DUALINK

Metyr

Mother of Fingers



Elden Ring SOTE Edition

Metyr

Huge Aberration, Chaotic Evil

Armor Class: 18 (Natural armor)
Hit Points: 280 (16d12 + 160)
Speed: 30 ft., Climb 30 ft.

STR	DEX	CON	WIS	INT	CHA
22 (+6)	14 (+2)	24 (+7)	18 (+4)	18 (+4)	20 (+5)

Saving Throws: Str +11, Con +12, Wis +9, Cha +10
Skills: Arcana +9, Insight +9, Perception +9, Intimidation +10
Damage Resistances: Bludgeoning, Piercing, and Slashing from nonmagical attacks, Fire, Lightning, Radiant
Damage Immunities: Poison, Psychic Perception 16
Condition Immunities: Charmed, Frightened, Stunned, Paralyzed, Exhausted, Poisoned
Senses: Darkvision 120 ft., Passive Perception 19
Languages: Common, Abyssal, Deep Speech, Telepathy 120 ft.
Challenge: 16 (15,000 XP)

Fingerweave Defiance (3/Day). *Her form is composed of innumerable parts, allowing her to resist certain effects that would normally incapacitate others.* If Metyr fails a saving throw, she can choose to succeed instead. When she does, all creatures within 30 feet of her must make a DC 17 Wisdom saving throw or take 4d10 psychic damage, as their minds are overwhelmed by the sensation of countless unseen fingers clawing at their flesh and thoughts.

Fingers of the Beyond. *Her limbs extend and lash out in unnatural ways.* Metyr's melee attacks ignore reach limitations and can target creatures within 30 feet of her, bypassing cover unless they are fully obscured.

Fingerborn Horror. *The unnatural and grotesque nature of Metyr's body unsettles even the most stalwart minds.* Any creature that starts its turn within 30 feet of Metyr for the first time in combat must make a DC 17 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the save at the end of each of its turns, ending the effect on a success. If a creature succeeds on the save, it becomes immune to this effect for 24 hours.

Omnipresence. *Metyr is a being composed of countless fingers, always reaching, always grasping.* Meteyr cannot be flanked. Additionally, creatures that attempt to flank her must make a DC 18 Dexterity saving throw or suffer an opportunity attack as one of her fingers lashes out at them.

Endless Grasp. Metyr can grapple up to four creatures at once. If she successfully grapples a creature, she may also restrain it unless it succeeds on a DC 18 Strength check at the end of its turn.

Actions

Multiattack. Metyr makes three attacks in any combination of Finger Slash, Crushing Grip, or Finger Spray.

Finger Slash. *Melee Weapon Attack:* +11 to hit, reach 30 ft., one target. Metyr slashes out with her elongated fingers, rending through flesh and armor alike. On a hit, the target takes 18 (3d8 + 6) slashing damage. If the target is grappled by Metyr, this attack is made with advantage and deals an additional 7 (2d6) necrotic damage.

Crushing Grip. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one Large or smaller creature. Metyr seizes a creature in her powerful grasp, dealing 16 (3d6 + 6) bludgeoning damage. The target is automatically grappled (escape DC 18) if it is Large or smaller. A creature grappled in this way is also restrained until it escapes. If a creature already grappled by this attack fails to escape by the end of its turn, Metyr may crush them further, forcing them to make a DC 18 Constitution saving throw or take an additional 14 (4d6) necrotic damage.

Finger Spray. Ranged Spell Attack: +10 to hit, range 60 ft., three targets. Metyr tears at her own chest, launching three spectral fingers that seek out up to three different creatures. On a hit, a target takes 14 (4d6) force damage. If a creature is struck by two or more fingers, they must succeed on a DC 18 Strength saving throw or be knocked prone.

Sliding Laser (Recharge 4–6). Metyr charges a beam of pink energy in her singular eye before sweeping the battlefield with it. All creatures in a 60-foot cone must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 35 (8d8) force damage and is pushed 10 feet away. On a successful save, they take half damage and are not pushed.

