

# THROPHYX

Gargantuan • Aberration • Neutral Evil

**Armor Class** 19

**Initiative** +8 (18)

**Hit Points** 279 (18d20 + 90)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	21 (+5)	18 (+4)	20 (+5)

**Saving Throws** Int +11, Wis +10

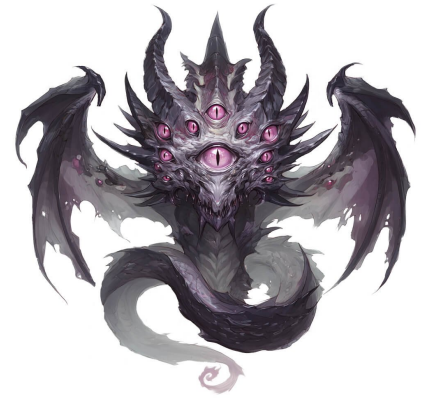
**Skills** Investigation +11, Insight +10, Perception +16

**Condition Immunities** blinded

**Senses** truesight 120 ft., passive Perception 26

**Languages** Deep Speech, telepathy 300 ft.

**CR** 17 (XP 18,000 or 20,000 in lair; PB +6)



**Distracting Resistance (1/Day; 2/Day in Lair).** If the throphyx fails a saving throw, it can choose to succeed instead. While the throphyx has no more charges for this ability, it has disadvantage on saving throws to maintain concentration.

**Lasting Gaze.** The throphyx knows the exact location of any creature it has seen within the last 24 hours.

**Magic Resistance.** The throphyx has advantage on saving throws against spells and other magical effects.

**Stolen Sight.** *Wisdom Saving Throw:* DC 19, any creature that starts its turn within 60 feet of the throphyx that it can see. *Failure:* The target becomes blinded until the start of its next turn. Additionally, during that duration, the throphyx can see through the target's eyes instead and use the target as a source to attack with its Eye Beams.

## ACTIONS

**Multiattack.** The throphyx makes two Eye Beam attacks and uses its Constrict once. It can replace one attack with a use of Spellcasting.

**Eye Beam.** *Ranged Spell Attack:* +11, range 120 ft. *Hit:* 16 (3d10) force damage.

**Constrict.** *Strength Saving Throw:* DC 20, one Huge or smaller creature within 10 feet of the throphyx that it can see. *Failure:* 24 (4d8 + 6) bludgeoning damage, and the target is grappled (escape DC 20). While grappled this way, the target is restrained, and the throphyx can't use Constrict on another target.

**Displace Senses (Recharge 5-6).** *Wisdom Saving Throw:* DC 19, two creatures (other than the throphyx) within 60 feet of the throphyx. *Failure (both):* The targets' senses are magically swapped for 1 minute or until throphyx loses its concentration, as if concentrating on a spell. During the duration, the targets perceive the world through the other creature's senses and have disadvantage on attack rolls, ability checks, and saving throws. If a creature can't perceive its own body through the other creature's senses, it automatically fails attack rolls.

**Spellcasting.** The throphyx casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 19):

*At will:* *detect thoughts, dissonant whispers, hideous laughter, major image*

*2/day:* *eye bite, mislead*

## BONUS ACTIONS

**Devour Thoughts.** *Intelligence Saving Throw:* DC 19, one creature within 60 feet of the throphyx that is concentrating on a spell or ability. *Failure:* 10 (3d6) psychic damage, and the target loses its concentration.

## LEGENDARY ACTIONS

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

**Crush or Fling.** A target grappled by the throphyx's Constrict takes 15 (2d8 + 6) bludgeoning damage. Instead of dealing damage, the throphyx can fling the target up to 30 feet in a direction of its choice, ending the grappled condition.

**Eye Beam.** The throphyx makes one Eye Beam attack.

**Wing Buffet.** *Strength Saving Throw:* DC 20, each creature in a 15-foot emanation originating from the throphyx. *Failure:* The target is knocked prone and pushed 10 feet away. *Failure or Success:* The throphyx moves up to half its speed and can't take this action again until the start of its next turn.

# THROPHYX — WEAKER

**Armor Class** 18

**Initiative** +6 (16)

**Hit Points** 232 (16d20 + 64)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	19 (+4)	16 (+3)	18 (+4)

**Saving Throws** Int +9, Wis +8

**Skills** Investigation +9, Insight +8, Perception +13

**Condition Immunities** blinded

**Senses** truesight 120 ft., passive Perception 23

**Languages** Deep Speech, telepathy 300 ft.

**CR** 14 (XP 11.500 or 13.000 in lair; PB +5)



**Distraction Resistance (1/Day; 2/Day in Lair).** If the throphyx fails a saving throw, it can choose to succeed instead. While the throphyx has no more charges for this ability, it has disadvantage on saving throws to maintain concentration.

**Lasting Gaze.** The throphyx knows the exact location of any creature it has seen within the last 24 hours.

**Magic Resistance.** The throphyx has advantage on saving throws against spells and other magical effects.

**Stolen Sight.** *Wisdom Saving Throw:* DC 17, any creature that starts its turn within 30 feet of the throphyx that it can see. *Failure:* The target becomes blinded until the start of its next turn. Additionally, during that duration, the throphyx can see through the target's eyes instead and use the target as a source to attack with its Eye Beams.

## ACTIONS

**Multiattack.** The throphyx makes two Eye Beam attacks and uses its Constrict once. It can replace one attack with a use of Spellcasting.

