

A 5E ADVENTURE

STARLESS NIGHT

THE STARS ARE ALL GONE AND
A CURIOUS ASTROMANCER SEEKS ANSWERS...

KELFECIL'S
TALES

STARLESS NIGHT
AN ADVENTURE COLLABORATION BY



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STARRY NIGHT

Fuldus Wrackul sighed deeply as he set the heavy tome back on the shelf. He was having trouble charting the course of one particular star, and the ancient volume had done little to assist him in this goal. As he strode out of the library, he caught glimpses of village folk whispering and making holy signs to themselves, signs meant to ward off evil.

Fuldus knit his brows and watched them. Slowly, he noticed each of them was staring in one direction: upward. He raised his eyes and studied the night sky. Strange, he didn't see anything...

He didn't see anything. The realization hit Fuldus like a pack of bulettes.

There wasn't a single star in the sky.



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INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

QUICK ADVENTURE INFO

This adventure is one of the many short adventures we release every week for free. Some quick information about it:

Recommended Average Party Level (APL): 7

General Theme: Investigation, Battle

Setting: Any, Starlight Chronicles

Time - Sessions to Finish: x2 session (~6 hours)

ADVENTURE SUMMARY

Recently, the void corrupted a powerful elf mage by the name of Kath'stus Violetbane during his experiments with astral energies, his mind overwhelmed by horrific, alien powers. He was then forced to erase the stars from the sky, using powerful magic to bind the stars into material bodies and drive them mad. Fuldus Wrackul, a dragonborn astronomer, has taken it upon himself to find out why the stars have disappeared from the sky, looking for help with the party. Little does he suspect the stars themselves, maddened by their new forms, stand in his way...

SETTING INFO

More information on the campaign setting can be found in the available for free [Of Starlight and Void supplement](#).

MAPS USED

You can find the maps used in this adventure without the GM notes at the following links:

- Map 1: [The Haunted Docks Rain](#)
- Map 2: [Tomb Prison](#)
- Map 3: [Tomb Puzzle Room](#)
- Map 4: [Astral Sea](#)

For more variants and gridless versions of the maps go to [Caeora's Patreon](#).



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STARLIGHT ARCANA

Inspired by our love for everything astral, we created a huge 5E tome filled with everything you need to discover what is hidden beyond the stars. Begin your starfaring journey, fight against the corruption of the nebulous void and harness the power of starlight magic.

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Starlight Arcana is, part Supplement...

Players and Game Masters, expand your 5e game with new subclasses, ancestry options, unique new astral monsters, and more. Begin your fated search for legendary artifact weapons and weave the light of stars with all-new starlight spells!

...and part huge 3-act Campaign!

Take to the stars as you help astromancer Alya and her crew of unlikely allies explore the mystery of the missing stars. Starting at level 1 and going all the way to level 8, journey to the stars much faster than any other 5E campaign allowed you to do so before!

WHAT TO EXPECT!

The supplement part of the book will have:

- x12 new **Subclasses**
- x5 new **Ancestry options**
- New **School of Magic: Starlight**
- x50+ new **Starlight Spells**
- x12+ new **Destined Artifacts**
- New **Astral-themed Backgrounds**
- Lore on the **Sea of Stars**
- and a lot more...

The Campaign part will have:

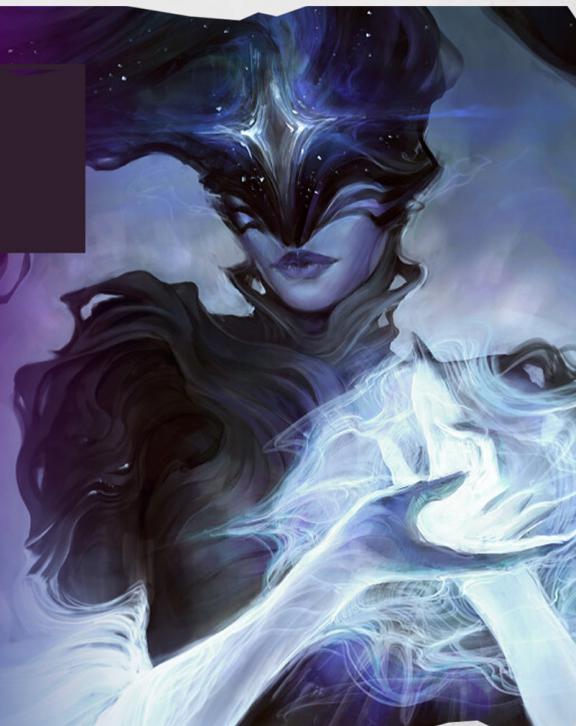
- A **Level 1 to 8 campaign** in 3 acts
- x12+ new **Planets/Locations**
- x15+ new **Adventures**
- Unique new **NPCs with meaningful stories**
- x200+ new **Monsters**
- and a lot more...

With **Stretch Goals** adding a whole lot more and making the book twice as big!

