

NYTHR SPAWN

Large • Aberration • Chaotic Evil

Armor Class 14

Initiative +4 (14)

Hit Points 127 (15d10 + 45)

Speed 30 ft.



STR

DEX

CON

INT

WIS

CHA

18 (+4)

18 (+4)

16 (+3)

8 (-1)

12 (+1)

12 (+1)

Skills Athletics +7, Acrobatics +7, Perception +4

Condition Immunities blinded, charmed, frightened

Senses blindsight 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

CR 7 (XP 2,900; PB +3)

Gleeful Screech. When the spawn reduces a creature to 0 hit points, Wisdom Saving Throw: DC 14, each creature in a 30-foot emanation that is not deafened. *Failure:* The target is frightened until the end of its next turn.

Limited Magic Immunity. The spawn can't be affected or detected by spells of level 2 or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Staking Legs. The spawn ignores difficult terrain created by Medium or smaller creatures occupying spaces and can pass through them without making checks. Additionally, Medium or smaller creatures have disadvantage on opportunity attacks against the spawn.

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

ACTIONS

Multiattack. The spawn makes two attacks, only one of which can be a Maw attack.

Impale. *Melee Weapon Attack:* +7, reach 10 ft. *Hit:* 23 (3d12 + 4) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). When the grappled condition ends, the target takes 6 (1d12) piercing damage.

Maw. *Melee Weapon Attack:* +7 (with advantage against creatures grappled by it), reach 5 ft. *Hit:* 25 (6d6 + 4) piercing damage. The attack scores a critical hit on a 19 to 20 on a d20. If a critical hit reduces a creature to 0 hit points, it is killed, and the spawn consumes its head.

BONUS ACTIONS

Leap. The spawn jumps up to 20 feet.

NYTHR SPAWN — WEAKER

Armor Class 13

Initiative +3 (13)

Hit Points 71 (11d10 + 11)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

16 (+3)

16 (+3)

14 (+2)

6 (-2)

10 (+0)

10 (+0)

Skills Athletics +5, Acrobatics +5, Perception +2

Condition Immunities blinded, charmed, frightened

Senses blindsight 60 ft., passive Perception 12

Languages understands Deep Speech but can't speak

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



Gleeful Screech. When the spawn reduces a creature to 0 hit points, Wisdom Saving Throw: DC 12, each creature in a 20-foot emanation that is not deafened. *Failure:* The target is frightened until the end of its next turn.

Limited Magic Immunity. The spawn can't be affected or detected by spells of level 1 or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Staking Legs. The spawn ignores difficult terrain created by Medium or smaller creatures occupying spaces and can pass through them without making checks. Additionally, Medium or smaller creatures have disadvantage on opportunity attacks against the spawn.

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

ACTIONS

Multiattack. The spawn makes two attacks, only one of which can be a Maw attack.

Impale. *Melee Weapon Attack:* +5, reach 10 ft. *Hit:* 14 (2d10 + 3) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). When the grappled condition ends, the target takes 3 (1d6) piercing damage.

Maw. *Melee Weapon Attack:* +5 (with advantage against creatures grappled by it), reach 5 ft. *Hit:* 17 (4d6 + 3) piercing damage. The attack scores a critical hit on a 19 to 20 on a d20. If a critical hit reduces a creature to 0 hit points, it is killed, and the spawn consumes its head.

BONUS ACTIONS

Leap. The spawn jumps up to 20 feet.

NYTHR SPAWN — STRONGER

Armor Class 15

Initiative +5 (15)

Hit Points 161 (19d10 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	18 (+4)	10 (+0)	14 (+2)	14 (+2)

Skills Athletics +9, Acrobatics +9, Perception +6

Condition Immunities blinded, charmed, frightened

Senses blindsight 60 ft., passive Perception 16

Languages understands Deep Speech but can't speak

CR 10 (XP 5.900; PB +4)



Gleeful Screech. When the spawn reduces a creature to 0 hit points, Wisdom Saving Throw: DC 16, each creature in a 30-foot emanation that is not deafened. *Failure:* The target is frightened until the end of its next turn.

Limited Magic Immunity. The spawn can't be affected or detected by spells of level 3 or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Staking Legs. The spawn ignores difficult terrain created by Medium or smaller creatures occupying spaces and can pass through them without making checks. Additionally, Medium or smaller creatures have disadvantage on opportunity attacks against the spawn.

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

ACTIONS

Multiattack. The spawn makes two attacks, only one of which can be a Maw attack.

Impale. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 31 (4d12 + 5) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). When the grappled condition ends, the target takes 9 (2d8) piercing damage.

Maw. *Melee Weapon Attack:* +9 (with advantage against creatures grappled by it), reach 5 ft. *Hit:* 33 (8d6 + 5) piercing damage. The attack scores a critical hit on a 19 to 20 on a d20. If a critical hit reduces a creature to 0 hit points, it is killed, and the spawn consumes its head.

BONUS ACTIONS

Leap. The spawn jumps up to 20 feet.