PSITHALIDE CARAPAX

Large • Monstrosity • Lawful Neutral



Armor Class 16
Initiative +1 (11)
Hit Points 76 (8d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	10 (+0)	10 (+0)	14 (+2)

Saving Throws Str +6
Damage Resistances lightning, psychic
Senses darkvision 60 ft., passive Perception 10
Languages telepathy 60 ft.
CR 4 (XP 1,100; PB +2)

Thick Carapace. Any critical hit against the psithalide becomes a normal hit.

ACTIONS

Multiattack. The Psithalide makes two attacks, using Tri-Claw or Nerve Shock in any combination. It can replace any number of these attacks with a use of Psionic Shield.

Tri-Claw. *Melee Weapon Attack:* +6, reach 5 ft. Hit: 13 (2d8 + 4) piercing damage. If the target is a creature and doesn't already have a wound, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target receives a wound. While wounded, the target loses 3 (1d6) hit points at the start of each of its turns. The wound closes after 1 minute, after a spell restores hit points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 14 Wisdom (Medicine) check.

Nerve Shock. *Melee Weapon Attack:* +6, reach 5 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.

Psionic Shield. The psithalide increases its AC by 3 until the start of its next turn.

BONUS ACTIONS

Aggravating Stimulus. *Wisdom Saving Throw:* DC 13, one creature within 30 feet of the psithalide. *Failure:* On its next turn, the target must use its movement to move as close as possible to the psithalide, and the target has disadvantage on attack rolls against creatures other than this psithalide carapax and can't be affected by other creatures' Aggravating Stimulus until the end of its next turn.

PSITHALIDE CARAPAX — WEAKER



Armor Class 15
Initiative +0 (10)
Hit Points 34 (4d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Str +5
Damage Resistances lightning, psychic
Senses darkvision 60 ft., passive Perception 10
Languages telepathy 60 ft.
CR 1 (XP 200; PB +2)

Thick Carapace. Any critical hit against the psithalide becomes a normal hit.

ACTIONS

Multiattack. The Psithalide makes two attacks, using Tri-Claw or Nerve Shock in any combination. It can replace any number of these attacks with a use of Psionic Shield.

Tri-Claw. *Melee Weapon Attack:* +5, reach 5 ft. Hit: 7 (1d8 + 3) piercing damage. If the target is a creature and doesn't already have a wound, it is subjected to the following effect. *Constitution Saving Throw:* DC 13. *Failure:* The target receives a wound. While wounded, the target loses 2 (1d4) hit points at the start of each of its turns. The wound closes after 1 minute, after a spell restores hit points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 13 Wisdom (Medicine) check.

Nerve Shock. *Melee Weapon Attack:* +5, reach 5 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.

Psionic Shield. The psithalide increases its AC by 2 until the start of its next turn.

BONUS ACTIONS

Aggravating Stimulus. *Wisdom Saving Throw:* DC 12, one creature within 30 feet of the psithalide. *Failure:* On its next turn, the target must use its movement to move as close as possible to the psithalide, and the target has disadvantage on attack rolls against creatures other than this psithalide carapax and can't be affected by other creatures' Aggravating Stimulus until the end of its next turn.

PSITHALIDE CARAPAX — STRONGER



Armor Class 17
Initiative +2 (12)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	21 (+5)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Str +8
Damage Resistances lightning, psychic
Senses darkvision 60 ft., passive Perception 10
Languages telepathy 60 ft.
CR 7 (XP 2,900; PB +3)

Thick Carapace. Any critical hit against the psithalide becomes a normal hit.

ACTIONS

Multiattack. The Psithalide makes two attacks, using Tri-Claw or Nerve Shock in any combination. It can replace any number of these attacks with a use of Psionic Shield.

Tri-Claw. *Melee Weapon Attack:* +8, reach 5 ft. Hit: 17 (3d8 + 5) piercing damage. If the target is a creature and doesn't already have a wound, it is subjected to the following effect. *Constitution Saving Throw:* DC 16. *Failure:* The target receives a wound. While wounded, the target loses 5 (1d10) hit points at the start of each of its turns. The wound closes after 1 minute, after a spell restores hit points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 16 Wisdom (Medicine) check.

Nerve Shock. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 9 (2d8) lightning damage plus 9 (2d8) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Psionic Shield. The psithalide increases its AC by 4 until the start of its next turn.

BONUS ACTIONS

Aggravating Stimulus. *Wisdom Saving Throw:* DC 15, one creature within 60 feet of the psithalide. *Failure:* On its next turn, the target must use its movement to move as close as possible to the psithalide, and the target has disadvantage on attack rolls against creatures other than this psithalide carapax and can't be affected by other creatures' Aggravating Stimulus until the end of its next turn.