

Urophion – illithid roper

The Urophion is the result of ceromorphosis on a roper. There is no MM listing for this creature. Previous iterations have given added psychic damage, brain eating, and psychic damage distance weapons to a roper, but my goal is to use the UA psionic rules to make a more distinct creature.

Urophion are low mobility sentinels that populate the area immediately surrounding an illithid lair. They specialize in surprise and immobilization. They are intelligent beings, that are often quite unhappy to have been placed in a body with restricted intellectual capacity and mobility, and relegated to guard duty with no opportunity to learn or conduct research.

Psionic Disciplines – Rationale

The sentry urophion specializes in detection and alerting the colony to the presence of invaders.

The *aura sight* discipline gives this sentry the ability to see opponents that are invisible and hidden, which it will use while remaining hidden if it hears a party it can't see. *Mantle of fear* can immobilize and delay creatures, and/or limit their mobility. *Iron Durability* makes this already high AC sentry even harder to hit and damage.

Urophion – forward observer

Large aberration, lawful evil

Armor Class 20

Hit Points 93 (11d10+33)

Speed 10 ft. climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	16 (+3)	16 (+3)	10 (+0)

Skills Perception +5, Stealth +5

Senses darkvision 120 ft., passive Perception 18

Languages understands Deep Speech but can't speak
Telepathy 120 ft.

Challenge 6 (2,300 XP)

False Appearance. While the urophion remains motionless, it is indistinguishable from a normal cave formation.

Grasping Tendrils. The urophion can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb. The urophion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Psi Points. The urophion is an 8th level psionic with 45 psi points and a limit of 6 psi points to spend on any one psionic ability. All psi points are recovered at the end of a long rest.

Innate Spellcasting (psionics). The urophion is an 8th level psionic whose spellcasting ability is Intelligence (spell save DC 15, +7 to psionic attacks). The urophion can use the following talents and disciplines, requiring no components:

Talents (at will) –Detect, Mind Slam (2d6), Psychic Hammer (2d6)

Discipline – Aura Sight

Assess Foe (2psi)

Perceive the Unseen (5 psi; conc., 1 min.)

Discipline – Iron Durability

Iron Hide (1–6 psi)

Steel Hide (2 psi)

Discipline – Mantle of Fear

Incite Fear (2 psi; conc., 1 min.)

Unsettling Aura (3 psi; conc., 1 hr.)

Incite Panic (5 psi; conc., 1 min.)

Actions

Multiattack. The urophion makes four attacks with its Tendrils, uses Reel, and can make one Bite or Extract Brain attack.

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one target.

Hit: On hit the target must succeed on a DC 15 Intelligence save or is stunned. The target may repeat the save at the end of their next turn, upon success they are immune to stun from this tentacle until the grapple ends.

On hit the target is also grappled, restrained, and has disadvantage on Strength checks and Strength saving throws. The roper can't use the same tendril on another target. The urophion has 6 tendrils to use to attack or extract brain.

Reel. The urophion pulls all grappled enemies up to 25 feet straight toward it.

Bite. Melee Weapon Attack. +7 to hit, reach 5 ft., one target.

Hit: 22 (4d8 + 4) piercing damage. On hit the target must succeed on a DC 15 Intelligence save or is stunned until the end of their next turn.

Extract Brain. Melee Weapon Attack. +7 to hit, reach 25 ft., one incapacitated humanoid grappled by the mind flayer. If this damage reduces the target creature to 0 HP, the mind flayer kills the target by devouring their brain. It requires four free tendrils (not engaged in a grapple) to extract a brain.

Hit: 44 (8d10) piercing damage

Out of Turn Actions

As written, the psionic talents and disciplines are of limited offensive utility due to the already formidable multiattack feature (copied from the roper stat block with minor modifications). A way to remedy this, and increase the utility (threat) of a lone urophion against a party of multiple opponents is to give the urophion out of turn (legendary) actions. It does not impact the flavor of the creature to do this, but be aware that it could impact the difficulty of the encounter (and should increase the CR and Exp. reward to 7/2,900).

