



Castes of the Githyanki

"I see but the horizon. Vlaakith sees the many planes."
 –Laezel (Baldur's Gate 3)

While there are notable exceptions such as those directly serving **Vlaakith**, githyanki society is divided into four castes: the military, the mlar (crafters), the hr'a'cknir (astral psychics), and the g'lathk (farmers).

Military

Led by **Osyrimon**, General of Tu'narath, the military caste commands the most respect, and is defined by a strict hierarchy:

- **Githyanki supreme commanders** are at the top of this hierarchy.
 - They strategize in close concert with the **tla'kajorr** (grandmaster mages) who are responsible for handling magical communication between distant forces, overseeing several kajorrs, and undertaking sensitive missions requiring more than magical artillery.
 - **Kith'raks** (generals) take the role of ship captains, leading 10 squadrons of githyanki.
- The **gish** are elite magic-wielding warriors that may integrate with a ship or squadron, or may operate independently, reporting either to a kith-rak or to a supreme commander.
 - The **kajorrs** are battlemages through and through, harnessing destructive magics and diving into battle alongside other githyanki.
 - While of lower rank than the gish, there are several specialists who operate as adjunct forces to githyanki squadrons. These include: The **bloodblade** is a telekinetic warrior serving as a guard for high-ranking githyanki; when initiated they imbibe blood of fallen githyanki and are believed to possess the *umitl'a'ikith* (touch of the sword spirits). The **mindslicer** is a psychic interrogator and hunter of mind flayers who intercepts telepathic messages. The **darkweaver** is a warlock who formed a pact with Vlaakith, giving her a portion of their soul in exchange for power so long as they reap souls for their Lich Queen; darkweavers no longer need to breathe, eat, drink, or sleep. The **pyroclast** is a "duthka'ariy" touched by red dragon blood, seething with barely controlled power that wise githyanki leaders learn to channel against their enemies.

- **Varsh** (caretakers/tutors) are responsible for the training and defense of a creche on the Material Plane. Within the creche they are considered of higher rank than a sarth, but away from the creche they are subject to a sarth's commands.
- **Sarths** (sergeants) lead squadrons of 10 githyanki on raiding parties with precise objectives.
- **Githyanki warriors** are the rank and file of the Lich Queen's military, each having proven themselves by slaying a mind flayer.
- **Younglings** are those githyanki still in training at a creche on the Material Plane.

Mlar

The **mlar** (mi-LAR) craft the silver swords, astral ships, buildings, and tools used by githyanki. These psionicists are sworn to vows of secrecy concerning their trades, which are rife with ritual and magic.

Hr'a'cknir

Powerful psychics manipulating astral energies, the hr'a'cknir divide themselves according to four traditions:

- The **ghustil** (goo-STIL) act as healers, having learned to manipulate time to allow for githyanki to heal on the Astral Plane.
- The **senja'si** (SEN-ja-SI) are mighty seers who gaze into the future, learn secrets from dreamscapes, and trace spellshadows on the Astral. *Editor's Note: This one is a work-in-progress; pinning down the concept with mechanics has been tricky.*
- The **var'ith'n** (var-ITH-in) transmute the psychic energies of the Astral into materials that the mlar can manipulate. To a skilled var'ith'n, a psychic storm is a windfall of materials. *Editor's Note: So far I've chosen not to write up stats for the var'ith'n, partly because I'm not yet clear on their capabilities, and partly because I like having them as a plot device if needed.*
- The **y'rn** (YIH-rin) tap the power of the World Gate (Well of Worlds) to transport large materials and troops both within the Astral, and to/from it.

G'lathk

The **g'lathk** (gi-LATH-k) are farmers/laborers supplying githyanki with food for their journeys away from the Astral Plane. They rely on hydroponics, cloning vats, harvesting grub from god corpses, and psionically growing fungi. As they are noncombatants, there are no stats for g'lathk.

Servants of the Lich Queen

Outside of this caste system are two organizations of githyanki, a half-breed super-soldier, and two types of undead Vlaakith creates using her *Crown of Corruption*:

- **Githyanki knights** are battle-proved dragon-riders acting as the eyes and ears of the Lich Queen, entrusted with the *silver greatswords* as an emblem of their office and the mix of respect and fear with which they are held.
- **Ch'r'ai inquisitors** are Vlaakith's fanatic inner circle of warlocks who are at least in part aware of her true plans. They undertake a pogrom against all dissenters, hoping to see their queen elevated as a goddess and to be rewarded as her first followers. The essence of each Ch'r'ai is infused with the Astral, making them immune to magical aging, and on other planes their body ages only 1 year for every 10 years that pass.
- **Duthka'gith** are a magically created fusion of githyanki and fiendish red dragon, created by the Lich Queen using the *Scepter of Ephelomon* to serve as elite shock troops.
- **Kr'y'izoth** (spell spirits) are created by Vlaakith from powerful githyanki spellcasters whose souls she drains. They appear as emaciated charred githyanki shrouded in shadowy flames of necrotic energy obscuring their features, and speak in hollow voices.
- **Tl'a'ikith** (sword spirits) are created by Vlaakith from powerful githyanki warriors whose souls she drains. They appear as pale spectral githyanki who never speak. Like their counterparts, they serve as guardians of Vlaakith's palace.

Githyanki Warlords

While ostensibly all of the military are slavishly loyal to Vlaakith, increasingly those warlords who operate away from Tu'narath amass their own partisans. The most powerful of these warlords is **Zetch'r'r**, a supporter of the Shasal Khou with imperial dreams of ruling his people in the Lich Queen's place.

