

# Mindwitness

Large, Aberration (Beholderkin), Lawful Evil

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**ARMOR CLASS**

16

**HIT POINTS**

127 (15d10 + 45)

**CHALLENGE**

5 | 1,800 XP

**PROFICIENCY**

+3

<b>Speed</b>	Fly 30 ft. (hover)
<b>Initiative</b>	+2
<b>Saving Throws</b>	Cha +5, Int +6, Wis +6
<b>Skills</b>	Perception +9
<b>Damage Resistances</b>	Psychic
<b>Damage Immunities</b>	Prone
<b>Condition Immunities</b>	Prone
<b>Senses</b>	Darkvision 120 ft.; Passive Perception 19
<b>Passive Perception</b>	19
<b>Languages</b>	Deep Speech, telepathy 120 ft.

**STR**12  
+1**DEX**14  
+2**CON**16  
+3**INT**16  
+3**WIS**16  
+3**CHA**14  
+2

## Traits

**Telepathic Node.** Aberrations allied with the mindwitness within 120 feet can communicate telepathically with it.

**Hover.** The mindwitness can hover and does not fall Prone while conscious.

## Actions

**Multiattack.** The mindwitness uses two Eye Rays.

**Psychic Ray.** Ranged Spell Attack: +6, range 90 ft. Hit: 22 (4d8 + 4) Psychic damage.

**Dazing Ray.** Wisdom Saving Throw: one creature within 90 feet. Failure: 22 (5d8) Psychic damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

**Shared Nightmare (Recharge 5-6).** Intelligence Saving Throw: creatures in a 20-foot-radius sphere within 90 feet. Failure: 31 (7d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage.

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