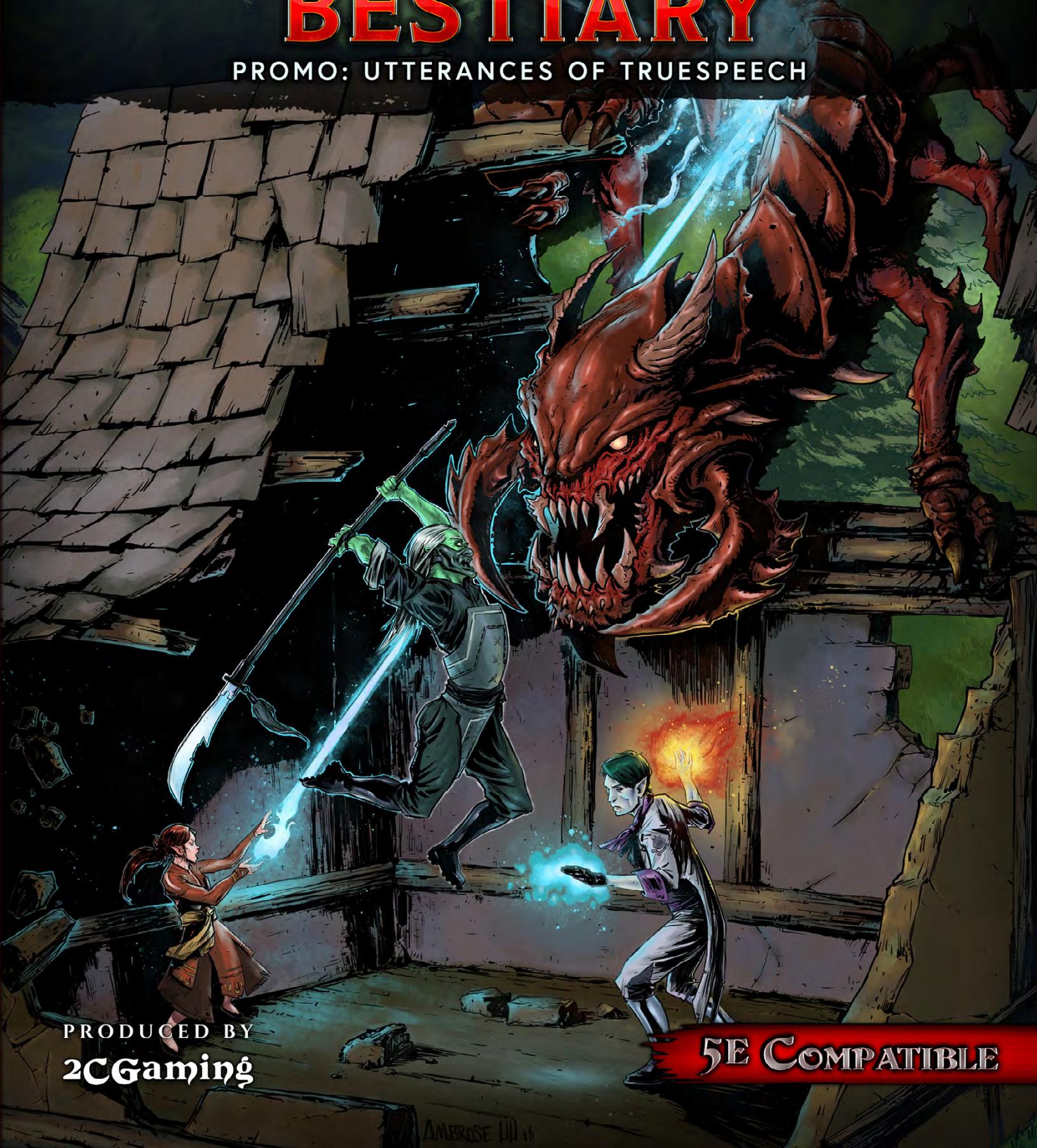


Total Party Kill BESTIARY

PROMO: UTTERANCES OF TRUESPEECH



PRODUCED BY
2CGaming

5E COMPATIBLE

Utterances of Truespeech

The creatures deemed “utterances” by those who study such things are researchers on the cusp of the ancient magic that underlies the weave, called truespeech. These utterances have gleaned the merest glimpse into truespeech, having yet to unlock its full potential even in their dedicated field of study. Despite their nascent understanding of the field, these beings have gained potent powers that defy the rules governing mortal magic, but with great cost.

Truespeech is a concept from the Epic Legacy supplement produced by 2CGaming; it is the way bards manipulate reality once they surpass 20th level. If you intend to take your game that far, this encounter can give your party a small taste of things to come. It can also serve as a standalone element in your world to be developed as you see fit, perhaps a genuine glimpse into the power the gods used to create the world. Of course, at the DM’s discretion, it might be nothing more than an alternate, but potent method of spellcasting, surpassing limitations provided by the standard mechanisms.

