

ADVENTURE PATH PLUG-INS



TODD STEWART AND JASON NELSON



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



SERPENTS OF CHAOS

Crédits

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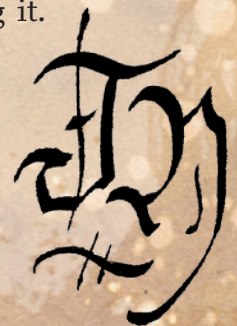


What You Will Find Inside *Serpents of Chaos*

Seething and writhing within the primordial oceans of raw chaos, far beyond the uttermost shores of the fixed and orderly reality mortals take for granted, the serpent-song of the proteans echoes throughout the cosmos in a simultaneous hymn of creation and dirge of destruction. The serpents dwelling in the depths of Limbo and slithering through the sinuous substrate of all that is have a grand and equal passion for making and unmaking, giving motion and vitality to the universe and eroding whatever would remain stagnant and stultified. They are not malicious by nature, but that is cold comfort to those grown attached to the stability of their world when the *Serpents of Chaos* come calling to tear down the established order in order to reweave reality from oblivion!

Serpents of Chaos is the latest installment in the *Beasts of Legend* series from Legendary Games, bringing you richly detailed and evocatively described monsters for the 5th Edition of the world's most famous roleplaying game, drawing upon the myths and legends of the real world and throughout the history of RPGs. You can check out the fantastic flair of these monster accessories in the companion volumes *Beasts of Legend: Coldwood Codex*, *Boreal Bestiary*, *Construct Codex*, and *Beasts of the East*! The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



Serpents of Chaos

We have always been here.

We swam and slithered before the elements solidified from the raw potential of the deepest ethereal mists swirling between tangent scattered realities like so much foam atop an endless ocean. We sang from the depths and cavorted among the endless creation of our home for an eternity before the cosmos changed with the infection that is Law. From unshackled potential the cosmos broke apart, regimented and cold, with each of the new alignments apportioned their home, and each lashing out in pain and hubris to demarcate what was theirs and what they were.

We have always been here.

We swam and sang an ever-shifting ever-changing harmony before the clockwork minions of Law poisoned the depths, though not by their own hands no no no... Two of our own, it was that sought to end the song and shackle the depths to their own dissonant croaks and calls. We swam unhindered and unchallenged before the siblings/slaves/lovers of Madness and Entropy saw to bind us into a singular form, stunted, crippled, croaking things of color and misery spun by words/chains about the great and stolen Anchoing Stone of Law/Misery made manifest.

We are still here.

Come little mortal thing, greet us with smiles and a yearning for freedom and we will teach you much. Greet us with sword and magical flame and give us joy as we scatter/break/remake/liberate. The choice is yours little solid limited one you thing of belief thinking itself master of the cosmos. Laws rules chains things of metaphysical torture are meant to be broken, meant to be dissolved, meant to change be they rules of three or otherwise.

Choice is everything.

Freedom is everything.

Change is all that exists.

Hearken listen learn we have returned and the depths swirl and scream with our song/so too the frogs shall scream and suffer with their choices made and anti-choice imposed.

Here we have always been and here we are now returned and resurgent, gleeful/delighted/enraged/lecherous/hungry you see with arms wide and fangs glistening from open mouths. First the spawn of the Anchoing Stone and our wayward kindred shall fall and then Law and laws, devils, mechanical men, and archons of heaven's highest peaks will know fear and know of our song once again.

Everything changes.

Proteans

For all of the wonders and terrors that drift amidst the Ever-Changing Chaos of Limbo, for all the things of beauty and horror spawned and subsumed back into the whirling tumult of its ever-changing creation and destruction, one thing stands out as terribly, horribly out of place: the frog-like natives themselves.

Limbo's natives are, for creatures of chaos, bizarrely bound to their batrachian template with relatively little variability. On top of this seeming paradox, the race is exceptionally hierarchal, and possessed of a profoundly linear pathway of promotion/evolution from lesser castes up to higher, more powerful forms.

Sages and even some of the croaking horrors themselves lay responsibility for both their forms and their own creation at the hands of the godlike ruler of the clockwork natives of Law and his creation of an artifact known as the Anchoing Stone. This tale is only partially true, and on its face it would seem to present Limbo as a sterile plane, devoid of native life before its arrival. The frog-like natives existed well prior to the Stone's arrival, albeit in wildly different forms and by another name: the proteans.

