

# CEREBRILITH

## CEREBRILITH LORE

**Religion DC 15:** Cerebriliths, also called brain demons, are psionically empowered specialists deployed in demonic cohorts to assassinate spellcasters and rival psions, utilizing their extended brain to concentrate on multiple effects at once.

## CEREBRILITH TACTICS

Cerebriliths begin combat with all of their Multilobe Psionics active, trading out the least currently useful of them for one of their actions that require concentration each turn. If engaging at range, they'll typically first swap Shadow in the Weave for Desecration Stride, then drop Psionic Mirage for Thought Mine, or for Searing Probe if supported by two or more allies. They prioritize as a target any creature that can do large burst damage, such as rogues and paladins.



## CEREBRILITH

*Large fiend (demon), chaotic evil*

**Armor Class** 14 (Natural Armor)

**Hit Points** 220 (21d10 + 105)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+4)	14 (+2)	20 (+5)	22 (+6)	18 (+4)	16 (+3)

**Saving Throws** CON +9, INT +10, CHA +7

**Skills** History +10, Insight +12, Perception +8

**Damage Resistances** Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft., Passive Perception 18

**Languages** Abyssal, Telepathy 120 ft.

**Challenge** 10 (5,900 XP)

**Magic Resistance.** The cerebrilith has advantage on saving throws against spells and other magical effects.

**Thought-Taster.** If the cerebrilith runs its tongue across a creature's exposed brain, it learns each of that creature's deepest secrets.

**Independent Lobes.** The cerebrilith can concentrate on up to four separate effects simultaneously. If it fails a saving throw to maintain concentration, it loses concentration on each effect it is concentrating on.

## Actions

**Multiattack.** The cerebrilith attacks four times with its Brainrake Claws, one of which it may replace with a use of its Searing Probe or Thought Mine.

**Brainrake Claws.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) slashing damage. A creature killed by this damage has the upper part of its skull removed.

**Searing Probe (Concentration).** The cerebrilith viciously delves into a creature's mind, telepathically relaying its secret weaknesses to the cerebrilith's allies.

One creature the cerebrilith can see within 60 feet must make a DC 19 Intelligence saving throw. On a failed save, attacks made against the creature score a critical on an 17-20 for the next minute.

**Thought Mine (Concentration).** The cerebrilith sets a bomb of psionic energy in the mind of a creature it can see within 120 feet, forcing it to make a DC 19 Intelligence saving throw. On a failure, the first time in the next minute that the creature casts a spell of 1st level or above or uses a psionic ability, it takes 44 (8d10) psychic damage.

**Desecration Stride (6th Level Spell, Concentration).** For the next minute, whenever the cerebrilith takes damage it may teleport up to 30 feet to an unoccupied space it can see. Each other creature within 10 feet of that space takes 9 (2d8) necrotic damage.

**Plane Shift (7th level spell, 1/Day).** The cerebrilith and up to eight willing creatures within 10 feet of it teleport to another plane of existence.

## Bonus Actions

**Multilobe Psionics.** The cerebrilith gains one of the following benefits for as long as it maintains concentration on it:

- **Thought Backup.** The cerebrilith has advantage on saving throws to maintain concentration.
- **Shadow in the Weave.** A creature other than the cerebrilith that casts a spell of 1st level or higher while within 30 feet of the cerebrilith must succeed on a DC 18 Charisma saving throw or take 3 (1d6) psychic damage per level of the spell.
- **Mindslice.** The cerebrilith's melee attacks have a reach of 60 feet and deal psychic damage instead of any other type.
- **Psionic Mirage.** Attacks made against the cerebrilith from more than 30 feet away are made at disadvantage.

## ART CREDITS

---

- Cerebrilith by Sam Wood

## THE PART WHERE I SHILL MY PATREON

---

Want to support the creation of content like this? I post new monsters with lore and tactics to my patreon five times a week, joining the more than 1000 already there, indexed in a big PDF along with formats for Foundry and 5eTools.



Become a patron

Also check out my [website](#) and [instagram](#), where my wife and I make handmade dice and dice bags, and where I post free books as I get them polished up. I'm trying to get a new free book like this out every other month or so.

If you've got any monsters you'd like to see statted up by me, leave me a comment over in the permanent thread in [r/bettermonsters](#) and I'll put something together for you.

## SUPPORTED BY

---

- Aaron Rosenberg
- AHorseWithNoName
- Alex Bogart
- Alex Gillies
- Alex O'Donnell
- Alex O'Hanlon
- Alisha Herbitter
- Allis
- Anders Ivarsson
- Andrew Cheeseman
- Benji Morris
- Bernhard Fritz
- Blueberryperson
- Bradley Webb
- Brandon Malofsky
- David Jose
- Delpport Breckland
- Ex Nihilo
- Flipp
- Fletcher Herring
- George Hughes
- GramPositive
- Harrison Phillips
- Helltroll
- Hoswell
- Jack O'Keefe
- Jacob Gist
- Jake Serna
- James Hawthorne
- James McBride
- Johnathan Chavez
- Joseph Donley
- Josh Huston
- Justin King
- Kelsii Weber
- Kyle Cove
- Lascifrass
- Lawrence Courtrelle
- Luke Wheeler
- Malacandrian
- Marc Adelman
- Matt Herbert
- Matt Pierce
- Matthew Cullen
- Matthew S
- Mauricio Garcia
- Maximilian Bizjak
- Mehul Gupta
- Michael Taylor
- Mike Nicolan
- Milo Baraclough
- Mitch Whitehead
- Moritz Hackl
- Nathan Johnson
- Nathaniel Schnebly
- Niall
- Nick I
- Niki S
- ObsessiveModelmaker
- Ondřej Kríž
- Oscar Mangandid
- Patrick
- Phoenix Daniels
- Primarily Daniel
- Rae Judd
- Rici
- Robert Martin
- Robin Bjälmsjö
- Robin Roberts
- Ronan Battistoni
- Rowan
- RuggerFoodie
- Sandy Hogg
- SardScroll
- saternoutlaw
- Saz
- Shadowfield
- Shane
- Sharelle D Larsen
- Sheila Dietrich
- Simen Lande
- Simon Bell
- simon Jørgensen
- Simon Weller
- SirApetus
- Sylphreni
- Tanner F Moen
- The Coffee Bean GM
- Victor Navone
- Vince Margaretich
- Walter Downard
- William Dixon
- Zach Kozel