Bonus Actions

Clawing Pursuit. If Metyr has a creature grappled, she may move up to half her speed as a bonus action, dragging the grappled creature with her. This movement does not provoke opportunity attacks.

Finger Impalement (Recharge 5–6). Metyr lashes out with a mass of writhing fingers, skewering creatures in a 30-foot line, 5 feet wide. Each creature in the area must make a DC 18 Dexterity saving throw. On a failed save, they take 27 (6d8) piercing damage and are grappled (escape DC 18). Grappled creatures take 9 (2d8) necrotic damage at the start of each of their turns until they escape.

Legendary Actions

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

Finger Barrage. Metyr violently expels six spectral fingers in different directions, targeting up to three creatures within 60 feet. Each target must succeed on a DC 17 Dexterity saving throw or take 14 (4d6) force damage. A creature that fails the save by 5 or more is blinded until the end of its next turn as the fingers momentarily cover their eyes and face.

Lurching Fingers (Costs 2 Actions). Metyr's limbs extend and contort, allowing her to reposition her massive form in an instant. She teleports up to 30 feet to an unoccupied space she can see. All creatures within 10 feet of her starting or ending location must make a DC 18 Strength saving throw or be knocked prone.

"That is not dead which can eternal lie,
and with strange aeons even death may die."
~ H.P. Lovecraft, The Nameless City

Seizing Darkness (Costs 2 Actions). Metyr's presence becomes an overwhelming force of eldritch control. She chooses up to two creatures within 30 feet that are frightened or grappled by her. Each target must make a DC 18 Strength or Wisdom saving throw (their choice) or be paralyzed until the end of their next turn.

Phase 2: Event Horizon

Instantaneous Effect. As Metyr levitates, her form distorts as gravitational forces spiral outward, pulling all creatures toward her. On initiative count 20 (losing ties), all creatures within 60 feet must make a DC 19 Strength saving throw. On a failure, they are pulled 20 feet toward her, knocked prone, and take 21 (6d6) force damage. On a success, they are only pulled 10 feet and take half damage.

Immediately after this effect, Metyr releases a cataclysmic gravitational explosion centered on herself. All creatures within 40 feet must make a DC 19 Dexterity saving throw. On a failure, they take 42 (12d6) force damage and are stunned until the end of their next turn. On a success, they take half damage and are not stunned.

After this, Metyr's previous form is gone, her gravitational aura distorting reality as she gains new actions, bonus actions, and legendary actions.

New Actions

Multiattack. Metyr makes three attacks in any combination of Finger Slash, Crushing Grip, or Levitating Spin.

Finger Slash. *Melee Weapon Attack:* +11 to hit, reach 40 ft., one target. Metyr slashes out with gravitational energy-enhanced claws, extending her range beyond reason. On a hit, a creature takes 20 (3d10 + 6) slashing damage and must make a DC 19 Strength saving throw or be pushed 15 feet away.

Levitating Spin. *Melee Weapon Attack:* +11 to hit, reach 30 ft., one target. Metyr elevates into the air, rotating rapidly before launching herself forward. On a hit, she deals 22 (4d8 + 6) bludgeoning damage and the target must make a DC 19 Strength saving throw or be knocked prone. Any creature that fails by 5 or more is also grappled (escape DC 19) as gravitational forces hold them in place.

Crushing Grip. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one Large or smaller creature. Metyr grabs a creature in an invisible gravitational field, dealing 18 (3d6 + 6) bludgeoning damage. The target is automatically grappled (escape DC 19). A grappled target is also restrained and begins levitating 10 feet in the air. At the start of their turn, they take an additional 10 (3d6) force damage until they escape.

