

Brood Master

Hidden away underneath the forlorn Syltman mansion lies the kindergarten, where the children chosen for the fostering ritual reside until they are ready to join the 'neighborhood'.

The formidable brood masters, powerful specimens of the neighbors, were created by the watcher to protect the weakest members of its family.

The group encountered one peculiar brood master underneath the Syltman mansion leading a group of its neighbor kin. Driven to madness by the vile experiments of 'them', the brood master ordered his kin to attack. Unfortunately, the brood master was ignorant to the group's intentions, just as he was unaware of the star motif within his body, ready to bloom...

BROOD MASTER

Large Aberration (Neighbour)

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	8 (-1)	14 (+2)	11 (0)

Proficiency +3

Saving Throws Dex +5, Con +6, Wis +5

Skills Athletics +7, Perception +5

Senses darkvision 120 ft, passive Perception 15

Languages Common, Aquan, Deep Speech

Challenge 5 (1,800 XP)

Amphibious. The brood master can breathe air and water.

Power Strike (1/round). When the brood master hits with its greataxe, it can deal an additional 7 (2d6) damage and the target must succeed a DC 15 Strength saving throw or be pushed up to 10 ft. away from the brood master.

Taste for Blood. When the brood master hits a creature with its bite attack, it has advantage on attack rolls until the end of its next turn against the same target.

ACTIONS

Multiattack. The brood master makes three attacks, one with its bite and two with its claws or greataxe.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

BONUS ACTION

Enrage. When the brood master is below half of its maximum hit points it rages until the end of its next turn. As long as the brood master is raging, it has resistance to bludgeoning, piercing, and slashing damage, has advantage on attack rolls, and attack rolls against it have advantage.

BROOD MASTER (SPAWN OF CONTACT)

Large Aberration (Neighbour)

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	8 (-1)	14 (+2)	11 (0)

Proficiency +3

Saving Throws Dex +5, Con +6, Wis +5

Senses blindsight 30 ft., darkvision 120 ft, passive Perception 12

Languages Common, Aquan, Deep Speech

Challenge 7 (2,900 XP)

Alien Mind. The brood master has advantage on saving throws against being charmed, frightened, and having its mind read.

Amphibious. The brood master can breathe air and water.

Power Strike (1/round). When the brood master hits with its greataxe, it can deal an additional 7 (2d6) damage and the target must succeed a DC 15 Strength saving throw or be pushed up to 10 ft. away from the brood master.

ACTIONS

Multiattack. The brood master makes three attacks, one with its tentacles and two with its claws or greataxe.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 5) bludgeoning damage and if the target is a medium or smaller creature, it is grappled, escape DC 16. Until the grapple ends, the target is restrained and the brood master can't use its tentacles against another target.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

BONUS ACTION

Feed. The spawn of contact forces a creature it has grappled to make a DC 15 Charisma saving throw. On a failed save a creature takes 9 (2d8) psychic damage and loses 2 (1d4) charisma until it finishes a long rest. If this reduces a creature's charisma to 0, it becomes incapacitated until it regains at least 1 point of charisma.

The Color

The depths of the cosmos, the endless dark ocean above, hold truly alien concepts. Spawned from an unformed realm of infinity, beyond all nature as mankind knows it, the Color is its frightful messenger and reminder to humanity of how little they understand of their own world.

The color appears as a glowing aurora, a formless being that lacks a real physical body. Though immaterial, the color is capable of great devastation by its mere presence. It is a cosmic parasite which feeds upon the essence of all things around itself to grow its own radiance which cannot be conceived by lesser beings.

‘They’ brought this parasite with them and left it behind underneath the Syltman manor, deep within the kindergarten, after they abducted the residing neighbors for their purposes.

THE COLOR

Huge Ooze

Armor Class 17 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 10 ft., flying 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (0)	22 (+6)	20 (+5)	16 (+3)	18 (+4)	19 (+4)

Proficiency +5

Saving Throws Dex + 11, Wis +9, Cha +9

Damage Resistances acid, cold, fire, psychic, thunder

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 120 ft. passive Perception 16

Challenge 13 (10,000 XP)

Legendary Resistance (2/Day). If the color fails a saving throw, it can choose to succeed instead.

Aura of Lassitude. A creature within 300 ft. of the colour must succeed a DC 15 wisdom saving throw, or become charmed and overwhelmed by a feeling of ennui. The charmed creature has disadvantage on wisdom saving throws and will not travel further than a mile away from the area of the colour’s influence. Every 24 hours the creature can repeat the saving throw, ending the effect on a success. The effect also ends if the creature finishes a long rest further than one mile away from the Colour. Once the effect ends, the creature is immune to the colours aura for 24 hours. A creature can only be affected by one Aura of Lassitude at a time.

Incorporeal Movement. The colour can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The color has advantage on saving throws against magic.