No beings exemplify my continual frustration in the scholarly elite than those declared “Utterances of Truespeech” by the simpering delegators of the world. Witnessing their stumbling attempts to gather and focus the intricacies of truespeech, whilst maintaining an overwhelming hubris leaves me impossibly impatient, as the aged watching the young stumble where they did so long ago.

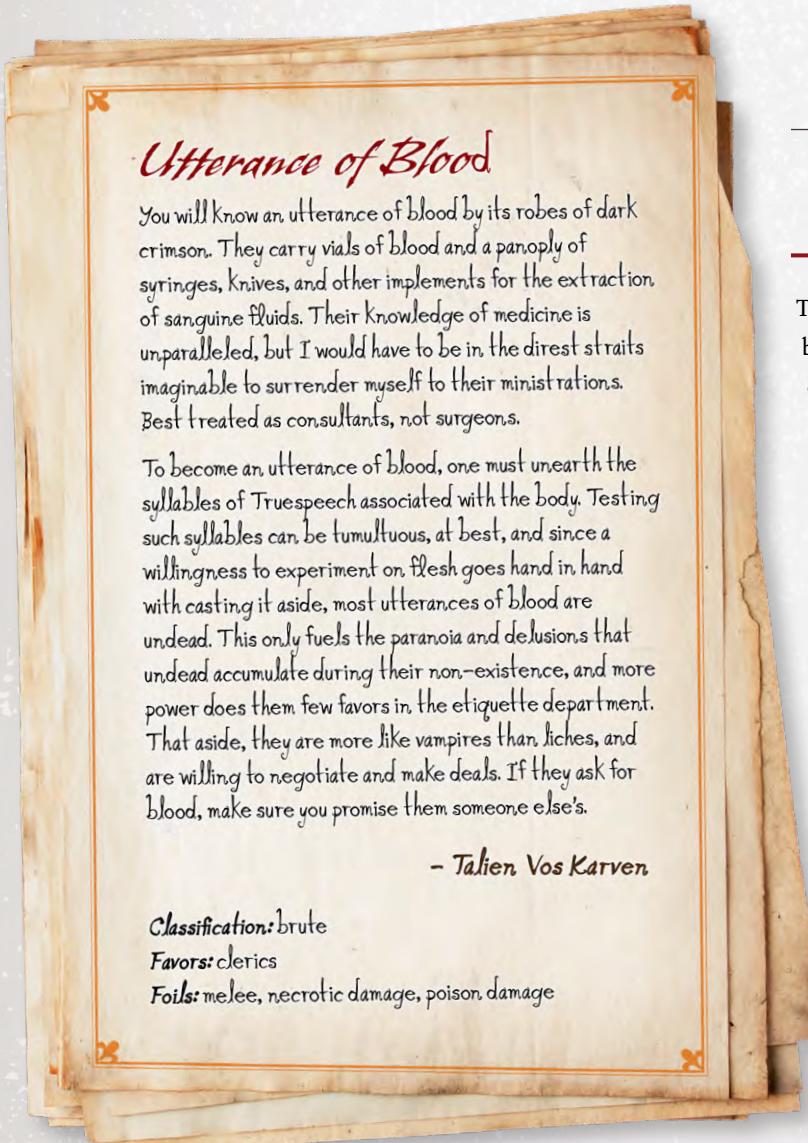
Nevertheless, their potency shouldn’t be understated. Beware when dealing with these powerful and ignorant forces.

- Talien Vos Karven

UTTERANCE OF BLOOD

An utterance of blood need not be undead, it is just the most common creature type to pursue this particular avenue of power. These creatures are overly fond of anatomy and blood to the point that they are afraid of those that do not possess such features, like constructs and oozes. An utterance of blood is always happy to make a deal, particularly if that deal involves it getting access to large quantities of fresh blood, or better yet, blood-filled test subjects.

A character can recall information about an Utterance of Blood by making a Medicine or Religion ability check.



DC INFORMATION

17 As with all Utterances, those that master Blood have studied every resource they can find on Truespeech. They are sometimes called Bloodspeakers, and have a keen insight into diseases of the flesh. Most of them are undead.

21 Utterances of Blood use their own lifeforce to fuel their most potent abilities but can siphon some of the blood lost by nearby creatures to form a backup battery.

25 Utterances of Blood are skilled at remedying the ails of body and mind, and just as skilled at inflicting terrible disease. They can only perform their work on creatures with blood, and have a great fear of constructs, oozes, and other undead.

TACTICS

The utterance of blood is a support monster. It is at its best when working in tandem with powerful monsters, especially those that thrive in melee and can keep pesky characters like barbarians and monks away from the utterance. In a fight, it should focus on spreading Blood Plague as quickly as possible, prioritizing characters that rely on attack rolls but tend to have low Constitution saves. Monks, rogues, and warlocks are all good targets. Then, if the utterance or any of its allies are suffering from a debilitating condition (stunned or paralyzed, for example), it uses Sanctity of Flesh to restore them. If no one is struggling, it uses Mirror Vitae on any threats it considers “dangerous but stupid” like fighters, barbarians, and paladins. Be generous with spending hit points and rely on the damage taken by both the party and the utterance’s allies to recharge its temporary hit points. Keep Blood Armor active every round.