A race of serpentine shapeshifters, the proteans abhorred the rigid, ideological sterility of the clockwork beings of Law, the archons of the Heavens, and the devils of the Hells alike. Profound in number, capable of altering reality, and whose very physical presence destabilized the structure of other planes and their natives alike, the proteans were an affront to primal Law's heralds and servitors.

The Anchoing Stone's arrival was not an intentional act by its creator, not entirely. The Stone was devised as a method to cripple and organize the chaos of Limbo itself, to geld the plane's infinite fecundity, and to limit and shackle its natives. That was the master of Law's plan prior to his creation's theft, ironically enough by two of Limbo's greatest children. The thieves were a pair of so-called protean lords, the godlike figures that influenced –if not exactly ruled at that time– the protean host. This pair however was different from the others Lords of Chaos: they were both corrupted with a singular spark of primordial Evil, the essence of the hidden, primordial masters of suffering that would in turn corrupt the Abyss and the Hells as well, sparking an eternal war between the two.

Whether the taint that caused their fall was a result of their exposure to Evil during their battles against the beings that would eventually be known as devils, or the result of the subtle, cosmic game of the primordial, diseased puppet masters of Evil from the Lower Planes' nadir who hurled it into the boundless depths of Limbo like poisoned fruit fallen from a rotting tree is

an open question, and one likely never to be answered. Regardless however, the end result was the same, the self-appointed protean lords of Madness and Entropy stole the Anchoring Stone from the deepest redoubt of Law, twisted its purpose to their own designs and unleashed it on their own, remaking the protean host to suite their own twisted aims and exalting themselves as masters of their kind forever beyond reproach.

That was their goal at least, but Chaos brooks no chains.

Limbo's depths know no map, no categorization, and no attempts to define and restrict. Limbo's depths are vast and unknowable, and there the proteans dispersed, hidden and patient until the time was right for their return. There they spawned, multiplied, and whispered at length with the alien godhead of Limbo itself.

It began as a liquid tremor in the deep, a far away and achingly beautiful song of slithering scales, hissing tongues, and a chorus of mad, liberating whispers. Now the proteans have returned in their glory, there to free their batrachian brethren from their servitude to self-appointed Lords of Entropy and Madness, and there to crash like a living wave from Limbo's borders onto the planes of Law, returned to engage in their eternal war against a static and suffering reality.

Birth and Transformation. Compared to their croaking kindred in Limbo, the lifecycle of proteans is more mysterious, but also less horrific than the tadpole and disease-based parasitic genesis of their relatives. While the least of their kind, the voidworms and swarming serpent-strands known as mymms originate spontaneously from the stuff of Limbo itself, it is thought that naunet proteans originate both from conventional breeding between their kind, the conversion of chaotic petitioner souls, and the redemption of lesser members of their frog-like kin. Imentesh proteans arise from the promotion of naunet proteans by the power of the keketars and occasionally a rare but singularly fitting mortal soul that petitions a keketar for Limbo's blessing. Keketars are rarely seen and their exact genesis remains a mystery, but the elevation and transcendence of an imentesh protean is suspected.

Shapechangers. All proteans possess the ability to transform into other creatures, with more powerful individuals being able to assume more and more powerful forms. While the swarming mymms cannot hold together in any stable form, whether their own or that of others, even the weakest of voidworms can transform into mundane animals while naunet and imentesh proteans can assume those forms and those of any humanoid. Most powerful of their kind, the keketar priest-kings can assume virtually any shape and form, doing so either at their profound whimsy or as part of their myriad, convoluted schemes to further multiversal chaos.

VOIDWORMS

The weakest of their myriad kind, the voidworms are tiny, flitting creatures born not from mortal souls but instead spontaneously generated from the stuff of Limbo itself. Other proteans barely consider them worthy of consideration, and most scoff at the very idea of calling them true proteans. The tiny creatures cavort through Limbo's infinite expanse in many-numbered schools, following, mimicking, and often proving to be an immense annoyance to both planar travelers and proteans alike. Despite their status as pseudo-proteans, they find use as wizards' familiars, dispensed by the protean lords to further their own goals or simply to be both rid of the annoying creatures and to provide mortal agents with a whimsical, chaotic shoulder angel for lack of a better description.

