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FROM BEYOND

Counsellors, this is the name given to these eldritch creatures. They come from deep within the planes of madness, mixing themselves with human societies. Their charms allow them to climb the ranks of power quickly, becoming integral part of governing systems. They then bend these systems to their will, all in the name of power.

DEVOURING HUNGER

Far from giving advice, these monsters cheat each humanoid that cross their path, using their cunning. They charm them, force them to perform atrocities against their will, before revealing to them the depth of the cruelties they've inflicted upon others. The madness that seeps out of the humanoid's mind once they realize what they have done is what counsellors feast upon. This mix of fear, pain, regret and madness is a delight to their palate.

HIDDEN AMONG US

Counsellors are able to create creatures to aid them, their loyal pets. Ideally they try to always stay hidden, using others as puppets in their hands. These human puppets cannot disobey, and the few that manage to break the magic are never seen again.

COUNSELLOR

Medium aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 212 (25d8 + 100)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	20 (+5)	14 (+2)	21 (+5)

Saving Throws Con +10, Int +11, Wis +8

Skills Arcana +11, History +11, Insight +14, Perception +8

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

Damage Immunities psychic

Senses truesight 120 ft., passive Perception 18

Languages Deep Speech and any three languages, telepathy 120 ft.

Challenge 17 (18,000 XP)

Alien Form (3/Day). The counsellor can reroll a saving throw that it fails. If it does so, it must use the new roll.

Brain Wash. When the counsellor casts an enchantment spell to charm one or more creatures, it can alter one creature's understanding so that it remains unaware of being charmed. Additionally, if the counsellor wants to, these creatures forget what they did while charmed.

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

Shapechanger. The counsellor can use its action to polymorph into a humanoid, or back into 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 counsellor's innate spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *charm person, disguise self, misty step*

3/day each: *dominate person*

1/day each: *dominate monster, plane shift (self only)*

Spellcasting. The counsellor is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *blade ward, dancing lights, mage hand, shocking grasp*

1st level (4 slots): *detect magic, disguise self, shield, sleep*

2nd level (3 slots): *blur, invisibility, ray of enfeeblement*

3rd level (3 slots): *clairvoyance, lightning bolt, sending*

4th level (3 slots): *confusion, hallucinatory terrain*

5th level (2 slots): *telekinesis, wall of force*

Actions

Multiaction. The counsellor makes two attacks, one with its bite and one with its paralyzing touch.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage and the counsellor regains half as many hit points. This attack automatically hits creatures that are charmed by the counsellor

Paralyzing Touch. *Melee Spell Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) psychic damage and the target must succeed on a DC 19 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

See What You've Done. The counsellor shows to a creature charmed by it all the atrocities that it has committed while charmed, or all the atrocities the counsellor committed in its life. This ends the spell that the creature is under and it takes 45 (10d8) psychic damage.

Horrors Unseen (Recharge 5-6). The counsellor shows their worst nightmares to creatures in a 30-foot radius centered on it. Each creature in that area must succeed on a DC 19 Wisdom saving throw or take 27 (5d8+5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

COUNSELLOR'S PET

Medium aberration (any race), neutral evil

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	16 (+3)	10 (+0)	14 (+2)

Skills Perception +2, Stealth +5

Damage Resistances necrotic

Damage Immunities psychic

Senses truesight 120 ft., passive Perception 12

Languages Deep Speech, telepathy 60 ft.

Challenge 2 (450 XP)

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

At will: *misty step*

3/day each: *invisibility*, *pass without a trace*

1/day each: *arcane eye*

Redirect Magic. When an enchantment spell is cast at the counsellor's pet it can redirect it to any creature within 500 feet of it that it can see, if the spell requires concentration the counsellor's pet is the one having to concentrate, in all other regards the spell is considered cast by the original creature.

Split Brain. The counsellor's pet can concentrate on up to 5 spells at the same time. If it loses concentration involuntarily, it loses concentration on all the spells at once. If it chooses to, it can end one of the concentration spells early to concentrate on another one.

Actions

Multiattack. The counsellor's pet makes two bite attacks.

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

ELDRITCH BEING

This aberration is created when a counsellor kills a humanoid by exposing the atrocities they have done while charmed by them. The shock that ensues can often kill weaker minds. The anguish that is created in that moment consolidates into a creature, devoted to serve its creator.

FEAST OF FEAR

The pet is a useful tool to a counsellor, as it allows them to maintain their charm over a great number of creatures. Perfect for when they are planning their coup and need to recruit the majority of the political power. Due to their ability to channel magic from far away, when the innocent realizes that they are targeted by a spell, there is often nothing they can do about it.