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**HITCHHIKER'S GUIDE
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BACKGROUND

Kath'stus Violetbane discovered a powerful ritual that he thought would change the world: a spell capable of binding extraplanar forces into material bodies. He had hoped this would allow him to converse with the forces of void and starlight, learning great secrets of the universe for the betterment of all mankind.

Unfortunately, Kath'stus made an error in the ritual and bound the void to his own physical form instead. While his appearance did not change, his mind was corrupted by the powers of the void, and he was forced to enact the ritual again and again, binding the constellations into material forms. When his work was done, the night sky was empty and cold, filled only with the void itself.

Fuldus Wrackul, a bookwormish yet curmudgeonly dragonborn astronomer, is baffled by this change and is seeking a band of adventurers to help him find the source of these troubles. He already has a lead: a small trail of starlight magic leading to the docks...

SAVING KATH'STUS

Though he has been taken by the void, it is similar to save Kath'stus in a method similar to the process used to transform Void creatures into the Argent State. If he is incapacitated and below one-fourth of his normal hit points in his Cosmic Horror form, a powerful spell such as greater restoration can return him to his original state, purified of any Void. Doing so requires an additional DC 15 Arcana check by the caster.

If saved, Kath'stus expresses deep gratitude and regret, exclaiming that he couldn't believe the horrible things he'd done. The constellations are released, and Kath'stus offers additional compensation for the group's troubles, 100 gold pieces each, as his thanks. Read the following if he is saved and forgiven:

"It's very little, I'm afraid." Kath'stus says feebly. "But it's all I have. Even so, if you ever need help, I'll be here. I owe you my life."

KATH'STUS VIOLETBANE

Kath'stus Violetbane was a mage of some renown in his community, a skilled researcher and an even better spellcaster. His ambition was great, but in the end, he was a good-hearted man. Unfortunately, when his research caused him to be corrupted by the void, all his most negative emotions were driven to the surface.

Kath'stus is now controlled by the Void completely, and his thoughts are muddled. He has spent his recent time driving the imprisoned stars into a maddened frenzy, keeping them from effectively rebelling against him, and has created a base of operations in the Astral Plane where he can access Void energy more directly.

- **Unique Phrase:** "Power is means to an end."
- **Desire:** To destroy the stars once and for all.
- **Fear:** That deep down, he is lost to the Void forever.
- **Misbelief:** That there is no way he can be saved.

FULDUS WRACKUL

Fuldus was fascinated by the stars at an early age, and has made a deep study of them for the last seventy years. An esteemed astronomer, he can correctly predict the movements of the stars without even consulting charts.

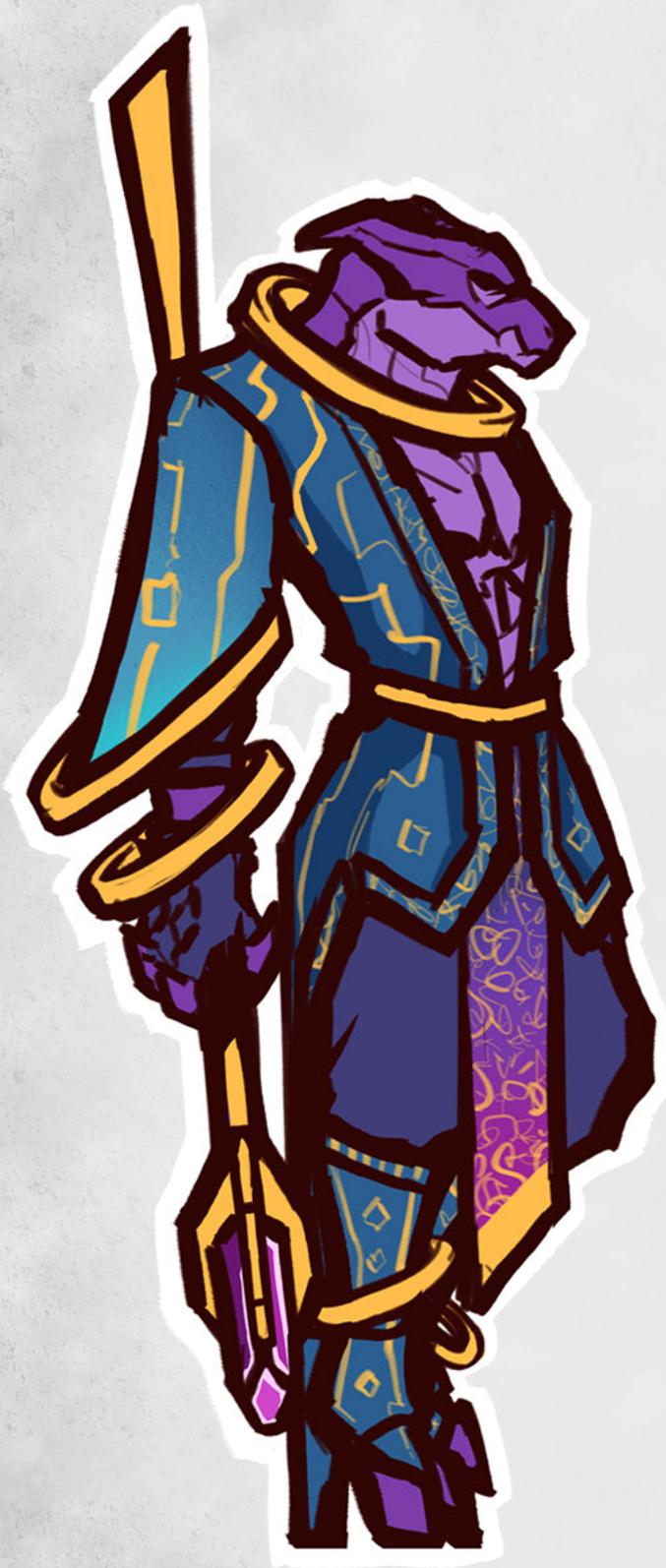
However, when the stars disappeared, Fuldus immediately knew the source was something much more sinister than light pollution. He believes that without the stars, the Void will descend upon the world and consume it in darkness forever. His fears are not precisely correct but are well-warranted. Disaster will soon arrive if Kath'stus is not stopped.