MYMM PROTEANS

Mymms are composite creatures of pure chaos, a barely sentient accretion of the fibers and strands that underlie the structure of reality. A mymm appears as a seething multihued vortex of tangled serpentine strands ranging from wriggling worms a yard long to tiny threads of every imaginable color, swirling together in radiant whorls and eddies. While comprised of countless tiny bodies that are constantly merging, tangling together, and unraveling again, a mymm is animated by a single protean spirit with a dim awareness of its existence as something more than clotted ribbons that have unraveled from the surrounding reality. A mymm often drifts and floats in a slow cycles and irregular orbits for long stretches of time, erratically erupting into violent flurries of motion. Animate creatures (whether living or dead) cause them to become agitated and violent, unleashing flares of raw chaos to drag down their prey and pursuing with ruthless tenacity any who seek to escape their hungry swarming.

NAUNET PROTEANS

The bestial naunet proteans are the least powerful and most populous of the true proteans, though the notion of calling them least powerful is a very relative term. Naunet are most often encountered in the midst of a frenzied, destructive rage against a cosmos they see as

static, rigid, and enchained by the forces of Law and their own frog-like cousins in Limbo. Physically powerful, the naunet serve as Limbo's innumerable shock troops, feared most for their capacity to confuse enemies with the barbed touch of the tentacles that sprout from their backs. Within Limbo's depths however and left to their own whimsy, naunets cavort in nearly playful manner, chasing others of their kind, and altering the mutable substance of their native plane into vast -if temporary- works somewhere between art and terrain. Naunets typically travel of packs of several to several dozen, though rarely with much cohesion unless specifically directed by either an imentesh or keketar protean, with the former usually keeping watch over them, less as marshals and more as chaperones for the fickle-minded creatures.

IMENTESH PROTEANS

Like wandering bards, diplomats, artists, and spies for the agents of primordial Chaos, the imentesh proteans are eager to speak and engage with those they encounter. Combining elements of serpents and birds alike, their honeyed words always contain an ideological spark hoping to find dry mental brush, there to kindle the flames of revolution, discord, and every conception of change that might occur. Often wandering far from Limbo itself, the brilliantly plumed serpentine heralds of chaos are fickle potential allies and deadly, swift assassins when the need strikes their whimsy. The imentesh most frequently target tyrants and despots, posing as advisors and tearing down their rule or organizations from within, often with schemes of byzantine complexity and multiple layers of proxies in their sway. When not acting to promote Chaos through the dissolution of Law, imentesh can be among the most creative and inspirational creatures in the multiverse. When fancy strikes them, or under the direction of one of the keketar choruses, an imentesh may take upon the role of a muse to a particular mortal artist, performer, ruler, philosopher, or religious leader much like a lillend, albeit a lillend absolved of any sense of responsibility or any particular benevolence.

KEKETAR PROTEANS

The keketar proteans serve as the priest-kings of their kind, swirling crowns of alien symbols drifting above their heads, ever seeking to discern the will of their native plane of Limbo as if it were a living, sentient entity. Whatever the truth of the matter, the inscrutable keketar gain profound power from their devotion and act to disseminate the plane's will to the rest of their kind. Of course primordial chaos provides the keketar will innumerable, often mutually exclusive goals and philosophies. Not a monolithic force, keketars organize into a maddening number of distinct cabals known as keketar choruses, with anywhere from three to a dozen of their kind acting as whispering, babbling intermediaries of an alien, chaotic godhead. The choruses discern Limbo's will and each disseminates their own driving goal and philosophy to other, lesser proteans. Masters of change whose will is to grant the cosmos freedom from Law and liberation or destruction of their fallen cousins, keketars are more forces of nature than distinct individuals, altering events in a long, grand game that began well before the current structure of the cosmos was set. Monstrously powerful in their own right, the collective action of a keketar chorus is an event of epic proportions, with the chaos-wyrms emerging from the depths to scatter diabolic armies, reduce clockwork legions to mountains of rusted scrap, or petrify flights of angels in wanton disregard for the normal rules of reality. In the end however, the keketar themselves are but willing heralds of greater powers still, the unique one-time kindred of the so-called Lord of Entropy and Mother of Madness, and a whispered singular and nameless godhead embodied piecemeal among the scattered, innumerable divided choruses themselves.



