

Core Spawn Emissary

Medium, Aberration, Chaotic Evil

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ARMOR CLASS

14

HIT POINTS

97 (13d8 + 39)

CHALLENGE

6 | 2,300 XP

PROFICIENCY

+3

Speed	Walk 30 ft.
Initiative	+2
Saving Throws	Con +5, Wis +5
Skills	Insight +5, Perception +5
Damage Resistances	Psychic
Senses	Darkvision 120 ft.; Passive Perception 15
Passive Perception	15
Languages	Deep Speech, telepathy 120 ft.

STR13
+1**DEX**15
+2**CON**15
+2**INT**16
+3**WIS**15
+2**CHA**13
+1

Traits

Far-Realm Spawn. Core Spawn Emissary has Advantage on saving throws against being Charmed or Frightened while another aberration is within 30 feet.

Pressure Pattern. Once on each of its turns when Core Spawn Emissary damages a creature with Psychic damage, that creature has Disadvantage on its next opportunity attack before the start of Core Spawn Emissary's next turn.

Actions

Multiattack. Core Spawn Emissary makes two Signature Strike attacks.

Signature Strike. Melee or Ranged Attack Roll: +5, reach 5 ft. or range 60/180 ft. Hit: 24 damage including Psychic pressure.

Psychic Surge (Recharge 5-6). Saving Throw: creatures of the GM's choice within 30 to 60 feet. Failure: 45 Psychic damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

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