

# CREATIVES & COPYRIGHTS

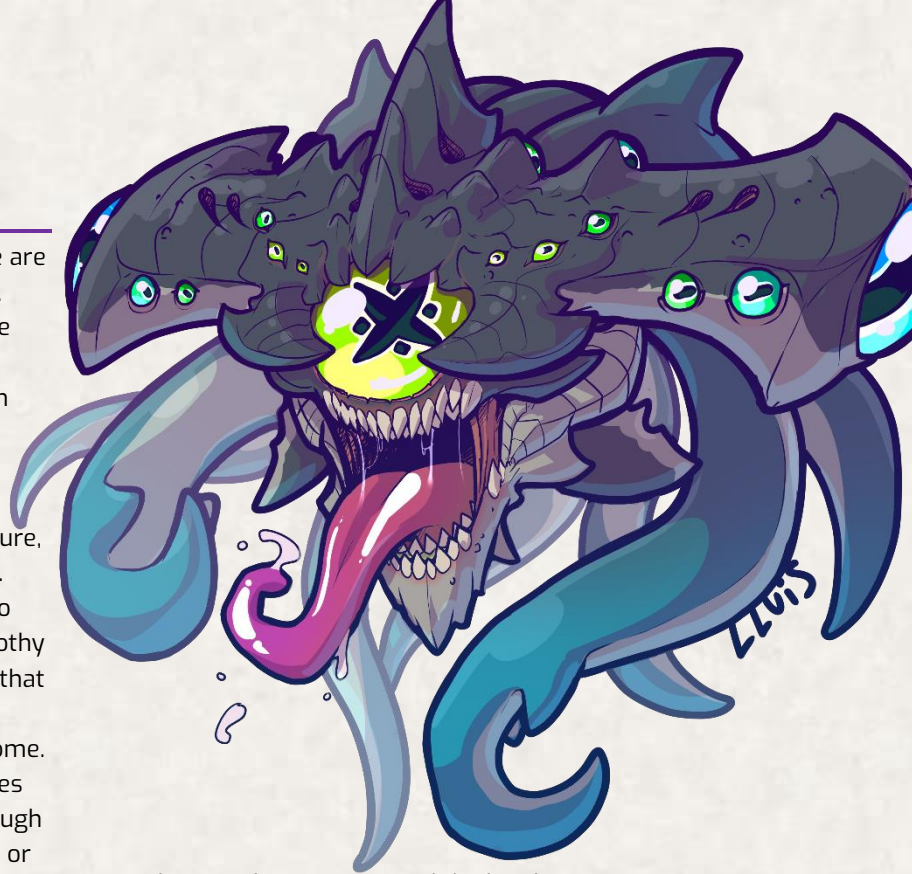
## EYEBYSSAL

Rent corpses, gnashing teeth, oceans of blood, these are the key ingredients to make these horrific monsters. Eyebyssal are not created from living matter and are instead forceful amalgamations of whatever ocean-dwelling mass can be found. The violence inherent in many of these deaths congeals into a spark of evil energy, pulling the torn bodies together in a flash, birthing a new eyebyssal.

**Wholly Unique.** Each eyebyssal is a distinct creature, sharing only a passing resemblance to their cousins. They generally feature six to twelve tentacles, one to three large eyes, a series of smaller eyes, a large toothy maw, and a necromantic magical aura. The animals that fulfill these parts are always different and rarely translate directly into the part of the body they become. They need not even be built from sea-faring creatures alone, any corpse thrown into the ocean will do. Though it is rare, some eyebyssals have human appendages or faces mixed in and even rarer versions sometimes have dragons and demons as part of their whole. Regardless of their original composition, their ideals and desires are generally the same, chaos, carnage, and children.

