

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 Vulnerabilities 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 Vulnerabilities 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 Vulnerabilities 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.