

Dimensional Shambler

Medium aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 171 (18d8 + 90)

Speed 30 ft.

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

Saving Throws Dex +7, Int +4, Wis +6, Cha +9

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities psychic

Condition Immunities exhaustion, charmed

Skills Perception +6, Stealth +7, Survival +7

Senses truesight 120 ft. passive perception 16

Languages Deep Speech, telepathy 120 ft.

Challenge 12 (8,400 XP)

Aggressive Plane Shift. When the shambler casts plane shift any creatures it is grappling must succeed on a DC 17 Charisma saving throw or be teleported with the shambler. If the shambler is touching an unconscious creature when it casts this spell, that creature is automatically transported with the shambler.

Hypnotic Presence. Creatures who start their turns within 30 feet of the shambler and can see the creature must succeed on a DC 17 Wisdom saving throw or become paralyzed for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the shambler's Hypnotic Presence (and the hypnotic presence of all dimensional shamblers) for the next 24 hours.

Spellcasting. The shambler's innate spellcasting ability is Charisma (spell save DC 17). The shambler can innately cast the following spells, requiring no material components:

At-will: dimension door, misty step

3/day: dominate monster, plane shift, telekinesis

Strength in Numbers. The DC of the shambler's spells and Hypnotic Presence ability increases by 1 (to a maximum of 20) for every other dimensional shambler within 100 feet on the same plane.

Actions

Multiattack. The shambler can make three attacks: two with its claws, and one with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage and the target is grappled (escaped DC 17). Until this grapple ends, the target is restrained and the shambler can't use its claws to attack another target.

Create Gray Mire. The shambler touches any 10-foot-square area of natural ground such as dirt, stone, grass, sand, or ice and it becomes a 5-foot-deep pool of gray mire. Creatures who enter or start their turns in the area must succeed on a DC 17 Constitution saving throw or become paralyzed for 24 hours. During this time the gray mire nourishes them, so they don't need to eat, sleep, or breathe, but it also eats away at their flesh, dealing 1 necrotic damage which cannot be reduced in anyway. The target's hit point maximum is reduced by an amount equal to the damage taken effect. This reduction lasts until the target finishes a long rest outside of a pool of gray mire. If a creature's hit point maximum is reduced to 0 by this effect, it is consumed by the pool and any dimensional shamblers nearby regain 171 hit points. At the end of 24 hours of being paralyzed, the creature must succeed on another DC 17 Constitution saving throw or suffer the same effect if it still in the pool.

The pool counts as difficult terrain. Creatures who start their turn in the pool or enter the pool on their turn must succeed on a DC 17 Strength saving throw or become grappled by the mire until the start of their next turn. A creature who is in the pool can be pulled out of it by another creature not in the pool who can reach the creature in the pool with a DC 17 Strength check made as an action. Being pulled from the pool ends any grappled or paralyzed condition caused by the mire.

Dimensional shamblers are immune to the effects of the gray mire.