Githyanki Pirates

Operating completely outside of the caste system are those githyanki who refused to settle in Tu'narath or anywhere else for that matter. Most are aligned with the Far Traveler faction and operate as pirates of wildspace and the Astral Plane, offering token tribute to Vlaakith. The **githyanki pirate** and **pirate captain** are example stat blocks.

| Monster | CR | Source |
|------------------------------------|----|---------|
| Githyanki Youngling | 1 | * |
| Githyanki Pirate | 2 | * |
| Githyanki Warrior | 3 | MM |
| Githyanki Ghustil (healer) | 4 | * |
| Githyanki Mlar (crafter) | 4 | * |
| Githyanki Mindslicer | 5 | * |
| Githyanki Sarth (captain) | 5 | * |
| Githyanki Varsh (caretaker/tutor) | 5 | * |
| Githyanki Darkweaver (warlock) | 5 | * |
| Githyanki Pyroclast (sorcerer) | 6 | * |
| Githyanki Pirate Captain | 6 | * |
| Githyanki Bloodblade | 7 | * |
| Githyanki Y'rn (portal mage) | 7 | * |
| Githyanki Ch'r'ai (inquisitor) | 8 | * |
| Githyanki Kajorr (master mage) | 8 | * |
| Githyanki Knight | 8 | MM |
| Duthka'gith (half-dragon) | 10 | * |
| Tl'a'ikith (sword spirit) | 10 | * |
| Githyanki Gish (fighter/mage) | 10 | MToF |
| Githyanki Tla'Kajorr (grandmaster) | 11 | * |
| Githyanki Kith'rak (general) | 12 | MToF |
| Kr'y'izoth (spell spirit) | 13 | * |
| Githyanki Supreme Commander | 14 | MToF |
| Osyrimon | 16 | * |
| Zetch'r'r | 16 | * |
| Vlaakith CLVIII (Gith) | 23 | Dragon+ |

Special Abilities

Githyanki NPCs may be customized with the following special abilities.

Traits

Dragon Rider. The githyanki has advantage on melee attack rolls against any unmounted creatures that are smaller than its mount. It also gains advantage on checks and saving throws to avoid being dismounted.

Iron Will: The githyanki has advantage on saving throws against being charmed or having its mind read.

Actions

Telekinetic Fling (recharge 5-6). A Medium or smaller creature within 5 feet that githyanki can see must succeed a Strength saving throw (use the spell save DC for the githyanki's psionics) or be pushed up to 30 feet and knocked prone. If the creature ends in space occupied by a Medium or smaller creature it must also make a Strength saving throw or be knocked prone. Each takes 1d6 bludgeoning per every 10 feet the target was pushed.

Bonus Actions

Astral Stride (recharge short or long rest). The githyanki teleports up to 30 feet to an unoccupied space it can see. Until the end of its turn, it becomes incorporeal; it can move through other creatures and objects as if they were difficult terrain, but must end its turn in an unoccupied space.

Reactions

Sweeping Blade Mastery. The githyanki has mastered a fighting style emphasizing grand motions and intricate flourishes. While wielding a longsword or greatsword, the githyanki can use it reaction to deflect the missile when it is hit by a ranged weapon attack. Reduce the damage it takes from the attack by 1d10 + its CR.

Magic Items

Net of Matter Transmission. When a creature is restrained by this silver net, it crackles with faint blue energy. Any other creature touching the net or attacking it with a metal weapon suffers 12 (5d4) lightning damage. When a creature starts its turn restrained by the net, it must succeed a DC 15 Charisma saving throw or be teleported (along with the net) to a destination in the Astral Plane. Typically, this is Tu'narath or another githyanki stronghold.

Driftmetal Armor. This armor function like +1, +2, or +3 armor, but has the additional property of making the wearer immune to the physical location effects of the Astral's psychic winds.

Driftmetal Helm. This helmet makes the wearer immune to the mental effects of the Astral's psychic winds.

Sphere of Dimensional Anchor. When activated as an action, this sphere emits otherworldly dim light in a 30-foot spherical radius for 1 minute. As part of this action, it may be thrown up to 30 feet away. The sphere becomes magically immobile during this time, hovering 5 feet off the ground. Creatures within this light cannot teleport or plane shift. Additionally, creatures that have been summoned or are away from their home plane treat the area within the light as difficult terrain. After one minute, the light ceases and the sphere is destroyed.

Templates

Sword Stalker. The githyanki is dedicated to recovering stolen silver swords of its people. Make the following changes to its stat block:

- *Scry* (focused on a silver sword only) at will.
- *Locate object* (silver sword only) 3/day.
- **Teleport Trace.** When standing at a location where a creature departed via teleporting or plane shifting, as an action the githyanki can make a special check (d20 + the githyanki's CR) to determine the destination of the teleport or plane shift within the past 24 hours. The Difficulty is 10 for short distances (e.g. *misty step* or a yugoloth's Teleport), DC 15 for medium distances (e.g. *dimension door*), DC 20 for long distances (e.g. *teleport*), and DC 25 for other planes.

DUTHKA'GITH

Medium humanoid (gith), typically chaotic evil

Armor Class 18 (plate)

Hit Points 142 (19d8+57)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 14 (+2) | 17 (+3) | 14 (+2) | 13 (+1) | 15 (+2) |

Saving Throws Con +7, Int +6, Cha +6

Skills Athletics +8, Perception +5

Damage Resistances fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Draconic, Gith

Challenge 10 (5,900 XP)

Brute. The duthka'gith's melee attacks deal one extra die of damage (already added).

Innate Spellcasting (Psionics). The duthka'gith's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *blur*, *jump*, *misty step*, *nondetection* (self only)

1/day each: *plane shift*, *telekinesis*

ACTIONS

Multiattack. The duthka'gith makes two attacks.

