PSITHALIDE ABDUCTOR

Huge • Monstrosity • Lawful Neutral



Armor Class 16
Initiative -1 (9)
Hit Points 92 (8d12 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	19 (+4)	10 (+0)	9 (-1)	14 (+2)

Saving Throws Str +8, Con +7
Skills Athletics +8
Damage Resistances lightning, psychic
Senses darkvision 60 ft., passive Perception 9
Languages telepathy 60 ft.
CR 5 (XP 1,800; PB +3)

Dissuading Stimulus. When the psithalide is targeted with an attack roll or a damaging spell by a creature within 30 feet of it, the attacker must succeed on a DC 15 Wisdom saving throw or either choose a new target or lose the attack or spell. This effect doesn't protect the psithalide from areas of effect. When the psithalide makes an attack roll, this trait is suppressed until the start of its next turn.

Magic Resistance. The psithalide has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The abductor makes two attacks, using Pincer or Nerve Shock in any combination.

Pincer. *Melee Weapon Attack:* +8, reach 10 ft. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a Huge or smaller creature, it is grappled (escape DC 16) from one of two pincers.

Nerve Shock. *Melee Weapon Attack:* +7, reach 0 ft. *Hit:* 7 (2d6) lightning damage plus 7 (2d6) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Spellcasting. The psithalide casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *calm emotion, hold person*

1/day: *hold monster*

BONUS ACTIONS

Imprison. *Strength Saving Throw:* DC 16, one Large or smaller creature grappled by the abductor. *Failure:* The target is pulled into the abductor's space and becomes restrained by it (escape DC 16). While restrained this way, the target moves with the abductor, and neither of them is considered to be squeezing. Further, *Intelligence Saving Throw:* DC 15, any creature that starts its turn restrained that way. *Failure:* The target becomes stunned until the start of its next turn. If the target fails three consecutive saves against this, it becomes stunned until the restrained condition ends.

REACTIONS

Shelter Prisoner. *Trigger:* A creature affected by the abductor's Imprison is targeted by an attack roll, spell, or effect. *Response:* The abductor becomes the target instead.

PSITHALIDE ABDUCTOR — WEAKER



Armor Class 15
Initiative -1 (9)
Hit Points 42 (4d12 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	17 (+3)	10 (+0)	9 (-1)	12 (+1)

Saving Throws Str +6, Con +5
Skills Athletics +6
Damage Resistances lightning, psychic
Senses darkvision 60 ft., passive Perception 9
Languages telepathy 60 ft.
CR 2 (XP 450; PB +2)

Dissuading Stimulus. When the psithalide is targeted with an attack roll or a damaging spell by a creature within 20 feet of it, the attacker must succeed on a DC 13 Wisdom saving throw or either choose a new target or lose the attack or spell. This effect doesn't protect the psithalide from areas of effect. When the psithalide makes an attack roll, this trait is suppressed until the start of its next turn.

Magic Resistance. The psithalide has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The abductor makes two attacks, using Pincer or Nerve Shock in any combination.

Pincer. *Melee Weapon Attack:* +6, reach 10 ft. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the target is a Huge or smaller creature, it is grappled (escape DC 14) from one of two pincers.

Nerve Shock. *Melee Weapon Attack:* +5, reach 0 ft. *Hit:* 3 (1d6) lightning damage plus 3 (1d6) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Spellcasting. The psithalide casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 11):

At will: *calm emotion, hold person*

1/day: *hold monster*

BONUS ACTIONS

Imprison. *Strength Saving Throw:* DC 14, one Large or smaller creature grappled by the abductor. *Failure:* The target is pulled into the abductor's space and becomes restrained by it (escape DC 14). While restrained this way, the target moves with the abductor, and neither of them is considered to be squeezing. Further, *Intelligence Saving Throw:* DC 13, any creature that starts its turn restrained that way. *Failure:* The target becomes stunned until the start of its next turn. If the target fails three consecutive saves against this, it becomes stunned until the restrained condition ends.

REACTIONS

Shelter Prisoner. *Trigger:* A creature affected by the abductor's Imprison is targeted by an attack roll, spell, or effect. *Response:* The abductor becomes the target instead.

PSITHALIDE ABDUCTOR — STRONGER



Armor Class 17 **Initiative** -1 (9)
Hit Points 137 (11d12 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	10 (+0)	9 (-1)	16 (+3)

Saving Throws Str +9, Con +9
Skills Athletics +9
Damage Resistances lightning, psychic
Senses darkvision 60 ft., passive Perception 9
Languages telepathy 60 ft.
CR 8 (XP 3,900; PB +3)

Dissuading Stimulus. When the psithalide is targeted with an attack roll or a damaging spell by a creature within 60 feet of it, the attacker must succeed on a DC 16 Wisdom saving throw or either choose a new target or lose the attack or spell. This effect doesn't protect the psithalide from areas of effect. When the psithalide makes an attack roll, this trait is suppressed until the start of its next turn.

Magic Resistance. The psithalide has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The abductor makes two attacks, using Pincer or Nerve Shock in any combination.

Pincer. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 22 (3d10 + 6) bludgeoning damage. If the target is a Huge or smaller creature, it is grappled (escape DC 17) from one of two pincers.

Nerve Shock. *Melee Weapon Attack:* +9, reach 0 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.

Spellcasting. The psithalide casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *calm emotion, hold person*

2/day: *hold monster*

BONUS ACTIONS

Imprison. *Strength Saving Throw:* DC 17, one Large or smaller creature grappled by the abductor. *Failure:* The target is pulled into the abductor's space and becomes restrained by it (escape DC 17). While restrained this way, the target moves with the abductor, and neither of them is considered to be squeezing. Further, *Intelligence Saving Throw:* DC 16, any creature that starts its turn restrained that way. *Failure:* The target becomes stunned until the start of its next turn. If the target fails three consecutive saves against this, it becomes stunned until the restrained condition ends.

REACTIONS

Shelter Prisoner. *Trigger:* A creature affected by the abductor's Imprison is targeted by an attack roll, spell, or effect. *Response:* The abductor becomes the target instead.