

# Core Spawn Seer

Medium, Aberration, Chaotic Evil

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**ARMOR CLASS**

16

**HIT POINTS**

228 (24d8 + 120)

**CHALLENGE**

13 | 10,000 XP

**PROFICIENCY**

+5

<b>Speed</b>	Walk 30 ft.
<b>Initiative</b>	+3
<b>Saving Throws</b>	Cha +7, Con +8, Str +7, Wis +8
<b>Skills</b>	Insight +8, Perception +8
<b>Damage Resistances</b>	Psychic
<b>Senses</b>	Darkvision 120 ft.; Passive Perception 18
<b>Passive Perception</b>	18
<b>Languages</b>	Deep Speech, telepathy 120 ft.

**STR**15  
+2**DEX**16  
+3**CON**16  
+3**INT**18  
+4**WIS**17  
+3**CHA**15  
+2

## Traits

**Far-Realm Spawn.** Core Spawn Seer 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 Seer damages a creature with Psychic damage, that creature has Disadvantage on its next opportunity attack before the start of Core Spawn Seer's next turn.

## Actions

**Multiattack.** Core Spawn Seer makes two Signature Strike attacks.

**Signature Strike.** Melee or Ranged Attack Roll: +8, reach 5 ft. or range 60/180 ft. Hit: 47 damage including Psychic pressure.

**Psychic Surge (Recharge 5-6).** Saving Throw: creatures of the GM's choice within 30 to 60 feet. Failure: 76 Psychic damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

## Reactions

**Defensive Instinct.** When Core Spawn Seer is hit by an attack, it adds 5 to its AC against that attack, potentially causing it to miss.

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