**Born of Blood.** Eyebyssals are created when blood and violence reach a critical mass within a singular space, something that rarely happens naturally but becomes somewhat common when intelligent species begin exploitative fishing tactics. As soon as they are created, they are fully aware of themselves and the world around them, having one overarching goal, to create more of their kind. They will immediately set off to the nearest collection of living things, rip them asunder, and collect the corpses in a small pile nearby. It will continue this process as many times as it takes in order to build up enough evil energy to spawn another eyebyssal. This process is not an easy one, not only because some creatures fight back, but because the amount of violence within an area must reach an intense threshold within a small window of time to be effective. This birthing ritual fails more often than it succeeds and sometimes several piles of torn bodies can be found by underwater explorers, clearly marking the eyebyssal's territory.

**Mind the Mindless.** All eyebyssal are created as nearly mindless forces of death, desiring only to eat and make more of themselves. With each new successful birth, the creator eyebyssal gains more and more control over themselves, eventually becoming sapient and, on rare occasion, even hyper intelligent.



This is a slow process and the line between craven beast and cunning strategist is never clear. After a time, the older eyebyssal will begin commanding their offshoots, sending them further and further out in order to create an army of themselves. Their end goal is always the same, to replace all life on a given plane with their own. To this end, they may begin to act upon the outside world using more dangerous tools than their teeth, such as politics and religion. By the time a nation realizes it was being manipulated by an eyebyssal, it is likely too late to save them.

**Under the Sea.** Though eyebyssals are born in the ocean, they are not bound to it. They have little issue moving outside of the water and even into the far reaches of space. They prefer the ocean, as it is where they are most comfortable, but many can spend years outside of the ocean before ever needing to return to rest. The only thing that is not possible for them outside of the sea is the birthing of new eyebyssal, something that frustrates them greatly. The most cunning among them will use their power and influence to raise the water levels of a world, eventually resulting in the entire planet becoming one giant breeding ground.

**Lairless.** Eyebyssals do not typically have lairs, though they may take residence in the lair of another creature. They enjoy moving from one place to another and consider hiding in a single location to be antithetical to their quest for constant carnage.

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## RAZE BEAST

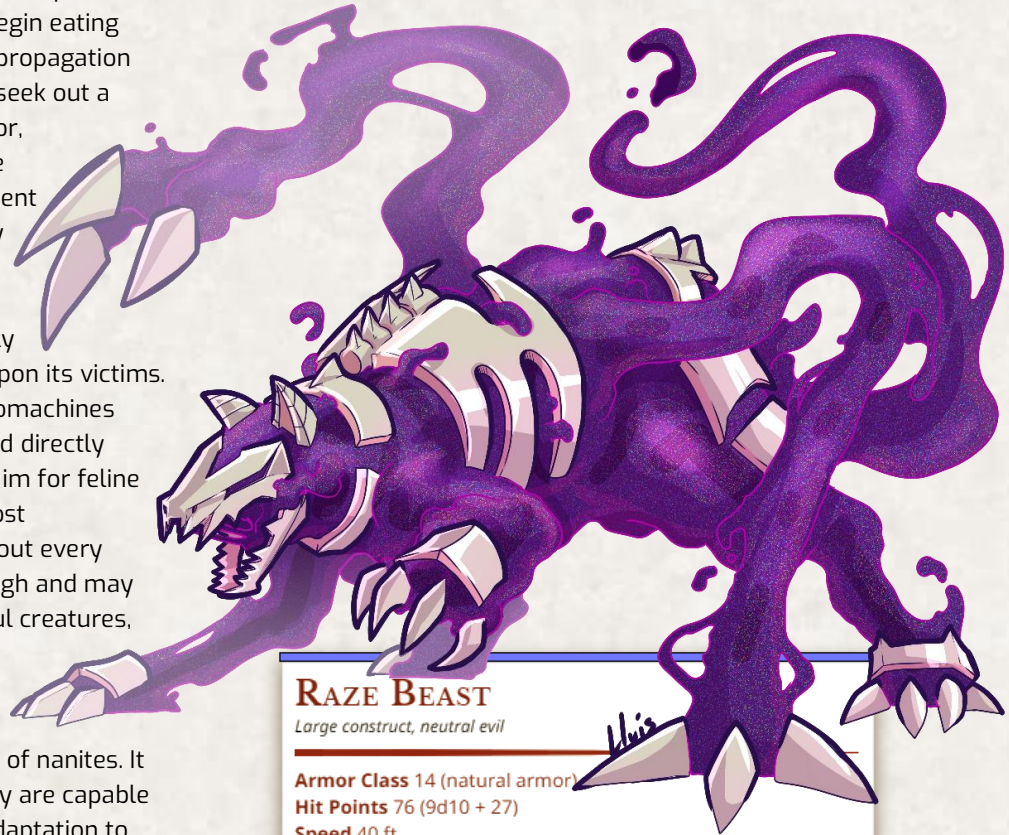
A single drop breaking through from another time is all it takes. Once the grey mechanical slime is in a world, there is no getting rid of it. The goo is not without thought though, it knows that simple consumption is not an end goal, as it would eventually begin eating itself. Instead, it strives equilibrium, self-propagation without overreaching. To this end, it will seek out a frame, preferably the corpse of a predator, consuming the flesh and augmenting the bones, filling in the gaps to become efficient hunter. From then on, survival is its only goal, consuming whatever organic material it can come across in order to sustain its energy needs. It is not evil, only hungry, but the distinction is often lost upon its victims.

