## WARPED ABOMINATION

*Large • Aberration • Chaotic Evil*



**Armor Class** 11
**Initiative** -2 (8)
**Hit Points** 110 (13d10 + 39)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 6 (-2) | 17 (+3) | 6 (-2) | 12 (+1) | 8 (-1) |

**Saving Throws** Str +5, Con +6
**Condition Immunities** charmed, frightened, prone
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Understands Deep Speech but can't speak
**CR** 6 (XP 2,300; PB +3)

***Aura of Madness.*** *Wisdom Saving Throw:* DC 14, any non-Aberration that starts its turn in a 20-foot emanation originatin from the abomination. *Failure:* The target becomes frightened until the start of the creature's next turn. While frightened this way, the creature has a speed of 0.

***Chaotic Magic Resistance.*** The abomination has advantage on saving throws against spells and other magical effects and spell attack rolls against it have disadvantage. When the abomination succeeds on a saving throw against a spell that targets only it, or a spell's attack roll misses it, a randomly determined creature within 20 feet of it is chosen as the new target of the spell. 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.

### ACTIONS

***Multiattack.*** The abomination makes two Rend attacks and uses its Maddening Pulse once.

***Rend.*** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 16 (4d6 + 2) slashing damage. If the target is a Medium or smaller creature, it is knocked prone.

***Maddening Pulse.*** *Intelligence Saving Throw:* DC 14, one creature randomly determined hostile creature within 30 feet of the abomination. *Failure:* 10 (3d6) psychic damage and the target suffers a short-term madness until the end of its next turn. *Success:* Half damage.

## WARPED ABOMINATION — WEAKER



**Armor Class** 10
**Initiative** -2 (8)
**Hit Points** 75 (10d10 + 20)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 6 (-2) | 15 (+2) | 6 (-2) | 10 (+0) | 8 (-1) |

**Saving Throws** Str +5, Con +6
**Condition Immunities** charmed, frightened, prone
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Understands Deep Speech but can't speak
**CR** 3 (XP 700; PB +2)

***Aura of Madness.*** *Wisdom Saving Throw:* DC 12, any non-Aberration that starts its turn in a 20-foot emanation originatin from the abomination. *Failure:* The target becomes frightened until the start of the creature's next turn. While frightened this way, the creature has a speed of 0.

***Chaotic Magic Resistance.*** The abomination has advantage on saving throws against spells and other magical effects and spell attack rolls against it have disadvantage. When the abomination succeeds on a saving throw against a spell that targets only it, or a spell's attack roll misses it, a randomly determined creature within 20 feet of it is chosen as the new target of the spell. 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.

### ACTIONS

***Multiattack.*** The abomination makes two Rend attacks and uses its Maddening Pulse once.

***Rend.*** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 11 (3d6 + 1) slashing damage. If the target is a Medium or smaller creature, it is knocked prone.

***Maddening Pulse.*** *Intelligence Saving Throw:* DC 12, one creature randomly determined hostile creature within 30 feet of the abomination. *Failure:* 7 (2d6) psychic damage and the target suffers a short-term madness until the end of its next turn. *Success:* Half damage.

## WARPED ABOMINATION — STRONGER



**Armor Class** 12
**Initiative** -2 (8)
**Hit Points** 152 (16d10 + 64)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 6 (-2) | 19 (+4) | 6 (-2) | 14 (+2) | 8 (-1) |

**Saving Throws** Str +5, Con +6
**Condition Immunities** charmed, frightened, prone
**Senses** darkvision 60 ft., passive Perception 12
**Languages** Understands Deep Speech but can't speak
**CR** 9 (XP 5,000; PB +4)

***Aura of Madness.*** *Wisdom Saving Throw:* DC 16, any non-Aberration that starts its turn in a 20-foot emanation originatin from the abomination. *Failure:* The target becomes frightened until the start of the creature's next turn. While frightened this way, the creature has a speed of 0.

***Chaotic Magic Resistance.*** The abomination has advantage on saving throws against spells and other magical effects and spell attack rolls against it have disadvantage. When the abomination succeeds on a saving throw against a spell that targets only it, or a spell's attack roll misses it, a randomly determined creature within 20 feet of it is chosen as the new target of the spell. 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.

### ACTIONS

***Multiattack.*** The abomination makes two Rend attacks and uses its Maddening Pulse once.

***Rend.*** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 25 (5d8 + 3) slashing damage. If the target is a Medium or smaller creature, it is knocked prone.

***Maddening Pulse.*** *Intelligence Saving Throw:* DC 16, one creature randomly determined hostile creature within 30 feet of the abomination. *Failure:* 18 (4d8) psychic damage and the target suffers a short-term madness until the end of its next turn. *Success:* Half damage.