

GOZER, THE BONE SCULPTOR

Gozer is a mature Gazer who has grown in intelligence and abilities. He has traveled to the Prime Material Plane through the use of a gem that holds a Planeshift spell he keeps on his person. Gozer is ambitious and creative. If threatened, he will use the gem to escape to his home plane.

WHAT IS GOZER?

Gozer is designed to be an introductory Level 1 Boss for new adventurers. Because he *looks* like a Beholder, using a light source to cast his shadow is a great way to introduce him to your players, and give them a scare.

GOZER'S LAIR

Gozer resides among the dead and undead. He can be encountered in a crypt, tomb, cemetery, or among the dead on a battlefield. When you encounter Gozer, he is accompanied by 1 Zombie and 1D4 Skeletons

FUN WITH EYE BEAMS

While Gozer is mature, for a Gazer, there is a sly mischievous nature to his existence. Think of creative and fun ways to combine the eye beams he uses on his turn for unpredictable experiences! There is something satisfying to throwing a pile of bones as an attack that animate into a skeleton for your players to fight!

GOZER'S TREASURES

Gozer collects shiny things from the dead in his lair. If your adventurers are able to defeat him (send him home), Gozer's collection could include: coins, jewelry, weapons, and more!

LIKE WHAT YOU SEE?

Gozer is the brainchild of Foolish Media, created on the **2 Fools Rushing Podcast** Episode 177 "2 Fools and the Campaign Preparation" at: www.foolish.media



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GOZER, THE BONE SCULPTOR

Small Aberration, Chaotic Evil

Armor Class 15

Hit Points 38(5d8 + 18)

Speed 0 ft, 30ft (Flight)

STR	DEX	CON	INT	WIS	CHA
3 (-5)	18 (+4)	14 (+2)	10 (0)	10 (0)	7 (-1)

Saving Throws Wisdom, Intelligence

Skills Perception +4, Stealth +6

Condition Immunities Prone

Senses Passive Perception 14, Darkvision 90 ft.

Languages Deepspeech, Undercommon

Challenge 1 (750 XP)

Aggressive: As a bonus action, Gozer can move 30' towards a hostile creature.

Mimicry: Gozer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Bite: Melee Weapon Attack +5 to hit, reach 5ft., One Target. Hit: 1 Damage (1D6-5)

Eye Beams: Gozer shoots 2 eye beams at random, each turn. (Reroll Duplicates) Choosing up to 2 targets it can see (1D4)

1.) *Dazing Ray:* The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of Gozer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2.) *Fear Ray:* The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of Gozer's next turn.

3.) *Animate Dead:* Gozer targets a corpse or a pile of bones and animates a Zombie (MM p316) or Skeleton (MM p272). The animated dead follow Gozer's commands until destroyed

4.) *Telekinetic Ray:* If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from Gozer.

Imbue Curse: The targeted creature must succeed on a DC12 Wisdom Saving throw, or they are cursed. If the curse is not lifted within 3 days, the target will die, and become an undead minion of the Gozerian.