If an utterance of blood is pursuing a goal of personal importance, it will fight to the death. If it is not so invested in its current course of action, it will surrender and be willing to make a deal.

Easier Tactics – Use only one ability each turn: Blood Plague, Sanctity of Flesh, or Mirror Vitae. That will keep the pressure off the party. Avoid using Blood Armor so the utterance is easier to hit. When building an encounter with the utterance of Blood, don't give it too much help. An utterance alone is much less dangerous.

Harder Tactics – Half of making this fight harder is giving the utterance better backup. Strong melee monsters are a great ally, and anything that can push characters

around or give them disadvantage on Constitution saving throws will make it harder for the party to counteract the utterance's abilities. Additionally, anything that can cast silence is a potent ally to the utterance, because none of its abilities require speaking and that will prevent the party from using healing abilities like lesser restoration to neutralize the Blood Plague. The other half is focusing on using Mirror Vitae and Blood Plague early to do a lot of damage to fragile but dangerous foes like wizards, monks,

UTTERANCE OF BLOOD

Medium Undead, Neutral Evil

Armor Class 16 (21 with Blood Armor)

Hit Points 231 (22d10 + 110)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	20 (+5)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Con +11, Wis +10, Cha +11

Skills Medicine +16, Perception +10

Damage Immunities Necrotic, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 20

Languages Common

Challenge 13 (10,000 xp)

TRAITS

Harvest Life. Whenever a creature other than the utterance within 60 ft. loses 10 or more hit points from a single source of damage, the utterance gains 1 temporary hit point. For each additional 10 hit points of damage dealt by a single source, the utterance gains an additional 1 temporary hit point.

Craft of Blood. The utterance has several abilities that require it to lose a number of hit points to activate them. If the utterance has temporary hit points, they are lost first. Unlike most creatures, whenever the utterance gains temporary hit points while it already has some, the new temporary hit points are added to its current amount.

Blood Armor. At that start of each of its turns, the utterance can lose 5 hit points to activate Blood Armor, increasing its AC to 21. Blood Armor lasts until the start of its next turn, when it can choose to lose hit points again to maintain the effect.

Bloodsight. The utterance automatically succeeds on Perception checks to locate creatures within 60 ft. that have less than half their maximum hit points.

Artist's Medium. The utterance's abilities only function on creatures that have blood.

ACTIONS

Multiattack. The utterance uses Blood Plague, and then can use either Sanctity of Flesh or Mirror Vitae.

Blood Plague. The utterance infects a creature within 60 ft. with a virulent disease. The target must attempt a DC 19 Constitution saving throw. On a failed save, wounds open along the creature's skin and it loses 28 (8d6) hit points. The creature has disadvantage on attack rolls and ability checks while infected. At the start of each of its turns it must repeat the saving throw, losing hit points again on a failed save or ending the effect on a success. Each time a creature fails a saving throw against this ability, the utterance can, at no action, lose 20 hit points to infect another creature within 10 ft. of the target with the same disease.

Sanctity of Flesh. The utterance loses 10 hit points to remove a single condition affecting itself or another creature within 30 ft. of it. It can remove additional conditions from multiple targets, losing an additional 10 hit points per condition removed.

Mirror Vitae. The utterance chooses a creature it can see within 60 feet. The target must attempt a DC 19 Wisdom saving throw. On a failed save its blood is linked to the utterance's. While linked, the utterance gains resistance to all damage, and each time it takes damage or loses hit points, the linked creature loses an equal number of hit points. The target can repeat the saving throw at the end of each of its turns, ending the link on a success.

and rogues. Having an enemy in melee with the utterance of blood isn't that bad, because none of its abilities require attack rolls. If that enemy can stun or otherwise disable the utterance, that's bad. Don't let them stay close.

PLOT HOOKS

An outbreak of a rare disease that resists magical cures can spur the party toward an utterance of blood. Perhaps the utterance is the source, and perhaps it is the only option for a cure. The situation gets more complicated if a party member is infected, especially if they are a carrier without symptoms and spread the disease to several towns accidentally.

When a vampire begins stealing valuable supplies (or humanoid cattle) from the utterance of blood's storeroom, it recruits the party for help. It might offer to pay them coin, or in enhancements to their physical forms. Alternately, the party might team up with an utterance of blood to take down a vampire by creating a cursed blood cocktail to be the vampire's last meal.

An utterance of blood is working in a local hospital as a healer, and is truly working miracles. It's also taking all the blood from terminal patients and subjecting them to horrific experiments, but they were going to die anyway, right?

