PSITHALIDE BOMBARD

Medium • Monstrosity • Lawful Neutral



Armor Class 13
Initiative +0 (10)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +4
Damage Resistances lightning, psychic
Senses darkvision 60 ft., passive Perception 14
Languages telepathy 60 ft.
CR 2 (XP 450; PB +2)

Siege Monster. The psithalide deals double damage to objects and structures.

ACTIONS

Nerve Shock. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (2d4) lightning damage plus 5 (2d4) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Psy-Bombard. *Ranged Weapon Attack:* +4 (with disadvantage if the target is within 20 feet of the psithalide), range 150/300 ft. *Hit:* 14 (4d6) force damage. *Constitution Saving Throw:* DC 12, each creature in a 5-foot emanation originating from the target. *Failure:* Half damage.

BONUS ACTIONS

Point Blank Shot. *Dexterity Saving Throw:* DC 12, one creature within 5 feet of the psithalide that it can see. *Failure:* 7 (2d6) force damage, and the target is pushed back 10 feet. *Success:* Half damage. *Failure or Success:* The psithalide takes an equal amount of damage, and the psithalide is pushed back 5 feet.

PSITHALIDE BOMBARD — WEAKER



Armor Class 12
Initiative +0 (10)
Hit Points 16 (3d8 +3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3
Damage Resistances lightning, psychic
Senses darkvision 60 ft., passive Perception 13
Languages telepathy 60 ft.
CR 1/4 (XP 50; PB +2)

Siege Monster. The psithalide deals double damage to objects and structures.

ACTIONS

Nerve Shock. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 2 (1d4) lightning damage plus 2 (1d4) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Psy-Bombard. *Ranged Weapon Attack:* +3 (with disadvantage if the target is within 20 feet of the psithalide), range 150/300 ft. *Hit:* 7 (2d6) force damage. *Constitution Saving Throw:* DC 12, each creature in a 5-foot emanation originating from the target. *Failure:* Half damage.

BONUS ACTIONS

Point Blank Shot. *Dexterity Saving Throw:* DC 11, one creature within 5 feet of the psithalide that it can see. *Failure:* 3 (1d6) force damage, and the target is pushed back 5 feet. *Success:* Half damage. *Failure or Success:* The psithalide takes an equal amount of damage, and the psithalide is pushed back 5 feet.

PSITHALIDE BOMBARD — STRONGER



Armor Class 14
Initiative +1 (11)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Skills Perception +6
Damage Resistances lightning, psychic
Senses darkvision 60 ft., passive Perception 16
Languages telepathy 60 ft.
CR 5 (XP 1,800; PB +3)

Siege Monster. The psithalide deals double damage to objects and structures.

ACTIONS

Nerve Shock. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 10 (3d6) lightning damage plus 10 (3d6) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Psy-Bombard. *Ranged Weapon Attack:* +6 (with disadvantage if the target is within 20 feet of the psithalide), range 150/300 ft. *Hit:* 28 (6d8) force damage. *Constitution Saving Throw:* DC 14, each creature in a 5-foot emanation originating from the target. *Failure:* Half damage.

BONUS ACTIONS

Point Blank Shot. *Dexterity Saving Throw:* DC 14, one creature within 5 feet of the psithalide that it can see. *Failure:* 12 (3d8) force damage, and the target is pushed back 10 feet. *Success:* Half damage. *Failure or Success:* The psithalide takes an equal amount of damage, and the psithalide is pushed back 5 feet.