Silver Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d6+7) slashing damage, plus 10 (3d6) psychic damage. This is a magic weapon attack. On a critical hit against a target in an astral body (as with the *astral projection* spell), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

Breath Weapon (recharge 5-6). The duthka-gith exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

SOURCES

AD&D *Monstrous Compendium Spelljammer Appendix* (John Terra, 1990)

AD&D *A Guide to the Astral Plane* (Monte Cook, 1996)

3E "Incursion: Knights of the Lich Queen",

POLYHEDRON #159 (James Wyatt, July 2003)

3E "Lich Queen's Beloved", DUNGEON #100 (Chris Perkins, July 2003)

3E *The Book of Nine Swords* (Richard Baker, Matt Sernett, Frank Brunner, 2006)

4E *The Plane Above: Secrets of the Astral Sea* (Rob Heinsoo, 2010)

5E "Dragon Classic", *Dragon+ Issue 19* (April 2018)

GITHYANKI BLOODBLADE

Medium humanoid (gith), typically lawful evil

Armor Class 16 (breastplate)

Hit Points 77 (14d8+14)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 15 (+2) | 13 (+1) | 14 (+2) | 14 (+2) | 14 (+2) |

Saving Throws Dex +5, Con +4, Int +4, Wis +5

Skills Acrobatics +8, Athletics +8

Senses passive Perception 12

Languages Gith

Challenge 7 (2,900 XP)

Bloodstorm Rage. While it has 38 hit points or less, the githyanki enters a rage. While raging, it has advantage on attack rolls, attacks against it have disadvantage, and it can take one reaction on every turn in combat. The rage lasts for 1 minute, when the githyanki is reduced to 0 hit points, or if its turn ends and it hasn't attacked a hostile creature since its last turn or taken damage since then.

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

1/day each: *telekinesis*

Martial Maneuvers (1/turn). When the githyanki hits a creature with an attack, the githyanki may attempt to Disarm or Shove that creature, or it may deal a vicious wound. A creature suffering a vicious wound loses 3 hit points at the start of each of its turns; a DC 10 Wisdom (Medicine) check or magic healing stems the bleeding.

ACTIONS

Multiattack. The githyanki makes three attacks. When making multiple Hurl Blade attacks, range and cover are resolved for each attack after the first as though that attack originated from the space of the creature that githyanki last attacked. If the githyanki has *mage hand* active, it may instead treat the origin of the attack as its *mage hand*.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage if wielded in two hands, plus 7 (2d6) psychic damage.

Hurl Blade. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* 6 (1d8+2) slashing damage, plus 7 (2d6) psychic damage. The blade returns to the githyanki's hand.

Blade Storm (1/day, must be raging). The githyanki makes a Hurl Blade attack against each creature of its choice within 20 feet.

REACTIONS

Riposte. When a creature that the githyanki can see misses the githyanki with a melee attack, the githyanki can make a melee attack against that creature.

GITHYANKI CH'R'AI

Medium humanoid (gith), typically lawful evil

Armor Class 17 (half-plate)

Hit Points 91 (14d8+14)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 14 (+2) | 14 (+2) | 16 (+3) | 15 (+2) | 16 (+3) |

Saving Throws Con +4, Int +5, Wis +5

Skills Deception +6, Insight +5, Intimidation +6, Investigation +5, Perception +5, Stealth +5

Senses passive Perception 15

Languages Gith

Challenge 8 (3,900 XP)

Among the Dead. If an undead targets the githyanki with an attack or harmful spell, the undead must make a DC 14 Wisdom saving throw. On a failed save, it must choose a new target or forfeit its action. On a successful save, the undead is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if the githyanki targets it with an attack or a harmful spell.

Indestructible Focus. The githyanki has advantage on Constitution saves to concentrate on a spell. If the githyanki is killed while concentrating on a spell, its concentration is not broken. Additionally, if killed away from the Astral Plane, the githyanki's consciousness returns to Tu'narath where it awaits being implanted in a new body.

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *suggestion*, *tongues*

1/day each: *dominate person*, *compulsion*, *hold person* (at 5th level), *planeshift*, *telekinesis*, *true seeing*

Keep Enemies Close. While a creature under the effect of one of the githyanki's spells is within 5 feet of the githyanki, attacks against the githyanki are made at disadvantage.

ACTIONS

Multiattack. The githyanki makes two longsword attacks and uses Seeds of Discord.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft. one target. *Hit:* 9 (1d8+5) slashing damage, or 10 (1d10+5) slashing damage wielded with two hands, plus 10 (3d6) psychic damage. In the githyanki's hands, this weapon is considered magical.

Seeds of Discord. A creature that can hear and understand the githyanki must succeed a DC 14 Intelligence saving throw, or it is filled with doubt for one minute. It is not considered willing for any spells, refuses being touched or having spells cast on it, refuses to use beneficial magic on creatures, treats no creatures as allies, and can neither use nor benefit from the Help action. As an action, the creature can repeat the saving throw, ending the effect on a success.

GITHYANKI DARKWEAVER

Medium humanoid (gith, warlock), typically lawful evil

Armor Class 12 (or 15 with *mage armor*)

Hit Points 71 (11d8+22)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 14 (+2) | 14 (+2) | 16 (+3) | 13 (+1) | 16 (+3) |

Saving Throws Con +5, Int +6, Wis +4

Skills Arcana +6, Intimidation +6

Senses passive Perception 11

Languages Gith

Challenge 5 (1,800 XP)

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *levitate* (self only), *mage armor* (self only), *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

Negative Energy Immunity. The githyanki is immune to effects which would reduce its maximum hit points, such as an undead's life drain. It is also immune to spells which would kill it instantaneously without dealing damage, such as *power word kill*.

Reap Soul. When the githyanki kills a creature, the githyanki can use a silver net or special crystal receptacle to trap its soul. The creature cannot be raised from death until that receptacle is destroyed.

Spellcasting. The githyanki is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *blade ward*, *chill touch*, *eldritch blast* (3 beams), *spare the dying*, *toll the dead*

1st-5th level (3 5th-level slots): *blight*, *cause fear**, *death ward*, *enervation**, *false life*, *hellish rebuke*, *legend lore*, *ray of enfeeblement*, *silence*, *spirit shroud*, *vampiric touch*

ACTIONS

Death Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft. one target. *Hit:* 10 (3d6) necrotic damage, and the target must succeed a DC 14 Constitution saving throw or reduce its maximum hit points by an equivalent amount. If the target is a living creature that is reduced to 0 hit points by this attack, it immediately dies.

