



ARATARE

Though the others could not see it, Aelfyr's magic granted him the ability to do so. He wished it had not. The creature seemed to be made of rotting ethereal flesh and bone, its form wavering and distorting with every movement as it fell upon his comrades.



ARTWORK BY IAN JOYNER.

An aratare is the result of foul alchemy, sorcery, and science. During the creation process, a living, intelligent creature is placed within a phylactric nerve container, which is then filled with an enchanted, corrosive fluid that dissolves flesh and bone, leaving only the creature's brain and nervous system suspended in the fluid. Wires and arcane energies connect the container to a psychic broadcaster, a devious tinker-made creation that broadcasts the creature's thoughts, connecting it to the construct form of the aratare so that it may control it.

Minions Driven Mad. Though the aratare were originally created to be servants and warriors, the unimaginable pain the creature is constantly in drives it to madness, and its construct form often turns against its creator and any other living creature it encounters. Rarely does one encounter an aratare that remains sane enough to accept commands.

Iron Susceptibility. If struck by a weapon or object made of iron, the aratare is stunned for 1d4 rounds. The aratare can't pass through iron, and if it attempts to do so, it is stunned as though it had been struck by the object. Iron armor is enough to affect the aratare in such a way, though iron weapons that are worn or carried do not.

Phylactric Nerve Container. The aratare is controlled by a humanoid's nervous system that has been suspended in a gel within a thick glass container that is attached to wires and tubes which sustain the occupant. The creature is not technically alive, its body dissolved by the suspension gell, though its limited awareness is that of unending pain. This condition most often drives the mind guiding the aratare mad.

The container has the following statistics: **Armor Class 17, Hit Points 18 (4d8), Damage Threshold 10, Damage Vulnerabilities** bludgeoning.

Rejuvenation. If an aratare's construct form is destroyed, it reforms in the same space in 1d4 minutes, regaining all its hit points and becoming active again.

Siege Monster. The aratare deals double damage to objects and structures.

Slow Fall. The aratare descends at its movement rate during a fall and does not suffer damage from falling.

ACTIONS

Multiattack. The aratare makes two attacks.

Death Chill. *Melee Spell Attack:* +8 to hit, reach 0 ft., one creature. *Hit:* If the target has 50 hit points or fewer, it dies. If it has more than 50 hit points, the creature takes 27 (5d10) cold damage. The aratare must pass through a target's space during this attack. Constructs, undead, and targets that the aratare cannot pass through or that are unaffected by cold are immune to this ability.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one object, construct, or undead. *Hit:* 18 (3d10 + 2) bludgeoning damage.

ARATARE

Medium construct, chaotic neutral

Armor Class 13

Hit Points 41 (9d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	10 (+0)	13 (+1)	12 (+1)	9 (-1)

Skills Perception +6

Damage Immunities acid, cold, fire, force, necrotic, poison, psychic, thunder; bludgeoning, piercing and slashing

Damage Vulnerabilities lightning, radiant

Condition Immunities charmed, fatigued, frightened, grappled, poisoned, restrained

Senses passive Perception 16

Languages -

Challenge 13 (10,000 XP)

Connected Existence. If the aratare's phylactric nerve container is destroyed, the construct's body ceases moving and disintegrates into nothing over the course of 3 rounds.

Incorporeal Movement. The aratare can move through other creatures and objects as if they were difficult terrain. The aratare can't end its movement in the same space as another creature. If attempting to move against a strong wind, the aratare's movement is reduced to 0 feet.

Invisibility. The aratare is invisible.