

## PSITHALIDE DRONE

Small • Monstrosity • Lawful Neutral

**Armor Class** 14

**Initiative** +1 (11)

**Hit Points** 33 (6d6 + 12)

**Speed** 30 ft., climb 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	8 (-1)	12 (+1)	8 (-1)

**Skills** Athletics +4

**Damage Resistances** lightning

**Senses** darkvision 60 ft., passive Perception 11

**Languages** telepathy 30 ft.

**CR** 1 (XP 200; PB +2)



**Distress Call.** When the psithalide dies, it releases a telepathic signal to all psithalides within 100 feet of it.

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

### ACTIONS

**Nerve Shock.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (2d6) lightning damage plus 7 (2d6) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

**Resin Spit.** *Ranged Weapon Attack:* +4, range 20/60 ft. *Hit:* 11 (2d8 + 2) bludgeoning damage. If the target is a creature, its speed is cumulatively reduced by 10 feet until it takes an action to remove the resin, ending the effect of all reductions.

**Warp Space.** *Intelligence Saving Throw:* DC 11, one creature within 10 feet of the psithalide that it can see. *Failure:* The area in a 30-foot emanation of the target's current space is difficult terrain for the target, and it has disadvantage on attack rolls while in it. The effect ends, and the area vanishes for it once the creature leaves the area. A creature with truesight automatically succeeds on the save.

**Spellcasting (Psionics).** The psithalide casts one of the following spells, requiring no material components and using Wisdom as spellcasting ability:

At will: *mage hand* (invisible), *mending*, *wall of force* (only one 10-foot panel).

### REACTIONS

**Resin Barrier (1/Day).** *Trigger:* The psithalide or an allied creature within 5 feet of it takes damage. *Response:* The damage is reduced by 1d10.

## PSITHALIDE DRONE — WEAKER

**Armor Class** 13

**Initiative** +0 (10)

**Hit Points** 9 (2d6 + 2)

**Speed** 30 ft., climb 30 ft., burrow 20 ft.

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

**Skills** Athletics +3

**Damage Resistances** lightning

**Senses** darkvision 60 ft., passive Perception 10

**Languages** telepathy 30 ft.

**CR** 1/8 (XP 25; PB +2)



**Distress Call.** When the psithalide dies, it releases a telepathic signal to all psithalides within 100 feet of it.

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

### ACTIONS

**Nerve Shock.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 2 (1d4) lightning damage plus 2 (1d4) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

**Resin Spit.** *Ranged Weapon Attack:* +3, range 20/60 ft. *Hit:* 3 (1d4 + 1) bludgeoning damage. If the target is a creature, its speed is cumulatively reduced by 10 feet until it takes an action to remove the resin, ending the effect of all reductions.

**Warp Space (1/Day).** *Intelligence Saving Throw:* DC 10, one creature within 5 feet of the psithalide that it can see. *Failure:* The area in a 30-foot emanation of the target's current space is difficult terrain for the target, and it has disadvantage on attack rolls while in it. The effect ends, and the area vanishes for it once the creature leaves the area. A creature with truesight automatically succeeds on the save.

**Spellcasting (Psionics).** The psithalide casts one of the following spells, requiring no material components and using Wisdom as spellcasting ability:

At will: *mage hand* (invisible), *mending*

## PSITHALIDE DRONE — STRONGER

**Armor Class** 15

**Initiative** +2 (12)

**Hit Points** 91 (14d6 + 42)

**Speed** 30 ft., climb 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	8 (-1)	14 (+2)	8 (-1)

**Skills** Athletics +5

**Damage Resistances** lightning

**Senses** darkvision 60 ft., passive Perception 12

**Languages** telepathy 30 ft.

**CR** 4 (XP 1,100; PB +2)



**Distress Call.** When the psithalide dies, it releases a telepathic signal to all psithalides within 100 feet of it.

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

### ACTIONS

**Multiattack.** The psithalide makes two attacks, using Nerve Shock and Resin Spit in any combination. It can replace one of these attacks with a use of Warp Space of Spellcasting.

**Nerve Shock.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (2d6) lightning damage plus 7 (2d6) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

**Resin Spit.** *Ranged Weapon Attack:* +4, range 20/60 ft. *Hit:* 11 (2d8 + 2) bludgeoning damage. If the target is a creature, its speed is cumulatively reduced by 10 feet until it takes an action to remove the resin, ending the effect of all reductions.

**Warp Space.** *Intelligence Saving Throw:* DC 12, one creature within 10 feet of the psithalide that it can see. *Failure:* The area in a 30-foot emanation of the target's current space is difficult terrain for the target, and it has disadvantage on attack rolls while in it. The effect ends, and the area vanishes for it once the creature leaves the area. A creature with truesight automatically succeeds on the save.

**Spellcasting (Psionics).** The psithalide casts one of the following spells, requiring no material components and using Wisdom as spellcasting ability:

At will: *mage hand* (invisible), *mending*, *wall of force* (only one 10-foot panel).

### REACTIONS

**Resin Barrier (2/Day).** *Trigger:* The psithalide or an allied creature within 5 feet of it takes damage. *Response:* The damage is reduced by 1d10.