

# Star Spawn Larva Mage

Medium, Aberration, Chaotic Evil

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**ARMOR CLASS**

17

**HIT POINTS**

247 (26d8 + 130)

**CHALLENGE**

16 | 15,000 XP

**PROFICIENCY**

+5

**Speed**

Walk 30 ft.

**Initiative**

+3

**Saving Throws**

Cha +10, Con +10, Int +10, Wis +9

**Skills**

Arcana +10, Perception +9

**Damage Resistances**

Cold, Psychic; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities**

Charmed, Frightened

**Condition Immunities**

Charmed, Frightened

**Senses**

Darkvision 120 ft.; Passive Perception 19

**Passive Perception**

19

**Languages**

Deep Speech, telepathy 120 ft.

**STR**12  
+1**DEX**16  
+3**CON**20  
+5**INT**20  
+5**WIS**18  
+4**CHA**20  
+5

## Traits

**Worm-Mind Swarm.** When the mage takes damage, one hostile creature within 10 feet takes 7 (2d6) Psychic damage.

**Star-Cult Conduit.** Aberrations allied with the mage within 60 feet have Advantage on Wisdom saving throws.

## Actions

**Multiattack.** The mage makes two Worm Mind attacks.

**Worm Mind.** Ranged Spell Attack: +10, range 120 ft. Hit: 38 (6d10 + 5) Psychic damage.

**Larval Apocalypse (Recharge 5-6).** Intelligence Saving Throw: creatures within 30 feet. Failure: 90 (20d8) Psychic damage and the target is Stunned until the end of its next turn. Success: Half damage.

## Bonus Actions

**Aberrant Slip.** The mage teleports up to 30 feet to an unoccupied space it can see in darkness, slime, or warped terrain.

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