

## CONTEMPT ANIMAR

*Spirit of anger and disgust*

Looming with regal bearing and attire fit for a king of kings, the presence of a contempt animar, or “scorn”, is among the most damning indictments of the attitude of a ruler. Their form under the exquisite robes is of cold, hard steel. There is no face for others to gaze upon, only a magnificent crown hovering above a stiff collar. It is said that they do indeed possess faces of unsurpassed beauty, but none are ever deemed worthy of seeing them.

**The Hatred of Lords.** Scorns almost invariably come into being in the presence of authority. Whether in an emperor's throne hall or an overseer's office, years of resentment for those deemed “lesser than” breed a compound animar of anger and disgust, of utter contempt. Scorns see all mortal beings as

nothing more than livestock providing sustenance for their own greater existence.

**Subjugators.** A scorn's first and greatest challenge is establishing itself as the dominant personality in its space. It takes a forceful personality, often from one who would abuse their authority, to hold such contempt for others that it gives rise to this powerful animar. These attitudes do not sit well with the powerful and haughty being that believes itself above that authority. The scorn's presence instigates a battle of wills, with the animar attempting to cow its creators into submission. Should the scorn emerge victorious, it often spells ill fortune for the subjects of the mortal authority, who will likely face further abuse as their ruler tries to soothe their bruised ego.

### CONTEMPT ANIMAR

*Large elemental*

**Armor Class** 17 (ethereal armor)

**Hit Points** 135 (18d10 + 36)

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

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 14 (+2) | 15 (+2) | 13 (+1) | 20 (+5) |

**Saving Throws** Int +6, Wis +5, Cha +9

**Skills** Intimidation +9

**Damage Immunities** poison

**Damage Resistances** acid, bludgeoning, piercing and slashing damage from nonmagical weapons, cold, fire, lightning, thunder

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft. passive Perception 11

**Languages** Common, Telepathy (120 ft.)

**Challenge** 10 (5900 XP)

**Odium.** The animar's ire towards all other creatures flares whenever a creature hurts it. The first time a creature deals damage to the animar on a turn, it must make a DC 17 Charisma saving throw or take 14 (4d6) psychic damage.

**Legendary Resistance (1/Day).** If the animar fails a saving throw, it can choose to succeed instead.

**Ethereal Connection.** The animar can see 60 feet into the Everlast (or Ethereal Plane) when it is on the Material Plane, and vice versa. Additionally, the animar can use its telepathy across planes with creatures that it can see.

**Incorporeal Movement.** The animar 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 animar uses its Curse of Diminution if available. It then uses its Regal Command, and makes one telekinetic strike.

**Telekinetic Strike.** One Huge or smaller creature within 60 feet of the animar must make a DC 17 Strength saving throw. On a failure, the target takes 36 (8d8) force damage, is pushed up to 30 feet away from the animar, and is knocked prone.

**Regal Command.** The animar casts the *command* spell (save DC 17).

**Curse Of Diminution (Recharge 4-6).** The animar condemns one creature within 60 feet of it, causing it to become smaller and weaker. The creature must make a DC 17 Charisma saving throw or be cursed for one minute. While cursed, the creature shrinks one size category at the start of each of its turns. If a creature starts its turn Tiny, it drops to 0 hit points instead of shrinking.

As long as the target's size is smaller than its original size, it has disadvantage on Strength checks and Strength saving throws. At the end of each of its turns, a cursed target can repeat the save. On a success, the curse ends. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the animar's Curse of Diminution for the next 24 hours. Ending the curse does not return a creature to its original size; a lesser restoration spell or similar magic can reverse the effect, but only within 24 hours of it occurring. Afterwards, only greater restoration, heal, and wish can reverse the effect.