Eldritch Blast. The githyanki fires three beams at targets within range. *Ranged Spell Attack:* +6, range 120 ft., one target. *Hit:* 5 (1d10) force damage. Once per turn, the githyanki decreases the speed of the creature hit by 10 feet until the end of its next turn.

GITHYANKI GHUSTIL

Medium humanoid (gith, hr'a'cknir), typically lawful evil

Armor Class 16 (breastplate)

Hit Points 49 (9d8+9)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 14 (+2) | 12 (+1) | 14 (+2) | 14 (+2) | 12 (+1) |

Saving Throws Con +4, Int +5, Wis +4

Skills Medicine +4

Senses passive Perception 12

Languages Gith

Challenge 4 (1,100 XP)

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

1/day each: *haste*, *hold person*, *slow*

Temporal Stasis. As an hour long ritual, the ghustil can place a willing or incapacitated creature in a state of suspended animation. The creature remains aware of its surroundings, but it is paralyzed, does not age, nor suffer from any ongoing conditions. *Dispel magic* or *remove curse* ends the temporal stasis, and the githyanki ghustil can end the effect as an action.

Time Bubble. The githyanki and allies within 10 feet can heal on the Astral Plane during a rest. If the githyanki or its allies within 10 feet regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d8 hit points.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6+2) necrotic damage, and the target must succeed a DC 12 Wisdom saving throw or be aged 1 year. If the save fails by 5 or more, the target instead ages 2d10 years.

Accelerate Healing. A willing creature within 10 feet that the githyanki can see may spend up to 3 Hit Dice to regain hit points. Additionally, the githyanki must spend 1 Hit Die each time it uses this power.

Revert the Self. A willing creature within 10 feet that the githyanki can see removes any of the following conditions it has received in the last 8 hours: blinded, charmed, cursed, deafened, paralyzed, petrified, poisoned, any reduction to one of the target's ability scores, or one effect reducing the target's maximum hit points. The creature must spend 3 Hit Dice per condition removed. Additionally, the githyanki must spend 1 Hit Dice each time it uses this power.

REACTIONS

Counter Healing (on the Astral only). A creature within 30 feet which the githyanki can see that regains hit points loses 3d8 hit points at the end of the turn, up to a maximum amount equal to what it gained.

GITHYANKI KAJORR

Medium humanoid (gith, wizard), typically lawful evil

Armor Class 17 (half-plate)

Hit Points 77 (14d8+14)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 14 (+2) | 12 (+1) | 16 (+3) | 14 (+2) | 14 (+2) |

Saving Throws Con +4, Int +5, Wis +4

Skills Arcana +5, Perception +4

Senses passive Perception 14

Languages Gith

Challenge 8 (3,900 XP)

Combat Casting. The githyanki does not suffer disadvantage on its ranged spell attacks when it is within 5 feet of a hostile creature that can see that githyanki and that isn't Incapacitated.

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*, *telekinesis*

Sculpt Spells. When the githyanki casts an evocation spell, it can choose a number of creatures equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Spellcasting. The githyanki is a 9th level wizard. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips: *fire bolt*, *light*, *message*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*

2nd level (3 slots): *cloud of daggers*, *levitate*, *scorching ray*

3rd level (3 slots): *counterspell*, *lightning bolt*, *sending*

4th level (3 slots): *dimension door*, *fire shield*, *ice storm*

5th level (1 slot): *Rary's telepathic bond*

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, plus 7 (2d6) psychic damage.

GITHYANKI MINDSLICER

Medium humanoid (gith), typically lawful evil

Armor Class 17 (half-plate)

Hit Points 77 (14d8+14)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 14 (+2) | 14 (+1) | 15 (+2) | 14 (+2) | 14 (+2) |

Saving Throws Con +4, Int +5, Wis +5

Skills Insight +4, Intimidation +4, Perception +4

Senses passive Perception 14

Languages Gith

Challenge 5 (1,800 XP)

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible), *mind sliver*

3/day each: *jump*, *mind spike*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *intellect fortress*, *mental prison*, *modify memory*

Iron Will. The githyanki has advantage on saving throws against being charmed or having its mind read.

Mindslice. The githyanki can sense the presence of any creature using telepathy within 30 feet of it, and hears vague echoes of that telepathic communication.

Psychic Feedback. When the githyanki is subjected to psychic damage, the creature that inflicted that damage takes an equal amount of psychic damage.

ACTIONS

Multiaattack. The githyanki makes a longsword attack and casts *mind sliver*.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft. one target. *Hit:* 6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage wielded with two hands, plus 10 (3d6) psychic damage.

Mind Sliver (spell). The githyanki drives a disorienting spike of psychic energy into the mind of one creature it can see within 60 feet. The target must succeed on a DC 13 Intelligence saving throw or take 10 (3d6) psychic damage and subtract 1d4 from the next saving throw it makes before the end of the githyanki's next turn.

Psychic Crush (recharge 6). The githyanki chooses a point within 60 feet that it can see. Each creature within 10 feet of that point must succeed a DC 13 Wisdom saving throw or it takes 10 (3d6) psychic damage and it is dazed. While dazed, it can only take one action on its turn, losing its normal movement, reactions, and bonus actions. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success, or taking another 10 (3d6) psychic damage on a failure.

GITHYANKI MLAR

Medium humanoid (gith), typically lawful evil

Armor Class 16 (breastplate)

Hit Points 58 (9d8+18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 14 (+2) | 15 (+2) | 14 (+2) | 15 (+2) | 13 (+1) |

Saving Throws Con +4, Int +4, Wis +4

Senses passive Perception 12

Languages Gith

Challenge 4 (1,100 XP)

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible), *mending* 3/day each: *fabricate*, *jump*, *magic weapon*, *misty step*, *nondetection* (self only)

1/day each: *bones of the earth*, *creation*, *stone shape*, *wall of stone*

ACTIONS

Touch of Unrecalling. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) psychic damage and the target is cursed to forget how to use objects. It immediately forgets how to use one category of object (roll on table below). At the end of each of its turns, the target must succeed a DC # Intelligence saving throw or forget how to use another object. After a long rest, a creature recalls how to use all objects it has forgotten.

