

SHE'BAZ: QUEEN OF ABERRATIONS

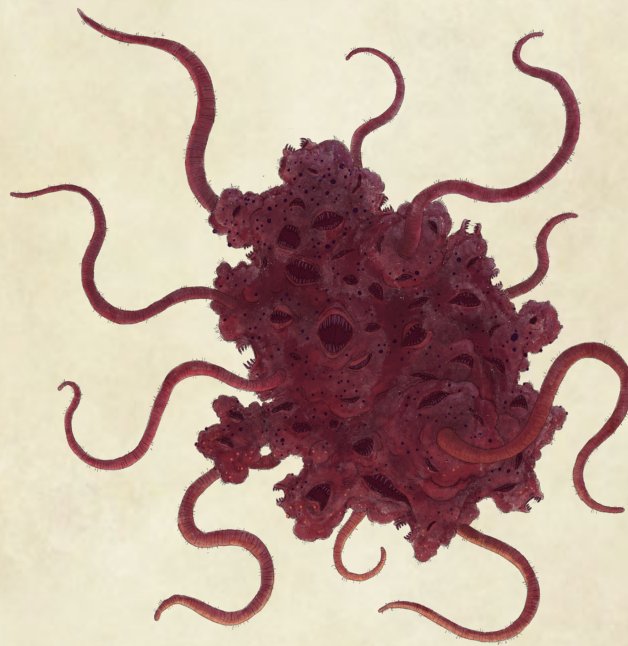
NEW ABERRATION CREATURE FOR FIFTH EDITION.

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SHE'BAZ

She'baz is a flying tarrasque-sized mass of mouths, tentacles, and eyes. She'baz is the mother of all aberrations. The chorus of discordant screams that announce her arrival melt all but the strongest minds. Her tentacles can easily break the necks of elder wyrms. Those that do not die bend the knee to her will. The Aberrant Queen will enslave the multiverse that is rightfully hers.

Origin Unknown. None know the true origin of She'baz. Some say she was once a power-hungry deity who desired the death of all others so she could be the sole god in the multiverse. Others believe she is a horrid weapon of the gods, one so powerful even they could not control it. Some believe she is older than the multiverse itself, coming from some other place beyond the planes, a conqueror with a single goal - rule everything.

Power Above All. She'baz desires power above all. She believes that as one of the strongest and smartest beings in existence, it is her right to rule. Her conviction is that as the most intelligent being, her rule would benefit all in her domain, even if their simple minds cannot accept the true queen of the multiverse.

The original aberration stops at nothing to achieve total reign of the multiverse. There is no being she does not try to bend to her will and has no problem obliterating those who do not accept her as the one true power. Creatures who serve her do so with utter devotion, gladly giving their lives to her cause, knowing their sacrifice and She'baz serve the greater good.

Mother of Aberrations. From She'baz the first aberrations sprung forth. Into them she poured her appearance, her paranoia, her lust for power, and her cruelty. Aberrations are her pride and joy who do anything for their mother. Even the most self-serving of aberrations bow to She'baz and carryout her will if it is demanded of them.

Lost in the Far Realm. As She'baz began to conquer the multiverse, she started with a material plane that's original history and appearance has since been long forgotten. The gods, unable to destroy She'baz, separated this plane from the existence of the rest, creating the Far Realm. The mother of aberrations is imprisoned in a single plane she controls with many of her children, and desperately searches for a way to rejoin the Far Realm to the rest of the multiverse, so that she might rule all that is rightfully hers.

Some of She'baz's children were scouting other planes when the Far Realm was separated from the multiverse. These scouts are the ancestors of the aberrations that wander other worlds. While the present-day descendants have never seen She'baz, stories of their glorious queen have been passed down, and the aberrations scattered throughout worlds await her return. Some even try to engineer reconnecting the Far Realm to the rest of the multiverse.

SHE'BAZ'S LAIR

She'baz lives in palace of flesh that she can change with a thought. Leering eyes embedded in the walls allow her to see all and reaching tentacles halt intruders. The only creatures that reach She'baz's inner sanctum are those she wishes to do so.