**Etherealness.** The animar enters the Everlast (or Ethereal Plane) from the Material Plane, or vice versa.



## UNITY ANIMAR

*Spirit of trust and anticipation*

A corona of vibrant symmetrical patterns surrounds these four-armed, vaguely humanoid spirits. Their smoky skin is a comforting turquoise, and their eyes are a deep violet emanating nebulous starlight. Unity animar speak with a breathy, harmonious choir of overlapping voices.

**Team Spirit.** Unity emerges when feelings of mutual belonging, trust, and purpose are felt by a group of people. More often, a smaller animar of trust or kinship evolves into unity over time. Unity animar have a special bond to the groups that created them, and strive to keep everyone together both physically and emotionally. These animar despise any form of disagreement, unable to fathom its importance for a group's long-term survival.

If a group bound to a unity animar falls apart, the spirit usually perishes. In some extreme cases, however, unity will transform into discord. The new animar has one purpose: push the individuals of the group into hateful rivalry.

**A Shared Vision.** Unity animar strive to find others of their kind and attempt to bridge the gaps between their groups, often having to overcome their different perspectives. If the animar manage to reach an understanding, and the bonded groups don't object, they will develop a collective hive mind. Animar in a collective can communicate across long distances, and in rare cases, can teleport themselves and their bonded groups to the locations of others in the hive mind.

While the benefits of a collective hive mind are clear, its drawbacks only become apparent after a while. Change becomes more difficult, and individual desires less important. Originality is often sidetracked by tradition, and while the hive mind usually offers an exit without repercussions, the fear of losing one's place in society often keeps people complacent.

## UNITY ANIMAR

*Medium elemental*

**Armor Class 13**

**Hit Points 44** (8d8 + 8)

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

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 4 (-3) | 16 (+3) | 13 (+1) | 12 (+1) | 14 (+2) | 18 (+4) |

**Damage Immunities** poison

**Damage Resistances** acid, bludgeoning, piercing and slashing damage from nonmagical weapons, cold, fire, lightning, thunder

**Condition Immunities** exhaustion, grappled, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft. passive Perception 12

**Languages** Any three languages

**Challenge 4** (1100 XP)

**Security In Numbers.** The animar gains a +1 bonus to AC and all saving throws for each ally within 10 feet of it.

**Ethereal Sight.** The animar can see 60 ft. into the Everlast (or Ethereal Plane).

**Incorporeal Movement.** The animar 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

**Energy Blast.** *Ranged Spell Attack:* +6 to hit, range 60/120 ft., one target. *Hit:* 18 (4d6+4) psychic damage and an extra 3 (1d6) psychic damage for each allied creature within 5 feet of the target.

**Bastion.** The animar grants its Security in Numbers trait to one creature within 30 feet of it. The trait remains until the beginning of the animar's next turn.

**Etherealness.** The animar enters the Everlast (or Ethereal Plane) from the Material Plane, or vice versa.

### BOONS OF UNITY

Unity animar grow more powerful as the group becomes closer and more experienced, granting special abilities when they work together. A group can collect several abilities as they adventure together.

In combat, these powers activate on the highest initiative count among the group's members. Encourage the group to decide together which of their abilities activates each turn. Below are a few examples of abilities that the group can earn on their adventures:

- **Coordinated Strike.** The next time a member of the group hits a creature in this round, the creature becomes marked for all other members. When they attack the marked creature, their attack roll gains a bonus equal to their proficiency modifier. If the attack hits, or the round ends, the mark dissipates.
- **Share the Burden.** Each member of the group gains the following ability until the end of the round:  
Whenever you take damage, you can spend your reaction and target one willing member of your group within 20 feet of you. Split the damage between you and the target (if the number is not even, you take the remainder). Once you use this ability, it can't be used again by any other member of your group this round.
- **Close the Gap.** Each member of the group gains the following ability until the end of the round:  
As a bonus action, you can target a member of your group that you can see within 20 feet of you and teleport next to them. You appear in an unoccupied space of your choice within 5 feet of the target. Once you use this ability, it can't be used again by any other member of your group this round.
- **Strategic Realignment.** The group immediately reorders the initiative scores of its members. They can make any number of swaps, but all swapped members must be willing. This ability cannot be used in the first round of combat.



