PSITHALIDE OVERQUEEN

Huge • Monstrosity • Lawful Neutral



Armor Class 22
Initiative +12 (22)
Hit Points 472 (35d12 + 245)
Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	25 (+7)	27 (+8)	24 (+7)	25 (+7)

Skills History +16, Investigation +16, Perception +15
Damage Resistances lightning, psychic
Senses truesight 120 ft., passive Perception 25
Languages telepathy 300 ft.
CR 25 (XP 75,000 or 90,000 in lair; PB +8)

Assimilate Psyche. When an allied psithalide dies within 120 feet of the psithalide overqueen dies, the psithalide overqueen regains hit points equal to that psithalide's Challenge Rating.

Impossible Cognition. The psithalide overqueen can concentrate on two spells simultaneously. When rolling saving throws to maintain concentration, the pisthalide makes those saving throws for each spell separately.

Mind Alignment. The psithalide overqueen automatically succeeds on Intelligence and Wisdom saving throws against spells and other magical effects, while there are at least 5 other allied psithalides within 120 feet of her.

Overpowering Will. While in a 120-foot emanation originating from the psithalide, other allied psithalides can use their reaction when they fail a saving throw to reroll it and use the new result. Further, at the end of their turns, such an ally can lose 10 hit points to end one condition on itself.

Hive Resistance (3/Day; or 4/Day in Lair). If the psithalide overqueen fails a saving throw, she can choose to succeed instead. When she does so, she makes one Psyche Whip less as part of its Multiattack until she finishes a long rest.

ACTIONS

Multiattack. The psithalide makes four Psyche Whip attacks, one Nerve Shock attack, and uses her Spellcasting to cast an at-will spell twice.

Psyche Whip. *Melee Weapon Attack:* +16, reach 30 ft. *Hit:* 23 (3d10 + 7) psychic damage.

Nerve Shock. *Melee Weapon Attack:* +15, reach 5 ft. *Hit:* 16 (3d10) lightning damage plus 16 (3d10) psychic damage. This attack scores a critical hit on a 19 or 20. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Psionic Cataclysm (Recharge 5-6). *Intelligence Saving Throw:* DC 24, each creature of the psithalide's choice in a 30-foot emanation originating from it. *Failure:* 39 (6d12) psychic damage plus 39 (6d12) force damage, and the target is stunned until the end of its next turn. Further, the target is moved up to 20 feet in a random direction. *Success:* Half damage, and the target is moved 10 feet in a random direction.

Spellcasting. The psithalide casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 24):

> At will: *detect thoughts, dissonant whispers* (300 feet range), *phantasmal killer, slow, telekinesis, web* (50-foot cube, not obscured, and allies ignore the effect)
>
> 1/day: *force cage, mirage arcane, reverse gravity, scrying*

BONUS ACTIONS

Directive. The psithalide overqueen chooses up to three allied psithalides within 300 feet. The target can use their reaction to move up to their speed.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in lair). Immediately after another creature's turn, the psithalide can expend a use to take one of the following actions. The psithalide regains all expended uses at the start of each of its turns.

Attack. The psithalide makes one Psyche Whip attack.

Conjure. The psithalide magically summons 1d4 + 2 **psithalide drones**. The summoned creatures appear in an unoccupied space within 30 feet of their summoner and act as an ally of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses any number of them as an action. The psithalide overqueen can have a maximum of twenty creatures summoned this way at the same time. The psithalide can’t take this action again until the start of its next turn.

Teleport. The psithalides teleports up to 150 feet to a point she can see.

Weave Spell. The psithalide uses her Spellcasting. The psithalide can’t take this action again until the start of its next turn.

PSITHALIDE OVERQUEEN — WEAKER



Armor Class 20 **Initiative** +10 (20)
Hit Points 425 (34d12 + 204)
Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	23 (+6)	25 (+7)	22 (+6)	23 (+6)

Skills History +14, Investigation +14, Perception +13
Damage Resistances lightning, psychic
Senses truesight 120 ft., passive Perception 23
Languages telepathy 300 ft.
CR 22 (XP 41,000 or 50,000 in lair; PB +7)

Assimilate Psyche. When an allied psithalide dies within 90 feet of the psithalide overqueen dies, the psithalide overqueen regains hit points equal to that psithalide's Challenge Rating.

Impossible Cognition. The psithalide overqueen can concentrate on two spells simultaneously. When rolling saving throws to maintain concentration, the pisthalide makes those saving throws for each spell separately.

Mind Alignment. The psithalide overqueen automatically succeeds on Intelligence and Wisdom saving throws against spells and other magical effects, while there are at least 5 other allied psithalides within 90 feet of her.

Overpowering Will. While in a 90-foot emanation originating from the psithalide, other allied psithalides can use their reaction when they fail a saving throw to reroll it and use the new result. Further, at the end of their turns, such an ally can lose 10 hit points to end one condition on itself.

Hive Resistance (2/Day; or 3/Day in Lair). If the psithalide overqueen fails a saving throw, she can choose to succeed instead. When she does so, she makes one Psyche Whip less as part of its Multiattack until she finishes a long rest.

ACTIONS

Multiattack. The psithalide makes four Psyche Whip attacks, one Nerve Shock attack, and uses her Spellcasting to cast an at-will spell twice.

Psyche Whip. *Melee Weapon Attack:* +14, reach 30 ft. *Hit:* 17 (2d10 + 6) psychic damage.

