



THE FOOL WHO MUST WITNESS

Mooncalves are little understood by mortals, known only as enigmatic horrors that portend ill omens. Even less so as the Mooncalf known simply as The Fool. Tasked by its alien master, The Fool's singular purpose was pure: to observe and record the mortal world, faithfully capturing its vistas, inhabitants, and—above all—moments of great significance. Yet fate, in its capriciousness, would soon transform this simple task into an overwhelming burden.

During a rare convergence of cosmic whims at the moment of The Fool's arrival, it was struck by a vision. It was a revelation of an event experienced with such intensity that even The Fool's alien mind trembled. The Fool became convinced that this event must be seen, must be recorded above all else. Yet days turned to years, and then to centuries, with no sign of the foretold event.

The Fool's existence became hollow. No other sight or story could compare; every act of documentation felt redundant and colorless next to the brilliance of the vision it had received. Deep within The Fool's being, obsession took hold, corrupting its purpose into a curse bound by desperation. The true nature of the event remains a mystery—whether a cataclysm that could rend worlds asunder or a fleeting moment of unparalleled serendipity.

The grip of the Fool's obsession mangled its mind and transformed its body, warping the creature beyond even the grotesque nature of its kin. Eyes began to burst forth from its form—first as sporadic buds, then proliferating into infestation—each one capable of perceiving not just the present but splinters of possible futures. Desperately it hoped one of its eyes would be the one to glimpse what was once promised, but alas, the fated moment remained elusive. But no matter how long the Fool searched, no matter how many eyes it grew, its obsession remained. Eventually, hope broke and made way for madness.

If fate would not deliver the event as promised, The Fool would force its hand. Newfound powers, born from its obsessive transformation, granted it the ability to manipulate and bend reality itself. Driven by desperation, The Fool set out to orchestrate circumstances, determined to manifest the vision it had been shown. No matter how horrific the outcome, The Fool would see its vision come to pass, so it can finally be a fool no more.

THE FOOL

*Huge aberration, neutral evil***CR 15**

13,000 XP

Armor Class 17 (natural armor)**Hit Points** 250 (20d12 + 120)**Saves** Int +10, Wis +5, Cha +11**Speed** 30 ft., flying 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	23 (+6)	20 (+5)	10 (0)	22 (+6)

Resistances lightning, thunder, psychic; bludgeoning-, piercing-, & slashing damage from nonmagical attacks**Proficiency** +5**Skills** Perception +10, Stealth +8**Senses** truesight 60 ft., darkvision 120 ft., passive Perception 19**Languages** Telepathy 120 ft.

TRAITS

Grasping Tentacles. The Fool can grapple up to 6 creatures in its tentacles at a time.**Maddening Hold.** A concious creature that begins its turn grappled by the Fool takes 7 (2d6) psychic damage.**Outer Being.** The Fool does not need to breathe.**Releasing Resistance (3/day).** If the Fool fails a saving throw he can expend 1 Legendary Action and release all creatures it has grappled to succeed the saving throw instead.**Snaring Tentacles.** The Fool can move creatures that it has grappled in its tentacles that are one Size smaller than itself without penalty to its speed.

ACTIONS

Multiattack. The Fool makes 4 attacks: two tentacle rake attacks and 2 flailing tentacles attacks. If he is concentrating on the *Call Lightning* spell he can call down lightning with the spell in place of 2 flailing tentacles attacks.

The Fool Tactics

The Fool, despite its maddened state, still retains a tactical mind and is anything but suicidal. The Fool will generally attempt to avoid confrontation, unless the party actively attempts to interfere with the Fool's observation, or is in the process of averting the grand event the Fool so deparately seeks to witness. But once the Fool commits to combat, it does so fully and without holding back.

In the likely event the Fool can prepare for combat and time allows for it, it will cast *Control Weather* to create optimal conditions for the upcoming fight. Shortly before the fight begins, the Fool will cast *Call Lightning* and attempt to weaken the party from afar while either hiding or remaining out of the parties' reach. Once either the spell proves ineffective or the party shows the capacity to continue the fight at a distance, the Fool will close in and attack in melee.

In close combat the Fool will attempt to get in range with

Tentacle Rake. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 +5) bludgeoning damage and the target is grappled (escape DC 18).

Flailing Tentacles. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 +5) bludgeoning damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 +5) piercing plus 7 (2d6) psychic damage.

Innate Magic. The Fool casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 18), requiring no material components:

At will: *Call Lightning* (5th level), *Control Water*, *Gust of Wind*

1/day: *Control Weather*, *Dominate Person*, *Dominate Beast*, *Teleport* (self only)

BONUS ACTIONS

Vile Bite. The Fool makes a bite attack against a creature it has grappled.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the Fool can expend a use to take one of the following actions. The Fool regains all expended uses at the start of each of its turns.

Fatal Bite. The Fool makes a Bite attack against a creature it has grappled and is also restrained. Once the fool chooses this Legendary Action it can't choose it again until the beginning of its next turn.

