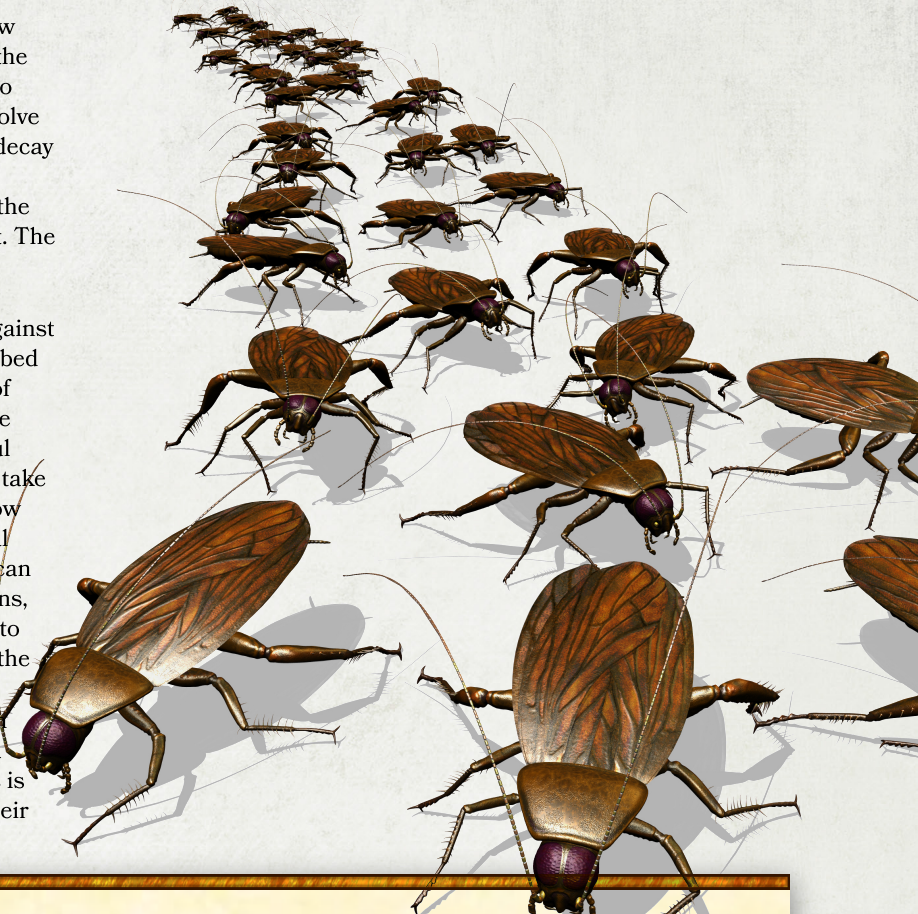


SOUL OF CASAR

In the beginning, the world Casar was created by the raw elemental energies of the Cosmos. In time, the dulons, the "cosmic siblings" of the elements, developed creatures to inhabit the new world. These beings were designed to solve the greatest problem the dulons faced: how to stop the decay and inevitable collapse of the Cosmos. At first, these creatures shared Casar with the elements. But in time, the dulons' creations started to take advantage of the planet. The elements, disappointed in the chaotic nature of these creatures, turned against the dulons' creations.

One of the elements' many weapons in its cold war against the creatures of Casar are these horrible creatures, dubbed "Soul of Casar." A Soul appears to be a regular swarm of chitinous insects acting as one. Don't be fooled—they are frighteningly intelligent and despicably evil. When a Soul attacks a humanoid, can enter the humanoids body and take control. Once in control, a Soul uses the humanoid to sow chaos and evil wherever it goes. Souls understand social dynamics, as well. The higher position of power a Soul can achieve, the better. Thus, they frequently target politicians, leaders, and other influencers with wide reach in order to cause more damage. Once a Soul's host is "exhausted" the Soul leaves the body and hunts for a new target.

It's unknown how many of these swarms exist. Pexian aberrationists theorize that the Souls are likely part of a greater hive mind that has not yet been identified. If this is true, the only way to truly stop the Souls is to destroy their core, ending their reign of tyranny once and for all.



SOUL OF CASAR

Medium swarm of Tiny monstrosities, neutral evil

Armor Class 12 (natural armor)
Hit Points 45 (10d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	12 (+1)	13 (+1)	12 (+1)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception
Languages understands any one language but can't speak, telepathy 120 ft.
Challenge 1 (200 XP)

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

Actions

Bites. *Melee Weapon Attack:* +3 to hit, 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature it must succeed on a DC 10 Constitution saving throw or

become paralyzed for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the paralyzed condition on a success.

Possession (Recharge 6). The swarm targets one incapacitated humanoid in the same space as the swarm that isn't protected by *protection from evil and good*. The target must make a DC 10 Constitution saving throw. If the target fails its saving throw, the swarm disappears and the target loses control of its body. The swarm now controls the body but doesn't deprive the target of awareness. The swarm can't be targeted by any attack, spell, or other effect, except for attacks that deal psychic damage, and it retains its alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

Until the possession ends, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of the possession, the target dies. Otherwise, the reduction lasts until the target finishes a long rest.

The possession lasts until the body drops to 0 hit points, the swarm ends it as a bonus action, or the swarm's hit points are reduced by half or more. A *protection from evil and good* spell cast on the body also drives the swarm out. When the possession ends, the swarm reappears in a space within 5 feet of the body. The target is immune to this swarm's Possession for 24 hours after succeeding on the saving throw or after the possession ends.