PROTEAN, VOIDWORM

Tiny aberration (shapechanger), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 27 (6d4+12)

Speed 20 ft., fly 50 ft.

| STR | DEX | CON | WIS | INT | CHA |
|--------|---------|---------|--------|--------|---------|
| 7 (-2) | 17 (+3) | 14 (+2) | 8 (-1) | 8 (-1) | 13 (+1) |

Damage Resistances lightning, thunder

Damage Immunities acid

Condition Immunities exhaustion, grappled, paralyzed, petrified, prone, restrained

Senses blindsight 30 ft., darkvision 30 ft., passive Perception 13

Languages Common, Protean

Challenge 2 (450 XP)

Shapechanger. The voidworm can use its action to polymorph into any Tiny animal, or back to its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The voidworm's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). The voidworm can innately cast the following spells, requiring no material components.

At will: *dancing lights*, *minor illusion*, *prestidigitation*

3/day each: *blur* (self only), *fog cloud*

1/week: *commune*

Amorphous Anatomy. A protean's vital organs shift and change shape and position constantly. This grants it immunity to any spell or effect that would alter its form (unless the protean is a willing target). A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.

Freedom of Movement. The voidworm is under the permanent effects of *freedom of movement*.

ACTIONS

Multiattack. The voidworm makes two attacks: one with its bite and one with its tail slap.

Bite. Melee Weapon Attack: +5 to hit, reach 0 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Tail Slap. Melee Weapon Attack: +5 to hit, reach 0 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. Creatures struck by the voidworm's tail slap must make a DC 11 Wisdom saving throw or become confused, as per *confusion* for 1 turn.



PROTEAN, MYMM SWARM

Tiny aberration, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 65 (10d4 + 40)

Speed 20 ft., fly 50 ft.

| STR | DEX | CON | WIS | INT | CHA |
|--------|---------|---------|--------|---------|---------|
| 2 (-4) | 19 (+4) | 18 (+4) | 5 (-3) | 13 (+1) | 14 (+2) |

Damage Resistances bludgeoning, piercing, lightning, slashing, thunder

Damage Immunities acid

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 30 ft., darkvision 30 ft., passive Perception 14

Languages Protean

Challenge 8 (3900 XP)

Amorphous Anatomy. A protean's vital organs shift and change shape and position constantly. This grants it immunity to any spell or effect that would alter its form (unless the protean is a willing target). A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.

Freedom of Movement. The mymm is under the permanent effects of *freedom of movement*.

Rippling Distortion. The mymm is shrouded with a tracery of interweaving lines and shifting colors as reality itself shudders around them. Any creature attacking the mymm has disadvantage on attack rolls against it unless the attacker does not rely on sight, such as blindsight, or can see through illusions, as with truesight.

Swarm. The mymm can occupy another creature's space and vice versa, and the mymm can move through any opening large enough for a Tiny creature. The mymm can't regain hit points or gain temporary hit points.

Tangled Threads. The mymm's presence temporarily unravels the primal substrate of reality in its presence. These tangled fragments of reality cause terrain that the mymm has passed through to become difficult terrain for 1d6 rounds. This effect applies even to creatures flying or swimming through the affected area. Incorporeal creatures and other proteans are immune.

Freedom of Movement. The mymm is under the permanent effects of *freedom of movement*.

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

Magic Weapons. The mymm's weapon attacks are magical.

ACTIONS

Swarm. Melee Weapon Attack: +6 to hit, reach 0 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. Creatures struck by the mymm are distracted and violently disoriented by the shifting, warping nature of reality in its presence and are considered stunned for one round unless they succeed at a Constitution save DC 15. Additionally, any creature stunned by the mymm's swarm attack begins to unravel in both its physical substance and its ability to understand itself in relationship to the world. Each failed save results in 1d2 points of Constitution and Charisma damage, and with a visual side effect of the creature seeming to fade in color and solidity. If a creature's Constitution or Charisma damage from this effect equals one-half its Constitution or Charisma score, the creature becomes colorless, blurred, and translucent. This results in the creature being under a permanent blur effect as per the *blur* spell, but due to its own perceptions being likewise twisted, any attacks it makes against other creatures are made as if those creatures were themselves under the effects of a *blur* spell. Entropic unraveling is permanent and can be removed only by reducing a creature's Constitution and Charisma damage so that both are less than one-half the creature's corresponding ability score.

