

# COSMIC MONOLITH

Huge • Construct • Chaotic Evil

**Armor Class** 20

**Initiative** -5 (5)

**Hit Points** 115 (10d12 + 50)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	1 (-5)	20 (+5)	5 (-3)	5 (-3)	20 (+5)

**Saving Throws** Str +9, Cha +9

**Damage Resistances** lightning, psychic; bludgeoning, piercing, slashing

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, petrified, poisoned, prone, stunned, unconscious

**Senses** blindsight 150 ft., passive Perception 7

**Languages** understands Deep Speech but can't speak

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



**Aura of Reverence.** *Wisdom Saving Throw:* DC 17, any creature that starts its turn in a 30-foot emanation originating from the monolith. *Failure:* The target becomes magically charmed. While charmed that way, the target defends the monolith at all costs, even its own life, and tries to stay close to it. Whenever the creature ends its turn further away than 30 feet from the monolith, it can repeat the saving throw, ending the effect on a success. *Success or Effect Ends:* The target is immune to the monolith's Aura of Reverence for the next 24 hours.

**Heavy.** The monolith can't be moved or toppled unless an effect is able to move 20,000 pounds or more.

**Immutable Form.** The monolith can't shape-shift.

**Impervious.** The monolith has a damage threshold of 10.

**Magical Resistance.** The monolith has advantage on saving throws against spells and other magical effects.

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

## ACTIONS

**Cosmic Influence.** *Intelligence Saving Throw:* DC 17, one creature within 150 feet of the monolith. *Failure:* 45 (7d12) psychic damage, and the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the end of its next turn. *Success:* Half damage.

**Pulse Wave (Recharge 6).** *Constitution Saving Throw:* DC 17, each hostile creature in a 30-foot emanation originating from the monolith. *Failure:* 36 (8d8) force damage, and the target is knocked prone. *Success:* Half damage.

**Dominate (Recharges after a Short or Long Rest).** *Wisdom Saving Throw:* DC 17, one creature within 60 feet of the monolith with an Intelligence score of 6 or higher. *Failure:* The target becomes charmed for 1 minute. While charmed that way, the monolith precisely controls what the creature does on its turns. Whenever the creature takes damage, it can repeat the saving throw, ending the effect on a success.

## REACTIONS

**Spell Reflection.** *Trigger:* The monolith succeeds on a saving throw against a spell, or a spell's attack roll misses it.

*Response—Dexterity Saving Throw:* DC 17, one creature the monolith can see within 120 feet. *Failure:* 27 (6d8) Force damage.

# COSMIC MONOLITH — WEAKER

**Armor Class** 18

**Initiative** -5 (5)

**Hit Points** 84 (8d12 + 32)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	1 (-5)	18 (+4)	5 (-3)	5 (-3)	18 (+4)

**Saving Throws** Str +7, Cha +7

**Damage Resistances** lightning, psychic; bludgeoning, piercing, slashing

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, petrified, poisoned, prone, stunned, unconscious

**Senses** blindsight 150 ft., passive Perception 7

**Languages** understands Deep Speech but can't speak

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



**Aura of Reverence.** *Wisdom Saving Throw:* DC 17, any creature that starts its turn in a 20-foot emanation originating from the monolith. *Failure:* The target becomes magically charmed. While charmed that way, the target defends the monolith at all costs, even its own life, and tries to stay close to it. Whenever the creature ends its turn further away than 20 feet from the monolith, it can repeat the saving throw, ending the effect on a success. *Success or Effect Ends:* The target is immune to the monolith's Aura of Reverence for the next 24 hours.

**Heavy.** The monolith can't be moved or toppled unless an effect is able to move 20,000 pounds or more.

**Immutable Form.** The monolith can't shape-shift.

**Impervious.** The monolith has a damage threshold of 10.

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

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

## ACTIONS

**Cosmic Influence.** *Intelligence Saving Throw:* DC 15, one creature within 150 feet of the monolith. *Failure:* 32 (5d12) psychic damage, and the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the end of its next turn. *Success:* Half damage.

**Pulse Wave (Recharge 6).** *Constitution Saving Throw:* DC 15, each hostile creature in a 30-foot emanation originating from the monolith. *Failure:* 27 (6d8) force damage, and the target is knocked prone. *Success:* Half damage.

**Dominate (Recharges after a Short or Long Rest).** *Wisdom Saving Throw:* DC 15, one creature within 60 feet of the monolith with an Intelligence score of 6 or higher. *Failure:* The target becomes charmed for 1 minute. While charmed that way, the monolith precisely controls what the creature does on its turns. Whenever the creature takes damage, it can repeat the saving throw, ending the effect on a success.

## REACTIONS

**Spell Reflection.** *Trigger:* The monolith succeeds on a saving throw against a spell, or a spell's attack roll misses it.

*Response—Dexterity Saving Throw:* DC 15, one creature the monolith can see within 120 feet. *Failure:* 18 (4d8) Force damage.

## COSMIC MONOLITH — STRONGER

**Armor Class** 22

**Initiative** -5 (5)

**Hit Points** 150 (12d12 + 72)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	1 (-5)	22 (+6)	5 (-3)	5 (-3)	22 (+6)

**Saving Throws** Str +11, Cha +11

**Damage Resistances** lightning, psychic; bludgeoning, piercing, slashing

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, petrified, poisoned, prone, stunned, unconscious

**Senses** blindsight 150 ft., passive Perception 7

**Languages** understands Deep Speech but can't speak

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



**Aura of Reverence.** *Wisdom Saving Throw:* DC 17, any creature that starts its turn in a 30-foot emanation originating from the monolith. *Failure:* The target becomes magically charmed. While charmed that way, the target defends the monolith at all costs, even its own life, and tries to stay close to it. Whenever the creature ends its turn further away than 30 feet from the monolith, it can repeat the saving throw, ending the effect on a success. *Success or Effect Ends:* The target is immune to the monolith's Aura of Reverence for the next 24 hours.

**Heavy.** The monolith can't be moved or toppled unless an effect is able to move 20,000 pounds or more.

**Immutable Form.** The monolith can't shape-shift.

**Impervious.** The monolith has a damage threshold of 15.

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

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

## ACTIONS

**Cosmic Influence.** *Intelligence Saving Throw:* DC 19, one creature within 150 feet of the monolith. *Failure:* 58 (9d12) psychic damage, and the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the end of its next turn. *Success:* Half damage.

**Pulse Wave (Recharge 6).** *Constitution Saving Throw:* DC 19, each hostile creature in a 60-foot emanation originating from the monolith. *Failure:* 45 (8d8) force damage, and the target is knocked prone. *Success:* Half damage.

**Dominate (Recharges after a Short or Long Rest).** *Wisdom Saving Throw:* DC 19, one creature within 60 feet of the monolith with an Intelligence score of 6 or higher. *Failure:* The target becomes charmed for 1 minute. While charmed that way, the monolith precisely controls what the creature does on its turns. Whenever the creature takes damage, it can repeat the saving throw, ending the effect on a success.

## REACTIONS

**Spell Reflection.** *Trigger:* The monolith succeeds on a saving throw against a spell, or a spell's attack roll misses it.

*Response—Dexterity Saving Throw:* DC 19, one creature the monolith can see within 120 feet. *Failure:* 36 (8d8) Force damage.