

## BRAIN SWARM

Huge • Aberration • Chaotic Evil

**Armor Class** 12

**Initiative** +2 (12)

**Hit Points** 67 (9d12 + 9)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	12 (+1)	16 (+3)	13 (+1)	9 (-1)

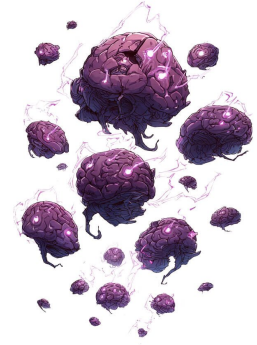
**Damage Resistances** psychic; bludgeoning, piercing, slashing

**Condition Immunities** blinded, deafened, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** blindsight 90 ft. (blind beyond this radius), passive Perception 11

**Languages** -

**CR** 4 (XP 1,100; PB +2)



**Bloodied - Thought Echoes.** When the swarm becomes bloodied, it casts *mirror image*.

**Limited Telepathy.** The swarm can magically transmit simple messages and images to any creature within 30 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

**Telepathic Garble.** Creatures (except Aberrations) in a 15-foot emanation originating from the swarm have disadvantage on saving throws to maintain concentration.

**Unusual Nature.** The swarm doesn't require air, food, drink, or sleep.

### ACTIONS

**Memory Drain.** *Intelligence Saving Throw:* DC 13, one creature within 30 feet of the swarm. *Failure:* 27 (6d8) psychic damage, or 13 (3d8) psychic damage if the swarm is bloodied. Additionally, the target's Intelligence score is reduced by 2 (minimum of 1), or 1 if the swarm is bloodied, and the target loses some of its memories. When a target Intelligence score is reduced to 1, it suffers from complete amnesia. This effect lasts until cured by a *greater restoration* or similar magic. *Success:* Half damage.

### BONUS ACTIONS

**Relive Memories.** The swarm casts *phantasmal force* (spell save DC 13) targeting a creature it has affected with its Memory Drain. The illusion contains visions regarding the lost memories. While affected by the spell, the target is also frightened of the illusion.

## BRAIN SWARM — WEAKER

**Armor Class** 11

**Initiative** +1 (11)

**Hit Points** 32 (5d12)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	10 (+0)	14 (+2)	11 (+0)	9 (-1)

**Damage Resistances** psychic; bludgeoning, piercing, slashing

**Condition Immunities** blinded, deafened, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** -

**CR** 1 (XP 200; PB +2)



**Bloodied - Thought Echoes.** When the swarm becomes bloodied, it casts *mirror image*.

**Limited Telepathy.** The swarm can magically transmit simple messages and images to any creature within 30 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

**Telepathic Garble.** Creatures (except Aberrations) in a 10-foot emanation originating from the swarm have disadvantage on saving throws to maintain concentration.

**Unusual Nature.** The swarm doesn't require air, food, drink, or sleep.

## BRAIN SWARM — STRONGER

**Armor Class** 13

**Hit Points** 119 (14d12 + 28)

**Speed** 0 ft., fly 30 ft. (hover)

**Initiative** +3 (13)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	14 (+2)	18 (+4)	15 (+2)	9 (-1)

**Damage Resistances** psychic; bludgeoning, piercing, slashing

**Condition Immunities** blinded, deafened, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 12

**Languages** -

**CR** 7 (XP 2.900; PB +3)

**Bloodied - Thought Echoes.** When the swarm becomes bloodied, it casts *mirror image*.

**Limited Telepathy.** The swarm can magically transmit simple messages and images to any creature within 30 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

**Telepathic Garble.** Creatures (except Aberrations) in a 20-foot emanation originating from the swarm have disadvantage on saving throws to maintain concentration.

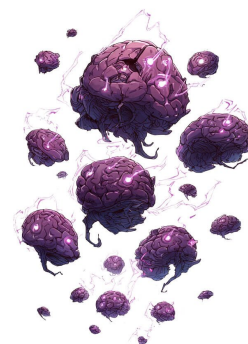
**Unusual Nature.** The swarm doesn't require air, food, drink, or sleep.

### ACTIONS

**Memory Drain.** *Intelligence Saving Throw:* DC 12, one creature within 30 feet of the swarm. *Failure:* 14 (4d6) psychic damage, or 7 (2d6) psychic damage if the swarm is bloodied. Additionally, the target's Intelligence score is reduced by 2 (minimum of 1), or 1 if the swarm is bloodied, and the target loses some of its memories. When a target Intelligence score is reduced to 1, it suffers from complete amnesia. This effect lasts until cured by a *greater restoration* or similar magic. *Success:* Half damage.

### BONUS ACTIONS

**Relive Memories (Recharges after a Rest).** The swarm casts *phantasmal force* (spell save DC 12) targeting a creature it has affected with its Memory Drain. The illusion contains visions regarding the lost memories. While affected by the spell, the target is also frightened of the illusion.



### ACTIONS

**Memory Drain.** *Intelligence Saving Throw:* DC 15, one creature within 30 feet of the swarm. *Failure:* 44 (8d10) psychic damage, or 22 (4d10) psychic damage if the swarm is bloodied. Additionally, the target's Intelligence score is reduced by 2 (minimum of 1), or 1 if the swarm is bloodied, and the target loses some of its memories. When a target Intelligence score is reduced to 1, it suffers from complete amnesia. This effect lasts until cured by a *greater restoration* or similar magic. *Success:* Half damage.

### BONUS ACTIONS

**Relive Memories.** The swarm casts *phantasmal force* (spell save DC 15) targeting a creature it has affected with its Memory Drain. The illusion contains visions regarding the lost memories. While affected by the spell, the target is also frightened of the illusion.