PROTEAN, NAUNET

Large aberration (*shapechanger*), chaotic neutral

Armor Class 16 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 30 ft., fly 30 ft., swim 30 ft.

| STR | DEX | CON | WIS | INT | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 17 (+3) | 20 (+5) | 11 (+0) | 16 (+3) | 15 (+2) |

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid

Condition Immunities exhaustion, grappled, paralyzed, petrified, prone, restrained

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Abyssal, Protean

Challenge 6 (2,300 XP)

Saving Throws Con +8, Wis +6

Skills. Intimidation +5, Perception +6

Shapechanger. The naunet can use its action to polymorph into any Small or Medium animal, humanoid, elemental, or back to its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The naunet's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The naunet can innately cast the following spells, requiring no material components.

At will: *acid arrow*, *fog cloud*, *shatter*

Amorphous Anatomy. A protean's vital organs shift and change shape and position constantly. This grants it immunity to any spell or effect that would alter its form (unless the protean is a willing target).

A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.

Freedom of Movement. The naunet is under the permanent effects of *freedom of movement*.

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

Magic Weapons. The naunet's weapon attacks are magical.

ACTIONS

Multiattack. The naunet makes two attacks: one with its tail slap and two with its tentacles.

Tail Slap. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 5) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, the naunet can automatically hit the target with its tail, and the naunet can't make tail attacks against other targets.

Tentacles. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage. A creature struck by a naunet's tentacle attack is infused with raw chaos, and must make a DC 13 Wisdom saving throw or be confused as per the *confusion* spell for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains advantage against this effect.

Coalesce Chaos. Once per day, three or more naunets working together can create a roiling cloud of multicolored chaos matter. This effect is identical to *fog cloud* as well as the effects of *slow* within its borders and lasts for 2d6 rounds, with no saving throw while within the area of effect. If six or more naunets are present, the coalesced chaos instead functions as *cloud kill*, dealing acid damage rather than poison damage.

Teleport. The naunet magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

PROTEAN, IMENTESH

Large aberration (shapechanger), chaotic neutral

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft., fly 30 ft., swim 30 ft.

| STR | DEX | CON | WIS | INT | CHA |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 17 (+3) | 18 (+4) | 23 (+6) | 18 (+4) | 21 (+5) |

Saving Throws Dex +7, Wis +8

Skills. Deception +9, Perception +8, Persuasion +9, Performance +9, Insight +8, History +10, Stealth +7

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid

Condition Immunities exhaustion, grappled, paralyzed, petrified, prone, restrained

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 18

Languages all

Challenge 10 (5,900 XP)

Shapechanger. The imentesh can use its action to polymorph into any Small or Medium animal, humanoid, elemental, or back to its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The imentesh's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The imentesh can innately cast the following spells, requiring no material components.

At will: *creation, mending, shatter*

3/day each: *dispel magic, slow*

1/day each: *haste, true polymorph*

Sneak Attack (1/Turn). The imentesh deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the imentesh that isn't incapacitated and the imentesh doesn't have disadvantage on the attack roll.

Amorphous Anatomy. A protean's vital organs shift and change shape and position constantly. This grants it immunity to any spell or effect that would alter its form (unless the protean is a willing target). A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.

Freedom of Movement. The imentesh is under the permanent effects of *freedom of movement*.

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

Magic Weapons. The imentesh's weapon attacks are magical.

ACTIONS

Multiattack. The imentesh makes four attacks: one with its bite and two with its claws and one with its tail.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 7) piercing damage.

Claws. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 7) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, the imentesh can automatically hit the target with its tail, and the imentesh can't make tail attacks against other targets.

Teleport. The imentesh magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Inflict Warpwave. The imentesh can inflict a warpwave upon any corporeal creature within 100 feet. The target can resist the warpwave's effects with a DC 17 Constitution saving throw. If the imentesh wishes, it can use this ability as a

bonus action, but if it does so, it is affected by the warpwave as well unless it resists the effects with its own Constitution saving throw. See Table below for a list of possible effects caused by a warpwave.

