turn, it is pulled up to 100 feet toward the same object or creature again. If the target collides with the chosen object or creature during this movement, this movement stops and both take 1d6 bludgeoning damage for every 20 feet the target traveled this way.
8. **Tentacle of Rupture.** *Constitution Saving Throw:* DC 22. *Failure:* 30 (9d6) radiant damage, and the target becomes incorporeal until the end of its next turn. Everything the target is wearing becomes incorpereal with it while everything it is carrying falls to the ground. While incorporeal, the target can move through creatures and objects as if they were difficult terrain, but it can't manipulate objects or end its turn inside another creature or object.
9. **Tentacle of Disjunction.** *Intelligence Saving Throw:* DC 22. *Failure:* 27 (5d10) force damage, and the target loses its concentration. Additionally, all spells affecting the target of the axiomite's choice end.
10. **Tentacle of Causality.** *Dexterity Saving Throw:* DC 22. *Failure:* The next time a creature other than the target succeeds on a saving throw against a spell or misses with an attack roll, the target becomes affected by that spell or attack instead. If the effect requires a saving throw, the target makes its own saving throw. If the effect requires an attack roll, the attack roll is rerolled against the target. The other creature must be within 60 feet of the target when this happens.

BONUS ACTIONS

Tentacle of Creation (Recharge 5-6). The axiomite casts *mirage arcane*. The spell's area is limited to a 20-foot cube, and its range is 30 feet. The spell lasts for 1 minute or until the axiomite uses this ability again.

REACTIONS

Tentacle of Displacement. *Trigger:* A creature moves within 30 feet of the axiomite. *Response* **-** *Wisdom Saving Throw*: DC 22. *Failure:* The target is teleported up to 60 feet in a random horizontal direction to an unoccupied space. The axiomite can target itself and choose to fail the saving throw.

LEGENDARY ACTIONS

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

Tentacle. The axiomite uses its Tentacles once.

Flail. *Strength Saving Throw:* DC 22, each creature in 20-foot emanation orginating from the axiomite. *Failure:* 25 (4d8 + 7) bludgeoning damage and the target is knocked prone. *Success:* Half damage. *Failure or Success:*The axiomite can’t take this action again until the start of its next turn.