



Z'XULTHOS ABERRATIONS

Z'xulthos Aberrations are part of a hivemind, with all individuals being subservient to the will of the hive's deity: Z'xulthos. This powerful entity is believed to have originated from the Far Realm and exerts complete control over its minions. Z'xulthos is considered a god by its followers, with the Aberrations acting as its willing servants. The hivemind is said to be a manifestation of Z'xulthos' consciousness, which is able to spread itself throughout the Aberrations and command their actions.

Alien Nature. The Z'xulthos Aberrations are truly alien beings, originating from the Far Realm and defying the normal laws of reality. Their physiology is vastly different from any other creature known to exist, possessing massive pincers on their backs that can induce instant madness in those they strike. The mere presence of the Aberrations can cause reality itself to destabilize, making them a threat to the very fabric of the multiverse.

Mind Control. The Z'xulthos Aberrations are not bound to the will of others, but are instead controlled by the hivemind of their deity. Despite this, they are not mindless killing machines. Some possess a degree of intelligence, using their cunning and wit to manipulate those around them, while others are more instinctual, driven by base desires and impulses. Nevertheless, the Aberrations are powerful and relentless in battle, showing no mercy and never giving up until their enemy is destroyed. Despite their fearsome reputation, the true motivations and goals of the Z'xulthos Aberrations remain inscrutable.

Instant Madness. The Z'xulthos Aberrations possess massive pincers on their backs that can induce instant madness in those they strike. Those who fail to resist the effects of the pincers may find themselves caught in a nightmare world, where the reality they once knew is warped and twisted beyond recognition.

INSTANT MADNESS

d100 Effect (lasts until the end of the target's next turn)

- 01- The character is beset by phantasmal terrors, causing 15 them to cower in abject terror, becoming incapacitated.
- 16- The character's mind is overrun by horrific 30 hallucinations, causing them to lash out indiscriminately, using their action to attack the nearest creature.
- 31- The character is overcome by delirium, causing them 45 to become stunned and unable to take any actions.
- 46- The character is tormented by nightmarish visions, 60 causing them to have disadvantage on all ability checks and attack rolls.
- 61- The character is driven to madness, causing them to 75 behave in bizarre and unpredictable ways, taking any action that isn't obviously self-destructive if commanded to do so by another creature.
- 76- The character is consumed by madness, causing them 100 to fall unconscious and be unable to take any actions until the madness subsides.

Z'XULTHOS

Z'xulthos, the Mind Lord, reigns as the master over its aberrations with its vast intelligence and psychic might. Revered as a god in the eyes of its followers, its very presence instills fear and madness in those who witness its arrival. Its power extends beyond the physical realm, controlling its pincer-backed minions through a powerful hivemind that transcends the limits of the material plane.

VH'LORGOOTH

Vh'lorgoth, the aberration from beyond the veil, heralds doom wherever it wanders. Its mere presence causes stars to flicker. Those who dare to stand before it may find themselves inflicted with madness, their minds unable to comprehend the incomprehensible. Others may be struck down by exhaustion, their very life force drained by the mere proximity of the creature. The worst fate, however, is to suffer the Vh'lorgoth's shattering gaze.

THOG'GASH

It is a formidable force in battle, using its massive pincers to deliver devastating blows to its enemies. Thog'gash is a relentless hunter, never giving up until its prey is destroyed.

X'YENTHIK

It is a powerful and agile creature, capable of moving with lightning-fast speed. X'yenthik is driven by base desires and impulses, using its massive pincers to attack and destroy anything in its path.

N'GOLTHU

It is a towering behemoth, its massive size and strength making it a formidable opponent in battle. N'golthu is driven by a thirst for destruction, using its massive pincers to wreak havoc wherever it goes.

K'LAXON

It is a brutal and relentless fighter, using its massive pincers to deliver devastating blows to its enemies. K'laxon is driven by an instinctual desire to kill, never backing down from a fight.

J'HARAX

J'harax are the most numerous and expendable of all the creatures in the hivemind of Z'xulthos. They serve as the footsoldiers of the hive, carrying out the will of their god-queen and spreading madness wherever they go. These pincer-backed aberrations are relentless in their pursuit of their goals and will stop at nothing to achieve them.



J'HARAX

Large aberration, chaotic neutral

- **Armor Class** 13 (natural armor)
- **Hit Points** 42 (5d10 + 15)
- **Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	10 (0)	8 (-1)	9 (-1)

- **Saving Throws** Str +4
- **Damage Resistances** acid, psychic
- **Condition Immunity** frightened
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Deep Speech but can't speak, telepathy 120 ft.
- **Challenge** 2 (700 XP)

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Unusual Nature. It doesn't require air or sleep.