1. Adventuring gear, potions, and other sundries
2. Armor and shields
3. Foci and material components
4. Potions
5. Tools
6. Weapons

Force Missiles (recharge 5-6). The githyanki conjures five projectiles of concussive force. Each can be sent to strike a target within 60 feet. Each target must succeed on a DC 12 Strength saving throw or suffer 7 (2d6) force damage and be knocked prone. On a successful saving throw, the target suffers only half damage and is not knocked prone. A creature need only make one saving throw, not several.

Structures suffer double damage from this attack.

REACTIONS

Disenchanting Parry. The githyanki adds 3 to its AC against one melee attack that would hit it. To do so, the githyanki must see the attacker and be wielding a melee weapon. If this causes the attack to miss and the attacker's weapon is magical, the wielder becomes unattuned and the weapon loses all its magical properties for 1 hour. Artifacts are immune to this effect.

GITHYANKI PIRATE

Medium humanoid (gith), typically lawful evil

Armor Class 15 (studded leather)

Hit Points 49 (9d8+9)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 16 (+3) | 12 (+1) | 13 (+1) | 14 (+2) | 10 (+0) |

Saving Throws Dex +5, Con +3, Int +3, Wis +4

Skills Acrobatics +5, Athletics +4, Insight +4, Perception +4, Sleight of Hand +5, Stealth +5

Senses passive Perception 14

Languages Common, Gith

Challenge 2 (450 XP)

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

ACTIONS

Multiattack. The githyanki makes two melee attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

GITHYANKI PIRATE CAPTAIN

Medium humanoid (gith), typically lawful evil

Armor Class 15 (studded leather)

Hit Points 71 (11d8+22)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 16 (+3) | 14 (+2) | 14 (+2) | 15 (+2) | 14 (+2) |

Saving Throws Dex +5, Con +3, Int +3, Wis +4

Skills Acrobatics +5, Athletics +4, Insight +4, Perception +4, Sleight of Hand +5, Stealth +5

Senses passive Perception 14

Languages Common, Gith

Challenge 6 (2,300 XP)

Boarding Party. The githyanki and its githyanki allies within 30 feet that can hear its commands do not provoke opportunity attacks due to their movement.

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *detect thoughts*, *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day: *plane shift* (including its ship and everyone aboard)

ACTIONS

Multiattack. The githyanki makes two melee attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage, plus 9 (2d8) psychic damage.

Triple Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 15 (3d8+2) piercing damage.

Silver Step (recharge 5-6). The githyanki makes three rapier attacks, teleporting up to 5 feet to an unoccupied space it can see between each attack. Instead of teleporting to an unoccupied space, it may instead swap places with a willing githyanki.

REACTIONS

Riposte. When a creature that the githyanki can see misses the githyanki with a melee attack, the githyanki can make a melee attack against that creature.

GITHYANKI PYROCLAST

Medium humanoid (gith, sorcerer), typically lawful evil

Armor Class 17 (half-plate)

Hit Points 49 (9d8+9)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 14 (+2) | 12 (+1) | 14 (+2) | 13 (+1) | 15 (+2) |

Saving Throws Con +4, Int +5, Wis +4

Damage Resistances fire

Skills Arcana +5, Perception +4

Senses passive Perception 14

Languages Draconic, Gith

Challenge 6 (2,300 XP)

Conflagration. Any creature taking fire damage from one of the githyanki's attacks also catches fire, taking 1d6 fire damage at the start of each of its turns. The flames may be extinguished with an action, a strong wind, or immersion in water.

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

Quicken Metamagic (2/day). The githyanki reduces the casting time of a sorcerer spell from an action to a bonus action. It may only do so once per turn.

Spellcasting. The githyanki is a 5th level sorcerer. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells:

Cantrips: *control flames*, *fire bolt*, *green flame blade*, *light*, *true strike*

1st level (4 slots): *burning hands*, *catapult*, *witch bolt*

2nd level (3 slots): *flaming sphere*, *scorching ray*

3rd level (2 slots): *fireball*

ACTIONS

Longsword (Green Flame Blade). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage if wielded with two hands, plus 4 (1d8) fire damage, and the flames leap to a different creature of the githyanki's choice that it can see within 5 feet of the target; the second creature takes 6 (1d8+2) fire damage.

GITHYANKI SARTH

Medium humanoid (gith), typically lawful evil

Armor Class 17 (half-plate)

Hit Points 77 (14d8+14)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 14 (+2) | 12 (+1) | 13 (+1) | 14 (+2) | 12 (+1) |

Saving Throws Con +4, Int +4, Wis +5

Skills Athletics +5, Perception +5

Senses passive Perception 15

Languages Gith

Challenge 5 (1,800 XP)

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*

ACTIONS

Multiattack. The githyanki makes two greatsword attacks, or it makes one greatsword attack and uses Rallying Cry.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage, plus 7 (2d6) psychic damage.

Cleave. The githyanki makes three greatsword attacks, each against a different creature. The githyanki cannot move between these attacks, and it cannot use its reaction until the start of its next turn.

Rallying Cry (recharge 6). The githyanki utters a command, and up to three allied githyanki of lower rank within 30 feet may use their reactions to move up to 15 feet and make one melee attack.

GITHYANKI TLA'KAJARR

Medium humanoid (gith, wizard), typically lawful evil

Armor Class 17 (half-plate)

Hit Points 104 (19d8+19)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 14 (+2) | 12 (+1) | 18 (+4) | 14 (+2) | 15 (+2) |

Saving Throws Con +5, Int +8, Wis +6

Skills Arcana +8, Perception +6

Senses passive Perception 16

Languages Gith

Challenge 11 (7,200 XP)

Combat Casting. The githyanki does not suffer disadvantage on its ranged spell attacks when it is within 5 feet of a hostile creature that can see that githyanki and that isn't Incapacitated.

