PSITHALIDE BROODLINGS

Large • Swarm of Tiny Monstrosities • Unaligned



Armor Class 11
Initiative +1 (11)
Hit Points 33 (6d10)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	6 (-2)	8 (-1)	4 (-3)

Damage Vulnerabilties psychic
Damage Resistances lightning; bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 9
Languages understands telepathy but can't speak (while not bloodied)
CR 1 (XP 200, PB +2)

Swarm. The broodlings can occupy another creature's space and vice versa, and the broodlings can move through any opening large enough for a Tiny insect. The broodlings can't regain hit points or gain temporary hit points.

Swarm Consciousness. While bloodied, the broodlings' Intelligence score is reduced to 1.

Spider Climb. The broodlings can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Feed. *Intelligence Saving Throw:* DC 10, each creature within the broodlings' space. *Failure:* 10 (4d4) psychic damage, or 5 (2d4) psychic damage while the broodlings are bloodied. Success: Half damage.

BONUS ACTIONS

Psionic Glimmer (Only While Not Bloodied). *Intelligence Saving Throw:* DC 9, each creature within the broodlings' space. *Failure:* The target has disadvantage on their next saving throw or the next attack roll against it has advantage, whichever happens first. The effect ends early at the end of that target's next turn.

PSITHALIDE BROODLINGS — WEAKER



Armor Class 10
Initiative +0 (10)
Hit Points 9 (2d10 - 2)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	8 (-1)	6 (-2)	8 (-1)	4 (-3)

Damage Vulnerabilties psychic
Damage Resistances lightning; bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 9
Languages understands telepathy but can't speak (while not bloodied)
CR 1/8 (XP 25, PB +2)

Swarm. The broodlings can occupy another creature's space and vice versa, and the broodlings can move through any opening large enough for a Tiny insect. The broodlings can't regain hit points or gain temporary hit points.

Swarm Consciousness. While bloodied, the broodlings' Intelligence score is reduced to 1.

Spider Climb. The broodlings can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Feed. *Intelligence Saving Throw:* DC 9, each creature within the broodlings' space. *Failure:* 5 (2d4) psychic damage, or 2 (1d4) psychic damage while the broodlings are bloodied.

PSITHALIDE BROODLINGS — STRONGER



Armor Class 12
Initiative +2 (12)
Hit Points 75 (10d10 + 20)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	6 (-2)	8 (-1)	4 (-3)

Damage Vulnerabilties psychic
Damage Resistances lightning; bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 9
Languages understands telepathy but can't speak (while not bloodied)
CR 4 (XP 1,100, PB +2)

Swarm. The broodlings can occupy another creature's space and vice versa, and the broodlings can move through any opening large enough for a Tiny insect. The broodlings can't regain hit points or gain temporary hit points.

Swarm Consciousness. While bloodied, the broodlings' Intelligence score is reduced to 1.

Spider Climb. The broodlings can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Feed. *Intelligence Saving Throw:* DC 12, each creature within the broodlings' space. *Failure:* 21 (6d6) psychic damage, or 10 (3d6) psychic damage while the broodlings are bloodied. Success: Half damage.

BONUS ACTIONS

Psionic Glimmer (Only While Not Bloodied). *Intelligence Saving Throw:* DC 12, each creature within the broodlings' space. *Failure:* The target has disadvantage on their next saving throw or the next attack roll against it has advantage, whichever happens first. The effect ends early at the end of that target's next turn.