

## PSURLON

Medium Abberation, Typically Lawful Evil

**Armor Class** 15 (Mage Armour)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	17 (+3)	11 (-0)	7 (-2)

**Damage Resistances** psychic

**Condition Immunities** blinded, charmed

**Senses** blindsight 120 ft (blind beyond this radius), passive Perception 10

**Languages** Deep Speech, Telepathy 120 ft

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Aberrant Mind.** Magic can't read the psurlon's thoughts or put the psurlon to sleep.

### ACTIONS

**Multiattack.** The psurlon makes one Bite attack and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit* 6 (1d8 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 2) slashing damage.

**Psychic Crush.** The psurlon targets one creature it can see within 120 feet of itself. The target must make a DC 13 Wisdom saving throw, taking 14 (2d10 + 3) psychic damage on a failed save, or half as much damage on a successful one.

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

2/day each: *disguise self*, *mage armour* (self only)

1/day: *suggestion*



## PSURLON RINGER

Medium Aberration, Typically Lawful Evil

**Armor Class** 13 (mage armour)

**Hit Points** 31 (7d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	17 (+3)	11 (+0)	7 (-2)

**Saving Throws** Wis +3, Cha +1

**Skills** Perception +6

**Damage Resistances** psychic

**Condition Immunities** charmed

**Senses** passive Perception 14

**Languages** Deep Speech plus the languages of the Humanoid it is imitating, telepathy 120 ft.

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Aberrant Mind.** Magic can't read the psurlon's thoughts or put the psurlon to sleep.

### ACTIONS

**Multiattack.** The psurlon makes two dagger attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5ft or range 20/60 ft, one target. *Hit* 2 (1d4) piercing damage plus 4 (1d8) psychic damage.

**Psychic Crush.** The psurlon targets one creature it can see within 120 feet of itself. The target makes a DC 13 Wisdom saving throw, taking 12 (2d8 + 3) psychic damage on a failed save, or half as much damage on a successful one.

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

2/day each: *mage armour* (self only)

1/day: *suggestion*



## NEH-THALGGU

Large Aberration, Typically Chaotic Neutral

**Armor Class** 14 (natural armour)

**Hit Points** 95 (10d10 + 40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	18 (+4)	12 (+1)	11 (+0)	7 (-2)

**Senses** darkvision 120 ft, passive Perception 10

**Languages** Deep Speech; see also Brain Dump

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Brain Dump.** Whenever the Neh-Thalgggu consumes a brain, it gains the magical ability to speak and understand languages known by the brains previous owner.

**Unusual Nature.** The Neh-Thalgggu doesn't require air.

### ACTIONS

**Multiattack.** The Neh-Thalgggu makes one Bite attack and two Claw attacks.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. *Hit* 11 (2d8 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. *Hit* 4 (1d4 + 2) slashing damage.

**Extract Brain.** *Melee Weapon Attack:* +4 to hit, reach 5ft, one incapacitated humanoid. *Hit:* 35 (10d6) piercing damage. If this damage reduces the target to 0 hit points, the Neh-Thalgggu kills the target by extracting and consuming the brain.

**Mind Blast (Recharge 5-6).** The Neh-Thalgggu magically emits psychic energy at one Humanoid it can see within 10 feet of itself. The target must make a DC 14 Wisdom saving throw. On a failed save, the target takes 9 (2d8) psychic damage and is incapacitated until the end of its next turn. On a successful save, the target takes half as much damage and isn't incapacitated.

**Spellcasting (Psionics).** The Neh-Thalgggu casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 11). It must have consumed the requisite number of brains to cast the spell, as indicated:

1/day each: *Arms of Hadar* (1 brain), *Detect Magic* (2 brains), *Magic Missile* (3 brains), *Tenser's Floating Disk* (4 brains), *Darkness* (5 brains), *Hold Person* (6 brains), *Invisibility* (7 brains), *Spider Climb* (8 brains), *Fear* (9 brains), *Hypnotic Pattern* (10 brains), *Major Image* (11 brains), *Stinking Cloud* (12 brains).



## SWARM OF INSECTS

Medium swarm of Tiny Beasts, unaligned

**Armor Class** 12 (natural armour)

**Hit Points** 22 (5d8)

**Speed** 20 ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10 ft., passive Perception 8

**Languages** -

**Challenge** 1/2 (100 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny Insect. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +3 to hit, reach 0ft., one target in the swarm's space. *Hit* 10 (4d4) piercing damage or 5 (2d4) piercing damage if the swarm has half its hit points or less.



## QUAGGOTH

Medium Humanoid (Quaggoth), Chaotic Neutral

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

**Skills** Athletics +5

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120ft., passive perception 11

**Languages** Undercommon

**Challenge** 2 (450 XP)

**Wounded Fury.** While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

### ACTIONS

**Multiattack** The Quaggoth makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target.

*Hit:* 6 (1d6 + 3) slashing damage.

