

PSITHALIDE SKITTERLING

Tiny • Monstrosity • Lawful Neutral

Armor Class 13

Initiative +3 (13)

Hit Points 10 (3d4 + 3)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	7 (-2)	10 (+0)	7 (-2)

Saving Throws Dex +5

Skills Acrobatics +5, Perception +4, Stealth +4

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 14

Languages telepathy 30 ft.

CR 1/4 (XP 50; PB +2)



Avoidance. If the psithalide is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

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

ACTIONS

Nerve Shock. *Melee Spell Attack:* +5, 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.

PSITHALIDE SKITTERLING — WEAKER

Armor Class 13

Initiative +3 (16)

Hit Points 10 (3d4 + 3)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	7 (-2)	12 (+1)	7 (-2)

Saving Throws Dex +5

Skills Acrobatics +5, Perception +3, Stealth +5

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 13

Languages telepathy 30 ft.

CR TBD



PSITHALIDE SKITTERLING — STRONGER

Armor Class 14

Initiative +4 (14)

Hit Points 45 (10d4 + 20)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	14 (+2)	7 (-2)	13 (+1)	7 (-2)

Saving Throws Dex +6

Skills Acrobatics +6, Perception +5, Stealth +6

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 15

Languages telepathy 30 ft.

CR 2 (XP 450; PB +2)



Sabotage. The psithalide targets an object that is not worn or carried and magically warps its perception. To use or understand the object, a creature must first succeed on a DC 10 Intelligence check. For every 10 minutes the psithalide repeats this action uninterrupted on its subsequent turns, the DC increases by 1, to a maximum of 15. The effect lasts 24 hours, until the psithalide uses this ability on a different object, or until it is dispelled with a *dispel magic* spell or similar magic.

BONUS ACTIONS

Nimble Escape. The psithalide takes the Disengage or Hide action.

Avoidance. If the psithalide is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

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

ACTIONS

Multiattack. The psithalide makes two Nerve Shock attacks.

Nerve Shock. *Melee Spell Attack:* +5, reach 5 ft. *Hit:* 4 (1d8) lightning damage plus 4 (1d8) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Sabotage. The psithalide targets an object that is not worn or carried and magically warps its perception. To use or understand the object, a creature must first succeed on a DC 11 Intelligence check. For every 10 minutes the psithalide repeats this action uninterrupted on its subsequent turns, the DC increases by 1, to a maximum of 18. The effect lasts 24 hours, until the psithalide uses this ability on a different object, or until it is dispelled with a *dispel magic* spell or similar magic.

BONUS ACTIONS

Nimble Escape. The psithalide takes the Disengage or Hide action.