

# Elder Brain

*Large, Aberration, Lawful Evil*

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## ARMOR CLASS

18

## HIT POINTS

210 (20d10 + 100)

## CHALLENGE

14 | 11,500 XP

## PROFICIENCY

+5

**Speed** Swim 20 ft., Walk 5 ft.

**Initiative** +2

**Saving Throws** Cha +10, Int +12, Wis +11

**Skills** Arcana +12, Insight +11, Perception +11

**Damage Resistances** Psychic, Force

**Damage Immunities** Charmed, Frightened

**Condition Immunities** Charmed, Frightened

**Senses** Blindsight 120 ft.; Passive Perception 21

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**Languages** Deep Speech, Undercommon, telepathy 1 mile

## STR

15  
+2

## DEX

14  
+2

## CON

20  
+5

## INT

24  
+7

## WIS

22  
+6

## CHA

20  
+5

## Traits

**Colony Mind.** Aberrations allied with the elder brain within 120 feet have Advantage on Intelligence, Wisdom, and Charisma saving throws.

**Psychic Dominion.** The elder brain knows the direction of creatures within 120 feet that use telepathy or deal Psychic damage.

## Actions

**Tentacle Thought.** Melee Spell Attack: +12, reach 30 ft. Hit: 39 (7d8 + 7) Psychic damage.

**Mindquake (Recharge 5-6).** Intelligence Saving Throw: creatures of the elder brain choice within 60 feet. Failure: 72 (16d8) Psychic damage and the target is Stunned until the end of its next turn. Success: Half damage.

## Bonus Actions

**Mental Command.** One allied aberration within 120 feet may move up to half its Speed and make one attack as a Reaction.

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## Reactions

**Psychic Rejection.** When the elder brain takes Psychic damage, it reduces the damage by 20 and one creature of its choice within 60 feet takes 10 Psychic damage.

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