TREASURE

The tinctures and poultices an Utterance of Blood creates in its spare time make excellent potions. You can choose or roll 1d8 and consult the following table to see what potions a particular Utterance has on its person.

1D8	POTION
1-4	<i>Potion of supreme healing</i>
5-6	<i>Potion of vitality</i>
7	<i>Potion of invulnerability</i>
8	<i>Potion of longevity</i>

ECOLOGY

Unlike the other utterances, bloodspeakers are solitary by nature. They seldom associate with anyone they consider a peer, preferring to surround themselves with minions they can comfortably control. They are not always hostile and depending on the circumstances in which they encounter the party, might serve as a source of information, supplies, or both.



UTTERANCE OF ERUDITION

The kind of person who becomes an utterance of erudition is very familiar with books, libraries, and long nights of study. This doesn't change when they begin to understand Truespeech, if anything these habits become even more pronounced. They relish an opportunity to learn new information, even if it is unrelated to Truespeech, and will respond very well to a "fellow erudite". They especially enjoy news and current events and will offer a strong opinion about any political issue.

Characters can recall information about an utterance of erudition by making an Arcana or History ability check. Consult the table below for the results.

DC INFORMATION

15 You've heard tales of a scholar who once learned to speak the literal word of power behind *power word kill*, replicating the spell without the need to actually cast it. They say the scholar used it to score a grisly win in a duel against an opponent who relied on *counterspell*.

19 The syllables this creature uses are fragments of Truespeech, the language the gods used to shape the world. It has supernatural insight into the vulnerabilities of other creatures and channels powerful blasts of radiant energy alongside its Truespeech. As a result, radiant attacks are ineffective against it.

25 The utterance of erudition draws its power from the *book of truth* it carries. Stealing this book will cripple the creature in battle, and it makes a valuable piece of treasure.

TACTICS

With its ability to accurately sense current hit points and target its *power word* abilities perfectly, the utterance of erudition is an absolute menace during the first few rounds of a fight. It leads with Stun, disabling enemies it knows have poor Constitution saving throws. Heal is best used on a powerful ally with a lot of hit points but can also be used to save the utterance in a pinch.

It should save Kill until it feels its life is threatened, and first try to negotiate: demanding its life and freedom in exchange for not killing a character right then and there. Finally, the utterance has a few spells it can cast as a bonus action. It primarily uses *dimension door* to avoid getting stuck in melee range against dangerous foes and *dispel magic* to deal with irritating ongoing magical effects. *True seeing* is a contingency spell in case of invisible foes or troublesome illusions.

Don't forget to use Superior Linguistics, it's an easy to overlook feature that lets the utterance of erudition redirect a spell to a new target. Because this ability requires using a reaction, it can only do so once per round, so choose carefully against parties with multiple spellcasters.

Utterance of Erudition

My closest intellectual kin among the utterances, the utterance of erudition or 'truthspeaker' (self-dubbed), has learned more of the grammar of Truespeech than any other utterance. In typical instances they can merely tap into sources of arcane energy to replicate the series of spells known as power words with greater than usual efficacy. More disturbing, especially to those that value privacy, is the book of truth this type of utterance inevitably creates. This book, when held by a truthspeaker, can reveal a great deal of information about any creature the utterance can see. The book loses these properties when the utterance dies, but remains a potent source of magical power (refer to "Treasure" below for my notes).

The utterance of erudition displays more arrogance than any other variety of utterance, and also most closely resembles an unkempt university professor. This, I believe, is not a coincidence, but I digress. They wear robes that are simple, don't quite fit, and are out of style. Whether this is an intentional attempt to shun social convention or they truly believe they are dressed to impress, I cannot say.

- Talien Vos Karven

Classification: controller

Favors: high saves (WIS, CHA)

Foils: low saves (WIS, CHA), rogues, spellcasters

UTTERANCE OF ERUDITION

Medium Humanoid (High Elf), Lawful Evil

Armor Class 18 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	20 (+5)	18 (+4)	15 (+2)

Saving Throws Dex +9, Int +10, Wis +9, Cha +7

Skills Arcana +15, Investigation +10, Perception +9

Damage Immunities radiant

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish (All with Book of Truth)

Challenge 13 (10,000 xp)

TRAITS

Book of Truth. The utterance carries with it a book of its research into Truespeech. While the utterance has this book on its person, it has advantage on all Intelligence, Wisdom, and Charisma saving throws. Additionally, it can speak all languages and knows if it hears a lie. If the utterance loses this book, it can no longer use its Consult the Book or In Defense of Self abilities.

Superior Linguistics. When a creature the utterance can hear within 120 ft casts a spell with a verbal component, the utterance can use its reaction to speak an altered verbal component in Truespeech, causing the spell to affect a target of the utterance's choice.

In Defense of Self. The utterance can cast one of the following spells as a bonus action, requiring only verbal components. The utterance's spellcasting ability is Intelligence (Spell save DC 18, +10 to hit with spell attacks).