ACTIONS

Pincers. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 10 (2d8 + 2) piercing damage and the target must make a DC 12 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect.

"By the forge of Moradin, I never thought I'd live to see such horrors! I was exploring an ancient ruin when I stumbled upon a horde of those things, Z'xulthos Aberrations, I think they were called. Their massive pincers, the size of a grown man, the sight of it alone was enough to send shivers down my spine. But when one of them caught me with its pincers, I swear, I was within moments of losing my mind. The pain was unbearable and I thought I was a goner. But by the grace of Moradin, I was able to break free and escape. I'll never forget the madness I saw in the eyes of those things, or the sound of their pincers scraping against the stone. I pray I never have to face those horrors again."
—Thorgi Stonefist of the Thunderbeard Clan.



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K'LAXON

Large aberration, chaotic neutral

- **Armor Class** 14 (natural armor)
- **Hit Points** 68 (8d10 + 24)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	16 (+3)	12 (+1)	9 (-1)	10 (0)

- **Saving Throws** Str +6, Int +3
- **Skills** Athletics +6, Perception +1
- **Damage Resistances** acid
- **Damage Immunity** psychic
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Deep Speech, telepathy 120 ft.
- **Challenge** 3 (700 XP)

Alien Mind. If a creature tries to read K'laxon's thoughts or deals psychic damage to it, that creature must succeed on a DC 12 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Unusual Nature. It doesn't require air or sleep.

ACTIONS

Pincers. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 4) piercing damage and the target must make a DC 12 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the k'laxon can't use this pincer on another target. The k'laxon has two pincers. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

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N'GOLTHU

Huge aberration, chaotic neutral

- **Armor Class** 14 (natural armor)
- **Hit Points** 125 (10d12 + 60)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	15 (+2)	9 (-1)	10 (0)

- **Saving Throws** Str +10, Int +5
- **Skills** Athletics +10, Perception +2
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** acid, psychic
- **Condition Immunity** deafened, exhaustion, frightened, stunned, unconscious
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Deep Speech, Undercommon, telepathy 120 ft.
- **Challenge** 5 (1,800 XP)

Alien Mind. If a creature tries to read N'golthu's thoughts or deals psychic damage to it, that creature must succeed on a DC 14 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Unusual Nature. It doesn't require air or sleep.

ACTIONS

Pincers. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 7) piercing damage and the target must make a DC 14 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the N'golthu's can't use this pincer on another target. The N'golthu's has two pincers. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

Deadly Leap. If the N'golthu jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 7) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't

knocked prone, and is pushed 5 feet out of the N'golthu's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the N'golthu's space.



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X'YENTHIK

Large aberration, chaotic neutral

- **Armor Class** 20 (natural armor)
- **Hit Points** 136 (16d10 + 48)
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	17 (+3)	16 (+3)	11 (0)	10 (0)

- **Saving Throws** Str +6, Dex +9, Int +6
- **Skills** Athletics +6, Perception +3
- **Damage Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** acid, psychic
- **Condition Immunity** deafened, exhaustion, frightened
- **Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13
- **Languages** Deep Speech, Undercommon, telepathy 120 ft.
- **Challenge** 7 (2,900 XP)

Alien Mind. If a creature tries to read X'yenthik's thoughts or deals psychic damage to it, that creature must succeed on a DC 15 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Magic Weapons. The X'yenthik's weapon attacks are magical.

Unusual Nature. It doesn't require air or sleep.

ACTIONS

Multiattack. The X'yenthik makes three attacks.

Pincers. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) piercing damage and the target must make a DC 15 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect.

REACTIONS

Parry. The X'yenthik adds 4 to its AC against one melee attack that would hit it. To do so, the X'yenthik must see the attacker.



THOG'GASH

Large aberration, chaotic neutral

- **Armor Class** 18 (natural armor)
- **Hit Points** 190 (20d10 + 80)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	18 (+4)	12 (+1)	10 (0)

- **Saving Throws** Str +10, Dex +8, Int +8
- **Skills** Acrobatics +8, Perception +5, Stealth +8
- **Damage Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** acid, psychic
- **Condition Immunity** deafened, exhaustion, frightened
- **Senses** blindsight 30 ft., darkvision 120 ft., truesight 20 ft., passive Perception 15
- **Languages** Deep Speech, Undercommon, telepathy 120 ft.
- **Challenge** 10 (5,900 XP)

Alien Mind. If a creature tries to read Thog'gash's thoughts or deals psychic damage to it, that creature must succeed on a DC 16 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Magic Weapons. The Thog'gash's weapon attacks are magical.