Empowered Evocation. The githyanki adds its Intelligence modifier to one damage roll of any evocation spell it casts.

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*, *telekinesis*

Sculpt Spells. When the githyanki casts an evocation spell, it can choose a number of creatures equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Spell Inversion. When the githyanki successfully counters a spell, the spellcaster suffers 1d6 psychic damage per level of the countered spell.

Spellcasting. The githyanki is a 14th level wizard. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following spells prepared:

Cantrips: *fire bolt*, *friends*, *light*, *message*, *ray of frost*

1st level (4 slots): *detect magic*, *identify*, *magic missile*, *unseen servant*

2nd level (3 slots): *cloud of daggers*, *levitate*, *scorching ray*

3rd level (3 slots): *counterspell*, *lightning bolt*, *sending*

4th level (3 slots): *dimension door*, *fire shield*, *ice storm*

5th level (2 slots): *Rary's telepathic bond*, *seeming*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *reverse gravity*

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage, plus 7 (2d6) psychic damage.

Empowered Magic Missile. The githyanki fires 3 darts of magical force at a creature it can see within 120 feet. Each dart deals 7 (1d4+5) force damage. For each spell slot level expended beyond 1st, the githyanki fires an additional dart.

GITHYANKI VARSH

Medium humanoid (gith), typically lawful evil

Armor Class 17 (half-plate)

Hit Points 49 (9d8+9)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 14 (+2) | 12 (+1) | 16 (+3) | 15 (+2) | 12 (+1) |

Saving Throws Con +4, Int +7, Wis +5

Skills Insight +5, Perception +5

Senses passive Perception 15

Languages Gith

Challenge 5 (1,800 XP)

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection*

1/day each: *plane shift*, *slow*, *telekinesis*

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage if wielded in two hands, plus 7 (2d6) psychic damage.

Force Bolt. *Ranged Spell Attack:* +6 to hit, range 100 ft. one target. *Hit:* 10 (2d6+3) force damage.

Awaken Wild Talent (once per short or long rest). The githyanki touches a willing creature, which rolls on the wild talent table, gaining the indicated power for 1 hour. Additionally, if it is a githyanki it regains a use of one its psionic spells.

BONUS ACTIONS

Arcane Ward. The githyanki raises a protective barrier around itself or a willing ally it can see within 30 feet, and the target gains 20 temporary hit points.

REACTIONS

Counterstrike. When a creature within 100 feet that the githyanki can see damages a creature protected by the githyanki's Arcane Ward, the githyanki can use its reaction to make a Force Bolt attack against that creature.

Interception. When a creature the githyanki can see hits a target, besides the githyanki, within 5 feet of it with an attack, the githyanki can use its reaction to reduce the damage the target takes by 1d10 + 3.

Shatter Ward. When the temporary hit points granted by its Arcane Ward are reduced to 0, and the githyanki can see the warded creature, the githyanki causes a burst of force to emanate from around the warded creature. Each creature within 10 feet of the warded creature must succeed a DC 14 Strength saving throw or take 7 (2d6) force damage and be pushed away from the warded creature by 10 feet.

GITHYANKI YOUNGLING

Medium humanoid (gith), typically lawful evil

Armor Class 16 (breastplate)

Hit Points 22 (5d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 14 (+2) | 11 (+0) | 13 (+1) | 12 (+1) | 10 (+0) |

Saving Throws Con +2, Int +3, Wis +3

Senses passive Perception 11

Languages Gith

Challenge 1 (200 XP)

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

1/day each: *jump*, *misty step*, *nondetection* (self only)

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft. one target. *Hit:* 6 (1d8+1) slashing damage, or 7 (1d10+1) slashing damage wielded with two hands, plus 3 (1d6) psychic damage.

GITHYANKI Y'RN

Medium humanoid (gith, hr'a'cknir), typically lawful evil

Armor Class 16 (breastplate)

Hit Points 49 (9d8+9)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 14 (+2) | 12 (+1) | 16 (+3) | 14 (+2) | 12 (+1) |

Saving Throws Con +4, Int +6, Wis +5

Senses passive Perception 11

Languages Gith

Challenge 7 (2,900 XP)

Innate Spellcasting (Psionics). The githyanki's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

1/day each: *arcane gate*, *planeshift*, *scatter*, *teleport*

ACTIONS

Astral Driftmetal Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 4 (1d4+2) piercing damage. In the githyanki's hands, this dagger has a special property: A creature struck must succeed a DC 13 Charisma saving throw or be teleported to an unoccupied space the githyanki can see within 60 feet. This includes being teleported up into the sky or underwater. A creature that falls takes 1d6 bludgeoning damage per 10 feet of the fall, up to 6d6.

Astral Vortex (recharge long rest). A circular vortex to the Astral Plane appears in an unoccupied space the githyanki can see within 30 feet. When created on the Astral Plane, this vortex leads to a specific destination. When created on any other plane, it leads to a random location on the Astral Plane. The githyanki chooses whether the vortex is one-way or two-way, and the radius of the circle up to a maximum 30-foot-radius.

Each non-githyanki starting its turn within 30 feet of the vortex must succeed a DC 13 Strength saving throw or be pulled to the vortex's threshold. A creature at the threshold must choose whether to resist or pass through the portal. A creature resisting takes 27 (5d10) force damage and treats moving away from the portal as difficult terrain until it gets 30 feet away.

The portal lasts for 1 minute or until the githyanki's concentration is broken (as per concentrating on a spell).

Reach Across Dimensions. The githyanki draws an item it is aware of from any extradimensional space (such as a *bag of holding* or *handy haversack*) it can see within 30 feet.

Meteor Strike (recharge long rest). A 30-foot radius circular area on the ground is outlined in a magical glow and a portal opens high overhead. Any creature within the glowing area in 1d4 rounds at the start of the githyanki's turn takes 70 (20d6) bludgeoning damage from an asteroid the githyanki pulls through the portal.