Nerve Shock. *Melee Weapon Attack:* +13, reach 5 ft. *Hit:* 11 (2d10) lightning damage plus 11 (2d10) psychic damage. This attack scores a critical hit on a 19 or 20. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Psionic Cataclysm (Recharge 5-6). *Intelligence Saving Throw:* DC 22, each creature of the psithalide's choice in a 20-foot emanation originating from it. *Failure:* 33 (5d12) psychic damage plus 33 (5d12) force damage, and the target is stunned until the end of its next turn. Further, the target is moved up to 20 feet in a random direction. *Success:* Half damage, and the target is moved 10 feet in a random direction.

Spellcasting. The psithalide casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 22):

> At will: *detect thoughts, dissonant whispers* (300 feet range), *phantasmal killer, slow, telekinesis, web* (40-foot cube, not obscured, and allies ignore the effect)
>
> 1/day: *force cage, mirage arcane, reverse gravity, scrying*

BONUS ACTIONS

Directive. The psithalide overqueen chooses up to three allied psithalides within 300 feet. The target can use their reaction to move up to their speed.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in lair). Immediately after another creature's turn, the psithalide can expend a use to take one of the following actions. The psithalide regains all expended uses at the start of each of its turns.

Attack. The psithalide makes one Psyche Whip attack.

Conjure. The psithalide magically summons 1d4 + 1 **psithalide drones**. The summoned creatures appear in an unoccupied space within 30 feet of their summoner and act as an ally of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses any number of them as an action. The psithalide overqueen can have a maximum of twenty creatures summoned this way at the same time. The psithalide can’t take this action again until the start of its next turn.

Teleport. The psithalides teleports up to 120 feet to a point she can see.

Weave Spell. The psithalide uses her Spellcasting. The psithalide can’t take this action again until the start of its next turn.

PSITHALIDE OVERQUEEN — STRONGER



Armor Class 24
Initiative +13 (23)
Hit Points 565 (39d12 + 312)
Speed 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	27 (+8)	29 (+9)	26 (+8)	27 (+8)

Skills History +17, Investigation +17, Perception +16
Damage Resistances lightning, psychic
Senses truesight 120 ft., passive Perception 26
Languages telepathy 300 ft.
CR 28 (XP 120,000 or 135,000 in lair; PB +8)

Assimilate Psyche. When an allied psithalide dies within 150 feet of the psithalide overqueen dies, the psithalide overqueen regains hit points equal to twice that psithalide's Challenge Rating.

Impossible Cognition. The psithalide overqueen can concentrate on two spells simultaneously. When rolling saving throws to maintain concentration, the pisthalide makes those saving throws for each spell separately.

Mind Alignment. The psithalide overqueen automatically succeeds on Intelligence and Wisdom saving throws against spells and other magical effects, while there are at least 5 other allied psithalides within 150 feet of her.

Overpowering Will. While in a 150-foot emanation originating from the psithalide, other allied psithalides can use their reaction when they fail a saving throw to reroll it and use the new result. Further, at the end of their turns, such an ally can lose 10 hit points to end one condition on itself.

Hive Resistance (3/Day; or 4/Day in Lair). If the psithalide overqueen fails a saving throw, she can choose to succeed instead. When she does so, she makes one Psyche Whip less as part of its Multiattack until she finishes a long rest.

ACTIONS

Multiattack. The psithalide makes four Psyche Whip attacks, one Nerve Shock attack, and uses her Spellcasting to cast an at-will spell twice.

Psyche Whip. *Melee Weapon Attack:* +17, reach 30 ft. *Hit:* 35 (5d10 + 8) psychic damage.

Nerve Shock. *Melee Weapon Attack:* +16, reach 5 ft. *Hit:* 22 (4d10) lightning damage plus 22 (4d10) psychic damage. This attack scores a critical hit on a 19 or 20. If this attack scores a critical hit, the target becomes stunned until the end of its next turn.

Psionic Cataclysm (Recharge 5-6). *Intelligence Saving Throw:* DC 25, each creature of the psithalide's choice in a 30-foot emanation originating from it. *Failure:* 52 (8d12) psychic damage plus 52 (8d12) force damage, and the target is stunned until the end of its next turn. Further, the target is moved up to 20 feet in a random direction. *Success:* Half damage, and the target is moved 10 feet in a random direction.

Spellcasting. The psithalide casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 25):

> At will: *detect thoughts, dissonant whispers* (300 feet range), *phantasmal killer, slow, telekinesis, web* (50-foot cube, not obscured, and allies ignore the effect)
>
> 2/day: *force cage, mirage arcane, reverse gravity, scrying*

BONUS ACTIONS

Directive. The psithalide overqueen chooses up to four allied psithalides within 300 feet. The target can use their reaction to move up to their speed.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in lair). Immediately after another creature's turn, the psithalide can expend a use to take one of the following actions. The psithalide regains all expended uses at the start of each of its turns.

Attack. The psithalide makes one Psyche Whip attack.

Conjure. The psithalide magically summons 1d6 + 2 **psithalide drones**. The summoned creatures appear in an unoccupied space within 30 feet of their summoner and act as an ally of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses any number of them as an action. The psithalide overqueen can have a maximum of twenty creatures summoned this way at the same time. The psithalide can’t take this action again until the start of its next turn.

Teleport. The psithalides teleports up to 150 feet to a point she can see.

Weave Spell. The psithalide uses her Spellcasting. The psithalide can’t take this action again until the start of its next turn.