At-will: *true seeing*, *dispel magic* (5th level), *dimension door*

ACTIONS

Multiattack. The utterance uses Consult the Book, Speak the Word, and then makes two Ray of Truth attacks.

Consult the Book. The utterance chooses a creature it can see within 120 feet. The utterance learns the following information about the target: its current hit points, its maximum hit points, and its proficiency (or lack thereof) in saving throw

Speak the Word. The utterance targets a creature it can see within 120 ft. and chooses one of the following effects. This is a magical effect, but it is not a spell.

Stun (2/short rest). If the target has 150 hit points or fewer, it is stunned. Otherwise, this has no effect. The target may attempt a DC 18 Constitution saving throw at the end of each of its turns, ending the stunning effect on a successful save.

Kill (1/short rest). If the target has 100 hit points or fewer, it dies. Otherwise, this has no effect.

Heal (1/short rest). The target regains all its hit points. If the target is charmed, frightened, paralyzed, or stunned, the condition ends. If the target is prone, it can use its reaction to stand up.

Despair (at will). The target must succeed on a DC 18 Charisma saving throw or become overwhelmed with despair for 1 minute. During this time the creature can't attack or target any creature with harmful abilities, spells, or other magical effects. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Discord (at will). The target must succeed on a DC 18 Wisdom saving throw or fall to bickering and arguing with everyone around it for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Ray of Truth. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 23 (4d8 + 5) radiant damage.

When building an encounter with a truthspeaker, pair it with at least one monster that has a lot of hit points. The utterance also benefits greatly from an ally with area of effect abilities, as its attacks target only one character.

Easier Tactics – Avoid using Kill and use Heal only to save the utterance. Make more use of its Despair and Discord abilities, even before all its uses of Stun are expended, as these are both quite a bit weaker. Finally, don't give the utterance too many strong allies that will keep it safe to sling spells round after round. If the party can bypass the front line easily, they'll fare much better against the utterance.

Harder Tactics – Pair the utterance with something that can cast illusions for a very challenging fight. If the utterance comes in with *true seeing* cast, it can target the party through the illusions, dealing damage and debilitating them before its allies charge in. If you really want to make this fight brutal, use Kill on the first round to eliminate on threat right from the start. You can even take it one step further and have the utterance waiting for the party with a readied action to use Kill, but that might be too cruel for your game.

PLOT HOOKS

An **utterance of erudition** hired by a dragon to tutor it in Truespeech. The utterance infiltrates an established school of wizarding, or perhaps a bardic college of lore, and begins teaching classes as a cover for some greater pursuit. A truthspeaker might even contact the party for help when a rogue steals its *book of truth*.

The party needs information: a foe's true name, how to attune to an artifact (or how to destroy one), and the only source is an utterance of erudition. Winning the favor of the utterance is simple, but unpleasant, requiring anything from robbing a library to promising an unspecified favor at a future occasion.

Everyone's favorite sage is even more reclusive than usual. He has learned a fragment of Truespeech and become obsessed with discovering more. This hook works

best if the sage is a mentor to the party or a longtime NPC they've known since their early adventuring days. Will the party talk the sage out of his pursuits, or encourage him in hopes of gaining a powerful ally? ?

TREASURE

The pages of an utterance of erudition's *book of truth* are made from paper thin ivory that has been specially treated to retain magical information. The party can break down the book and sell the raw materials for a total of 2,000 gold pieces, or they can keep it and use it as a wizard's spellbook.

BOOK OF TRUTH

Wondrous item, very rare
(requires attunement by a wizard)

This pages of this tome are feather-light, but when you flip through it, it always seems to stop exactly where you want it to. If you can attune to this item, you can use it as a spellbook and arcane focus. In addition, you can use an action to target a creature you can see within 120 ft. and cause information about the creature to spring into being on a blank page of the book. You learn the target's maximum hit points, current hit points, and saving throw proficiencies (if any). The information fades after 1 minute. Once you use this ability, you cannot use it again until you finish a short or long rest.

ECOLOGY

Utterances of Erudition quickly found small schools to teach students (typically bards and wizards, though other classes are not unheard of) about Truespeech. They spend so long covering the elementary materials that the students don't stand any chance of mastering Truespeech, keeping them from becoming competition. Any students that gain real insights through their own study are quick to flee, eventually becoming truthspeakers.

UTTERANCE OF DAMNATION

One rarely becomes an utterance of damnation by talent or by study. It is usually through selling one's soul, or a collection of the souls of others, to a power from the lower planes. Tieflings make the most common hellspeakers because they have family connections and can usually negotiate slightly better terms. In terms of their personalities, utterances of damnation are a mix of the worst of devils and demons. They love to be technically honest and exploit a loophole or lie of omission, and they love to outright lie and stab a would-be ally as soon as they turn around. Also, when roleplaying as one, don't forget their Roar of Power trait which causes them to speak very loudly all the time.

