

NYATHRAAN

Medium • Monstrosity • Lawful Evil

Armor Class 17

Initiative +3 (13)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	7 (-2)	13 (+1)	8 (-1)

Saving Throws Con +5

Damage Resistances acid, radiant

Senses blindsight 10 ft., passive Perception 11

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.

ACTIONS

Multiattack. The nyathraan makes two Claw attacks.

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

NYATHRAAN — WEAKER

Armor Class 16

Initiative +2 (12)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Damage Resistances acid, radiant

Senses blindsight 10 ft., passive Perception 11

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.

ACTIONS

Multiattack. The nyathraan makes two Claw attacks.

Claw. *Melee Weapon Attack*: +4, reach 5 ft. *Hit*: 9 (2d6 + 2) slashing damage.

Bioluminescent Spit (Recharges after a Rest). *Dexterity Saving Throw*: DC 13, each creature in a 20-foot long, 5-foot wide line. *Failure*: The target is blinded and sheds bright light in a 5-foot radius for 1 minute. The light counts as sunlight. An affected creature can take an action to end the effect.

REACTIONS

Distracting Reflection. *Trigger*: While the nyathraan stands in sunlight, a creature within 5 feet of it is targeted by an attack roll or makes an attack roll. *Response - Wisdom Saving Throw*: DC 13, the attacker or the attacked target (the nyathraan's choice). *Failure*: The attacker or target (depending on its choice) becomes blinded for this attack.

Bioluminescent Spit (Recharges after a Rest). *Dexterity Saving Throw*: DC 11, each creature in a 15-foot long, 5-foot wide line. *Failure*: The target is blinded and sheds bright light in a 5-foot radius for 1 minute. The light counts as sunlight. An affected creature can take an action to end the effect.

REACTIONS

Distracting Reflection. *Trigger*: While the nyathraan stands in sunlight, a creature within 5 feet of it is targeted by an attack roll or makes an attack roll. *Response - Wisdom Saving Throw*: DC 11, the attacker or the attacked target (the nyathraan's choice). *Failure*: The attacker or target (depending on its choice) becomes blinded for this attack.

NYATHRAAN — STRONGER

Armor Class 18

Initiative +4 (14)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	17 (+3)	7 (-2)	14 (+2)	8 (-1)

Saving Throws Con +6

Damage Resistances acid, radiant

Senses blindsight 10 ft., passive Perception 12

Languages Nyathraan

CR 8 (XP 3,900; PB +3)



Reflecting Carapace. When the nyathraan takes fire, lightning, or radiant damage, *Constitution Saving Throw*: DC 14, 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.

ACTIONS

Multiattack. The nyathraan makes two Claw attacks.

Claw. *Melee Weapon Attack*: +7, reach 5 ft. *Hit*: 26 (4d10 + 4) slashing damage.

Bioluminescent Spit (Recharges after a Rest). *Dexterity Saving Throw*: DC 14, each creature in a 30-foot long, 5-foot wide line. *Failure*: The target is blinded and sheds bright light in a 5-foot radius for 1 minute. The light counts as sunlight. An affected creature can take an action to end the effect.

REACTIONS

Distracting Reflection. *Trigger*: While the nyathraan stands in sunlight, a creature within 5 feet of it is targeted by an attack roll or makes an attack roll. *Response - Wisdom Saving Throw*: DC 14, the attacker or the attacked target (the nyathraan's choice). *Failure*: The attacker or target (depending on its choice) becomes blinded for this attack.