- **Unique Phrase:** "May the stars guide us all."
- **Desire:** To restore the stars.
- **Fear:** That in the grand scheme of the universe, he doesn't matter.
- **Misbelief:** That Kath'stus is still alive and not controlled by the Void.

THE GREAT WYRM

The Great Wyrn is a famous constellation depicting a mighty dragon. When it was sealed to a corporeal body, it went mad. However, it still has deep wisdom beneath the turmoil, and if it can only recover, it could be a great asset to the party.

- **Unique Phrase:** "Starlight illuminate your way."
- **Desire:** To return to its true form.
- **Fear:** That it will never be restored to its former glory.
- **Misbelief:** That the party members are agents of Kath'stus.



Fuldus Wrackul, a curious dragonborn astronomer

ADVENTURE HOOKS

There are several reasons the players may be trying to restore the stars:

- **Divine Service.** A member of the party such as a cleric or paladin knows in their doctrine that the stars are essential to their god and must be restored.
- **Horrid Darkness.** Without the light of the stars, nights grow even more dangerous as creatures that despise the light begin to emerge in greater numbers. The group is continually bombarded by such creatures so long as the stars are gone.
- **A Humble Astronomer.** Fuldus Wrackul, a dragonborn astronomer, requests the party's help in restoring the stars, and offers a decent sum of around 700 gold pieces each for their services.

PROLOGUE

Regardless of which hook is used, Fuldus Wrackul requests the party to help him restore the stars. Read the following when they first encounter him:

AN ELDERLY DRAGOBORN WITH DEEP PURPLE SCALES WALKS OVER TO YOU, LEANING ON A BEAUTIFUL STAFF MADE OF BRONZE.

"PARDON MY INTRUSION," HE BEGINS. "BUT I'M IN NEED OF SOME ASSISTANCE. COULD YOU SPARE A FEW MOMENTS TO SPEAK?"

Fuldus believes the group to be sell-swords, regardless of whether or not this is true. He requests the group accompany him to the docks and wherever else the trail leads, up until the stars have been restored to their rightful place.

ACT I: AT THE DOCKS

Read the following as the players arrive at the docks:

THE RAIN BEATS DOWN ON THE STONE, LANTERNS REFLECTING OFF THE PUDDLES AS THEY FORM. THE SEA IS HARSH FROM THE STORM, ROUGH WAVES OCCASIONALLY WASHING OVER THE DOCKS. FULDUS TAKES OUT SOME METAL TOOLS AND BEGINS POKING AND PRODDING THE STONE. HE MOVES ACROSS THE PATH, FOLLOWING SOME SORT OF TRAIL TOO SMALL TO SEE WITH THE NAKED EYE.

AS YOU APPROACH THE DOCKS, YOU NOTICE A STRANGE REFLECTION OF LIGHT IN ONE OF THESE PUDDLES, A DIFFERENT COLOR FROM THE LAMPS. YOU THEN REALIZE THERE IS NO LAMP THERE TO REFLECT THE LIGHT.

A ROUGHLY HUMANOID FIGURE EMERGES FROM THE GLOOM, A MESSY COMBINATION OF PINPRICKS OF LIGHT THROWN TOGETHER IN A GLOB OF SOLID MATTER. IT REACHES OUT AN AMORPHOUS HAND AND LUNGES TOWARDS YOU!

COSMIC ATTACK

➤ **"Encounter!"** The heroes are attacked by x3 **Cosmic Entities** on **map 1**. The entities are constellations trapped in material form, though the characters do not know this. They are half mad from the experience and wildly lunging out at anything.

When the entities are defeated, read the following to the players:

CHASING THE LIGHTS

⦿ **"Athletics."** The lights are fast, and the characters need to maintain a fast sprint to keep pace with them. Each player must make a **DC 15 Athletics check**. If at least half the party, rounded up, succeeds on the check, the whole group keeps pace with the lights. Otherwise, they fall behind.

If the party **keeps pace** with the lights, they arrive at a strange house, seemingly very old and covered in vines and moss. The doors are unlocked. Keeping pace means the party suffers no additional complications.