KR'Y'IZOTH

Medium undead (gith), typically neutral evil

Armor Class 17 (natural armor)

Hit Points 110 (20d8+20)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 14 (+2) | 12 (+1) | 18 (+4) | 14 (+2) | 15 (+2) |

Saving Throws Con +6, Int +9, Wis +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Skills Arcana +9, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Gith

Challenge 13 (10,000 XP)

Blackflame Aura. A creature that makes a melee attack against the kr'y'izoth takes 9 (2d8) fire damage and 9 (2d8) necrotic damage. A creature may only take this damage once per turn.

Additionally, at the start of each of the kr'y'izoth's turns it may spend a spell slot. It and each undead within 5 feet regain 1d8 hit points per level of the spell slot spent.

Innate Spellcasting (Psionics). The kr'y'izoth's spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *blur*, *jump*, *misty step*, *nondetection* (self only)

1/day each: *plane shift*, *telekinesis*

Spellcasting. The kr'y'izoth is a 16th level wizard. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following spells prepared: Cantrips: *chill touch*, *fire bolt*, *message*, *ray of frost*
1st level (4 slots): *detect magic*, *identify*, *magic missile*
2nd level (3 slots): *detect thoughts*, *scorching ray*
3rd level (3 slots): *hold person*, *fireball*, *lightning bolt*
4th level (3 slots): *dimension door*, *dispel magic*, *ice storm*
5th level (2 slots): *cone of cold*, *dominate person*, *scrying*
6th level (1 slot): *disintegrate*, *flesh to stone*
7th level (1 slot): *power word pain*
8th level (1 slot): *feeblemind*

Sunlight Sensitivity. While in sunlight, the kr'y'izoth has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Resistance. The kr'y'izoth has advantage on saving throws against effects that turn undead.

ACTIONS

Blackflame Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) fire damage plus 18 (4d8) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

OSYRIMON

Medium humanoid (gith), lawful evil

Armor Class 21 (plate +3)

Hit Points 150 (20d8+60)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 14 (+2) | 17 (+3) | 17 (+3) | 17 (+3) | 16 (+3) |

Saving Throws Str +9, Con +8, Int +7, Wis +8

Skills Athletics +9, Intimidation +8, Perception +8

Senses passive Perception 18

Languages Gith

Challenge 16 (15,000 XP)

Iron Will. Osyrimon has advantage on saving throws against being charmed or having his mind read.

Innate Spellcasting (Psionics). Osyrimon's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*, *steel wind strike*, *telekinesis*

Master Dragon Rider. Osyrimon has advantage on melee attack rolls against any unmounted creatures that are smaller than his mount. He also gains advantage on checks and saving throws to avoid being dismounted.

When he makes a melee attack against a creature, Osyrimon and his dragon mount also mark the target. Until the end of Osyrimon's next turn, any opportunity attack he or his dragon mount makes against the marked target has advantage.

ACTIONS

Multiattack. Osyrimon makes three melee attacks.

Silver Longword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) slashing damage, or 12 (1d10+7) slashing damage if wielded in two hands, plus 17 (5d6) psychic damage. This is a magic weapon attack. On a critical hit against a target in an astral body (as with the *astral projection* spell), Osyrimon can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

BONUS ACTIONS

Telekinetic Fling (recharge 5-6). A Medium or smaller creature within 5 feet that Osyrimon can see must succeed a DC 16 Strength saving throw or be pushed up to 30 feet and knocked prone. If the creature ends in space occupied by a Medium or smaller creature it must also make a DC 16 Strength saving throw or be knocked prone. Each takes 1d6 bludgeoning per every 10 feet the target was pushed.

REACTIONS

Riposte. When a creature that Osyrimon can see misses Osyrimon with a melee attack, Osyrimon can make a melee attack against that creature.

TL'A'IKITH

Medium undead (gith), typically neutral evil

Armor Class 18 (natural armor)

Hit Points 130 (20d8+40)

Speed 0 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 14 (+2) | 15 (+2) | 14 (+2) | 14 (+2) | 15 (+2) |

Saving Throws Con +6, Int +6, Wis +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Skills Perception +6

Senses truesight 60 ft., passive Perception 16

Languages understands Gith but cannot speak

Challenge 10 (5,900 XP)

Incorporeal Movement. The tl'a'ikith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting (Psionics). The tl'a'ikith's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At-will: *mage hand* (the hand is invisible)

3/day each: *detect thoughts*, *jump*, *misty step*, *nondetection* (self only)

1/day each: *plane shift*, *telekinesis*, *weird*

Sunlight Sensitivity. While in sunlight, the tl'a'ikith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Resistance. The tl'a'ikith has advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The tl'a'ikith makes two greatsword attacks.

Spectral Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage, plus 10 (3d6) necrotic damage, and the target is cursed. While cursed, the target cannot teleport or plane shift, and its vision darkens so it only has line of sight up to 5 feet away.

This is a magic weapon attack. On a critical hit against a target in an astral body (as with the *astral projection* spell), the tl'a'ikith can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

ZETCH'R'R

Medium humanoid (gith), lawful evil

Armor Class 22 (plate +3, ring of protection)

Hit Points 130 (20d8+40)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 12 (+1) | 15 (+2) | 14 (+2) | 14 (+2) | 18 (+2) |

Saving Throws Str +4, Dex +2, Con +8, Int +8, Wis +8, Cha +8

Skills Intimidation +12, Persuasion +12

Senses passive Perception 12

Languages Gith

Challenge 16 (15,000 XP)

Eye of Fear. A hostile creature that starts its turn within 30 feet of Zetch'r'r and is able to see him must make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened of Zetch'r'r until the end of the creature's next turn. While frightened in this way, the creature is overwhelmed by despair and nightmarish fantasies, suffering disadvantage on its Intelligence, Wisdom, and Charisma saving throws. On a successful save, the creature is immune to the *Eye of Fear* for 24 hours.

Iron Will. Zetch'r'r has advantage on saving throws against being charmed or having his mind read.