## DERISION ANIMAR

Large elemental

**Armor Class** 17 (ethereal armor)

**Hit Points** 110 (17d10 + 17)

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

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 17 (+3) | 13 (+1) | 14 (+2) | 13 (+1) | 20 (+5) |

**Saving Throws** Dex +7, Int +6, Wis +5, Cha +9

**Damage Immunities** poison

**Damage Resistances** acid, bludgeoning, piercing and slashing damage from nonmagical weapons, cold, fire, lightning, thunder

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft. passive Perception 11

**Languages** Common, Telepathy (120 ft.)

**Challenge** 9 (5000 XP)

**Flawless Performance.** The animar scores a critical hit on a roll of 19 or 20 on the d20. Additionally, whenever the animar scores a critical hit, it regains 11 (2d10) hit points and its Induce Squabble recharges immediately.

**Ethereal Connection.** The animar can see 60 feet into the Everlast (or Ethereal Plane) when it is on the Material Plane, and vice versa. Additionally, the animar can use its telepathy across planes with creatures that it can see.

**Incorporeal Movement.** The animar 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 animar makes four spectral jab attacks.

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

**Induce Squabble (Recharge 6).** Each creature within 30 feet of the animar that can hear it must succeed on a DC 17 Wisdom saving throw or take 14 (4d6) psychic damage and become charmed by the animar until the end of their next turn.

On their turn, a charmed target must spend their action mocking one of their allies. The chosen ally must succeed on a DC 17 Wisdom saving throw or take 14 (4d6) psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

**Etherealness.** The animar enters the Everlast (or Ethereal Plane) from the Material Plane, or vice versa.

### REACTIONS

**Ridicule.** When a creature within 60 feet of the animar fails an attack roll or ability check, the animar can spend its reaction to magically debilitate them with its mockery. If the target hears the animar, it must succeed on a DC 17 Wisdom saving throw. On a failure, the target takes 14 (4d6) psychic damage and becomes stunned until the end of the animar's next turn.

## DERISION ANIMAR

*Spirit of disgust and joy*

Where a scorn shows no face, a ridicule—a compound animar of hate and joy—shows a thousand. An endless stream of faces drips languidly down every side of its head, each one wearing an expression of delight in callous mockery. This cruel, haughty, and jubilant animar appears as a humanoid with a constant hunched back, as if perpetually doubled over in laughter. They wear elegantly draped cloth-of-gold that flows around their four skeletal and imposing arms. Each limb ends in an accusatory finger, always pointed at the target of its derision.

**Heartless Comedians.** It is a curious balance of things that creates a ridicule. Relentless cruelty, a complete lack of compassion, and a disdain for empathy; these are all necessary ingredients but not quite sufficient to fully manifest this animar. There must also be a joy taken in the cruelty, and pride in the performance of it. A ridicule is a jester as much as it is a tyrant, needling at failures and provoking foolishness for its own entertainment.

**Egotistic Bullies.** A ridicule will attempt to browbeat anyone it can, but a target that turns out to be too confident and self-assured to be humiliated becomes an instant thorn in the animar's side. Those with the very sharpest of wits may be best off engaging the ridicule on its own terms. If they can effectively fire back with their own repartée, the animar will be unable to brush off the bruises to its pride and may back down before it embarrasses itself.

**Granted an Audience.** On occasion, ill-tempered rulers will permit the presence of one of these animar in their court and facilitate its manifestation in the Material so that they may be entertained by the ridicule's jibes at guests and petitioners. If granted such a selection of targets for taunting, the animar may even restrain itself from taking aim at the ruler themselves, but it is usually not long before the animar's nature overcomes it.



