

# Githzerai Zerth

Medium, Humanoid (Gith), Lawful Neutral

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

[View this monster online](#)

**ARMOR CLASS**

16

**HIT POINTS**

88 (16d8 + 16)

**CHALLENGE**

6 | 2,300 XP

**PROFICIENCY**

+3

<b>Speed</b>	Walk 35 ft.
<b>Initiative</b>	+3
<b>Saving Throws</b>	Con +4, Dex +6, Int +5, Wis +6
<b>Skills</b>	Insight +6, Acrobatics +6, Perception +6
<b>Damage Resistances</b>	Psychic
<b>Condition Immunities</b>	Charmed
<b>Senses</b>	Passive Perception 16
<b>Passive Perception</b>	16
<b>Languages</b>	Gith

**STR**12  
+1**DEX**16  
+3**CON**13  
+1**INT**14  
+2**WIS**17  
+3**CHA**11  
+0

## Traits

**Disciplined Mind.** The zerth has Advantage on saving throws against being Charmed or Frightened.

**Inner Step.** When the zerth starts its turn without wearing heavy armor, its movement does not provoke Opportunity Attacks from creatures it has hit since the start of that turn.

**Psychic Guard.** The zerth can add its Wisdom modifier to Intelligence saving throws.

## Actions

**Multiattack.** The zerth makes three Unarmed Strike attacks.

**Unarmed Strike.** Melee Attack Roll: +6, reach 5 ft. Hit: 8 (1d10 + 3) Bludgeoning damage plus 4 (1d8) Psychic damage.

**Mind Pulse (Recharge 5-6).** Intelligence Saving Throw: creatures of the zerth choice within 15 feet. Failure: 18 (4d8) Psychic damage and the target cannot take Reactions until the start of the zerth next turn. Success: Half damage.

**Focused Leap.** The zerth magically jumps up to 30 feet to an unoccupied space it can see.

## Bonus Actions

Monster Almanac | Githzerai Zerth

View online: <https://monster-almanac-site.vercel.app/monsters/githzerai-zerth>

**Center Breath.** The zerth ends one effect on itself that is causing it to be Grappled or Restrained, provided the effect is not caused by magic of 6th level or higher.

---

## Reactions

**Deflect Force.** When hit by a ranged attack, the zerth reduces the damage by 10 (1d10 + 5).

### Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/githzerai-zerth>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

### CONTENT NOTICE

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block.

Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

Generated by Monster Almanac. This is original compatible game content, not an official SRD stat block.

License: [Monster Almanac Original Compatible Content](#)

Source page: <https://monster-almanac-site.vercel.app/monsters/githzerai-zerth>