If the party **falls behind**, they take several wrong turns before following the trail and get jumped by a group of x8 **thugs** trying to rob them. After the battle, Fuldus can follow the trail to the Old Manor.

THE OLD MANOR

Once the party has arrived at the house, read the following:

A MASSIVE, ANCIENT MANOR MADE OF CRUMBLING BRICK AND ROTTING WOOD RISES UP THREE STORIES BEFORE YOU. STRANGE GLOWING LIGHTS MOVE BEHIND CLOSED CURTAINS, AND THE FRONT DOORS SHAKE SLIGHTLY IN THE WIND. FULDUS WALKS UP THE FRONT STEPS, HESITATES A MOMENT, AND THEN ENTERS WITHOUT KNOCKING.

Should the party follow Fuldus, they move on to **Act 2**.



ACT 2: STAR'S PRISON

Read the following as the players enter the manor:

OLD FLOORBOARDS BUCKLE AND CRUMBLE UNDER YOUR FEET, BUT THE FOUNDATIONS HOLD THE FLOOR ALOFT. A LARGE CHANDELIER HANGS FROM THE CEILING OVER A HUGE MECHANISM, SET DIRECTLY INTO THE FLOOR. IT LOOKS SIMILAR TO THE COMBINATION LOCKS USED IN BANK VAULTS, BUT THE DEGREES GO ONLY FROM 0 TO 20. INSCRIBED ON THE MECHANISM IS A WRITTEN PASSAGE:

"WHEN THE SUN IS HIGHEST IN THE SKY,
THE EYES OF THE ABOLETH WATCH WITH CHAGRIN,
THE LIMBS OF THE OCTOPUS AS THEY SWIM,
ANSWER NOW TO GO SEE WITHIN."

⦿ **"Riddle."** The riddle references various numbers, which must be inputted into the mechanism (depicted on **map 2**) to open it. Noon represents twelve, the eyes of an aboleth represents 3, and the limbs of an octopus represents 8. If the characters are having trouble with the puzzle, they can make skill checks to recall information about the various lines:

- **Nature:** A **DC 14 Nature check** could allow a character to recall that octopi have eight tentacles.
- **Arcana:** A **DC 14 Arcana check** could allow a character to recall that aboleths have three eyes.
- **Insight:** A **DC 14 Insight check** could allow a character to realize the puzzle is connecting numbers to the combination, the first of which is twelve, when the sun is the highest.

Each time a combination is inputted incorrectly, the character turning the mechanism takes 2d6 lightning damage.

When the combination is inputted correctly, read the following to the players:

THE HATCH SLOWLY OPENS, REVEALING A STONE STAIRCASE SPIRALING DOWN BELOW THE MANOR. UNLIKE THE REST OF THE AREA, THE STAIRCASE IS RELATIVELY CLEAN, AND LOOKS WELL-USED.



THE BASEMENT

Read the following as the players enter the basement:

THE DOORS AT THE BASE OF THE STAIRS SLIDE OPEN, REVEALING A LARGE, STRANGELY GLOWING ROOM. MASSIVE CHAINS ARE ATTACHED TO A HUGE, METAL SHAPE IN THE CENTER OF THE ROOM, A STRANGE GEOMETRIC STAR. AN ELVEN MAN WEARING LOOSE, FLOWING ROBES KNEELS BEFORE IT, STRANGE TENDRILS OF VOID MOVING AROUND HIM. HE TURNS AS YOU ENTER, GLARING.

"GREAT WYRM, HERO'S BLADE. PLEASE ESCORT THESE INTRUDERS OUT IMMEDIATELY AND DEAL WITH THEM THERE."

➤ **"Encounter!"** x2 **Greater Cosmic Entities** are in this room, as well as **Kath'stus Violetbane**, located on **Map 3**. When Kath'stus is reduced to half his maximum hit points or less, he disappears in a cloud of void. The Cosmic Entities collapse into stars in piles of sludge.

⦿ **"History."** A successful **DC 15 History check** allows a character to remember that Great Wyrms and Hero's Blade are the names of constellations.

THE GREAT WYRM

When the battle is over, one of the Entities, the Great Wyrms, speaks up. Read the following to the players:

ONE OF THE PILES OF SLUDGE STIRS, AND A VOICE RESONATES FORTH.

"MY APOLOGIES FOR ATTACKING YOU. THOUGHTS ARE... DIFFICULT, IN THIS FORM, AND THE ELF COMPELS US WITH THE POWER OF THE VOID. WE ARE THE CONSTELLATIONS OF THE SKY, AND KATH'STUS VIOLETBANE HAS BOUND US HERE AS PRISONERS."

The Great Wyrms explains that the Void has corrupted Kath'stus, and to restore the night sky, he must be slain. Fuldus insists they help, and if the party agrees, the Cosmic Entities open a portal to the sea of stars.