Characters can recall information about an utterance of damnation with an Arcana or Religion ability check.

DC INFORMATION

17 An utterance of damnation has learned just enough Truespeech to not only summon fiends, but exert some measure of control over them as well. Most impressively, the utterance can dismiss these fiends without issue, solving the common problem of devils and demons run amok that most summoners leave in their wake.

20 Hellspeakers, as they are commonly called, are talented spellcasters that can easily disable, dominate, or split up its foes. Their summoned fiends provide additional fire support, and a flexible point of origin for its spells.

24 Utterances of damnation are frequently tailed by devils, when the utterance casts *mass suggestion*, it will tell its victims to sign the next contract they are offered. Then the devils pounce, and the utterance watches on with glee.

TACTICS

Start the fight with *In Times of Need* to saturate the battlefield with fiendish entities. These are the utterance's main source of damage and will help draw attacks away from it. Note that *In Times of Need* isn't part of the Multiattack action, so it is the only action the utterance can take on a turn.

Utterance of Damnation

Fiend worshippers. Nothing good ever comes from cavorting with the lower planes, and I am looking squarely at fiendish warlocks when I say that. Though they draw on powers from both the Hells and the Abyss, I've dubbed the utterance of damnation a 'hellspeaker'. I said it once during a lecture and my students seem to like it, so it stuck. You can't fight the evolution of language.

Hellspeakers are easy to spot. Lots of black, bones, and fire. Skull masks are popular as well. Their surefire tell is the retinue of minor fiends that accompany them everywhere. If you spot an utterance of damnation alone, tread carefully. Their help is not far behind.

Word to the wise: do not make deals with a hellspeaker. They share the devil's skill with loopholes and a demon's taste for raw chaos.

- Talien Vos Karven

Classification: brute (leader)

Favors: area-of-effect, spellcasters

Foils: fire damage, melee

After that, choose the utterance's spells based on the party's composition. Start with the big ones: *forcecage* to divide the battlefield, *mass suggestion* against a party that's low on clerics, druids, and paladins, or *dominate monster* to turn a rogue or barbarian against their allies.

Designing encounters with an utterance of damnation is a little tricky, because they benefit from support of almost any kind. Melee combatants keep the party busy while the fiendish entities tear them apart, ranged attackers add their firepower to the hellspeaker's already impressive ranged barrage, and additional spellcasters can either support the utterance or further debilitate the party, all of which make an already dangerous foe that much stronger.

Easier Tactics – Be careful with using *forcecage*. Against an unprepared party, it can knock a character (or two, or three) out of the fight for the entire battle. When summoning fiendish entities, cluster them together so they are easier to take out with a single, powerful spell.

Harder Tactics – If the utterance starts the battle with *foresight* cast on itself, all of its fiendish entities will make their Hellfire Bolt attacks with advantage due to its Fiendish Slaves trait. This, of course, is in addition to the already

substantial benefits of going into a fight with *foresight*. Start the fight with *mass suggestion* for a devastating opener (“grovel for the next eight hours” is an especially nasty request), and then use *In Times of Need* to get some damage dealers on the field.

Finally, as the entities persist for an hour, consider starting combat with a few of them already in existence. Summoning them takes but a moment, so it is rare that an utterance would be without them.

PLOT HOOKS

Conditions in a town suddenly improve, with dozens of commoners striking it rich, falling in love, and generally having their dreams come true. Then, six months later, they die under mysterious circumstances.

UTTERANCE OF DAMNATION

Medium Humanoid (Tiefling), Chaotic Evil

Armor Class 20 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	14 (+2)	15 (+2)	20 (+5)

Saving Throws Str +10, Con +9, Wis +7, Cha +10

Skills Deception +9, Insight +7, Perception +7

Damage Immunities fire

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Abyssal, Infernal

Challenge 12 (8,400 xp)

TRAITS

Fiendish Slaves. When the utterance casts a spell, it can choose to treat any of its summoned fiendish entities as the point of origin for that spell. Additionally, attacks made by fiendish entity are treated as coming from the utterance for purposes of effects like *hex* and *foresight* that trigger when the utterance attacks a creature.

Spellcasting. The utterance is an 18th level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The utterance has the following warlock spells prepared. Spells lower than 5th level are cast at 5th level:

1st through 5th level (4 slots): *hex*, *hold monster*, *fireball*

1/day each: *mass suggestion*, *force cage*, *dominate monster*, *foresight*

A helpless ally of the party suddenly gains great power, bailing them out of a difficult situation. The ally denies that they paid a high price for the power, but there may be unanticipated consequences for everyone involved. Consequences of the hellish variety.

An opera singer loses their voice, and everyone assumes their career is over. A week later, they make a miraculous recovery and their voice is stronger than ever. So strong they blow the roof off the theater.

