

# NYCTHRIX

Medium • Aberration • Lawful Evil

**Armor Class** 18

**Initiative** +6 (16)

**Hit Points** 195 (26d8 + 78)

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

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 14 (+2) | 16 (+3) | 21 (+5) | 18 (+4) | 19 (+4) |

**Skills** Athletics +7, Arcana +9, Insight +8, Perception +8

**Damage Resistances** force, psychic

**Senses** darkvision 120 ft., passive Perception 18

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

**CR** 11 (XP 7,200; PB +4)



**Thought Network.** If at least two allied creatures with an Intelligence score of 8+ are in a 30-foot originating from the nycthrix, it has advantage on Intelligence, Wisdom, and Charisma saving throws.

**Trauma Reborn.** When the nycthrix is reduced to 0 hit points.

*Intelligence Saving Throw:* DC 17, the creature that killed it.

*Failure:* The target becomes afflicted until cured by a *greater restoration* spell or similar magic. Whenever the target finishes a long rest, it must repeat the save. *Subsequent Failure:* The target's Intelligence score is reduced by 1. When this reduces the target's score to 1, the nycthrix reappears with full hit points in the nearest unoccupied space, and the target is affected by the *feeblemind* spell.

## ACTIONS

**Multiattack.** The nycthrix makes two attacks, using Force Blast or Tentacles in any combination. It can replace one attack with a use of Spellcasting.

**Force Blast.** *Melee or Ranged Spell Attack:* +9, reach 5 ft. or range 120 ft. *Hit:* 32 (5d10 + 5) psychic damage.

**Tentacles.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 21 (4d8 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). While grappled this way, a target is restrained.

## NYCTHRIX — WEAKER

**Armor Class** 17

**Initiative** +4 (14)

**Hit Points** 143 (22d8 + 44)

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

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 12 (+1) | 14 (+2) | 19 (+4) | 16 (+3) | 17 (+3) |

**Skills** Athletics +5, Arcana +7, Insight +6, Perception +6

**Damage Resistances** force, psychic

**Senses** darkvision 120 ft., passive Perception 16

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

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

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

*At will:* *black tentacles*, *detect thoughts*, *phantasmal killer*, *telekinesis*

*2/day:* *dimension door*, *hold monster*, *planeshift*, *wall of force*

## BONUS ACTIONS

**Eldritch Compulsion.** *Intelligence Saving Throw:* DC 17, one creature grappled by the nycthrix or affected by the *black tentacles* spell. *Failure:* The target is no longer grappled or restrained and must use its reaction to move in a direction of the nycthrix's choice.

**Mind Lock (Recharge 5-6).** *Intelligence Saving Throw:* DC 17, one creature within 30 feet of the nycthrix that it can see. *Failure:* On its next turn, the target must repeat the action it took on the previous turn as closely as possible.

## REACTIONS

**Portal Projectile.** *Trigger:* A creature the nycthrix can see misses it with a ranged attack roll. *Response:* The attack is rerolled against a target of the nycthrix's choice within 60 feet of it.



**Thought Network.** If at least two allied creatures with an Intelligence score of 8+ are in a 20-foot originating from the nycthrax, it has advantage on Intelligence, Wisdom, and Charisma saving throws.

**Trauma Reborn.** When the nycthrax is reduced to 0 hit points. *Intelligence Saving Throw:* DC 15, the creature that killed it. *Failure:* The target becomes afflicted until cured by a *greater restoration* spell or similar magic. Whenever the target finishes a long rest, it must repeat the save. *Subsequent Failure:* The target's Intelligence score is reduced by 1. When this reduces the target's score to 1, the nycthrax reappears with full hit points in the nearest unoccupied space, and the target is affected by the *feblemind* spell.

## ACTIONS

**Multiattack.** The nycthrax makes two attacks, using Force Blast or Tentacles in any combination. It can replace one attack with a use of Spellcasting.

**Force Blast.** *Melee or Ranged Spell Attack:* +7, reach 5 ft. or range 120 ft. *Hit:* 26 (4d10 + 4) psychic damage.

**Tentacles.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 15 (3d8 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). While grappled this way, a target is restrained.

## NYCTHRAX — STRONGER

**Armor Class** 19

**Hit Points** 238 (28d8 + 112)

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

**Initiative** +8 (18)

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 16 (+3) | 18 (+4) | 23 (+6) | 20 (+5) | 21 (+5) |

**Skills** Athletics +9, Arcana +11, Insight +10, Perception +10

**Damage Resistances** force, psychic

**Senses** darkvision 120 ft., passive Perception 20

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

**CR** 14 (XP 11.500; PB +5)

**Thought Network.** If at least two allied creatures with an Intelligence score of 8+ are in a 30-foot originating from the nycthrax, it has advantage on Intelligence, Wisdom, and Charisma saving throws.

**Trauma Reborn.** When the nycthrax is reduced to 0 hit points. *Intelligence Saving Throw:* DC 19, the creature that killed it. *Failure:* The target becomes afflicted until cured by a *greater restoration* spell or similar magic. Whenever the target finishes a long rest, it must repeat the save. *Subsequent Failure:* The target's Intelligence score is reduced by 1. When this reduces the target's score to 1, the nycthrax reappears with full hit points in the nearest unoccupied space, and the target is affected by the *feblemind* spell.

## ACTIONS

**Multiattack.** The nycthrax makes two attacks, using Force Blast or Tentacles in any combination. It can replace one attack with a use of Spellcasting.

**Force Blast.** *Melee or Ranged Spell Attack:* +11, reach 5 ft. or range 120 ft. *Hit:* 39 (6d10 + 6) psychic damage.

**Tentacles.** *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 26 (5d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). While grappled this way, a target is restrained.

**Spellcasting.** The nycthrax casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *black tentacles*, *detect thoughts*, *phantasmal killer*, *telekinesis*

1/day: *dimension door*, *hold monster*, *planeshift*, *wall of force*

## BONUS ACTIONS

**Eldritch Compulsion.** *Intelligence Saving Throw:* DC 15, one creature grappled by the nycthrax or affected by the *black tentacles* spell. *Failure:* The target is no longer grappled or restrained and must use its reaction to move in a direction of the nycthrax's choice.

**Mind Lock (Recharge 6).** *Intelligence Saving Throw:* DC 15, one creature within 30 feet of the nycthrax that it can see. *Failure:* On its next turn, the target must repeat the action it took on the previous turn as closely as possible.

## REACTIONS

**Portal Projectile.** *Trigger:* A creature the nycthrax can see misses it with a ranged attack roll. *Response:* The attack is rerolled against a target of the nycthrax's choice within 30 feet of it.



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

At will: *black tentacles*, *detect thoughts*, *phantasmal killer*, *telekinesis*

2/day: *dimension door*, *hold monster*, *planeshift*, *wall of force*

## BONUS ACTIONS

**Eldritch Compulsion.** *Intelligence Saving Throw:* DC 19, one creature grappled by the nycthrax or affected by the *black tentacles* spell. *Failure:* The target is no longer grappled or restrained and must use its reaction to move in a direction of the nycthrax's choice.

**Mind Lock (Recharge 5-6).** *Intelligence Saving Throw:* DC 19, one creature within 30 feet of the nycthrax that it can see. *Failure:* On its next turn, the target must repeat the action it took on the previous turn as closely as possible.

## REACTIONS

**Portal Projectile.** *Trigger:* A creature the nycthrax can see misses it with a ranged attack roll. *Response:* The attack is rerolled against a target of the nycthrax's choice within 90 feet of it.