PSITHALIDE OVERSEER

Large • Monstrosity • Lawful Neutral



Armor Class 18 **Initiative** +3 (13)
Hit Points 180 (19d10 + 76)
Speed 30 ft., fly 40 ft. (hover)

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

Skills Investigation +9, Perception +8
Damage Resistances lightning, psychic
Senses darkvision 120 ft., passive Perception 18
Languages telepathy 120 ft.
CR 13 (XP 10,000; PB +5)

Neural Override. While in a 30-foot emanation originating from the psithalide overseer, other allied psithalides deal an extra 1d6 psychic damage when the hit with an attack roll. Further, when such allies are incapacitated, they can still use their action to take the Dodge or Disengage action.

ACTIONS

Multiattack. The psithalide makes three attacks, using Coordinating Slash or Gravic Strike in any combination. It can replace one of those attacks with a Nerve Shock attack or a use of Spellcasting for an at-will spell.

Coordinating Slash. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 22 (4d8 + 4) slashing damage. Additionally, one allied creature within 5 feet of the target can use its reaction to make an opportunity attack against the target.

Gravic Strike. *Melee or Ranged Spell Attack:* +9, reach 5 ft. or range 90 ft. *Hit:* 26 (4d10 + 4) force damage, and the target is moved 5 feet in a direction of the psithalide's choice.

Nerve Shock. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 16 (3d10) lightning damage plus 16 (3d10) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Synaptic Blast (Recharge 5-6). *Intelligence Saving Throw:* DC 17, each creature of the psithalide's choice in a 20-foot-radius sphere centered on a point within 90 feet that the psithalide can see. Creatures can't gain cover from the ability. *Failure:* 39 (6d12) psychic damage, and the target becomes affected by the *confusion* spell until the end of its next turn. *Success:* Half damage.

Spellcasting. The psithalide casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *slow, telekinesis*

1/day: *dominate monster, passwall, power word stun*

BONUS ACTIONS

Reposition. The psithalide overseer chooses two allied creatures (it can choose itself) that are within 30 feet of the psithalide. The targets magically swap their positions. If there is not enough space to accommodate any of the creatures, the teleportation fails for both of them.

REACTIONS

Suppress Will. *Trigger:* A creature within 60 feet of the psithalide overseer wants to take a reaction. *Response* - *Wisdom Saving Throw:* DC 17, the target. *Failure:* The target can't take reactions this turn.

PSITHALIDE OVERSEER — WEAKER



Armor Class 17 **Initiative** +2 (12)
Hit Points 127 (15d10 + 45)
Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	17 (+3)	14 (+2)	16 (+3)

Skills Investigation +7, Perception +6
Damage Resistances lightning, psychic
Senses darkvision 120 ft., passive Perception 16
Languages telepathy 120 ft.
CR 10 (XP 5,900; PB +4)

Neural Override. While in a 20-foot emanation originating from the psithalide overseer, other allied psithalides deal an extra 1d4 psychic damage when the hit with an attack roll. Further, when such allies are incapacitated, they can still use their action to take the Dodge or Disengage action.

ACTIONS

Multiattack. The psithalide makes three attacks, using Coordinating Slash or Gravic Strike in any combination. It can replace one of those attacks with a Nerve Shock attack or a use of Spellcasting for an at-will spell.

Coordinating Slash. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 16 (3d8 + 3) slashing damage. Additionally, one allied creature within 5 feet of the target can use its reaction to make an opportunity attack against the target.

Gravic Strike. *Melee or Ranged Spell Attack:* +7, reach 5 ft. or range 90 ft. *Hit:* 19 (3d10 + 3) force damage, and the target is moved 5 feet in a direction of the psithalide's choice.

Nerve Shock. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 11 (2d10) lightning damage plus 11 (2d10) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Synaptic Blast (Recharge 5-6). *Intelligence Saving Throw:* DC 15, each creature of the psithalide's choice in a 20-foot-radius sphere centered on a point within 90 feet that the psithalide can see. Creatures can't gain cover from the ability. *Failure:* 32 (5d12) psychic damage, and the target becomes affected by the *confusion* spell until the end of its next turn. *Success:* Half damage.

Spellcasting. The psithalide casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *slow, telekinesis*

1/day: *dominate monster, passwall*

BONUS ACTIONS

Reposition. The psithalide overseer chooses two allied creatures (it can choose itself) that are within 30 feet of the psithalide. The targets magically swap their positions. If there is not enough space to accommodate any of the creatures, the teleportation fails for both of them.

REACTIONS

Suppress Will. *Trigger:* A creature within 60 feet of the psithalide overseer wants to take a reaction. *Response - Wisdom Saving Throw:* DC 15, the target. *Failure:* The target can't take reactions this turn.

PSITHALIDE OVERSEER — STRONGER

Armor Class 19 **Initiative** +4 (14)
Hit Points 231 (22d10 + 110)
Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	21 (+5)	21 (+5)	18 (+4)	20 (+5)

Skills Investigation +10, Perception +9
Damage Resistances lightning, psychic
Senses darkvision 120 ft., passive Perception 19
Languages telepathy 120 ft.
CR 16 (XP 15,000; PB +5)



Neural Override. While in a 30-foot emanation originating from the psithalide overseer, other allied psithalides deal an extra 1d8 psychic damage when the hit with an attack roll. Further, when such allies are incapacitated, they can still use their action to take the Dodge or Disengage action.

ACTIONS

Multiattack. The psithalide makes three attacks, using Coordinating Slash or Gravic Strike in any combination. It can replace one of those attacks with a Nerve Shock attack or a use of Spellcasting for an at-will spell.

Coordinating Slash. *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 24 (3d12 + 5) slashing damage. Additionally, one allied creature within 5 feet of the target can use its reaction to make an opportunity attack against the target.

Gravic Strike. *Melee or Ranged Spell Attack:* +10, reach 5 ft. or range 90 ft. *Hit:* 31 (4d12 + 5) force damage, and the target is moved 5 feet in a direction of the psithalide's choice.

Nerve Shock. *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 19 (3d12) lightning damage plus 19 (3d12) psychic damage. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Synaptic Blast (Recharge 5-6). *Intelligence Saving Throw:* DC 18, each creature of the psithalide's choice in a 20-foot-radius sphere centered on a point within 90 feet that the psithalide can see. Creatures can't gain cover from the ability. *Failure:* 45 (7d12) psychic damage, and the target becomes affected by the *confusion* spell until the end of its next turn. *Success:* Half damage.

Spellcasting. The psithalide casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 18):

At will: *slow, telekinesis*

1/day: *dominate monster, passwall, power word stun*

BONUS ACTIONS

Reposition. The psithalide overseer chooses two allied creatures (it can choose itself) that are within 30 feet of the psithalide. The targets magically swap their positions. If there is not enough space to accommodate any of the creatures, the teleportation fails for both of them.

REACTIONS

Suppress Will. *Trigger:* A creature within 60 feet of the psithalide overseer wants to take a reaction. *Response - Wisdom Saving Throw:* DC 18, the target. *Failure:* The target can't take reactions this turn.