**Eye Beam.** *Ranged Spell Attack:* +9, range 120 ft. *Hit:* 13 (3d8) force damage.

**Constrict.** *Strength Saving Throw:* DC 18, one Huge or smaller creature within 10 feet of the throphyx that it can see. *Failure:* 18 (3d8 + 5) bludgeoning damage, and the target is grappled (escape DC 18). While grappled this way, the target is restrained, and the throphyx can't use Constrict on another target.

**Displace Senses (Recharge 5-6).** *Wisdom Saving Throw:* DC 17, two creatures (other than the throphyx) within 60 feet of the throphyx. *Failure (both):* The targets' senses are magically swapped for 1 minute or until throphyx loses its concentration, as if concentrating on a spell. During the duration, the targets perceive the world through the other creature's senses and have disadvantage on attack rolls, ability checks, and saving throws. If a creature can't perceive its own body through the other creature's senses, it automatically fails attack rolls.

**Spellcasting.** The throphyx casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *detect thoughts, dissonant whispers, hideous laughter, major image*

2/day: *eye bite, mislead*

## BONUS ACTIONS

**Devour Thoughts.** *Intelligence Saving Throw:* DC 17, one creature within 60 feet of the throphyx that is concentrating on a spell or ability. *Failure:* 7 (2d6) psychic damage, and the target loses its concentration.

## LEGENDARY ACTIONS

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

**Crush or Fling.** A target grappled by the throphyx's Constrict takes 9 (1d8 + 5) bludgeoning damage. Instead of dealing damage, the throphyx can fling the target up to 30 feet in a direction of its choice, ending the grappled condition.

**Eye Beam.** The throphyx makes one Eye Beam attack.

**Wing Buffet.** *Strength Saving Throw:* DC 18, each creature in a 15-foot emanation originating from the throphyx. *Failure:* The target is knocked prone and pushed 10 feet away. *Failure or Success:* The throphyx moves up to half its speed and can't take this action again until the start of its next turn.

# THROPHYX — STRONGER

**Armor Class** 20

**Initiative** +9 (19)

**Hit Points** 313 (19d20 + 114)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	23 (+6)	23 (+6)	20 (+5)	22 (+6)

**Saving Throws** Int +12, Wis +11

**Skills** Investigation +12, Insight +11, Perception +17

**Condition Immunities** blinded

**Senses** truesight 120 ft., passive Perception 27

**Languages** Deep Speech, telepathy 300 ft.

**CR** 20 (XP 25.000 or 33.000 in lair; PB +6)



**Distraction Resistance (2/Day; 3/Day in Lair).** If the throphyx fails a saving throw, it can choose to succeed instead. While the throphyx has no more charges for this ability, it has disadvantage on saving throws to maintain concentration.

**Lasting Gaze.** The throphyx knows the exact location of any creature it has seen within the last 24 hours.

**Magic Resistance.** The throphyx has advantage on saving throws against spells and other magical effects.

**Stolen Sight.** *Wisdom Saving Throw:* DC 20, any creature that starts its turn within 60 feet of the throphyx that it can see. *Failure:* The target becomes blinded until the start of its next turn. Additionally, during that duration, the throphyx can see through the target's eyes instead and use the target as a source to attack with its Eye Beams.

## ACTIONS

**Multiattack.** The throphyx makes two Eye Beam attacks and uses its Constrict once. It can replace one attack with a use of Spellcasting.

**Eye Beam.** *Ranged Spell Attack:* +12, range 120 ft. *Hit:* 19 (3d12) force damage.

**Constrict.** *Strength Saving Throw:* DC 21, one Huge or smaller creature within 10 feet of the throphyx that it can see. *Failure:* 34 (5d10 + 7) bludgeoning damage, and the target is grappled (escape DC 20). While grappled this way, the target is restrained, and the throphyx can't use Constrict on another target.

**Displace Senses (Recharge 5-6).** *Wisdom Saving Throw:* DC 20, two creatures (other than the throphyx) within 60 feet of the throphyx. *Failure (both):* The targets' senses are magically swapped for 1 minute or until throphyx loses its concentration, as if concentrating on a spell. During the duration, the targets perceive the world through the other creature's senses and have disadvantage on attack rolls, ability checks, and saving throws. If a creature can't perceive its own body through the other creature's senses, it automatically fails attack rolls.

**Spellcasting.** The throphyx casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 20):

*At will:* *detect thoughts, dissonant whispers, hideous laughter, major image*

*2/day:* *eye bite, mislead*

## BONUS ACTIONS

**Devour Thoughts.** *Intelligence Saving Throw:* DC 20, one creature within 60 feet of the throphyx that is concentrating on a spell or ability. *Failure:* 14 (4d6) psychic damage, and the target loses its concentration.

## LEGENDARY ACTIONS

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

**Crush or Fling.** A target grappled by the throphyx's Constrict takes 23 (3d10 + 7) bludgeoning damage. Instead of dealing damage, the throphyx can fling the target up to 30 feet in a direction of its choice, ending the grappled condition.

**Eye Beam.** The throphyx makes one Eye Beam attack.

**Wing Buffet.** *Strength Saving Throw:* DC 21, each creature in a 20-foot emanation originating from the throphyx. *Failure:* The target is knocked prone and pushed 10 feet away. *Failure or Success:* The throphyx moves up to half its speed and can't take this action again until the start of its next turn.