Innate Spellcasting (Psionics). Zetch'r'r's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He can innately cast the following spells, requiring no components:

At-will: *find familiar* (ritual), *mage hand* (the hand is invisible)

3/day each: *blur*, *detect evil and good*, *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*, *telekinesis*

Master Dragon Rider. Zetch'r'r has advantage on melee attack rolls against any unmounted creatures that are smaller than his mount. He also gains advantage on checks and saving throws to avoid being dismounted.

When he makes a melee attack against a creature, Zetch'r'r and his dragon mount also mark the target. Until the end of Zetch'r'r's next turn, any opportunity attack he or his dragon mount makes against the marked target has advantage.

Magic Items. Zetch'r'r has *plate +3*, a *ring of protection*, a *silver greatsword*, a *ring of shooting stars*, and the *Eye of Fear* (a magical onyx stone replacing his right eye).

ACTIONS

Multiattack. Zetch'r'r makes three greatsword attacks.

Silver Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage, plus 17 (5d6) psychic damage. This is a magic weapon attack.

On a critical hit against a target in an astral body (as with the *astral projection* spell), Zetch'r'r can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

Poisoned Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 3 (1d6+3) slashing damage and the creature must succeed a DC 20 Constitution saving throw against dragon bile poison, taking 49 (14d6) poison damage on a failed save, or half as much damage on a success.

On the Astral Plane, this poison's effect is delayed until the creature leaves the Astral Plane.

Control Undead (once per short or long rest). Zetch'r'r targets one undead creature he can see within 30 feet with a CR of 15 or less. The undead must make a DC 15 Wisdom saving throw. On a failed save, the target must obey Zetch'r'r's commands for the next 24 hours or until he uses *Control Undead* on a different creature.

Ring of Shooting Stars. While in dim light or darkness, Zetch'r'r can cast *dancing lights* and *light* at will. The ring has 6 charges, which may be spent via the following actions:

- Cast *faerie fire* (1 charge).
- Conjure two spheres of ball lightning (2 charges) in unoccupied spaces that Zetch'r'r can see within 120 feet. The spheres last as long as he concentrates, up to 1 minute. Each sheds dim light in a 30-foot radius. As a bonus action, Zetch'r'r can move each sphere up to 30 feet, but not further than 120 feet away. When a creature besides Zetch'r'r comes within 5 feet of a sphere, the sphere discharges and disappears. That creature must succeed a DC 15 Dexterity saving throw or take 12 (5d4) lightning damage.
- Launch three shooting stars (3 charges) at points Zetch'r'r can see within 60 feet. Each creature within a 15-foot cube originating from each point must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful save.

BONUS ACTIONS

Consume Life. Zetch'r'r can touch one creature he can see within 5 feet that has 0 hit points and is still alive. The target must succeed on a DC 15 Constitution saving throw against this magic or die. If the target dies, Zetch'r'r regains a number of hit points equal to that creature's Hit Dice (e.g. 13 hit points for a 13th level PC or a githzerai zerth).

REACTIONS

Teleport Blade to Hand. When a creature within 5 feet provokes an opportunity attack from Zetch'r'r or ends its turn within 5 feet without having made an attack against him, Zetch'r'r can teleport his shortsword into his hand, make a poisoned shortsword attack against it, then teleport his shortsword back into its scabbard.

VLAAKITH THE LICH-QUEEN

Medium undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 180 (24d8 + 72)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|----------|---------|---------|
| 16 (+3) | 22 (+6) | 16 (+3) | 30 (+10) | 16 (+3) | 25 (+7) |

Saving Throws Dex +13, Int +17, Wis +10

Skills Arcana +17, History +17, Insight +10, Perception +10, Stealth +13

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Abyssal, Celestial, Common, Draconic, Gith

Challenge 23 (50,000 XP)

Dancing Silver Greatsword. As a bonus action, Vlaakith tosses her silver greatsword into the air, where it makes two attacks against a creature of her choice that she can see within 30 feet of her. Each round on her turn, she can use a bonus action to have the sword make two attacks on a creature she can see within 30 feet of her, or to call the sword back to her hands.

Fear Aura. Any creature hostile to Vlaakith that starts its turn within 20 feet of her must make a DC 22 Wisdom saving throw, unless she is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Vlaakith's Fear Aura for the next 24 hours.

Legendary Resistance (3/Day). If Vlaakith fails a saving throw, she can choose to succeed instead.

Rejuvenation. If Vlaakith is destroyed, she gains a new body in 1d10 days, regaining all her hit points and becoming active again. Her new body appears within 5 feet of her phylactery.

Innate Spellcasting (Psionics). Vlaakith's innate spellcasting ability is Intelligence (spell save DC 25, +17 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*, *telekinesis*

Spellcasting. Vlaakith is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 25, +17 to

hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *unseen servant*

2nd level (3 slots): *detect thoughts*, *enhance ability*, *invisibility*, *mirror image*, *web*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *haste*, *lightning bolt*, *magic circle*

4th level (3 slots): *blight*

5th level (3 slots): *hold monster*, *scrying*, *wall of force*

6th level (2 slots): *disintegrate*, *eyebite*, *globe of invulnerability*

7th level (2 slots): *finger of death*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*, *wish*

Turn Resistance. Vlaakith has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. Vlaakith makes two silver greatsword attacks.

Silver Greatsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 10 (3d6) psychic damage. This is a magic weapon attack. On a critical hit against a target in an astral body (as with the *astral projection* spell), Vlaakith can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

Paralyzing Touch. *Melee Spell Attack:* +17 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

Vlaakith can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vlaakith regains spent legendary actions at the start of her turn.

Silver Greatsword. Vlaakith makes a silver greatsword attack, whether the weapon is in hand or dancing.

Paralyzing Touch (Costs 2 Actions). Vlaakith uses her Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). Vlaakith fixes her gaze on one creature she can see within 10 feet of her. The target must succeed on a DC 22 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Vlaakith's gaze for the next 24 hours.