TREASURE

In the heart of each utterance of damnation burns a mote of pure hellfire that burns even beyond their death. It makes a potent source of heat, energy, and even food

Roar of Power. The utterance is incapable of speaking at any volume lower than a shout, and is immune to any effect, magical or otherwise, that would prevent it from speaking.

ACTIONS

Multiattack. The utterance uses Summon Fiend, and then can either use Crashing Yell or casts a spell.

Summon Fiend. The utterance calls forth a fiendish entity which appears in an unoccupied space within 30 ft. of the utterance. The entity is Medium sized, has 40 hit points, and shares the utterance's AC and saving throw bonuses. At the start of each of the utterance's turns, all active entities make a single Hellfire Bolt attack. The utterance cannot have more than ten summoned entities at a time, and summoned entities vanish after 1 hour.

Crashing Yell (Recharge 4-6). The utterance lets loose a thunderous shout. All creatures within 10 ft. must make a DC 18 Strength saving throw or take 33 (6d10) thunder damage and are pushed back 20 ft. and knocked prone. A successful save halves the damage and prevents both being pushed and knocked prone.

In Times of Need (1/short rest). The utterance uses Summon Fiend four times.

Hellfire Bolt. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 26 (6d6 + 5) fire damage. Damage from this attack ignores resistance to fire damage.

(for fiends). A mote of hellfire is worth 4,000 gold pieces, assuming you can find the right buyer. Selling one is sure to attract unwholesome attention.

ECOLOGY

As expected, utterances of damnation travel in the company of fiends. Though they share much in common with demons, they tend toward devils as their companions as they're much easier to control. More predictable as well. They may ally with other creatures for a time, if it suits them, but such alliances are always temporary and always end in a lot of hellfire, with a cackling utterance of damnation fleeing the scene as it burns to ashes behind them.

UTTERANCE OF UNNAMING

More so than any other utterance, those that learn unnaming lose their old selves. Not just their personalities, but memories of them fade from the minds of others. They are unrecognizable, even to those who knew them intimately. This transformation turns them into a Fey spirit, regardless of their species or origin. Even an undead will become a Fey under the influence of unnaming. Utterances of unnaming speak very little, save for their Truespeech incantations, and when they do, it comes out in a grim tone with broken grammar.

Characters can recall information about an utterance of unnaming with an Insight ability check.

DC INFORMATION

The way this creature makes subtle changes in its position, seeming to blink between them rather than actually moving, it feels wrong. Normal rules of space and time don't seem to apply to this being.

16

An utterance of unnaming has used Truespeech on itself, altering its very being to be one with the fabric of the universe. Such alterations come at a terrible cost to body, mind, and soul, but the power they gain is undeniable. They follow patterns, such as always casting their spells in a set order.

20

The utterance of unnaming steals time from its targets, and can react to every move an opponent makes. It is highly vulnerable to being surprised, assuming you can sneak up on it.

24

TACTICS

The utterance of unnaming is a strange creature on the battlefield. From a metagame perspective, it's rather complicated, as it can take several reactions during a round which can potentially result in more than the usual three legendary actions that powerful creatures often have. With two different reaction triggers to keep an eye on, as well as its frequent application of status effects, you should combine the utterance of unnaming with simple creatures

Utterance of Unnaming.

Nasty. There's no other word for it. To be an utterance of unnaming is to flirt with oblivion, and I don't mean that as a wifely euphemism for death. I've only encountered one in my travels, and that was sufficient to satiate my curiosity. I called it voidspeaker, as I found the ambiguity more palatable than the creature's true name. If you encounter one, do not speak to it, do not engage it in battle, and if you cannot avail yourself of an escape route, ambush the creature and kill it quickly. The element of surprise is your only defense.

It isn't the outfit of a voidspeaker that demarcates them, but their very mode of existence. Their minor movements are made via short jumps in time, appearing to the eye as a flickering between two slightly different postures. Their faces are blurred and unrecognizable, even your own mother won't know you once you've taken this dark road. I have observed that they follow patterns, but their behavior is so erratic and difficult to track that determining where these patterns start and end is a herculean effort. If you must face a voidspeaker on the field of battle, you would do well to learn these patterns and exploit them. It may be your only advantage.

- Taliens Vos Karven

Classification: artillery

Favors: none

Foils: acid damage, cold damage, fire damage, lightning damage, low saves (DEX, CON), melee, spellcasters, thunder damage

to avoid slowing your game to a crawl. Now let's talk about how this monster defeats a party of hardened adventurers. With no limited use abilities, there's nothing to make the utterance's first turn in combat stand out. Use Steal Time on the most vulnerable target and Cutting Censure to soften up a more difficult one for next turn. The utterance

wants to have as much stolen time as possible, so it can cast its more powerful spells, and flinging a *fireball* and *lightning bolt* every turn is going to wear down even a high-level party. The utterance can fly and is slightly faster than the average humanoid, but it otherwise lacks abilities for getting out of trouble. It benefits greatly from allies who

UTTERANCE OF UNNAMING

Medium Fey, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	20 (+5)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Dex +8, Con +11, Wis +11

Skills Deception +10, Insight +11, Perception +11

Damage Resistances acid, cold, fire, lightning, thunder

Condition Immunities charmed, frightened, paralyzed, petrified

Senses darkvision 60 ft., passive Perception 21

Languages Common, Sylvan

Challenge 14 (11,500 xp)

TRAITS

All is Known. When the utterance interacts with a creature for 1 minute, it automatically learns the following information: its true name, all of its statistics (AC, hit points, resistances and immunities, etc.), and one memory that it can use against the creature. The utterance knows when it hears a lie.

