

Feyr

Large, Aberration, Chaotic Evil

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ARMOR CLASS

14

HIT POINTS

75 (10d10 + 20)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+3

Speed	Walk 30 ft.
Initiative	+2
Saving Throws	Cha +4, Wis +5
Skills	Perception +4
Damage Resistances	Psychic
Senses	Darkvision 60 ft.; Passive Perception 14
Passive Perception	14
Languages	Deep Speech, Undercommon

STR16
+3**DEX**14
+2**CON**17
+3**INT**16
+3**WIS**15
+2**CHA**13
+1

Traits

Warped Senses. Feyr has Advantage on Wisdom (Perception) checks that rely on sight or psychic disturbance.

Aberrant Mind. Feyr has Advantage on saving throws against being Charmed or Frightened.

Actions

Multiattack. Feyr makes two Aberrant Ray attacks.

Aberrant Ray. Ranged Spell Attack: +5, range 120 ft. Hit: 21 Psychic damage.

Mind Warp (Recharge 5-6). Wisdom Saving Throw DC 13, creatures of Feyr's choice within 30 feet. Failure: 36 Psychic damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

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