

ABERRANCH

Small • Aberration (Sorcerer) • Chaotic Evil

Armor Class 16

Initiative +8 (18)

Hit Points 135 (18d6 + 72)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	14 (+2)	17 (+3)	21 (+5)

Saving Throws Dex +8, Cha +10

Skills Arcana +7, Deception +10, Perception +8

Damage Immunities acid, lightning, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages understands Common, Deep Speech, Draconic and one other language, but can only speak via the message spell

CR 15 (XP 13,000 or 15,000 in lair; PB +5)



Duality of Flesh and Mind (3/Day, or 4/Day in Lair). If the aberranch fails a saving throw, it can choose to succeed instead. When it does so, either it expends one unspent legendary action or its Regeneration trait stops functioning until the end of its next turn.

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

Regeneration. The aberranch regains 10 hit points at the start of each of its turns. If the aberranch takes piercing damage, this trait doesn't function on the aberranch's next turn.

Spider Climb. The aberranch can climb difficult surfaces, including along ceilings, without needing to make an ability check.

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

ACTIONS

Multiattack. The aberranch makes three melee attacks, each of which it can replace with a use of Coiling Appendage.

Tendril. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) acid damage. The aberranch can also use a creature with a Tendril (through its Corrupt Magic) ability as the source of the attack.

Coiling Appendage. *Strength Saving Throw:* DC 16, one creature with a Tendril (through the aberranch's Corrupt Magic ability). *Failure:* The target takes 7 (2d6) bludgeoning damage and becomes restrained until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Maddening Whisper. The aberranch casts *message*. The aberranch can choose to *Wisdom Saving Throw:* DC 18, the target. *Failure:* The target suffers a short-term madness until the end of its next turn. *Success or Effect Ends:* The target becomes immune to this effect for 1 hour.

REACTIONS

Corrupt Spell (Recharge 4-6). *Trigger:* A creature within 60 feet of the aberranch that it can see casts a spell. *Response - Intelligence Saving Throw:* DC 18. *Failure:* The spell fails without having an effect and is wasted. Additionally, the target grows a tentacle (AC 15, HP three times the spell's level; immunity to acid, lightning, and poison damage) for 1 minute.

LEGENDARY ACTIONS

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

Misleading Teleport. The aberranch chooses a point within 30 feet that it can see. It then either magically creates a fleshy double of itself at that point or teleports to that point and leaves the double where it was standing. The double dissolves into brine when it takes damage or if the aberranch moves, takes an action, or takes damage.

Spellcasting. The aberranch casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 18). Further, the aberranch can't take this action again until the start of its next turn.

1/day: feblemind, flesh to stone, modify memory, prismatic spray, telekinesis, web

Warped Magic. *Dexterity Saving Throw:* DC 18, each creature in a 10-foot-radius sphere centered on a point the aberranch can see within 60 feet of it. *Failure:* 7 (2d6) acid damage plus 7 (2d6) lightning damage. *Success:* Half damage. *Failure or Success:* The liquid unnaturally spreads around corners like flames and ignites flammable objects in the area that aren't being worn or carried.

ABERRANCH — WEAKER

Armor Class 15

Initiative +6 (16)

Hit Points 117 (18d6 + 54)

Speed 30 ft., climb 30 ft., swim 30 ft.



STR

DEX

CON

INT

WIS

CHA

10 (+0)

14 (+2)

16 (+3)

12 (+1)

15 (+2)

19 (+4)

Saving Throws Dex +6, Cha +8

Skills Arcana +5, Deception +8, Perception +6

Damage Immunities acid, lightning, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages understands Common, Deep Speech, Draconic and one other language, but can only speak via the message spell

CR 12 (XP 8,400 or 10,000 in lair: PB +4)

Duality of Flesh and Mind (2/Day, or 3/Day in Lair). If the aberranch fails a saving throw, it can choose to succeed instead. When it does so, either it expends one unspent legendary action or its Regeneration trait stops functioning until the end of its next turn.

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

Regeneration. The aberranch regains 10 hit points at the start of each of its turns. If the aberranch takes piercing damage, this trait doesn't function on the aberranch's next turn.

Spider Climb. The aberranch can climb difficult surfaces, including along ceilings, without needing to make an ability check.

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

ACTIONS

Multiattack. The aberranch makes three melee attacks, each of which it can replace with a use of Coiling Appendage.

Tendril. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 4 (1d4 + 2) piercing damage plus 4 (1d8) acid damage. The aberranch can also use a creature with a Tendril (through its Corrupt Magic) ability as the source of the attack.

