

PSITHALIDE VANGUARD

Medium • Monstrosity • Lawful Neutral

Armor Class 15

Initiative +1 (11)

Hit Points 58 (9d8 + 18)

Speed 30 ft.



STR

DEX

CON

INT

WIS

CHA

15 (+2)

12 (+1)

15 (+2)

10 (+0)

13 (+1)

10 (+0)

Saving Throws Dex +3, Int +2

Skills Perception +3

Damage Resistances lightning, psychic

Senses darkvision 60 ft., passive Perception 13

Languages telepathy 60 ft.

CR 3 (XP 700; PB +2)

Static Telepathic Noise. *Wisdom Saving Throw:* DC 11 (with disadvantage if the creature is within the aura of multiple psithalides), any creature (except a psithalide) that starts its turn in a 10-foot emanation originating from the psithalide.

Failure: The target becomes deafened until the start of its next turn.

Bloodied - Frenzy. While bloodied, the psithalide has advantage on its attack rolls.

ACTIONS

Multiattack. The psithalide makes one Pincers and one Nerve Shock attack. It can use its Sting before or after these attacks.

Pincers. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, and the target is grappled (escape DC 12).

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.

Sting. *Dexterity Saving Throw:* DC 12, one creature within 10 feet of the psithalide that it can see. *Failure:* 6 (1d8 + 2) piercing damage, and the target becomes poisoned until the end of its next turn. While poisoned this way, it has disadvantage on Intelligence and Wisdom saving throws.

BONUS ACTIONS

Telekinetic Charge (1/Day). The vanguard moves up to its speed in a straight line without provoking attacks of opportunity. *Strength Saving Throw:* DC 11, each creature in its path. *Failure:* The target is pushed to an adjacent space. *Success:* The psithalide's movement stops in front of the target.

PSITHALIDE VANGUARD — WEAKER

Armor Class 14

Initiative +0 (10)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

13 (+1)

10 (+0)

13 (+1)

10 (+0)

11 (+0)

10 (+0)

Skills Perception +2

Damage Resistances lightning, psychic

Senses darkvision 60 ft., passive Perception 12

Languages telepathy 60 ft.

CR 1/2 (XP 100; PB +2)

Static Telepathic Noise. *Wisdom Saving Throw:* DC 10 (with disadvantage if the creature is within the aura of multiple psithalides), any creature (except a psithalide) that starts its turn in a 5-foot emanation originating from the psithalide.

Failure: The target becomes deafened until the start of its next turn.

Bloodied - Frenzy. While bloodied, the psithalide has advantage on its attack rolls.

ACTIONS

Multiattack. The psithalide makes one Pincers and one Nerve Shock attack. It can use its Sting before or after these attacks.

Pincers. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) piercing damage, and the target is grappled (escape DC 11).

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.

Sting. *Dexterity Saving Throw:* DC 11, one creature within 10 feet of the psithalide that it can see. *Failure:* 1 piercing damage, and the target becomes poisoned until the end of its next turn. While poisoned this way, it has disadvantage on Intelligence and Wisdom saving throws.

BONUS ACTIONS

Telekinetic Charge (1/Day). The vanguard moves up to its speed in a straight line without provoking attacks of opportunity. *Strength Saving Throw:* DC 11, each creature in its path. *Failure:* The target is pushed to an adjacent space. *Success:* The psithalide's movement stops in front of the target.



PSITHALIDE VANGUARD — STRONGER

Armor Class 16

Initiative +2 (12)

Hit Points 105 (14d8 + 42)

Speed 30 ft.



STR

17 (+3)

DEX

14 (+2)

CON

17 (+3)

INT

10 (+0)

WIS

15 (+2)

CHA

10 (+0)

Saving Throws Dex +5, Int +3

Skills Perception +5

Damage Resistances lightning, psychic

Senses darkvision 60 ft., passive Perception 15

Languages telepathy 60 ft.

CR 6 (XP 2,300; PB +3)

Static Telepathic Noise. *Wisdom Saving Throw:* DC 13 (with disadvantage if the creature is within the aura of multiple psithalides), any creature (except a psithalide) that starts its turn in a 10-foot emanation originating from the psithalide.

Failure: The target becomes deafened until the start of its next turn.

Bloodied - Frenzy. While bloodied, the psithalide has advantage on its attack rolls.

ACTIONS

Multiattack. The psithalide makes one Pincers and one Nerve Shock attack. It can use its Sting before or after these attacks.

Pincers. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 14).

Nerve Shock. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 10 (3d6) lightning damage plus 10 (3d6) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Sting. *Dexterity Saving Throw:* DC 14, one creature within 10 feet of the psithalide that it can see. *Failure:* 12 (2d8 + 3) piercing damage, and the target becomes poisoned until the end of its next turn. While poisoned this way, it has disadvantage on Intelligence and Wisdom saving throws.

BONUS ACTIONS

Telekinetic Charge (2/Day). The vanguard moves up to its speed in a straight line without provoking attacks of opportunity. *Strength Saving Throw:* DC 14, each creature in its path. *Failure:* The target is pushed to an adjacent space. *Success:* The psithalide's movement stops in front of the target.