

SYNAPSER

Tiny • Aberration • Chaotic Evil

Armor Class 14

Initiative +3 (13)

Hit Points 94 (21d4 + 42)

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

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

Damage Resistances psychic

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 12

Languages Deep Speech, telepathy 60 ft.

CR 5 (XP 1,800; PB +3)



Thought-Slowing Field. Hostile creatures in a 20-foot emanation originating from the synapser can't take reactions.

Unusual Nature. The synapser doesn't require air or sleep.

ACTIONS

Multiattack. The synapser uses its Synapse Break twice.

Synapse Break. *Intelligence Saving Throw:* DC 14, one creature within 60 feet of synapser that it can see. *Failure:* 16 (3d10) psychic damage. Additionally, on its next turn, the target can take either an action or a bonus action, not both.

Compulsion (Recharge 6). The synapser casts *compulsion*.

SYNAPSER — WEAKER

Armor Class 13

Initiative +2 (12)

Hit Points 42 (12d4 + 12)

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

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	12 (+1)	15 (+2)	12 (+1)	10 (+0)

Damage Resistances psychic

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, telepathy 60 ft.

CR 2 (XP 450; PB +2)



Thought-Slowing Field. Hostile creatures in a 20-foot emanation originating from the synapser can't take reactions.

Unusual Nature. The synapser doesn't require air or sleep.

ACTIONS

Synapse Break. *Intelligence Saving Throw:* DC 12, one creature within 30 feet of synapser that it can see. *Failure:* 16 (3d10) psychic damage. Additionally, on its next turn, the target can take either an action or a bonus action, not both.

Compulsion (Recharges after a Rest). The synapser casts *compulsion*.

BONUS ACTIONS

Thought Scan. *Intelligence Saving Throw:* DC 14, one creature within 30 feet of the synapser. *Failure:* The target has disadvantage on attack rolls against the synapser until the end of its next turn. Further, the synapser doesn't require vision for its Synapse Break to target that creature during that duration.

REACTIONS

Nerve Jolt. *Trigger:* A creature within 30 feet of the synapser that it can see fails a saving throw. *Response:* The target moves up to 10 feet in a random direction.

BONUS ACTIONS

Thought Scan. *Intelligence Saving Throw:* DC 12, one creature within 30 feet of the synapser. *Failure:* The target has disadvantage on attack rolls against the synapser until the end of its next turn. Further, the synapser doesn't require vision for its Synapse Break to target that creature during that duration.

REACTIONS

Nerve Jolt. *Trigger:* A creature within 20 feet of the synapser that it can see fails a saving throw. *Response:* The target moves up to 10 feet in a random direction.

SYNAPSER — STRONGER

Armor Class 15

Initiative +4 (14)

Hit Points 137 (25d4 + 75)

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

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

Damage Resistances psychic

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 13

Languages Deep Speech, telepathy 60 ft.

CR 8 (XP 3.900; PB +3)



Thought-Slowing Field. Hostile creatures in a 20-foot emanation originating from the synapser can't take reactions.

Unusual Nature. The synapser doesn't require air or sleep.

ACTIONS

Multiattack. The synapser uses its Synapse Break twice.

Synapse Break. *Intelligence Saving Throw:* DC 15, one creature within 90 feet of synapser that it can see. *Failure:* 26 (4d12) psychic damage. Additionally, on its next turn, the target can take either an action or a bonus action, not both.

Compulsion (Recharge 5-6). The synapser casts *compulsion*.

BONUS ACTIONS

Thought Scan. *Intelligence Saving Throw:* DC 15, one creature within 60 feet of the synapser. *Failure:* The target has disadvantage on attack rolls against the synapser until the end of its next turn. Further, the synapser doesn't require vision for its Synapse Break to target that creature during that duration.

REACTIONS

Nerve Jolt. *Trigger:* A creature within 30 feet of the synapser that it can see fails a saving throw. *Response:* The target moves up to 10 feet in a random direction.