Coiling Appendage. *Strength Saving Throw:* DC 14, one creature with a Tendril (through the aberranch's Corrupt Magic ability). *Failure:* The target takes 3 (1d6) bludgeoning damage and becomes restrained until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Maddening Whisper. The aberranch casts *message*. The aberranch can choose to *Wisdom Saving Throw:* DC 16, the target. *Failure:* The target suffers a short-term madness until the end of its next turn. *Success or Effect Ends:* The target becomes immune to this effect for 1 hour.

REACTIONS

Corrupt Spell (Recharge 5-6). *Trigger:* A creature within 60 feet of the aberranch that it can see casts a spell. *Response - Intelligence Saving Throw:* DC 16. *Failure:* The spell fails without having an effect and is wasted. Additionally, the target grows a tentacle (AC 15, HP three times the spell's level; immunity to acid, lightning, and poison damage) for 1 minute.

LEGENDARY ACTIONS

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

Misleading Teleport. The aberranch chooses a point within 30 feet that it can see. It then either magically creates a fleshy double of itself at that point or teleports to that point and leaves the double where it was standing. The double dissolves into brine when it takes damage or if the aberranch moves, takes an action, or takes damage.

Spellcasting. The aberranch casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16). Further, the aberranch can't take this action again until the start of its next turn.

1/day: feblemind, flesh to stone, modify memory, prismatic spray, telekinesis, web

Warped Magic. *Dexterity Saving Throw:* DC 16, each creature in a 10-foot-radius sphere centered on a point the aberranch can see within 60 feet of it. *Failure:* 7 (2d6) acid damage plus 3 (1d6) lightning damage. *Success:* Half damage. *Failure or Success:* The liquid unnaturally spreads around corners like flames and ignites flammable objects in the area that aren't being worn or carried.

ABERRANCH — STRONGER

Armor Class 17

Initiative +10 (20)

Hit Points 153 (18d6 + 90)

Speed 30 ft., climb 30 ft., swim 30 ft.



STR

DEX

CON

INT

WIS

CHA

14 (+2)

18 (+4)

20 (+5)

16 (+3)

19 (+4)

23 (+6)

Saving Throws Dex +10, Cha +12

Skills Arcana +9, Deception +12, Perception +10

Damage Immunities acid, lightning, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages understands Common, Deep Speech, Draconic and one other language, but can only speak via the message spell

CR 18 (XP 20,000 or 22,000 in lair; PB +6)

Duality of Flesh and Mind (4/Day, or 5/Day in Lair). If the aberranch fails a saving throw, it can choose to succeed instead. When it does so, either it expends one unspent legendary action or its Regeneration trait stops functioning until the end of its next turn.

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

Regeneration. The aberranch regains 10 hit points at the start of each of its turns. If the aberranch takes piercing damage, this trait doesn't function on the aberranch's next turn.

Spider Climb. The aberranch can climb difficult surfaces, including along ceilings, without needing to make an ability check.

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

ACTIONS

Multiattack. The aberranch makes three melee attacks, each of which it can replace with a use of Coiling Appendage.

Tendril. *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 6 (1d4 + 4) piercing damage plus 9 (2d8) acid damage. The aberranch can also use a creature with a Tendril (through its Corrupt Magic) ability as the source of the attack.

Coiling Appendage. *Strength Saving Throw:* DC 18, one creature with a Tendril (through the aberranch's Corrupt Magic ability). *Failure:* The target takes 9 (2d8) bludgeoning damage and becomes restrained until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Maddening Whisper. The aberranch casts *message*. The aberranch can choose to *Wisdom Saving Throw:* DC 20, the target. *Failure:* The target suffers a short-term madness until the end of its next turn. *Success or Effect Ends:* The target becomes immune to this effect for 1 hour.

REACTIONS

Corrupt Spell (Recharge 4-6). *Trigger:* A creature within 60 feet of the aberranch that it can see casts a spell. *Response - Intelligence Saving Throw:* DC 18. *Failure:* The spell fails without having an effect and is wasted. Additionally, the target grows a tentacle (AC 15, HP three times the spell's level; immunity to acid, lightning, and poison damage) for 1 minute.

LEGENDARY ACTIONS

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

Misleading Teleport. The aberranch chooses a point within 60 feet that it can see. It then either magically creates a fleshy double of itself at that point or teleports to that point and leaves the double where it was standing. The double dissolves into brine when it takes damage or if the aberranch moves, takes an action, or takes damage.

Spellcasting. The aberranch casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 20). Further, the aberranch can't take this action again until the start of its next turn.

1/day: feblemind, flesh to stone, modify memory, prismatic spray, telekinesis, web

Warped Magic. *Dexterity Saving Throw:* DC 20, each creature in a 10-foot-radius sphere centered on a point the aberranch can see within 60 feet of it. *Failure:* 9 (2d8) acid damage plus 9 (2d8) lightning damage. *Success:* Half damage. *Failure or Success:* The liquid unnaturally spreads around corners like flames and ignites flammable objects in the area that aren't being worn or carried.