Mangle. The Fool forces a creature it has grappled to succeed a DC 18 Strength saving throw. On a failed save the creature is restrained until the end of The Fool's next turn or until the grapple ends. A creature restrained this way has disadvantage on any check to escape the grapple.

Snatch. A creature within the Fool's reach must succeed a DC 18 Strength or Dexterity saving throw (target's choice) or it is grappled by one of the Fool's tentacles.

Tentacle Lash. The Fool makes two attacks with its flailing tentacles against different targets.

as many of the party as possible, using its size and reach to cover a wide area. Once in position its goal is to grapple as many members of the party as possible to use its passive damage and lethal bite attack. In case one member of the party proves particularly strong it will attempt to separate it from the rest of the party by grappling it and dragging it away—likely dropping the member out of the sky once away from the rest of the group.

The Fool will only use *Dominate Person* or *Dominate Beast* spells if it is cornered and about to die, as it deems these spells too useful to use in combat. They might be necessary to force the hand of fate to make the foretold event happen, after all. The Fool will not retreat from combat if it means missing the foretold event or the event being stopped, even if it means certain death.

Variant: The Fool's Visions

The following traits represent a variant of the Fool which reflects the many possible futures its sprouting eyes can see—and only temporary so. This variant adds random elements to the ensuing encounter, as such it is difficult to determine a set change in difficulty. If you want to add the manic energy of the Fool's many visions to the combat encounter and surrender yourself and the party to chance, then consider using this Variant. Otherwise use the Fool's basic statistics as they are.

VARIANT TRAITS

The Fool's Visions. When the Fool rolls initiative, roll six d20s and record the results. These rolls represent possible futures the Fool has foreseen. The recorded results form a pool of futures.

Desperate Manifestation. Once per turn, when a creature participating in the encounter with the Fool (including the Fool itself) would roll a d20, the Fool can force the hand of fate (no action or reaction required). Instead of rolling, one result is randomly selected from the Fool's pool of futures and used as the result of the roll. After a future is used in this way, it is expended and removed from the pool.

If the Fool begins its turn with no futures remaining in its pool, immediately roll six d20s and adds those results to the pool.

Rueful Tantrum. When the Fool begins its turn, if it has not used its **The Fool's Visions** or **Desperate Manifestation** traits since the start of its last turn, the Fool enters a tantrum. In its tantrum it can't use its **Releasing Resistance** trait and has disadvantage on all ability checks and attack rolls.

The Fool's Role in a Story

The Fool's vision is kept deliberately vague. It is—by all intents and purposes—whatever your story requires it to be. The Fool exists to fixate upon setting up a specific event, and its entire agency is shaped around ensuring that it comes to pass. Because of this singular obsession, the Fool's role in a campaign is flexible and doesn't need to be limited to a simple monster hunt for the party to confront.

Below are several ways the Fool may be woven into a story.

Shadowy Mastermind. The Fool operates from the shadows, subtly influencing events and manipulating key figures with the ultimate goal of bringing its foreseen calamity to fruition. Only at the very end does it emerge openly, confronting the players directly to ensure the event occurs exactly as it envisioned.

Stalking Observer. The Fool remains a distant watcher, having recognized the players as an essential component in the realization of its prophecy. Not today, perhaps not tomorrow, but one day the party will become the key. Until then, the Fool silently follows in their wake, appearing only as a grotesque silhouette on the horizon—a lingering omen that vanishes when approached.

The Dragon. Abandoning subtlety, the Fool openly allies itself with the story's primary villain, fully aware that the villain's success will bring about the foretold event. The villain, indifferent to the Fool's motivations, sees only the value of a powerful minion.

Unexpected Meddler. Just as the players reach a critical moment on their quest to avert a looming catastrophe, a grotesque, winged figure descends from the sky and attacks. They recall many sightings of the creature throughout their journey, always watching, never intervening. Why does it act now?

Unseen Benefactor. In a rare and unsettling alignment of goals, the Fool's vision coincides with the players' success. Through distant telepathy it becomes an invaluable informant—one whose aid may be felt long before its existence is understood. Even in victory, the players may never fully comprehend who or what guided them.

The Fool's Presence

The depth and nature of information available about The Fool's role in a story can vary significantly, depending on its narrative function. For instance, as a Shadowy Mastermind, The Fool would interact with the group exclusively through intermediaries it has carefully manipulated, never revealing its presence directly. In contrast, as an Unseen Benefactor, The Fool might actively attempt to communicate with the group—offering guidance or warnings—while avoiding direct encounters that could compromise its secret alliance.

Because of these shifting roles, there is no universal method for uncovering information about The Fool. Instead, clues about its existence must be strategically woven throughout the story. This ensures that when The Fool is eventually revealed, its entrance feels both inevitable and satisfying rather than abrupt or unearned. Here are a few examples of how The Fools presence can be foreshadowed.

At a critical moment, an NPC dominated by the Fool asks the party a question none of them remember prompting—one that perfectly frames the importance of an upcoming event.