Unusual Nature. It doesn't require air or sleep.

ACTIONS

Multiattack. The Thog'gash makes three pincer attacks.

Pincers. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) piercing damage and the target must make a DC 16 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect.

Hypnosis. The Thog'gash projects a 30-foot cone of magical energy. Each creature in that area must make a DC 16 Wisdom saving throw. On a failed save, each creature takes 22 (5d8) psychic damage and is charmed by the Thog'gash for 1 minute. While charmed in this way, the creature tries to get as close to the Thog'gash as possible, using its actions to Dash until it is within 5 feet of the Thog'gash. A charmed creature can repeat the saving throw at the



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VH'LORGOTH

Large aberration, chaotic evil

- **Armor Class** 19 (natural armor)
- **Hit Points** 266 (2d10 + 112)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	25 (+7)	18 (+4)	20 (+5)	13 (+1)	10 (0)

- **Saving Throws** Str +10, Dex +13, Int +11
- **Skills** Acrobatics +13, Perception +7, Stealth +13
- **Damage Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunity** acid, psychic
- **Condition Immunity** deafened, exhaustion, frightened
- **Senses** blindsight 60 ft., darkvision 120 ft., truesight 30 ft., passive Perception 17
- **Languages** Deep Speech, Undercommon, telepathy 300 ft.
- **Challenge** 18 (20,000 XP)

Alien Mind. If a creature tries to read Vh'lorgoth's thoughts or deals psychic damage to it, that creature must succeed on a DC 19 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

All-Around Vision. The Vh'lorgoth can't be surprised while it isn't incapacitated.

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Magic Weapons. The Vh'lorgoth's weapon attacks are magical.

Transport Inhibitor. The Vh'lorgoth can't be teleported or sent to any plane of existence against its will.

Unusual Nature. It doesn't require air or sleep.

ACTIONS

Multiattack. The Vh'lorgoth makes three pincer attacks. Alternatively, it can make two attacks with psychic orb.

Pincers. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 4) piercing damage and the target must make a DC 19 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the Vh'lorgoth's can't use this pincer on another target. If

a creature is already grappled by the Vh'lorgoth's pincers, it takes an additional 2d8 psychic damage from each pincer attack. The Vh'lorgoth's has four pincers. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

Psychic Orb. *Ranged Spell Attack:* +11 to hit, range 120 ft., one creature. *Hit:* 21 (3d10 + 5) psychic damage.

Mind Seed (1/Day). The Vh'lorgoth touches one humanoid, which must succeed on a DC 19 Intelligence saving throw or be cursed. The curse lasts until it's removed by a remove curse or greater restoration spell. The cursed target suffers 1 level of exhaustion every 24 hours, and finishing a long rest doesn't reduce its exhaustion. If the cursed target reaches exhaustion level 6, it doesn't die; it instead becomes a thrall under the Vh'lorgoth's control, and all its exhaustion is removed. Only the wish spell can free the thrall from this control.

LEGENDARY ACTIONS

The Vh'lorgoth can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Vh'lorgoth regains spent legendary actions at the start of its turn.

Psychic Orb. The Vh'lorgoth makes one *Psychic Orb* attack.

Shattering Gaze (Costs 2 Actions). The Vh'lorgoth targets a creature it is grappling. The target's concentration on a spell it has cast or an ability it is maintaining ends, and the target takes 16 (3d10) psychic damage.

Z'XULTHOS

Medium aberration, chaotic evil

- **Armor Class** 20 (natural armor)
- **Hit Points** 399 (38d8 + 228)
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	26 (+8)	13 (+1)	10 (0)

- **Saving Throws** Str +14, Dex +15, Con +15, Int +17
- **Skills** Arcana +17, Athletics +14, Deception +9, History +26, Insight +10, Perception +10
- **Damage Resistances** necrotic
- **Damage Immunity** acid, cold, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunity** blinded, charmed, deafened, frightened, poisoned, stunned
- **Senses** truesight 120 ft., passive Perception 20
- **Languages** Deep Speech, Undercommon, telepathy 300 ft.
- **Challenge** 29 (135,000 XP)

Alien Mind. If a creature tries to read Z'xulthos's thoughts or deals psychic damage to it, that creature must succeed on a DC 23 Intelligence saving throw or be stunned for 1 minute. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

All-Around Vision. The Z'xulthos can't be surprised while it isn't incapacitated.

Aberrant Madness. If a creature has been subjected to more than two instant madness effects within 1 minute, the next instant madness it suffers from transforms into a long-term madness.