**Frame Conversion.** The body the nanomachines decide to take over is quite important, and directly impacts how it hunts. Most often, it will aim for feline creatures, as they have proven to be the most ubiquitous and efficient hunters throughout every plane. It is not only tied to this form though and may choose to overtake more or less powerful creatures, always keeping the skeletal structure mostly intact, with some reinforcing enhancements. and consuming the rest of the soft tissue to replace with an ooze of nanites. It tends to avoid humanoids, as though they are capable hunters, the form itself requires much adaptation to compare to the abilities of even humble boars and birds.

**Life Energy.** Raze beasts are simple creatures and, even though they are made of high technology, are rarely more complex in behavior and needs than their animal counterparts. They can adapt and move in ways typical creatures can't but do not possess incredible intelligence or strategic cunning higher than the creature's form they take. They exist only to continue their existence, feeding upon organic material, converting it to energy or more nanites, and then seeking out another target to feast upon. When eating, the nanite slime will envelop a creature, pulling it slowly into its body and consuming it particle by particle.

Though it is not incredibly smart, it still has an understanding of conservation about it. Without organic material to consume, it will eventually "starve" itself. Because of this, it will rarely take more than it needs to survive and will not spread beyond itself, knowing how

its unchecked ability to replicate would eventually consume the entire planet. When it does choose to reproduce, it is typically an act of desperation. If truly slain, any remaining blobs of nanites will seek a new host, becoming a fully capable raze beast within a matter of days. Experienced adventurers know, the only way to truly kill a raze beast, is to eradicate everything within at least 100 feet of where it was slain.



### RAZE BEAST

Large construct, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	9 (-1)	11 (+0)	9 (-1)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** can understand all but cannot speak

**Challenge** 3 (700 XP)

**Mana Conversion.** If the raze beast must make a saving throw against a magical spell or effect to take half damage on a successful save, it instead takes half damage on a failed save and no damage on a successful one. If its saving throw roll is a 20, it is instead healed hit points equal to the damage it would have taken.

**Unstable Form.** The raze beast can bend its body in strange ways to occupy and attack from any unoccupied space that is within 5 feet of it, forcing attack rolls against it to be made with disadvantage. If it is hit with an attack, has 0 hit points, is incapacitated, or there are no unoccupied spaces within 5 feet of it, this ability does not work until the start of its next turn, or the hindering effect is removed.

### ACTIONS

**Multiattack.** The raze beast makes two attacks with its whip claws.

**Whip Claw.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

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