

NYATHRAAN RESONANCER

Small • Monstrosity • Lawful Evil

Armor Class 14

Initiative +2 (12)

Hit Points 40 (9d6 + 9)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	8 (-1)

Skills Perception +5

Damage Resistances acid, radiant

Senses blindsight 10 ft., passive Perception 15

Languages Nyathraan

CR 2 (XP 450; PB +2)



Reflecting Carapace. When the nyathraan takes fire, lightning, or radiant damage, *Constitution Saving Throw*: DC 11, each creature in 5-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.

Resonance. *Wisdom Saving Throw*: DC 11 (with disadvantage if the creature is within the aura of multiple nyathraan resonancers), any creature (other than a nyathraan) that starts its turn in a 10-foot emanation originating from the nyathraan. *Failure*: The target becomes poisoned until the end of its next turn.

ACTIONS

Multiattack. The nyathraan makes two Claw attacks. It can replace one of these attacks with a use of Hallucination if available.

Claw. *Melee Weapon Attack*: +4, reach 5 ft. *Hit*: 7 (2d4 + 2) slashing damage.

Hallucination (Recharges after a Rest). *Wisdom Saving Throw*: DC 11, one creature within 10 feet of the nyathraan. *Failure*: 10 (4d4) psychic damage. Additionally, the nyathraan becomes invisible and hidden to that creature and an illusory double of it appears where it was standing until the end of the nyathraan's next turn. *Success*: Half damage.

NYATHRAAN RESONANCER — WEAKER

Armor Class 13

Initiative +2 (12)

Hit Points 14 (4d6)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	8 (-1)	11 (+0)	8 (-1)

Skills Perception +4

Damage Resistances acid, radiant

Senses blindsight 10 ft., passive Perception 14

Languages Nyathraan

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



Reflecting Carapace. When the nyathraan takes fire, lightning, or radiant damage, *Constitution Saving Throw*: DC 10, each creature in 5-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.

Resonance. *Wisdom Saving Throw*: DC 10 (with disadvantage if the creature is within the aura of multiple nyathraan resonancers), any creature (other than a nyathraan) that starts its turn in a 5-foot emanation originating from the nyathraan. *Failure*: The target becomes poisoned until the end of its next turn.

ACTIONS

Claw. *Melee Weapon Attack*: +3, reach 5 ft. *Hit*: 6 (2d4 + 1) slashing damage.

Hallucination (Recharges after a Rest). *Wisdom Saving Throw*: DC 10, one creature within 10 feet of the nyathraan. *Failure*: 5 (2d4) psychic damage. Additionally, the nyathraan becomes invisible and hidden to that creature and an illusory double of it appears where it was standing until the end of the nyathraan's next turn. *Success*: Half damage.

NYATHRAAN RESONANCER — STRONGER

Armor Class 15

Initiative +3 (13)

Hit Points 40 (9d6 + 9)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	8 (-1)	15 (+2)	8 (-1)

Skills Perception +8

Damage Resistances acid, radiant

Senses blindsight 10 ft., passive Perception 18

Languages Nyathraan

CR 5 (XP 1,800; PB +3)



Reflecting Carapace. When the nyathraan takes fire, lightning, or radiant damage, *Constitution Saving Throw*: DC 13, each creature in 5-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.

Resonance. *Wisdom Saving Throw*: DC 13 (with disadvantage if the creature is within the aura of multiple nyathraan resonancers), any creature (other than a nyathraan) that starts its turn in a 15-foot emanation originating from the nyathraan. *Failure*: The target becomes poisoned until the end of its next turn.

ACTIONS

Multiattack. The nyathraan makes two Claw attacks. It can replace one of these attacks with a use of *Hallucination* if available.

Claw. *Melee Weapon Attack*: +6, reach 5 ft. *Hit*: 16 (3d8 + 3) slashing damage.

Hallucination (Recharges after a Rest). *Wisdom Saving Throw*: DC 13, one creature within 10 feet of the nyathraan. *Failure*: 22 (4d10) psychic damage. Additionally, the nyathraan becomes invisible and hidden to that creature and an illusory double of it appears where it was standing until the end of the nyathraan's next turn. *Success*: Half damage.