Legendary Actions

The urophion can take 1-2 legendary actions (DM discretion), 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. The urophion regains spent legendary actions at the start of its turn.

- **Psionics.** The urophion may use one action or bonus action ability from a psionic talent or discipline
- **Tendril.** The urophion may make one tendril attack or end a grapple with a tendril that has made a successful attack.
- **Detect.** The urophion may activate the *perceive the unseen* psionic ability and make a Wis(perception) check.
- **Shake It Off.** The urophion may make an additional save attempt to end a detrimental status effect.
- **Ready.** The urophion may use an additional reaction later this round

A potentially unfamiliar addition to the legendary action block is the *Shake It Off* action. There are many who find status effects overbearing when the action economy is stacked against one creature. One potential remedy is to include a legendary action that allows the creature to make another save to end a status effect. Unlike legendary resistances, this does not cheapen the players build choices by nullifying the effect outright, and lessens meta-gaming ("I throw out three effects that require a save to wear out the legendary resistances before I use the ability I really want my character to use"). The players are aware that their status effect has cost the creature a potential action, but it is not "locked down" for an entire turn.

Important Consideration – Location

The urophion can just as easily hang 10 ft. up on a cavern ceiling as it can sit in the middle of a cavern floor. This places the urophion out of melee reach. The reel ability can also lift creatures off the ground where they can be dropped for damage.

Placing the urophion in or behind rough terrain is also a good way to impair melee opponents' ability to reach it.

Tactics – Offense

The urophion with mantle of fear will most likely initiate combat with the *incite panic* ability. Any opponents who save against this ability, or who are immune, will be its highest priority targets for tendril attacks.

In following rounds, if the *incite panic* ability is creating chaos among its opponents the urophion will maintain concentration on this ability, and use its tendrils on any creature within range. If there are a significant number of creatures further than 50 ft. away, the urophion will use *psychic hammer* to try to shove them into range. If its tendrils are full, the urophion will use *mind slam* to damage opponents and knock them prone.

The urophion will use *reel* every turn it can bring an enemy from 30 ft. – 50 ft. in to 25 ft. (where it is in range of the extract brain ability, but not close enough to attack the urophion directly). If at least one opponent is stunned, the urophion will drop enough creatures to free up four tentacles to extract the stunned opponents brain.

If the *incite panic* ability only effects one opponent, and the remaining opponents advance, the urophion will switch to the *unsettling aura* ability to limit its opponents' mobility. It may then use the *psychic hammer* attack to keep opponents at bay as it selectively uses tendril and extract brain attacks.

Tactics – Defense

The urophion will remain hidden with its *false appearance* ability as it uses the *assess foe* or *perceive the unseen* abilities to ascertain the threat level of any enemies that enter the area it protects. It will immediately call for assistance if it deems the enemies a greater challenge than it is capable of handling, and will remain hidden if reinforcements are not forthcoming.

If attacked, it will use its *iron hide* ability if it only costs a few (1-3) psi to avoid a damaging blow entirely. If opponents are close enough to attack with mundane weapons, it will use its bonus action on *steel hide* to gain resistance to the damage.

If outnumbered and outmatched, it will retreat toward its home community (slowly) using *unsettling aura* to slow pursuit. When possible, it will climb to inaccessible areas as it retreats.

Sentry Build

Tactics – Defense

This urophion can use *psychic backlash*, *psychic parry*, or *iron hide* as reactions. *Wall of repulsion* should be cast at the beginning of combat, at a choke point when present, to limit as many enemy combatants' mobility as possible. If multiple opponents use the same kind of non-magical damage *iron resistance* is also an option

Tactics – Offense

This urophion should use *world of horror* as soon as *wall of repulsion* has had its effect. *Eye of horror* can damage and slow the advance of specific targets, and can be used after *psychic hammer* to push away and keep away a dangerous melee opponent (if out of turn actions are allowed). *Energy beam* can be used to damage opponents with lots of resistances. *Visions of disgust* can be used to single out and punish a low Wisdom opponent with adjacent allies.

