



HAVOC ORB

Based on the results of the “You Design the Monster” feature on the D&D website

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The havoc orb is an insane embodiment of law from a distant plane, which leads a retinue of destructive fey creatures in an effort to eliminate all chaos from the multiverse—starting with all other living creatures. It resents even the chaos of its fey retinue, but it willingly suffers them until all other chaos is eliminated. At that point, it plans to destroy its minions last of all.

Drawn to Chaos. All havoc orbs are created on some distant lawful plane through an unknown process.

Their essence is the very fabric of chaos from Limbo, which is taken and carefully urged into a metastable order. But this metastability causes a havoc orb to go mad when confronted with a disordered reality that it must compute, calculate, and model internally. Some believe that havoc orbs begin existence as lawful neutral creatures on their home plane, whose perfect order is easy for them to understand. But as soon as it experiences any other reality, a havoc orb’s madness twists it to evil.

A havoc orb is attracted to areas of high natural chaos, such as forests, even as it attracts chaos to itself—causing many fey to be enamored of it. The creature perceives an inherent order in water, and so it avoids lakes and seas. Still, a havoc orb can easily adapt to

living underwater, and in rare cases, these creatures can be found beneath the sea with a horde of aquatic fey behind them.

Phasing Form. A havoc orb is a creature of chitinous joints and spindles set around a massive, glaring eye. Its long claws change phase as they come into contact with other creatures or matter. The effect is hard to see, with the orb's appendages seeming to ripple and vanish into whatever it is touching. This phasing form also provides an orb with powerful defenses, letting it throw itself into combat with impunity. It harries creatures at range with multiple *eldritch blast* attacks, but its more fearsome assault comes from its phasing claws. When those claws hit, the havoc orb's structure momentarily melds with its target, weakening it in body and spirit.

Fey Minions. A havoc orb often travels in the company of fey creatures. Evil fey bent on destruction are easily attracted to the orb's service, including redcaps,

quicklings,* and hags. But even neutral fey such as satyrs, boggles,* and darklings* are often swayed by the destructive potential a havoc orb unleashes, and they too can be found in the creature's service. No society of havoc orbs exists, for each is mad in its own unique way. An orb maintains its retinue of fey followers, and that circle functions like any other group of fey. It pays no real attention to its retinue, however, other than to shepherd its fey along and lead them into combat.

A havoc orb has no interest in treasure, but its fey followers are quick to scoop up coins, jewels, and magic left behind in the aftermath of the destruction commanded by their master.

*From *Volo's Guide to Monsters*.

Editing, development, and layout for *Dragon+*:
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HAVOC ORB

Large aberration, lawful evil

Armor Class 20
Hit Points 152 (16d10 + 64)
Speed 20 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	17 (+3)	18 (+4)	25 (+7)	14 (+2)	22 (+6)

Saving Throws Con +9, Int +12, Wis +7, Cha +11
Skills Arcana +12, Nature +12, Perception +12, Persuasion +11
Damage Resistances acid, cold, fire, lightning, necrotic, poison, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 22
Languages Common, Sylvan
Challenge 15 (13,000 XP)

Blasphemous Geometry. The havoc orb's form takes on the appearance of obscene angles and planes when looked at for too long, making it difficult for other creatures to focus on it. Its AC includes its Intelligence modifier.

Fey Charm. A supernatural attraction draws fey creatures to the havoc orb. At the DM's determination, such creatures treat the orb as a friendly acquaintance, as if under the effect of a *charm person* spell. A creature not naturally inclined to follow the orb can resist this effect with a DC 20 Charisma saving throw. With a successful save, a creature becomes immune to that havoc orb's Fey Charm.

Geometric Vision. The havoc orb's extradimensional nature allows it to see around corners and behind objects, causing its attacks to ignore half cover and three-quarters cover.

Magic Resistance. The havoc orb has advantage on saving throws against spells and other magical effects.

Overreaching Enemy. If an enemy misses the havoc orb with an opportunity attack provoked by the orb's movement, the enemy must succeed on a DC 16 saving throw or be knocked prone.

Wild Magic Aura. The havoc orb is a natural conduit for wild magic. Any creature casting a spell of 1st level or higher within

100 feet of the orb must roll a d20. On a roll of 1, roll again on the Wild Magic Surge table (see the "Sorcerer" section in the *Player's Handbook*) to create a magical effect. The magical effect created cannot be affected or augmented by any ability the casting creature has. An effect that normally requires concentration does not require concentration, and lasts for its full duration. A havoc orb's spells are not affected by this feature.

Innate Spellcasting. The havoc orb's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *eldritch blast* (4 beams), *suggestion*
3/day each: *dispel magic*, *phantasmal killer*
1/day each: *blur*

ACTIONS

Multiattack. The havoc orb makes two phasing claws attacks.

Phasing Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, and the target must succeed on a DC 17 Constitution saving throw or gain one level of exhaustion.

REACTIONS

Deflecting Defense. If the havoc orb has an enemy within 5 feet of it, it can nullify a weapon attack made against it by another creature by deflecting the attack toward that nearby enemy. The attack is made against the target enemy, and gains a +5 bonus to the attack roll. An enemy's attack cannot be deflected back against itself.

Magical Mettle (Recharge 6). If the havoc orb is the subject of a spell attack, it can ignore the effect of that attack.

LEGENDARY ACTIONS

The havoc orb 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. The orb regains spent legendary actions at the start of its turn.

Detect. The havoc orb makes a Wisdom (Perception) check.

Phasing Claws. The havoc orb makes one phasing claws attack.

Eldritch Blast (Costs 2 Actions). The havoc orb uses its *eldritch blast*.