

# NYATHRAAN QUEEN

Large • Monstrosity • Lawful Evil

**Armor Class** 16

**Initiative** +3 (13)

**Hit Points** 180 (19d10 + 76)

**Speed** 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	18 (+4)	12 (+1)	16 (+3)	10 (+0)

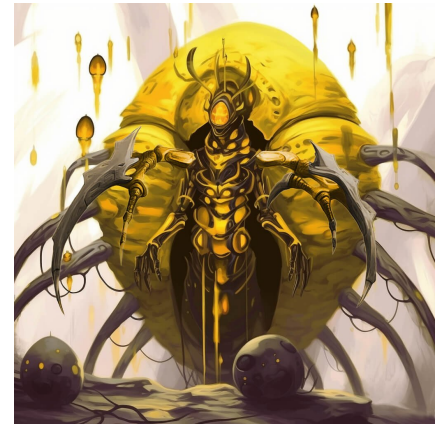
**Skills** Investigation +5, Nature +5, Perception +7

**Damage Resistances** acid, poison, radiant

**Senses** blindsight 30 ft., passive Perception 17

**Languages** Nyathraan, telepathy 60 ft.

**CR** 12 (XP 8,400 or 10,000 in lair; PB +4)



**Legendary Resistance (1/Day, 2/Day in Lair).** If the nyathraan fails a saving throw, it can choose to succeed instead.

**Reflecting Carapace.** When the nyathraan takes fire, lightning, or radiant damage, *Constitution Saving Throw*: DC 16, each creature in 10-foot emanation originating of the nyathraan. *Failure*: The target becomes blinded until the end of its next turn.

**Shielded Eyes.** The nyathraan has advantage on saving throws against being blinded.

## ACTIONS

**Multiattack.** The nyathraan makes two attacks, using Scythe and Bio Pod in any combination.

**Scythe.** *Melee Weapon Attack*: +7, reach 5 ft. *Hit*: 13 (3d6 + 3) slashing damage.

**Bio Pod.** *Constitution Saving Throw*: DC 16, each creature in a 5-foot-radius originating from a point within 60 feet of the nyathraan that it can see. *Failure*: 9 (2d8) radiant damage.

**Dominating Pheromones (Recharges 6).** *Wisdom Saving Throw*: DC 16, one creature within 20 feet of the nyathraan. *Failure*: The target becomes charmed for 1 minute. While charmed, the nyathraan precisely controls what the creature does on its turns. Whenever the creature takes damage, it can repeat the saving throw, ending the effect on a success. *Success or Effect Ends*: The target becomes immune to this ability for 1 hour.

## LEGENDARY ACTIONS

*Legendary Action Uses: 3 (4 in Lair).* Immediately after another creature's turn, the nyathraan can expend a use to take one of the following actions. The nyathraan regains all expended uses at the start of each of its turns.

**Scythe.** The nyathraan makes one Scythe attack.

**Invigorating Pheromones.** One willing creature within 20 feet of the nyathraan gains 7 (2d6) temporary hit points and can use its reaction to either move up its speed or make one melee attack.

**Locust.** *Constitution Saving Throw*: DC 16, each creature in a 15-foot emanation (except nyathraans). *Failure*: 15 (6d4) piercing damage. *Success*: Half damage. *Failure or Success*: One **swarm of insects** (damage resistance against acid and radiant) manifests in the space of one creature who has taken damage from this ability. The insects die after 1 minute and act as allies to all nyathraans. Further, the nyathraan can't take this action again until the start of its next turn.

# NYATHRAAN QUEEN — WEAKER

**Armor Class** 15

**Initiative** +3 (13)

**Hit Points** 127 (15d10 + 45)

**Speed** 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

**Skills** Investigation +4, Nature +4, Perception +6

**Damage Resistances** acid, poison, radiant

**Senses** blindsight 30 ft., passive Perception 16

**Languages** Nyathraan, telepathy 60 ft.

**CR** 9 (XP 5,000 or 5,900 in lair; PB +4)



**Legendary Resistance (1/Day, 2/Day in Lair).** If the nyathraan fails a saving throw, it can choose to succeed instead.

**Reflecting Carapace.** When the nyathraan takes fire, lightning, or radiant damage, *Constitution Saving Throw:* DC 15, each creature in 10-foot emanation originating of the nyathraan. *Failure:* The target becomes blinded until the end of its next turn.

**Shielded Eyes.** The nyathraan has advantage on saving throws against being blinded.

## ACTIONS

**Multiattack.** The nyathraan makes two attacks, using Scythe and Bio Pod in any combination.

**Scythe.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 9 (2d6 + 2) slashing damage.

**Bio Pod.** *Constitution Saving Throw:* DC 15, each creature in a 5-foot-radius originating from a point within 60 feet of the nyathraan that it can see. *Failure:* 4 (1d8) radiant damage.