# AWE ANIMAR

*Spirit of fear and anticipation*

The creeping whispers of worry lurk in every ear from time to time, but these whispers are transient and mostly harmless, disappearing before they take hold. But when someone's mind becomes trapped in the tangle of severe anxiety, the build-up of essence will manifest as a furtive animar. Often referred to as a "trepidant", anxiety is a compound animar of fear and anticipation. It is a skeletal thing made from tattered fabrics, seeming at risk of collapsing in the next passing breeze. It shivers and jitters constantly, whispering pessimism into the ears of its victim or simply to itself if there is nobody else to hear it.

**A Personal Spectre.** A trepidant comes about in isolation, from the crushing weight of one person's anxiety. It is a cruel and piteous parasite, lurking in the shadows and gaining strength from its creator's worries. It gives voice to the worst thoughts of its host, murmuring them just quietly enough that the

host might mistake them for their own. Should a trepidant's victim escape or drive off the animar, their troubles will not disappear with it. But while their underlying anxiety may still remain, without a trepidant stalking them the air in their lungs will feel fresher and the world will be just a little bit more bright.

**They're All Out to Get You.** Perhaps the most effective way to rid someone of a trepidant's influence is for someone else to notice its presence. The trepidant will strive to isolate its victim, but it is not often willing to openly challenge a united front of people should its efforts at isolation fail. To this end, it will convince its victim that there is foul intent hiding behind every friendly face and harsh judgment on everyone's lips. When its victim fearfully shies away from every social interaction, the trepidant knows it has them in its grip.

## AWE ANIMAR

*Large elemental*

**Armor Class** 21 (ethereal armor)

**Hit Points** 348 (24d20 + 96)

**Speed** 50 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 24 (+7) | 12 (+1) | 18 (+4) | 13 (+1) | 14 (+2) | 25 (+7) |

**Saving Throws** Str +13, Dex +7, Con +10, Int +7, Wis +8, Cha +13

**Damage Immunities** poison

**Damage Resistances** acid, bludgeoning, piercing and slashing damage from nonmagical weapons, cold, fire, lightning, thunder

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, charmed, frightened

**Senses** truesight 120 ft. passive Perception 12

**Languages** Common, Telepathy (120 ft.)

**Challenge** 19 (22000 XP)

**Legendary Resistance (3/Day).** If the animar fails a saving throw, it can choose to succeed instead.

**Vision From Beyond.** Each creature that starts its turn within 200 feet of the animar and can see it is enthralled by the creature's impossible grandeur and images from other worlds. The target must succeed on a DC 15 Charisma saving throw or become charmed by the animar.

While charmed, the target is incapacitated, and experiences a connection with an otherworldly entity of the GM's choice. On each of its turns, the target can ask a single question that can be answered with a single word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the GM might instead offer a short phrase as an answer. The target remains charmed for 1 hour, until it asks three questions, or the

animar dies. If a target's saving throw is successful, or the effect ends for it, the target is immune to the animar's Vision from Beyond for the next 24 hours.

**Ethereal Connection.** The animar can see 60 feet into the Everlast (or Ethereal Plane) when it is on the Material Plane, and vice versa. Additionally, the animar can use its telepathy across planes with creatures that it can see.

**Incorporeal Movement.** The animar 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

**Multitattack.** The animar makes two stomp attacks.

**Stomp.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., *Hit:* 39 (5d12+7) bludgeoning damage.

**Radiant Comet (Recharge 5–6).** The animar conjures a nebulous star and shoots it at a point that it can see within 300 feet of it. Each creature within 30 feet of that point must make a DC 21 Constitution saving throw. On a failed save, a creature takes 65 (10d12) radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded.

A blinded target can repeat the save at the end of each of its turns, ending the effect on a success.

### LEGENDARY ACTIONS

The awe animar 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 awe animar regains spent legendary actions at the start of its turn.