ACTIONS

Disintegrating Touch. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 28 (8d6) force damage. If this attack reduces a creature to 0 hit points, it must succeed a DC 17 Constitution saving throw, or be killed and reduced to ash.

Feed. A creature within 480 ft. of the colour must succeed a DC 17 Charisma saving throw or take 7 (2d6) necrotic damage and have its hit point maximum reduced by the same amount until the creature finishes a long rest and lose 2 (1d4) points of charisma. Once a creature’s hit points are reduced to 0 by this effect it dies. Once a creature’s charisma is reduced to 0 it becomes incapacitated until it regains at least 1 point of charisma.

If this action causes a creature to have its maximum hit points reduced or lose charisma, the Colour regains 26 (4d12) hit points.

Cosmic Syphon (1/week). The colour uses its feed action against any creature within 1 mile, regaining 120 (20d12) hit points [this replaces the hit points regained by the feed action].

Spellcasting. The colour casts the following spell, using Charisma as the spellcasting ability (Spell save DC 17) requiring no components:

1/day each: *Prismatic Spray*

LEGENDARY ACTION

The colour can take 2 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 colour regains spent legendary actions at the start of its turn.

Feed. The colour uses its feed action.

Disintegrating Touch (2 Actions). The colour makes a disintegrating touch attack.

Star Moit

These grotesque slugs were at first dismissed by the group as nothing more than infesting vermin. The more the group progressed in their investigation into the events taking place in Faulmarsch, the further the importance of these creatures grew.

Created by 'them', star moits are diminutive beings that seek out creatures of the world to infest. From within they goal is to merge their flesh with their host to create a new being. A creature of two worlds to serve as a connection, a point of contact, one can say.

Unfortunately, this process is unstable and most star moits fail in properly converting their host, upon which they will settle upon transforming the creature into a spawn of contact and create more of their ilk, that perhaps the next generation will find more success.

STAR MOIT

Tiny Aberration

Armor Class 13

Hit Points 5 (2d4)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (0)	2 (-4)	5 (-3)	2 (-4)

Proficiency +2

Damage Resistance poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities charmed, frightened

Senses blindsight 30 ft. (blind beyond), passive Perception 7

Challenge 1 (200 XP)

Alien Mind. The star moit has advantage on saving throws against being charmed, frightened, and having its mind read.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target.
Hit: 3 (2d4 - 2) piercing damage.

Forced Infestation. The star moit forces a creature in its space to succeed a DC 13 Constitution saving throw. On a failed save the star moit forces itself into the creature's body and infests the creature. The star moit grows and matures within the creature's body. If the star moit is not removed within 8 hours after infestation with a successful DC 15 medicine check and a healer's kit, the moit becomes ingrained into the creature's body and can only be removed through *Greater Restoration* or similar magic.

Once ingrained, the star moit matures within one week. When matured, the star moit becomes one with the host creature and transforms it into a Spawn of Contact.

DM Tuz Table Scraps: Faulmarsch Foes Watcher's Brain

The Watcher, both a fabled creature and worshiped as aspect of the depths by the people of Faulmarsch, resided within the Bay of Ginstermark since before recorded history.

The watcher became the target of cosmic predators who followed its trace to this world. 'They' invaded the neighborhood and commanded the Watcher's subjects. Betrayed by the beings the watcher once fostered, it's lifeless body is now rotting away, while its slowly decaying brain can only watch helplessly as its beloved neighborhood is usurped.

WATCHER'S BRAIN

Large Aberration

Armor Class 18 (natural armor)

Hit Points 124 (13d8 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	2 (-4)	15 (+2)	6 (-2)

Proficiency +4

Saving Throws Int, Wis, Cha

Damage Resistance psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 14

Languages All (telepathic)

Challenge 9 (5,000 XP)

Alien Mind. The watcher's brain has advantage on saving throws against being charmed, frightened, and having its mind read.

Legendary Resistance (1/day). If the watcher's brain fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The watcher's brain uses psionic blast against two different creatures.

Bestow Knowledge. The brain overwhelms the mind of a creature within 10 ft. of itself with incomprehensible cosmic knowledge. The target creature must succeed a DC 16 Wisdom saving throw or fall prone and be incapacitated until the end of the brain's next turn.

Psionic Blast. A creature within 60 ft. of the brain must make a DC 16 Wisdom saving throw. On a failed save the creature takes 18 (4d8) psychic damage and half as much on a successful one.

Dimensional Shuffle (Recharge 5-6). Each creature within 60 ft. of the brain must make a DC 16 Constitution saving throw. On a failed save a creature takes 33 (6d10) force damage and half as much of on a successful one. Each creature that fails its saving throw switches its position with another creature that also failed its saving throw of the brain's choice.

REACTION

Psionic Feedback. When a creature within 60 ft. of the brain deals damage to it, the brain forces the triggering creature to succeed a DC 16 Intelligence saving throw or take 10 (3d6) psychic damage and be stunned until the end of the brain's turn. To use this reaction the brain must see the triggering creature.