A character experiences a powerful sense of déjà vu moments before a pivotal choice. A symptom of The Fool's obsession bleeding over to the characters.

When gazing upon the moon a character has a flashing vision of the moon turning into a gigantic eyeball which returns their gaze with a glint full of fascination.

After a key moment along their adventure, a member of the group is overcome by the feeling of being observed. They might catch a glimpse of a distant flying shadow disappearing into the night.

Along their journey a member of the group spots a singular eye that grows on a piece of architecture. By all intents and purposes, it can't exist there, but yet there it is. In the anticipation of the fated event's approach, The Fool's eyes began sprouting outside of its body while its mania reaches its peak.

Across different ages and regions, the party finds notes or sketches drawn in the same hand—identical penmanship, style, and ink composition—despite being centuries apart, left behind by the Fool to guide them.

Treasure

Adventurers who defeat the Fool can harvest some of his many eyes which can be crafted into peculiar magic items. Each of the Fool's sprouting eyes contains the ability to see into a different potential future and if stimulated, might coax fate momentarily into its direction.

Fool-Eyed-Weapon

Magic Weapon (Any), Rare (Requires Attunement)

One of the Fool's eyes is imbedded into this weapon. When you attune to this weapon, and again at dawn each day, roll six d20s and record the results as a pool of possible futures. Once per turn, when you make an attack with the weapon, you can choose to activate the Fool's eye and instead of rolling, you choose one of the possible futures from the pool at random. Once a result from the pool has been used, it's removed from the pool.

If you are attuned to this item you can't attune to another items created from the Fool's eyes.

Fool-Eyed-Ward

Wondrous Item, Rare (Requires Attunement)

One of the Fool's eyes is imbedded into this accessory. When you attune to this item, and again at dawn each day, roll four d20s and record the results as a pool of possible futures. Whenever you make a saving throw, you can choose to activate the Fool's eye and instead of rolling, you choose one of the possible futures from the pool at random. Once a result from the pool has been used, it's removed from the pool.

If you are attuned to this item you can't attune to another items created from the Fool's eyes.

MOONCALF

CR 9

Large aberration, neutral evil

5,000 XP

Armor Class 16 (natural armor)
Hit Points 126 (11d10 + 66)
Saves Int +9, Wis +9, Cha +4
Speed 30 ft., flying 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	22 (+6)	20 (+5)	21 (+5)	11 (0)

Resistances bludgeoning-, piercing-, & slashing damage from nonmagical attacks
Proficiency +4
Skills Perception +9, Stealth +7
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Telepathy 120 ft.

- TRAITS**
- Grasping Tentacles.** The Mooncalf can grapple up to 6 creatures in it tentacles at a time.
- Outer Being.** The Mooncalf does not need to breathe.
- Snaring Tentacles.** The Mooncalf can move creatures that it has grappled in its tentacles that are one Size smaller than itself without penalty to its speed.

What is a Mooncalf?

Mooncalves are bizarre, alien entities bearing a disturbing blend of features reminiscent of giant squids or mollusks. They possess bat-like wings and a mass of muscular, tentacle limbs, their leathery bodies composed of dense muscle and cartilage. Nestled amid their tentacles is a beaked mouth, within which coils a long, whip-like tongue. Despite their immense size and bulk, mooncalves are capable of flight, though their aerial movements are jerky and uneven, resembling the swimming motions of a squid. When grounded, they drag their heavy forms across the terrain using their powerful tentacles.

Despite their monstrous appearance, mooncalves are highly intelligent beings driven by a burning curiosity and an insatiable need to consume both matter and knowledge in equal measure. They are capable of digesting nearly any substance, instinctively memorizing its properties as it is broken down within them. Mooncalves communicate solely through telepathy, probing the minds of nearby creatures across a wide radius to gather information.

Mooncalves are most often encountered in the aftermath of disasters or during moments of great upheaval, leading many mortals to believe they are harbingers of ill fortune—or even the cause of such calamities. In truth, mooncalves arrive because they knew such events would occur. Through constant observation and obsessive research, they uncover the imminence of catastrophic in advance, lingering only to witness, study, and record events they deem worthy of their attention.

Sages believe mooncalves were created by inscrutable entities of the Far Realm to observe and catalog the Material World. To what ultimate end this knowledge is gathered remains unknown—perhaps even to the mooncalves themselves.

ACTIONS

Multiattack. The Mooncalf makes 4 attacks: two tentacle rake attacks and 2 flailing tentacles attacks.

Tentacle Rake. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 +4) bludgeoning damage and the target is grappled (escape DC 16).

Flailing Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 +4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 +4) piercing damage.

Innate Magic. The Mooncalf casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17), requiring no material components:
At will: *Call Lightning* (4th level), *Control Water*, *Gust of Wind*
1/day: *Control Weather*

BONUS ACTIONS

Vile Bite. The Mooncalf makes a bite attack against a creature it has grappled.

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