ACT 3: BATTLE WITH VIOLETBANE

As the players step through the portal, read the following:

AN ENDLESS SEA OF STARS STRETCHES OUT BEFORE YOU, FILLED WITH ONLY A FEW FLOATING ISLANDS OF STONE. KATH'STUS VIOLETBANE, STILL INJURED, STANDS ACROSS ON A SEPERATE CHUNK OF STONE, SURROUNDED BY MORE IMPRISONED CONSTELLATIONS. HE LAUGHS AS YOU APPROACH.

"YOU'RE MORE TROUBLESOME THAN I EXPECTED. VERY WELL. I HAVE LITTLE PATIENCE LEFT, SO I'LL MAKE THIS QUICK."

➤ **"Encounter!" Kath'stus Violetbane** attacks, with however many hit points he had remaining after the previous battle. He is flanked by x2 **Lesser Cosmic Entities**.

The Astral Plane has several unusual properties. All creature's jumping distances are tripled, but their walking speed is halved. The light gravity of the area makes leaping great distances easy, but moving across the ground is difficult and awkward. Additionally, all falling damage is halved. Any cosmic entity does not suffer these effects unless they wish, having been accustomed to the environment.

The area is extremely dangerous. If a creature falls from an island, they can make a **DC 12 Dexterity saving throw** due to the lower gravity. On a success, they grab onto the edge and hang from the side of the rock.

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When Kath'stus is reduced to 0 hit points, read the following:

KATH'STUS FALLS, HIS BODY DISINTEGRATING INTO AN INKY BLACK VOID. SLOWLY, THE EMPTINESS PIECES ITSELF BACK TOGETHER, RISING UP IN A NEW, HORRIFYING FORM MADE OF STRANGE, SCINTILLATING COLORS. FULDUS STEPS BACK TENTATIVELY, CHECKING HIS NOTES.

"THIS... THIS ISN'T RIGHT." HE SAYS. "EVERYTHING ELSE WAS A CONSTELLATION, BOUND TO MATERIAL FORM. HE... HE'S PART OF THE VOID."

Kath'stus has become a **Cosmic Horror**, and fights until he is defeated. He has lost the ability to speak in this form, and can only make horrid, unnatural noises. He loses most of his rational thought, acting on instinct and pure hatred.

When he is defeated once and for all, read the following:

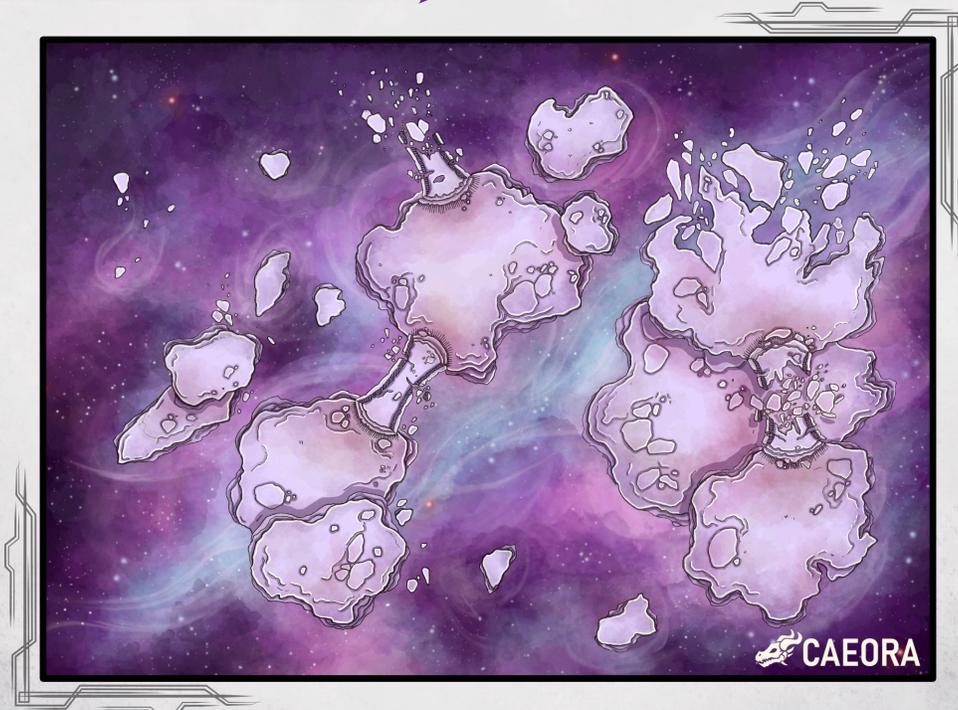
THE GROUND SHAKES AS THE CREATURE WRITHES IN PAIN, CRACKING APART THE STONE. THE MOTES OF ROCK TREMBLE AND SHATTER, SENDING YOU SPIRALING INTO THE VOID! YOU SEE FULDUS SCREAM AS HE PLUMMETS ALONG WITH YOU.

"WORRY NOT." A VOICE SAYS INSIDE YOUR MINDS. "WE HAVE BEEN FREED. YOU HAVE OUR GRATITUDE."

A SEARING LIGHT CUTS THROUGH THE DARKNESS, AND WHEN IT FADES, YOU STAND BACK IN THE BASEMENT OF THE MANOR, THE CHAINS WITHIN HAVING VANISHED COMPLETELY.

