

ABERRANTIS BLOOM

The creature before you was once humanoid but has mutated into something otherworldly. Its grey skin is pallid, glistening with a sheen of mucus that covers its entire naked form. The upper torso has blossomed open like a grotesque flower, exposing the spinal column which has turned black as pitch. A sickly-sweet smell, like rotten apples and blood, wafts from the creature as it lets out an unearthly screech.

Lore

Born from mutagen. Aberrantis are the penultimate result of a creature's prolonged exposure to the strange ethereal rock Metamorphite. Creatures are sometimes exposed to Metamorphite by eating it or cutting themselves on one of the strange rocks. Simply living in proximity to the rocks can also initiate the mutation process. Some civilizations know the secret mutational properties of Metamorphite and use arrows tipped in the mutagenic rock to turn their foes into Aberrantis. Some cults, such as the followers of Itakaala, live near the rare deposits of Metamorphite, intentionally trying to initiate this change. They see this transformation as a boon from their patron: rather than dying they transform as they age and enter the world born anew as Aberrantis.

Creatures that have been exposed to Metamorphite change slowly at first and the effects can be reversed with lesser restoration or similar healing spell if the changes are caught early. Once a chrysalis forms around a creature affected by Metamorphite (approximately 2 weeks after the transformation is initiated), the change is permanent: they will burst from the chrysalis 5 days later fully transformed.

Voracious converts. Aberrantis have an innate desire to convert all other life into more Aberrantis. The strange bone spurs which they use to attack are infused with Metamorphite and break off in creatures that they bite or strike with their strange appendages. Generally, Aberrantis are solitary, although you may happen across three or four of them in a group by chance, especially if a caravan or other traveling group was recently transformed into these creatures.

Combat Tactics

In combat the main focus of the Aberrantis is to hit every enemy creature with an attack and break off a bone spur inside of them to start the transformation process. If the Aberrantis successfully injects Metamorphite into every opponent, the Aberrantis will attempt to run or, if they are near death (less than 5 HP remaining), they will simply slump down and expire having achieved their purpose.



Aberrantis Bloom

Medium undead (any race), Chaotic Evil

Armor Class 12

Hit points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Damage Resistances poison

Condition Immunities poisoned

Senses passive Perception 10

Languages understands Common

Challenge 4 (1,100 XP)

Metamorphose. At the beginning of its turn, the Aberrantis can choose which type of damage it will deal with its attacks from the following: piercing, necrotic, or psychic. Until the beginning of its next turn, the creature deals this damage type with its bizarre bolt. If psychic damage is chosen, the Aberrantis cannot use its bite attack.

Sickly Scent. Each non-undead creature within 15 feet of the Aberrantis must succeed on a DC 13 constitution saving throw or be poisoned until the start of the Aberrantis' next turn. If the save fails by 5 or more, the target is poisoned for 1 minute. A poisoned target can repeat the saving throw at the end of each of its turns. If a target's saving throw is successful or an effect ends it, the target is immune to the Aberrantis' sickening scent for 1 hour.

Overwhelming odor. During its turn, the Aberrantis has advantage on attack rolls against any creature affected by its sickly scent.

Actions

Multiattack. The Aberrantis makes two attacks. It can forgo an attack to use its sickly scent ability.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, and are injected with metamorphite. On a successful save the target takes half damage and is not injected.

Bizarre Bolt. Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. *Hit:* 12 (3d6 + 3) piercing damage.