**Stomp.** The animar makes a stomp attack.

**Dispel.** The animar ends one spell within 60 feet of it.

**Hypnotic Pattern (Costs 2 Actions).** The animar casts the *hypnotic pattern* spell (save DC 21)



## HOMESICKNESS ANIMAR

*Spirit of sadness and joy*

The animar of homesickness is a hazy and indistinct entity, seeming to naturally evade any attempt to look at it directly. Referred to as a “wist”, it has the impression of being cloaked in butterfly wings, both vibrant and delicate in equal measure. Those meeting a wist are often more aware of the sound and scent of it than they are of the sight—that of fragrant flowers from distant lands and a harmonious voice that carries from afar. Certainly it is a thing of beauty, but it is one that can never be fully appreciated.

**The Dreams of the Departed.** A traveler’s dreams of their distant home, tiny fragments of love and loss, mingle together and gather over time. For the most part, these fragments are nothing more than nourishment for other animar in the area. But on rare occasions when there are a great many departures from a much beloved place, these dreams can be strong enough to manifest as their own entity. Upon gaining

awareness, the animar of homesickness will depart immediately for the home being dreamt of, likely without being noticed by the people whose love created it.

**Sentimental Listeners.** A wist loves nothing more than to hear stories of a wanderer’s home. Those that have the strength to appear before people will approach campsites and inns in the hopes of hearing the tales of travelers, offering in return a magical glimpse of their distant home. They can become precious companions to those whose homes have been destroyed altogether, a form of connection to a past which is now lost.

## HOMESICKNESS ANIMAR

*Medium elemental*

Armor Class 15  
Hit Points 27 (5d10)  
Speed 0 ft., fly 40 ft. (hover)

| STR    | DEX     | CON     | INT    | WIS     | CHA     |
|--------|---------|---------|--------|---------|---------|
| 6 (-2) | 20 (+5) | 10 (+0) | 8 (-1) | 12 (+1) | 15 (+2) |

**Skills** Perception +4

**Damage Immunities** poison

**Damage Resistances** acid, bludgeoning, piercing and slashing damage from nonmagical weapons, cold, fire, lightning, thunder

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception, 12

**Languages** Common

**Challenge** 2 (450 XP)

**Visions of Home.** If a creature shares stories of their home with the animar, it can immediately cast certain spells without expanding spell slots, and requiring no material components. The animar can cast the scrying spell, allowing the creature to see and hear with them, and it can cast the creation spell to conjure a memento from the creature’s home. Once the animar casts either spell, it cannot cast it again until it completes a long rest.

**Ethereal Sight.** The animar can see 60 ft. into the Everlast (or Ethereal Plane).

**Incorporeal Movement.** The animar 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 animar uses its Curse of Nostalgia if available. It then makes one muddle attack.

**Muddle.** The animar assaults the senses of one creature it can see within 30 feet of it. The target must succeed on a DC 12 Intelligence saving throw or take 10 (3d6) psychic damage and become confused until the end of their next turn (as with the *confusion* spell).

**Curse of Nostalgia (Recharge 5-6).** The animar traps one creature within 60 feet of it inside a vision of their childhood home (or a similar place they feel nostalgia for). The target must succeed on a DC 12 Intelligence saving throw or become cursed for 1 minute or until the animar targets another creature with this ability. While cursed, the creature is incapacitated. Whenever the creature takes damage, the target can make another Intelligence saving throw. On a success, the curse ends. If a creature’s saving throw is successful or the effect ends for it, the creature is immune to the animar’s Curse of Nostalgia for the next 24 hours.

**Etherealness.** The animar enters the Everlast (or Ethereal Plane) from the Material Plane, or vice versa.

### REACTIONS

**Brilliant Flare.** The animar bursts alight in response to a melee attack made against it, imposing disadvantage on the attack roll. An attacker that can’t be blinded is immune to this feature.