The inner sanctum of She'baz is filled with crystals that allow her to see into other planes of existence. It is the only connection she has to the rest of the multiverse. The queen spends most of her time gazing into these crystals, coveting the worlds she cannot conquer.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), She'baz takes a lair action to cause one of the following magical effects; She'baz can't use the same effect two rounds in a row:

- Any creature standing on the ground within 120 feet of She'baz must succeed on a DC 15 Dexterity saving throw or fall prone as the ground moves up and down in sickening waves.
- One creature She'baz can see must succeed on a DC 15 Wisdom saving throw. If the creature fails, the room forms a lump of flesh that appears in the shape that creature most fears. The creature is frightened until the start of initiative count 20 on the next round.
- A 30-foot-radius cloud of noxious gas erupts from a point She'baz can see. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or become poisoned until the start of initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing She'baz's lair is warped by her presence, creating the following magical effects:

- Non-aberration creature have horrible, visceral nightmares within 6 miles of the lair and are unable to take a long rest.
- All aberrations within 1 mile of the lair can cast *detect thoughts* at will (spell save DC 15).
- Horrid wailing is constantly heard by all creatures within 1 mile of the lair, even those that are deafened. Proximity to the lair increase the volume of the wails.

When the She'baz dies, all of these regional effects fade immediately.

SHE'BAZ

Gargantuan aberration, chaotic evil

Armor Class 25 (natural armor)

Hit Points 643 (33d20 + 297)

Speed 40 ft., climb 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	30 (+10)	26 (+8)	26 (+8)

Saving Throws Dex +9, Con +18, Wis +17

Skills Arcana +19, Perception +17

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons; psychic

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 240 ft., truesight 120 ft., passive Perception 27

Languages Common, Deep Speech, telepathy 240 ft.

Challenge 30 (155,000 XP)

Aberrant Environment. The ground in a 30-foot radius around She'baz is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 20 Strength saving throw or have its speed reduced to 0 until the start of its next turn. In addition, creatures with a fly speed cannot fly more than 20 feet above the ground when they are within 120 feet of She'baz.

Amorphous. She'baz can move through a space as narrow as 1 inch wide without squeezing.

Gibbering. She'baz's mouths constantly shriek in an unearthly discordant chorus. Each creature of her choice that starts its turn within 30 feet of She'baz and can hear the shrieking must succeed on a DC 20 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all of its movement to move in a random direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Innate Spellcasting. She'baz's spellcasting ability is Intelligence (spell save DC 27, +19 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *eldritch blast*, *detect thoughts*

3/day each: *disintegrate*, *dominate monster*

Legendary Resistance (3/day). If She'baz fails a saving throw, she can choose to succeed instead.

Limited Magic Immunity. She'baz can't be affected or detected by spells of 6th level or lower unless she wishes to be. She has advantage on saving throws against all other spells and magical effects.

Magic Weapons. She'baz's weapon attacks are magical.

Siege Monster. She'baz deals double damage to objects and structures.

Actions

Multiattack. She'baz makes four attacks, which can be any combination of tentacle and bite attacks. She'baz can replace any tentacle attack with a use of Fling.

Bite. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. When She'baz bites a creature that has at least one head and rolls a 20 on the attack roll, it bites off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to piercing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be removed with a bite. Such a creature instead takes an extra 27 (6d8) piercing damage from the hit.

Tentacle. *Melee Weapon Attack:* +19 to hit, reach 30 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage and if the target is a creature it is grappled (escape DC 20). Until this grapple ends, the target is restrained. She'baz has ten tentacles, each of which can grapple one target. She'baz can pull one creature she is grappling within 5 feet of her in place of making a tentacle attack.

Fling. One Large or smaller object held or creature grappled by She'baz is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

Legendary Actions

She'baz can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She'baz regains spent legendary actions at the start of her turn.

Tentacle Attack or Fling. She'baz makes one tentacle attack or she uses Fling.

Teleport. She'baz teleports 20 feet.

Chorus of Wails (2 Actions). She'baz lets loose a series of terrible wails. Each creature of her choice within 60 feet of She'baz and can hear the shrieking must succeed on a DC 25 Constitution saving throw, taking 91 (26d6) psychic damage on a failed saving throw, or half as much on a successful one.