**Dominating Pheromones (Recharges after a Rest).**

*Wisdom Saving Throw:* DC 15, one creature within 20 feet of the nyathraan. *Failure:* The target becomes charmed for 1 minute. While charmed, the nyathraan precisely controls what the creature does on its turns. Whenever the creature takes damage, it can repeat the saving throw, ending the effect on a success. *Success or Effect Ends:* The target becomes immune to this ability for 1 hour.

## LEGENDARY ACTIONS

*Legendary Action Uses:* 3 (4 in Lair). Immediately after another creature's turn, the nyathraan can expend a use to take one of the following actions. The nyathraan regains all expended uses at the start of each of its turns.

**Scythe.** The nyathraan makes one Scythe attack.

**Invigorating Pheromones.** One willing creature within 20 feet of the nyathraan gains 3 (1d6) temporary hit points and can use its reaction to either move up its speed or make one melee attack.

**Locust.** *Constitution Saving Throw:* DC 15, each creature in a 15-foot emanation (except nyathraans). *Failure:* 10 (4d4) piercing damage. *Success:* Half damage. *Failure or Success:* One **swarm of insects** (damage resistance against acid and radiant) manifests in the space of one creature who has taken damage from this ability. The insects die after 1 minute and act as allies to all nyathraans. Further, the nyathraan can't take this action again until the start of its next turn.

## NYATHRAAN QUEEN — STRONGER

**Armor Class** 17

**Hit Points** 180 (19d10 + 76)

**Speed** 10 ft., fly 30 ft. (hover)

**Initiative** +4 (14)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	20 (+5)	14 (+2)	18 (+4)	12 (+1)

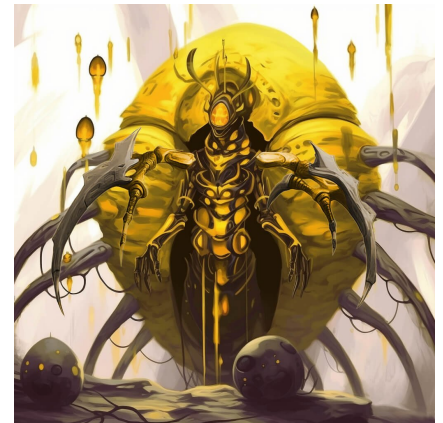
**Skills** Investigation +7, Nature +7, Perception +9

**Damage Resistances** acid, poison, radiant

**Senses** blindsight 30 ft., passive Perception 19

**Languages** Nyathraan, telepathy 60 ft.

**CR** 15 (XP 13,000 or 15,000 in lair; PB +5)



**Legendary Resistance (1/Day, 2/Day in Lair).** If the nyathraan fails a saving throw, it can choose to succeed instead.

**Reflecting Carapace.** When the nyathraan takes fire, lightning, or radiant damage, *Constitution Saving Throw:* DC 18, each creature in 10-foot emanation originating of the nyathraan. *Failure:* The target becomes blinded until the end of its next turn.

**Shielded Eyes.** The nyathraan has advantage on saving throws against being blinded.

## ACTIONS

**Multiattack.** The nyathraan makes two attacks, using Scythe and Bio Pod in any combination.

**Scythe.** *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 18 (4d6 + 4) slashing damage.

**Bio Pod.** *Constitution Saving Throw:* DC 18, each creature in a 5-foot-radius originating from a point within 60 feet of the nyathraan that it can see. *Failure:* 13 (3d8) radiant damage.

**Dominating Pheromones (Recharges 5-6).** *Wisdom Saving Throw:* DC 18, one creature within 20 feet of the nyathraan.

*Failure:* The target becomes charmed for 1 minute. While charmed, the nyathraan precisely controls what the creature does on its turns. Whenever the creature takes damage, it can repeat the saving throw, ending the effect on a success.

*Success or Effect Ends:* The target becomes immune to this ability for 1 hour.

## LEGENDARY ACTIONS

*Legendary Action Uses:* 3 (4 in Lair). Immediately after another creature's turn, the nyathraan can expend a use to take one of the following actions. The nyathraan regains all expended uses at the start of each of its turns.

**Scythe.** The nyathraan makes one Scythe attack.

**Invigorating Pheromones.** One willing creature within 20 feet of the nyathraan gains 10 (3d6) temporary hit points and can use its reaction to either move up its speed or make one melee attack.

**Locust.** *Constitution Saving Throw:* DC 18, each creature in a 20-foot emanation (except nyathraans). *Failure:* 20 (8d4) piercing damage. *Success:* Half damage. *Failure or Success:* One **swarm of insects** (damage resistance against acid and radiant) manifests in the space of up to two creatures who have taken damage from this ability. The insects die after 1 minute and act as allies to all nyathraans. Further, the nyathraan can't take this action again until the start of its next turn.