Madness Aura. Z'xulthos emits an aura of madness that affects all creatures within 120 feet. Each creature must succeed on a DC 23 Wisdom saving throw or become afflicted with short-term madness while being inside the aura.

Magic Weapons. The Z'xulthos's weapon attacks are magical.

Psychic Drain. Whenever a creature takes psychic damage from Z'xulthos, Z'xulthos regains a portion of the damage dealt as temporary hit points. Additionally, any creature reduced to 0 hit points by Z'xulthos' psychic damage becomes permanently insane.

Transport Inhibitor. The Z'xulthos can't be teleported or sent to any plane of existence against its will.

Unusual Nature. It doesn't require air or sleep.

ACTIONS

Multiattack. The Z'xulthos makes three pincer attacks. Alternatively, it can make two attacks with psychic orb.

Pincers. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and the target must make a DC 23 Wisdom saving throw. On a failed save, the target is subjected to a random instant madness effect. If the target is a Large or smaller creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, and the Z'xulthos's can't use this pincer on another target. If a creature is already grappled by the Vh'lorgoth's pincers, it takes an additional 2d8 psychic damage from each pincer attack. The Z'xulthos's has six pincers. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

Psychic Blast (Recharge 5-6). Each creature of the Z'xulthos's choice that is within 120 feet of Z'xulthos and aware of it must succeed on a DC 23 Wisdom saving throw or take 78 (12d12) psychic damage. Creatures that critical failed (rolled a 1) the saving throw is also stunned for 1 minute.

Psychic Orb. *Ranged Spell Attack:* +17 to hit, range 120 ft., one creature. *Hit:* 24 (3d10 + 8) psychic damage.

Mind Control (3/Day) Z'xulthos can take control of the minds of up to 2 creatures within 120 feet. These creatures must make a Wisdom saving throw (DC 23) or become charmed and follow Z'xulthos' commands for 1 hour. If a creature succeeds on its saving throw, it is immune to Z'xulthos' Mind Control for the next 24 hours.

Mind Seed (3/Day). The Z'xulthos touches one humanoid, which must succeed on a DC 23 Intelligence saving throw or be cursed. The curse lasts until it's removed by a remove curse or greater restoration spell. The cursed target suffers 1 level of exhaustion every 24 hours, and finishing a long rest doesn't reduce its exhaustion. If the cursed target reaches exhaustion level 6, it doesn't die; it instead becomes a thrall under the Z'xulthos's control, and all its exhaustion is removed. Only the wish spell can free the thrall from this control.

REACTIONS

Psychic Reflection. As a reaction, Z'xulthos can reflect any psychic-based spells or effects back at the caster. The caster must make a DC 23 Wisdom

saving throw, or they take the full effect of their own spell or effect.

LEGENDARY ACTIONS

The Z'ulthos can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Z'ulthos regains spent legendary actions at the start of its turn.

Psychic Orb. The Z'ulthos makes one *Psychic Orb* attack.

Shattering Gaze (Costs 2 Actions). The Z'ulthos targets a creature it is grappling. The target's concentration on a spell it has cast or an ability it is maintaining ends, and the target takes 21 (4d10) psychic damage.

Teleport. Z'ulthos teleports up to 120 feet to an unoccupied space it can see.

Z'XULTHOS'S LAIR

Deep within the roiling chaos of the far realm, a planet orbits a purple star. The surface of this world is a nightmare landscape, rife with twisted spires of jagged stone and seas of noxious liquid. But even more dangerous than the planet's surface is what lies at its core. It is here that Z'ulthos, a twisted entity of unspeakable power, has made its lair. The creature's madness seeps into the planet itself.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Z'ulthos takes a lair action to cause one of the following magical effects:

Psychic Storm. Z'ulthos creates a psychic storm that rages within the lair, affecting all creatures within. Each creature within the lair must make a DC 23 Wisdom saving throw, taking 30 (10d6) psychic damage on a failed save or half as much on a successful one.

Insanity Fog. Z'ulthos releases a thick, noxious fog that covers the lair. Any creature that enters or starts its turn in the fog must make a DC 23 Wisdom saving throw or become afflicted with long-term madness.

Mind Warp. Z'ulthos distorts reality within the lair, causing all creatures to become disoriented. Each creature within the lair must make a DC 23 Wisdom saving throw or be affected by the *confusion* spell for 1 minute.

Madness Manifest. Z'ulthos causes the madness within the lair to become physical, spawning a number of J'harax equal to the number of creatures

within the lair. These J'harax obey Z'ulthos' commands and disappear when the lair action is used again or when they are reduced to 0 hit points.