EPILOGUE

With Kath'stus defeated, the constellations are restored to their rightful place in the sky. Fuldus gives the heroes their reward in full: 700 gold pieces each. He also gives them a beautiful map of the night sky, drawn by himself with the utmost accuracy.



APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

FULDUS WRACKUL

Medium humanoid (dragonborn), lawful good

Armor Class 10

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	16 (+3)	12 (+1)	10 (+0)

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Celestial, Common

Challenge 1/2 (100 XP)

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

LESSER COSMIC ENTITY

Medium aberration, neutral

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	14 (+2)	13 (+1)	11 (+0)

Damage Resistances starlight

Senses passive Perception 11

Languages All

Challenge 1 (200 XP)

Starry Body. The Lesser Cosmic Entity sheds bright light out to 30 feet in all directions.

Amorphous. The Lesser Cosmic Entity can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.



KATH'STUS VIOLETBANE

Medium humanoid, neutral evil

Armor Class 12

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Arcana +3, Deception +5, Insight +4, Persuasion +5, Religion +3, Stealth +4

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

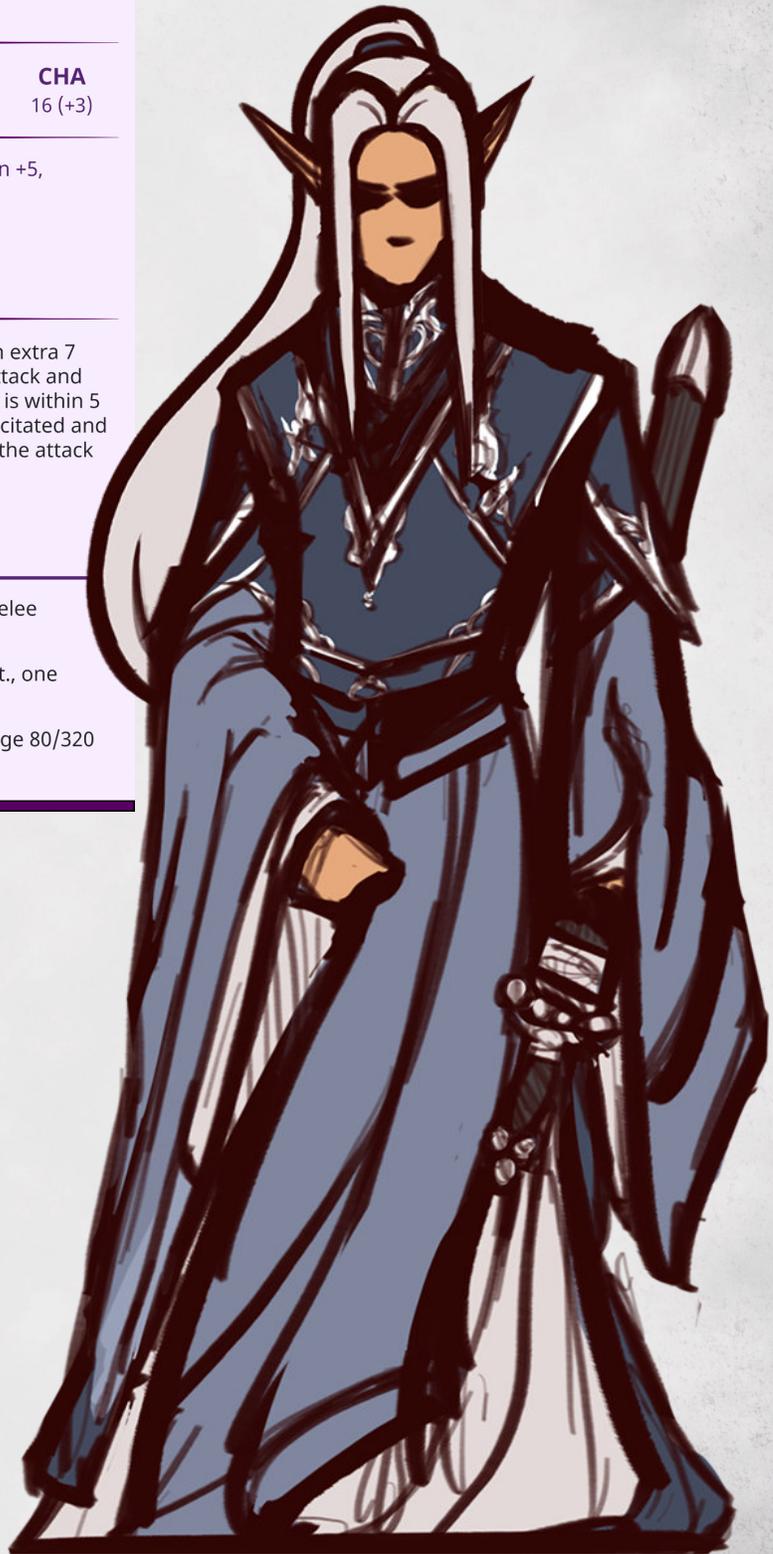
Sneak Attack (1/Turn). Kath'stus Violetbane deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Kath'stus Violetbane that isn't incapacitated and Kath'stus Violetbane doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The Kath'stus Violetbane makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.