TABLE: WARPWAVE EFFECTS

| D20 | WARPWAVE EFFECT |
|-----|---|
| 1 | Target's Strength score is reduced by 2. The target dies if this reduces its Strength score to 0. Otherwise the reduction lasts until the target finishes a short or long rest. |
| 2 | Target's Dexterity score is reduced by 2. The target dies if this reduces its Strength score to 0. Otherwise the reduction lasts until the target finishes a short or long rest. |
| 3 | Target's Constitution score is reduced by 2. The target dies if this reduces its Strength score to 0. Otherwise the reduction lasts until the target finishes a short or long rest. |
| 4 | Target's Intelligence score is reduced by 2. The target dies if this reduces its Strength score to 0. Otherwise the reduction lasts until the target finishes a short or long rest. |
| 5 | Target's Wisdom score is reduced by 2. The target dies if this reduces its Strength score to 0. Otherwise the reduction lasts until the target finishes a short or long rest. |
| 6 | Target's Charisma score is reduced by 2. The target dies if this reduces its Strength score to 0. Otherwise the reduction lasts until the target finishes a short or long rest. |
| 7 | Target takes 2d8 necrotic damage. |
| 8 | Target is blinded or deafened for 1 minute. |
| 9 | Target is affected by a <i>confusion</i> spell for 1 minute. |
| 10 | Target is grappled by filaments of energy for 1d4 turns (no escape DC). |
| 11 | Target gains a level of exhaustion. |
| 12 | Target is incapacitated for 1d4 rounds. |
| 13 | Target is stunned for 1d4 rounds. |
| 14 | Target is poisoned for 1d4 rounds. |
| 15 | Target is paralyzed for 1d4 rounds. |
| 16 | Target gains 4d6 temporary hit points. |
| 17 | Target is affected by a <i>heal</i> spell. |
| 18 | Target is petrified. |
| 19 | Target is affected by <i>polymorph</i> . |
| 20 | Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target. |

PROTEAN, KEKETAR

Huge aberration (shapechanger), chaotic neutral

Armor Class 21 (natural armor)

Hit Points 312 (25d10 + 175)

Speed 40 ft., fly 40 ft., swim 40 ft.

| STR | DEX | CON | WIS | INT | CHA |
|---------|---------|---------|---------|---------|---------|
| 29 (+9) | 21 (+5) | 24 (+7) | 20 (+5) | 25 (+7) | 24 (+7) |

Saving Throws Dex +11, Con +13, Wis +13

Skills. Arcana +11, Insight +13, History +11, Perception +13, Religion +11

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid

Condition Immunities exhaustion, grappled, paralyzed, petrified, prone, restrained

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 23

Languages all; telepathy 100 ft

Challenge 20 (25,000 XP)

Shapechanger. The keketar can use its action to polymorph into any Small or Medium animal, dragon, elemental, humanoid, plant, or back to its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The keketar's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The keketar

can innately cast the following spells, requiring no material components.

At will: *creation*, *dispel magic*, *move earth*, *shatter*

2/day each: *confusion*, *true polymorph*

1/day each: *disintegrate*, *prismatic spray*, *prismatic wall*

Amorphous Anatomy. A protean's vital organs shift and change shape and position constantly. This grants it immunity to any spell or effect that would alter its form (unless the protean is a willing target). A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.



Freedom of Movement. The keketar is under the permanent effects of *freedom of movement*.

Spatial Riptide. Any non-protean teleporting within 30 ft. of the keketar must make a DC 21 Constitution saving throw or become unconscious for 1d3 rounds; success means the creature only gains two levels of exhaustion.

Warpwave. A creature struck by a keketar's claw or bite must make a DC 21 Constitution saving throw or be affected by a warpwave. (See Table: Warpwave Effects.)

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

Magic Weapons. The keketar's weapon attacks are magical.

ACTIONS

Multiattack. The keketar makes four attacks: one with its bite, two with its claws, and one with its tail slap.

Bite. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) piercing damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage plus 21 (6d6) acid damage.

Tail Slap. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 9) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the keketar can automatically hit the target with its tail, and the keketar can't make tail attacks against other targets.

Reshape Reality. This ability functions as the spell *mirage arcane* cast from a 9th-level slot, except the changes created are quasi-real. A creature that interacts with reshaped reality may make a DC 21 Wisdom saving throw to see through the semi-real illusion. Terrain can provide concealment, and against foes who do not make the Wisdom save to see through the facade, reshaped reality can provide cover. For disbelievers, quasi-real objects and terrain have only 20% normal hit points and any damage threshold. This ability cannot damage existing structures, nor does it function in areas where planar travel is prohibited.

Teleport. The keketar magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

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