Equal and Opposite. Each time a creature within 120 ft. of the utterance uses a reaction, the utterance immediately regains the use of its own reaction.

Reactive. When a creature within 120 ft. of the utterance hits it with an attack or the utterance fails a saving throw against an effect generated by a hostile creature, the utterance regains its reaction.

Fast Talker. As a bonus action, the utterance can cast any of the following spells, all of which are cast at 6th level. When casting a spell in this way, it can cast each spell only once per turn, and must first cast *lightning bolt*, then *fireball*, and so on. The order is fixed.

At will: *lightning bolt*, *fireball*, *blight*, *cloudkill*, *disintegrate*

ACTIONS

Multiattack. The utterance uses Steal Time and Cutting Censure.

Steal Time. The utterance chooses a creature it can see within 120 ft. and attempts to steal some of the target's time. The target must attempt a DC 19 Wisdom saving throw. On a failed save the target's speed is reduced by 10 ft., and it can take either an action or a bonus action on each of its turns, not both. These effects last for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a successful save. For each creature affected by Steal Time, the utterance can take an additional bonus action on its turn.

Cutting Censure. *Ranged Spell Attack:* +11 to hit, range 120 ft., one creature. *Hit:* 27 (4d10 + 5) psychic damage plus 22 (4d10) magical slashing damage, and the target suffers disadvantage on the next saving throw it makes.

REACTIONS

Rebuff. As a reaction when a creature makes an attack against the utterance for the first time on its turn, the utterance forces the creature to attempt a DC 19 Constitution saving throw, suffering 22 (4d10) psychic damage on a failure. A creature failing its save immediately uses its reaction to move its speed directly away from the utterance, negating the attack unless its movement puts the utterance within range of the attack.

Refuse. When a creature with 120 ft. of the utterance casts a spell, the utterance can use its reaction to cast counterspell as a 6th-level spell.

can help it stay safe. If facing a lot of melee characters, save a reaction for Rebuke to push them away. Against a primarily ranged party, instead favor using its reactions for Retribution to wear down fragile ranged heroes like wizards, rogues, and the occasional warlock.

Finally, its All Is Known trait is a great tool for roleplaying. See the “Plot Hooks” section for some fun ideas.

Easier Tactics – Try to Steal Time from targets who are very good at Wisdom saves, and keep trying until it works. The utterance gets a big boost to its damage when it has two targets under the effects of Steal Time and it can cast *blight* every turn. By focusing on tougher targets, you make that situation a lot less likely.

Harder Tactics – The utterance of unnaming benefits hugely from provoking opportunity attacks. It can move, take the hit (or not, it has a decent Armor Class), and then immediately regain its reaction to use Retribution on the offending hero. You absolutely must get multiple targets under the effects of Steal Time. Use Cutting Censure on already afflicted heroes to keep them from recovering, and then throw spells like there’s no tomorrow. Beware of groups with multiple spellcasters who can all throw down *counterspell*, because even though that recharges the utterance’s reaction, it’s not an attack, so it doesn’t trigger either Rebuke or Retribution.

PLOT HOOKS

One of the party members needs to know their true name, perhaps to escape a contract with a lord of hell. Letting an utterance of unnaming interact with you for 1 minute will reveal that true name, but getting the utterance to share it is another matter entirely.

An utterance of unnaming takes up residence in a forest. All creatures vanish from the forest, and anyone who ventures inside does not come back. A hostile army is approaching, but the village is starving without its food and trade industry. Will the same thing happen to the hostile army, or will they be allowed safe passage, making the village easy prey?

A party member is cursed to be forgotten in the same way an utterance of unnaming is, but without the extra power that comes with it. With a stranger suddenly in their midst, the party’s search for answers will lead them to an utterance of unnaming. They can learn much by studying it, and perhaps more by convincing it to talk.

TREASURE

The utterance of unnaming has no useful treasure, but if one is slain, there’s almost certainly a wealthy patron who will pay a generous reward to the responsible party.

ECOLOGY

Utterances of unnaming forsake all worldly bonds. If they are in the company of other creatures it is because those creatures are beneath the utterance’s notice. It considers all those weaker than it akin to insects: to be stomped on if they become inconvenient but otherwise ignored. And those that are stronger are to be studied until their weakness is found, and then they fall into the former category.