Triple Laser Blast (Recharge 4–6). Metyr's head glows intensely as she charges energy, then unleashes three consecutive beams in rapid succession. Each beam targets a 30-foot-wide, 100-foot-long line in front of her. All creatures in the area must make a DC 19 Dexterity saving throw. On a failure, they take 28 (6d8) radiant damage per beam. If a creature is hit by two or more beams,

New Bonus Actions

Clawing Pursuit. Same as before.

Pulsar (Recharge 4–6). Metyr gathers energy before releasing two massive diagonal lasers that carve through the battlefield. The beams travel 50 feet in each direction, leaving behind lingering explosions in a 10-foot radius at various impact points. Creatures within 10 feet of an explosion must make a DC 19 Dexterity saving throw or take 21 (6d6) force damage and be knocked prone.

Orb Summoning (Recharge 5–6). Metyr ascends slightly, conjuring multiple gravitational orbs across the battlefield. She summons 1d4+1 orbs that hover in place for one round before detonating at the start of her next turn. Each orb creates a 10-foot explosion when it detonates, dealing 14 (4d6) force damage to all creatures in range.

New Legendary Actions

Gravitational Blink. Metyr instantly vanishes, reappearing up to 60 feet away in a space she can see. This movement does not provoke opportunity attacks. When she reappears, she sends a shockwave in a 10-foot radius around her, forcing all creatures in the area to make a DC 19 Strength saving throw or be knocked prone.

Fleeting Microcosms (Costs 2 Actions). Metyr's tail orb begins to glow, sending forth several miniature black holes that hover in place before detonating.

At the start of her next turn, the orbs explode in a 20-foot radius, forcing all creatures within range to make a DC 19 Dexterity saving throw or take 24 (6d6) force damage and be pulled 15 feet toward the center of the blast.

Void Rend (Costs 2 Actions, Recharge 5–6). Metyr creates a localized gravitational anomaly, targeting a 15-foot radius within 60 feet. All creatures in the area must make a DC 19 Strength saving throw or be restrained by crushing gravitational forces for one minute. Restrained creatures take 12 (3d6) force damage at the start of each of their turns. A restrained creature may use its action to attempt another DC 19 Strength check to break free.

Special Weaknesses

Crux of the Aberration

Metyr's core is the nexus of her power, an unstable gravitational singularity hidden beneath the shifting layers of her mass. Striking it directly disrupts her entire form and forces her to remain anchored to reality.

Discovery Mechanism. A creature proficient in Arcana or Perception can identify that her central body is the source of her gravitational abilities. A successful DC 18 Intelligence (Arcana) or Wisdom (Perception) check after witnessing her use Triple Laser Blast or Event Horizon reveals this weak point.

Triggering Mechanism. If a creature makes a called shot, the attack roll is made with a -4 penalty.

If the attack hits and deals at least 20 damage, Metyr's gravitational field destabilizes.

Consequence. Metyr is forced to remain stationary and cannot move from her current position for 1d4 - 2 rounds (minimum of 1 round). Additionally, all creatures grappled or restrained by her are immediately freed. During this period, Metyr cannot use any of her gravitational magic based abilities (such as Levitating Spin, Triple Laser Blast, Pulsar, Orb Summoning, and Void Rend). This weakness can only be exploited once per encounter.

Unstable Singularity

Metyr's gravitational power is not limitless, her core, if overloaded, becomes erratic and volatile, destabilizing her ability to control the battlefield.

Discovery Mechanism. A creature proficient in Arcana or Insight can recognize that her Phase Two abilities rely on an unstable energy cycle. After Metyr uses Fleeting Microcosms or Void Rend, a successful DC 18 Intelligence (Arcana) or Wisdom (Insight) check reveals that excessive use of gravity-based attacks may cause an overload.

Triggering Mechanism. If Metyr get hit by radiant or thunder damage, she gains a "Singularity Overload" stack. Once she accumulates three stacks, the core becomes unstable.

Consequence. When overloaded, Metyr immediately takes 30 (6d10) force damage and loses the ability to use any gravity based attacks for 1d4/2 rounds (rounded up). Additionally, she cannot teleport during this time.