

D&amp;D

## LOOK-SEE

Medium monstrosity  
(shapechanger), neutral evil

**Armor Class** 16 (natural armor)  
**Hit Points** 195 (26d8 + 78)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	17 (+3)	12 (+1)	13 (+1)	14 (+2)

**Saving Throws** Str +10, Wis +6, Cha +7

**Skills** Deception +12, Insight +11, Intimidation +12, Perception +6, Stealth +14

**Damage Resistances** psychic; bludgeoning, piercing and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, telepathy 120 ft.

**Challenge Rating** 14 (11,500 XP)

**Legendary Resistance (1/Day).** If the Look-See fails a saving throw, he can choose to succeed instead.

**Innate Spellcasting.** The Look-See's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At Will: *major illusion, telekinesis, teleport (self-only), thaumaturgy*

3/day: *compulsion, crown of madness, fear*

1/day: *antipathy/sympathy, dominate person, time stop*

**Magic Resistance.** The Look-See has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The Look-See's weapon attacks are magical.

**Shapechanger.** The Look-See's can use its action to polymorph into a Small or Medium humanoid or object, or back into his true form. Other than his size and speed, his statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

## ACTIONS

**Multiattack.** The Look-See makes two claw attacks.

**Claws. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) slashing damage.

Appearing as a tall, well-dressed muscular man in a professional blazer, white shirt, black shoes and black pants. the creature known as the Look-See is a monstrous entity that lives to torment his victims. His face is covered in large red gashes and lacks and features other than a large, grinning mouth lined with fetid black gums and sharp yellow teeth. His long, spindly fingers end in razor-sharp black claw-like fingers and he always wears a tattered pair of red fingerless gloves.

**Guilt Feeder** The Look-See hunts out individuals who are wracked with overwhelming grief. Typically those who have recently lost a loved one or been through a traumatic experience end up on the Look-See's menu. He is able to seek out these poor souls by the scent of their debilitating pathos. Once he finds a suitable victim, he leaves them a single note informing them that he will arrive shortly, lest they release themselves from the grief that burden's their hearts. This period however is very short, and most victims fail, meaning the Look-See soon arrives, ready to make them suffer. He assails his victims with psychological deceit and psychic torture, appearing as people and things that bring them painful memories. Once finished, he will take a victim's body part as symbol of the past they can not overcome, sometimes a finger will suffice while othertimes an entire head may be warranted.

**Remorseless Seeker.** While he primarily targets those overwhelmed with guilt, the Look-See also hunts those who are filled with other selfish emotions, notably those obsessed with specific objects or people or those who feel no remorse whatsoever. While he may only maim and kill his guilt ridden victims, those without any guilt he enjoys taunting and dragging out the pain even more before their ultimate demise.



LOOK-SEE

