

5E

AB
ABYSSAL BREWS



THE
ALTUMANTIS

Intelligent hunters that seek to lure their prey in and meld their mind to serve.

ALTUMANTIS

Deep below the bustling and organized streets of Bharzul, the mines stretch for miles down into the land. Pulling all manner of minerals and materials from the mines is as old a tradition as the dwarves can lay claim to. Within those mines, they are the masters, but with their great wealth, the mines have at times brought great woe. One such woe was the discovery of a new creature, the Altumantis.

The first reports of these creatures came with muddied confusion as miners went missing, having seemingly left their tools behind and walked off. With no sign of a struggle, there was little for the others to follow and learn of what happened. It wasn't until one miner managed to break free from the hypnotic influence of the Altumantis that more was learned about them. While there is still much that is left unknown about these creatures, it's understood that they are remarkably intelligent and utilize their hypnotic abilities to lure others into their lairs where they meet their untimely demise.

While other underground beasts are forthright in their hostile intentions, attacking boldly and brashly in a bestial fashion, the Altumantis prefers to take things slow. It has a keen understanding that it is much more effective when it operates in secrecy. It will often approach individuals that are alone rather than those traveling in groups. While it's an effective hunter, the tables are turned against it when it

cannot reliably charm its victims. It doesn't seek open combat and will often flee to the safety of its lair should fighting break out.

Keeping their lairs deep underground, the Altumantis seems keen to operate in secrecy. It's thought that they often feed on Acerbaks and other bestial underground dwellers that are easy for it to lure in. Their lairs themselves are often long tunnel like caves with many intersecting corridors meant to confuse those that would enter. In the middle of these corridors are large sets of rooms where the Altumantis often stores victims for periods of time until it needs to consume them.

It's thought that Altumantis only consumes the brain, leaving the body behind, but it's been difficult to confirm as few have dared to delve into an Altumantis' lair and even fewer have emerged from it alive. Their ability to alter the minds of its victims in horrifying ways given enough time is well documented though. Many dwarves don't even realize they're being preyed upon until it's far too late. The Altumantis is a patient creature, often visiting its prey multiple times and developing a rapport with its victims before it invites them to its lair. Victims have often described the Altumantis as their friend or ally and dismiss others who try to convince them otherwise. After enough time away from the creature's mind altering magics, they begin to see the reality of what was happening to them. Dwarves of Bharzul know

ALTUMANTIS

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 158 (21d10+43)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	20 (+5)	15 (+2)	13 (+1)

Saving Throws DEX +7, INT +9, CHA +5

Skills Arcana +9, Insight +10, Perception +6, Persuasion +9

Condition Immunities blinded, frightened

Senses blindsight 60 ft., Passive Perception 16

Languages telepathy 120 ft.

Challenge 11 (7,200 XP)

Proficiency Bonus +4

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

Probing Telepathy. If a creature communicates telepathically with the altumantis, the altumantis learns the creature's greatest desires if the altumantis can perceive the creature.

Actions

Multiattack. Altumantis makes one Bite attack, and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage plus 10 (3d6) psychic damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (3d8+3) slashing damage. The target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 15 (3d8 + 2) slashing damage at the start of each of its turns, and the altumantis can't use its claws on another target.

Hypnosis. The altumantis projects a 30-foot cone of hypnotic magic. Each creature in that area must make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed by the altumantis for 1 minute. While charmed in this way, the target tries to get as close to the altumantis as possible, using its actions to Dash until it is within 5 feet of the altumantis. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the altumantis' Hypnosis for 24 hours

Innate Spellcasting. Altumantis's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can cast the following spells, requiring no material components:

At Will: *Detect Magic, Detect Thoughts, Disguise Self, Major Image*
2/Day Each: *Fear, Sleep, Suggestion*
1/Day Each: *Mass Suggestion*

Lair Actions

When fighting inside its lair, Altumantis can take lair actions. On initiative count 20 (losing initiative ties), Altumantis takes a lair action to cause one of the following effects:

- The altumantis casts *Fear* or *Sleep* using intelligence as its spellcasting ability without using a spell slot.
- The altumantis projects an illusory image of itself somewhere within 120 ft. of it. The altumantis can control the image independently of its own movements. The illusion fades after 1 minute or if the image is attacked.

well to pay attention when someone says they met a new friend down in the mines.

Patient Hunters. The Altumantis prefers to stay in wait and look for a good opportunity to lure one individual away. They're averse to open combat and will instead try to slowly pull away members of a group using its illusions and spells. They have been known to visit victims multiple times before luring them away from their friends. It's not known if the Altumantis derives something else from these interactions or merely if it likes to toy with its food.

Intelligent. The Altumantis is remarkably intelligent and able to hold enthralling conversations with those it comes in contact with. If found unawares, it will often try to talk its way out of a conflict, working to convince others that it means them no harm, only to retreat away and try another attempt at luring individuals away. They will attempt to determine the desires of those it interacts with and use that knowledge to better neutralize their prey.

TACTICS

The Altumantis often lives alone and doesn't seek the company of others except those that it sees as a potential meal. They should not fight in face to face combat except as a last resort, preferring to pull people away piece by piece.

- They have a relatively large spell library at their disposal including many illusory spells that it will use in order to claw their way into creature's heads
- Their probing telepathy can be useful for initiating interesting conversations with players
- They have psychic damage options with their bite which should allow them to pierce through more armored individuals.
- Hypnosis is a very powerful ability and should be used if things start going south for the Altumantis.
- Remember that it has advantage on saving throws against magical effects. This should cause some problems with magic casters in particular.
- Don't forget about the lair actions on initiative 20. Those can up the power of this creature substantially if adventurers fight in their lair.

SUGGESTED PAIRINGS

While they are lonely hunters, there are interesting possibilities to work with if you take into account their mind altering magics.

- Consider having townspeople, miners, or others that have been victims of the Altumantis return at its side to fight for it having been thoroughly charmed.
- You might also want to consider if your Altumantis keeps any pets around. Perhaps it has charmed an Acerbak or a Bullette into its service.



ALTURMENTIS

Mace, very rare

Deep in the depths of this world lie unknown numbers of oddities. Terrifying creatures with abilities that few could ever imagine. One such creature, the Altumantis, is particularly devious as they charm their prey into following them to their lair where they meet their untimely end. Highly intelligent creatures, they show others visions of that which they desire most while leading them to their demise. Someone managed to survive an encounter with one and has now mounted its skull firmly on the end of a handle forging a formidable mace unlike any other. You have a +2 bonus to attack and damage rolls made with this magic weapon.

When you hit with a melee attack using this weapon, you can choose to deal psychic damage instead of bludgeoning damage. If you choose to deal psychic damage to a creature, you learn of something it deeply desires.

Once per day, as an action, you can present the skull of the Altumantis and channel your mind through it causing it to radiate psychic energy. All creatures within 60 feet of you, that you have previously learned a desire of, see visions of those desires fulfilled in their mind. They must succeed on a DC 17 Intelligence saving throw or become charmed by you for 1 minute. While they are charmed, they are friendly to you and your allies and will not take hostile actions against you. Creatures charmed in this way can repeat their saving throw at the end of their turn or when they take damage, ending the effect on a success.

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