COSMIC ENTITY

Medium aberration, neutral

Armor Class 16 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	14 (+2)	13 (+1)	11 (+0)

Damage Resistances starlight

Senses passive Perception 11

Languages All

Challenge 2 (450 XP)

Starry Body. The Cosmic Entity sheds bright light out to 30 feet in all directions.

Amorphous. The Cosmic Entity can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The Cosmic Entity makes two attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

GREATER COSMIC ENTITY

Large aberration, neutral

Armor Class 16 (natural armor)

Hit Points 82 (11d10 + 22)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	14 (+2)	13 (+1)	11 (+0)

Saving Throws Str +5, Int +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; starlight

Condition Immunities blinded, charmed, frightened

Senses blindsight 30 ft., passive Perception 11

Languages All

Challenge 4 (1,100 XP)

Starry Body. The Greater Cosmic Entity sheds bright light out to 30 feet in all directions.

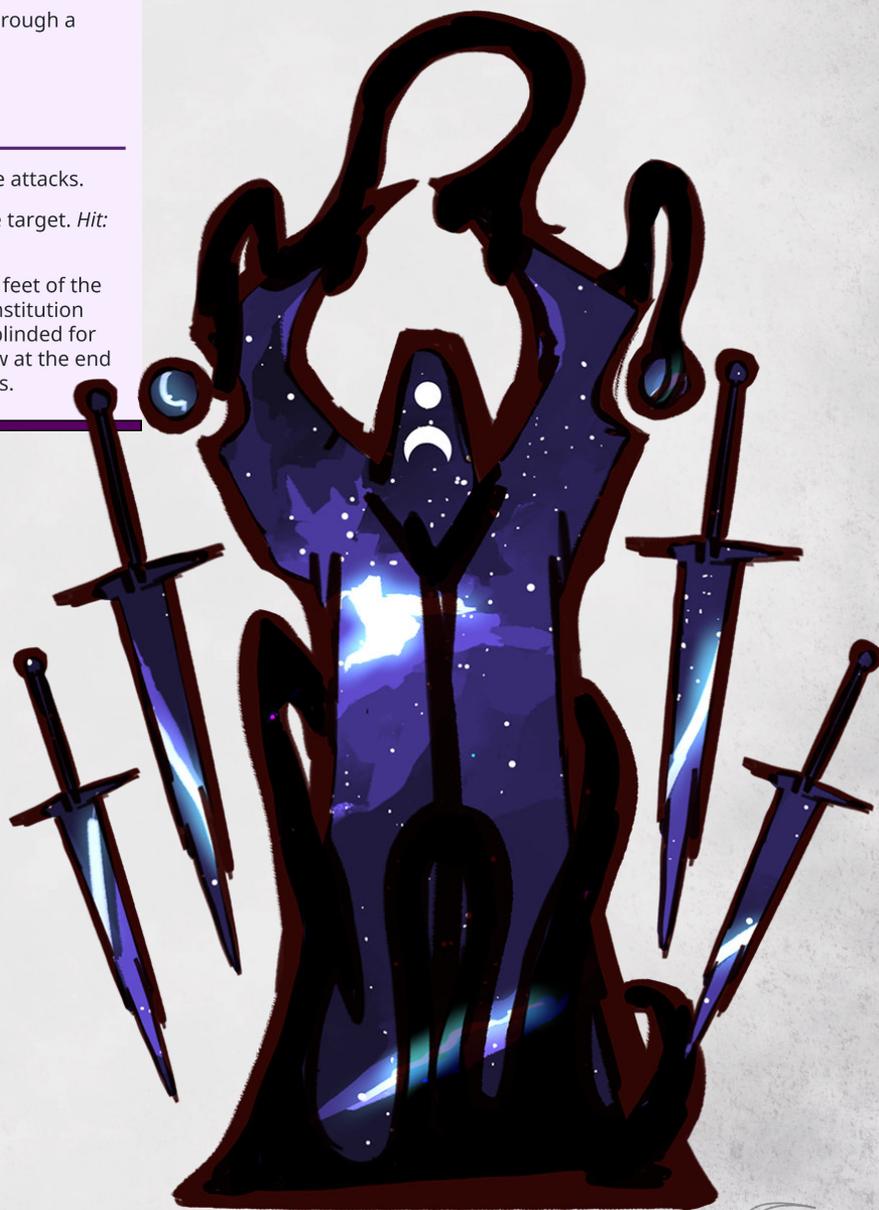
Amorphous. The Greater Cosmic Entity can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The Greater Cosmic Entity makes three attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage.

Emanate Stars (Recharge 6). All creatures within 30 feet of the Greater Cosmic Entity must succeed on a DC 18 Constitution saving throw or take 6d6 starlight damage and be blinded for one minute. A creature may repeat the saving throw at the end of each of their turns, ending the effect on a success.