# LOATHING ANIMAR

## Spirit of disgust

The charcoal skin of this lanky humanoid-shaped animar burns with an eerie green flame. Its face bears a single wide eye, seething with smoke and hatred. A grotesquely large mouth filled with needle-sharp teeth dangles beneath the eye, ready to spray vitriol at the smallest slight.

**Born of Hate.** Not every adverse encounter spawns a loathing animar; it takes a deep, powerful hatred that eclipses any other emotion, reaching into the core of one's being. When one manifests, it will try to directly harm the subject of its creator's hatred. Unless killed, the animar will keep chasing its prey with relentless obsession.

**Enemies of All.** Loathing animar do not have allies; even others of their kind are not exempt from their animosity. Just like with rage animar, the Everlast is not safe for any spirit when loathing is near. While most animar choose to stay out of its way, it's not uncommon for a group of animar to rally against these murderous spirits, but even with their powers combined they don't always succeed. Fortunately,

loathing animar rarely manifest in the Material Plane unless provoked.

**Unbidden Champions.** A creature that feels great hatred lures nearby loathing animar. If the hatred is sufficiently pleasing to a spirit of loathing, it will search for the subject of that hatred and assault them. For this reason, even the most spiritual cultures treat these animar as threats to be removed.

### THERE'S MORE.

This document is a small taste of *Ethereal Menagerie* volume 2, in which we published twenty fully-fleshed out creatures for your games. Face the dreaded animar of malice and stop its bloodthirsty rampage; Search the wilds for an animar of awe and unlock ancient secrets; Honor your comrades with an animar of unity and unlock unique gifts for your adventuring party. The full version of the *Ethereal Menagerie II* is already available to our patrons, along with 20+ other PDFs the same setting (including the original *Ethereal Menagerie*).

We invite you to start your next campaign in Elanor. Click [here](#) to learn more or visit: [patreon.com/BeyondTheScreen](https://patreon.com/BeyondTheScreen)

# LOATHING ANIMAR

Large elemental

**Armor Class** 13  
**Hit Points** 93 (11d10 + 33)  
**Speed** 0 ft., fly 30 ft. (hover)

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 16 (+3) | 16 (+3) | 11 (+0) | 14 (+2) | 20 (+5) |

**Damage Immunities** poison

**Damage Resistances** acid, bludgeoning, piercing and slashing damage from nonmagical weapons, cold, fire, lightning, thunder

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft. passive Perception 12

**Languages** Common, Telepathy (120 ft.)

**Challenge** 6 (2300 XP)

**Curse Of Resentment.** As a bonus action, the animar focuses its eye on one creature within 60 feet of it and spins a curse of hatred. The cursed target can't be considered willing for any spell or ability that targets them, nor can any other creature be considered willing for their spells and abilities. The cursed creature cannot target creatures other than itself with spells and abilities that will cause them to regain hit points. Additionally, the cursed creature has disadvantage on saving throws provoked by the animar, and the animar's

attacks score a critical hit against the cursed creature on a 19 or 20 on the d20. At the end of each of its turns, a cursed target can make a DC 16 Charisma saving throw. If it succeeds, the curse ends for that target, and it is immune to the animar's Curse of Resentment for 24 hours.

**Ethereal Connection.** The animar can see 60 feet into the Everlast (or Ethereal Plane) when it is on the Material Plane, and vice versa. Additionally, the animar can use its telepathy across planes with creatures that it can see.

**Incorporeal Movement.** The animar 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 animar makes 3 attacks with its ethereal claws.

**Ethereal Claw. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 6 (1d6+3) psychic damage. If the target is cursed, it takes an additional 7 (2d6) psychic damage.

**Vitriolic Cloud (Recharge 5-6).** The animar exhales a cloud of acid in a 20-foot cone. Each creature in the cone must make a DC 14 Constitution saving throw, taking 40 (9d8) acid damage on a failed save, or half as much on a successful one.

**Etherealness.** The animar enters the Everlast (or Ethereal Plane) from the Material Plane, or vice versa.