

# CORRUPTOR

Small • Aberration • Chaotic Evil

**Armor Class** 13

**Initiative** -3 (7)

**Hit Points** 76 (17d6 + 17)

**Speed** 10 ft., climb 10 ft, swim 10 ft.



**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

14 (+2)

5 (-3)

13 (+1)

18 (+4)

15 (+2)

13 (+1)

**Damage Resistances** psychic

**Senses** blindsight 60 ft. (blind beyond this radius) + the senses of the creature it is attached to, passive Perception 12

**Languages** Deep Speech, telepathy 120 ft.

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

**Damage Transfer.** While it is attached to a creature, the corruptor takes only half the damage dealt to it, and the creature it is attached to takes the other half.

**Mental Shielding.** The corruptor and any creature it is attached to via its Tendrils has an advantage on saving throws against being charmed or frightened.

**Spider Climb.** The corruptor can climb difficult surfaces, including along ceilings, without needing to make an ability check.

**Unusual Nature.** The corruptor doesn't require air.

## ACTIONS

**Psychic Pulse.** *Intelligence Saving Throw:* DC 15, one creature within 60 feet of the corruptor. *Failure:* 18 (4d8) psychic damage, and the target becomes stunned until the end of its next turn. *Success:* Half damage.

## CORRUPTOR — WEAKER

**Armor Class** 12

**Initiative** -3 (7)

**Hit Points** 42 (12d6)

**Speed** 10 ft., climb 10 ft, swim 10 ft.



**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

12 (+1)

5 (-3)

11 (+0)

16 (+3)

13 (+1)

11 (+0)

**Damage Resistances** psychic

**Senses** blindsight 60 ft. (blind beyond this radius) + the senses of the creature it is attached to, passive Perception 11

**Languages** Deep Speech, telepathy 120 ft.

**CR** 3 (XP 700; PB +2)

**Damage Transfer.** While it is attached to a creature, the corruptor takes only half the damage dealt to it, and the creature it is attached to takes the other half.

**Mental Shielding.** The corruptor and any creature it is attached to via its Tendrils has an advantage on saving throws against being charmed or frightened.

**Spider Climb.** The corruptor can climb difficult surfaces, including along ceilings, without needing to make an ability check.

**Unusual Nature.** The corruptor doesn't require air.

## ACTIONS

**Psychic Pulse.** *Intelligence Saving Throw:* DC 13, one creature within 60 feet of the corruptor. *Failure:* 10 (3d6) psychic damage, and the target becomes stunned until the end of its next turn. *Success:* Half damage.

## BONUS ACTIONS

**Tendrils.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 12 (4d4 + 2) piercing damage. If the target is a stunned Medium or larger creature, the corruptor attaches to the target. While attached, the corruptor can't attack with its Tendrils and moves with the target whenever the target moves, requiring none of the corruptor's movement. The corruptor can detach itself by spending 5 feet of its movement on its turn.

**Corrupt.** *Intelligence Saving Throw:* DC 15, the creature the corruptor is attached to. *Failure:* On its next turn, the target acts as the corruptor dictates. After the target has failed a third time against this ability, it automatically fails all subsequent saves, as long as the corruptor stays attached to it.

## BONUS ACTIONS

**Tendrils.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) piercing damage. If the target is a stunned Medium or larger creature, the corruptor attaches to the target. While attached, the corruptor can't attack with its Tendrils and moves with the target whenever the target moves, requiring none of the corruptor's movement. The corruptor can detach itself by spending 5 feet of its movement on its turn.

**Corrupt.** *Intelligence Saving Throw:* DC 13, the creature the corruptor is attached to. *Failure:* On its next turn, the target acts as the corruptor dictates. After the target has failed a third time against this ability, it automatically fails all subsequent saves, as long as the corruptor stays attached to it.

# CORRUPTOR — STRONGER

**Armor Class** 14

**Initiative** -3 (7)

**Hit Points** 104 (19d6 + 38)

**Speed** 10 ft., climb 10 ft, swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	15 (+2)	20 (+5)	17 (+3)	15 (+2)

**Damage Resistances** psychic

**Senses** blindsight 60 ft. (blind beyond this radius) + the senses of the creature it is attached to, passive Perception 13

**Languages** Deep Speech, telepathy 120 ft.

**CR** 9 (XP 5.000; PB +4)



**Damage Transfer.** While it is attached to a creature, the corruptor takes only half the damage dealt to it, and the creature it is attached to takes the other half.

**Mental Shielding.** The corruptor and any creature it is attached to via its Tendrils has an advantage on saving throws against being charmed or frightened.

**Spider Climb.** The corruptor can climb difficult surfaces, including along ceilings, without needing to make an ability check.

**Unusual Nature.** The corruptor doesn't require air.

## ACTIONS

**Psychic Pulse.** *Intelligence Saving Throw:* DC 17, one creature within 60 feet of the corruptor. *Failure:* 27 (5d10) psychic damage, and the target becomes stunned until the end of its next turn. *Success:* Half damage.

## BONUS ACTIONS

**Tendrils.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 15 (5d4 + 3) piercing damage. If the target is a stunned Medium or larger creature, the corruptor attaches to the target. While attached, the corruptor can't attack with its Tendrils and moves with the target whenever the target moves, requiring none of the corruptor's movement. The corruptor can detach itself by spending 5 feet of its movement on its turn.

**Corrupt.** *Intelligence Saving Throw:* DC 17, the creature the corruptor is attached to. *Failure:* On its next turn, the target acts as the corruptor dictates. After the target has failed a third time against this ability, it automatically fails all subsequent saves, as long as the corruptor stays attached to it.