COSMIC HORROR

Large aberration, neutral

Armor Class 16 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	6 (-2)	13 (+1)	11 (+0)

Saving Throws Str +8, Int +1

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks; void

Condition Immunities blinded, charmed, frightened

Senses blindsight 30 ft., passive Perception 11

Languages understands Common but cannot speak

Challenge 7 (2,900 XP)

Empty Body. The Cosmic Horror emanates pure shadow out to 30 feet, making the area heavily obscured.

Incorporeal. The Cosmic Horror 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.

ACTIONS

Multiattack. The Cosmic Horror makes three attacks, in any combination.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Lob Void. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) void damage.

Fracture Space (Recharge 6). The Cosmic Horror causes a tear in time and space. All creatures within 60 feet of it must succeed on a DC 16 Wisdom saving throw or take 4d6 void damage and be teleported 60 feet above where they currently are, and then immediately fall.

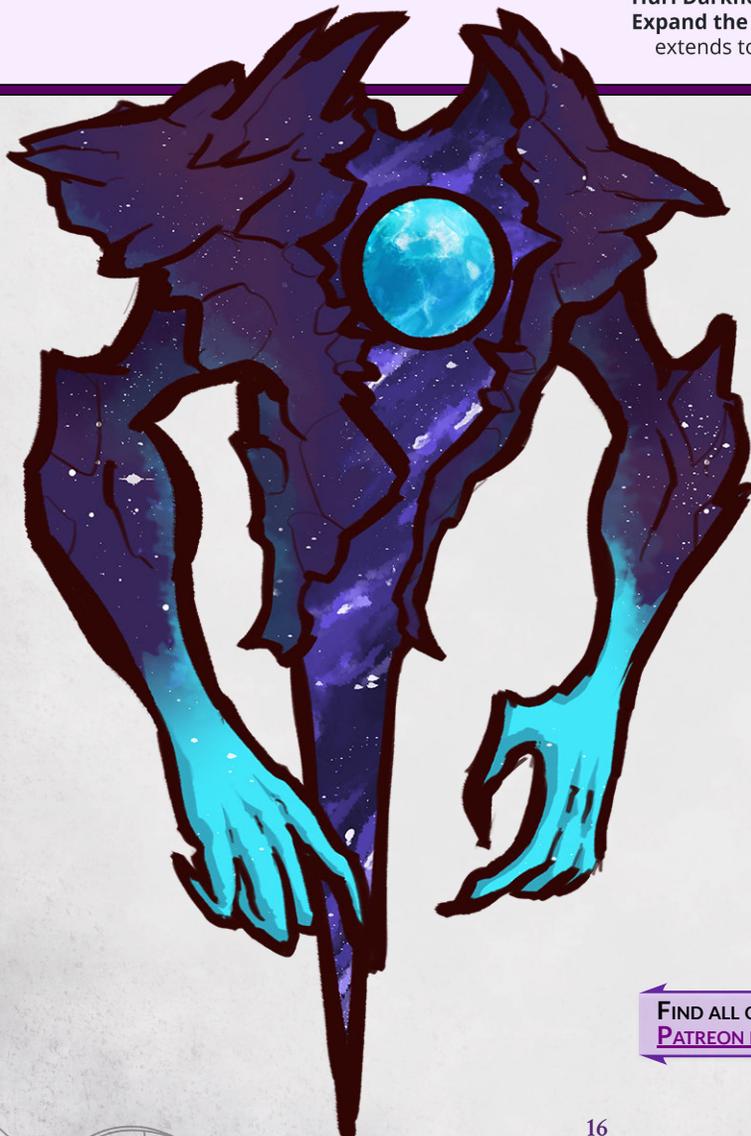
LEGENDARY ACTIONS

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

Astral Travel. The Cosmic Horror teleports up to 30 feet.

Hurl Darkness. The Cosmic Horror makes one Lob Void attack.

Expand the Shadow. The aura of Cosmic Horror's empty body extends to 90 feet until the end of its next turn.



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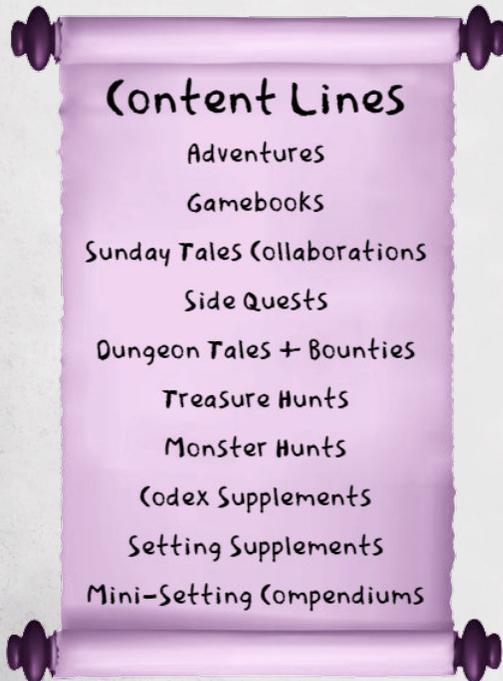
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