Urophion – Sentry

Large aberration, lawful evil

Armor Class 20

Hit Points 104 (13d10+33)

Speed 10 ft. climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	16 (+3)	16 (+3)	10 (+0)

Skills Perception +5, Stealth +5

Senses darkvision 120 ft., passive Perception 18

Languages understands Deep Speech but can't speak

Telepathy 120 ft.

Challenge 6 (2,300 XP)

False Appearance. While the urophion remains motionless, it is indistinguishable from a normal cave formation.

Grasping Tendrils. The urophion can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb. The urophion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Psi Points. The urophion is a 9th level psionic with 55 psi points and a limit of 7 psi points to spend on any one psionic ability. All psi points are recovered at the end of a long rest.

Innate Spellcasting (psionics). The urophion is a 9th level psionic whose spellcasting ability is Intelligence (spell save DC 15, +7 to psionic attacks). The urophion can use the following talents and disciplines, requiring no components:

Talents (at will) –Detect, Energy Beam (2d8), Psychic Hammer (2d6)

Discipline – Aura Sight

Assess Foe (2psi)

Perceive the Unseen (5 psi; conc., 1 min.)

Discipline – Crown of Disgust

Eye of Horror (1–7 psi)

Wall of Repulsion (3 psi; conc., 10 min.)

Visions of Disgust (5 psi; conc., 1 min.)

World of Horror (7 psi; conc., 1 min.)

Discipline – Intellect Fortress

Psychic Backlash (2 psi)

Psychic Parry (1–7 psi)

Psychic Redoubt (5 psi; conc., 10 min.)

Discipline – Iron Durability

Iron Hide (1–7 psi)

Steel Hide (2 psi)

Iron Resistance (7 psi; conc., 1 hr.)

Actions

Multiattack. The urophion makes four attacks with its tendrils, uses Reel, and can make one bite or extract brain attack.

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one target.

Hit: On hit the target must succeed on a DC 15 Intelligence save or is stunned. The target may repeat the save at the end of their next turn, upon success they are immune to stun from this tentacle until the grapple ends.

On hit the target is also grappled, restrained, and has disadvantage on Strength checks and Strength saving throws. The roper can't use the same tendril on another target. The urophion has 6 tendrils to use to attack or extract brain.

Reel. The urophion pulls all grappled enemies up to 25 feet straight toward it.

Bite. Melee Weapon Attack. +7 to hit, reach 5 ft., one target.

Hit: 22 (4d8 + 4) piercing damage. On hit the target must succeed on a DC 15 Intelligence save or is stunned until the end of their next turn.

Extract Brain. Melee Weapon Attack. +7 to hit, reach 25 ft., one incapacitated humanoid grappled by the mind flayer. If this damage reduces the target creature to 0 HP, the mind flayer kills the target by devouring their brain. It requires four free tendrils (not engaged in a grapple) to extract a brain.

Hit: 44 (8d10) piercing damage

Manipulator

The second variant was built to stand its ground while this third variant is built to interact more with its environment. The force mastery discipline gives offensive and defensive abilities, but can also be used to move strategically placed terrain items (ensure they are present) to hinder or direct intruders movement.

Important Consideration – Location

This urophion will create a *telekinetic barrier* at a choke point as a first action. In addition to using *push* to damage and remove low strength melee opponents, the urophion will use *move* to batter opponents with rocks, set boulders rolling, and move barriers around. It will attempt to *grasp* enemies that hang back out of tentacle range.

Urophion – Manipulator

Large aberration, lawful evil

Armor Class 20

Hit Points 104 (13d10+33)

Speed 10 ft. climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	16 (+3)	16 (+3)	10 (+0)

Skills Perception +5, Stealth +5

Senses darkvision 120 ft., passive Perception 18

Languages understands Deep Speech but can't speak
Telepathy 120 ft.

Challenge 6 (2,300 XP)

False Appearance. While the urophion remains motionless, it is indistinguishable from a normal cave formation.

Grasping Tendrils. The urophion can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb. The urophion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Psi Points. The urophion is a 9th level psionic with 55 psi points and a limit of 7 psi points to spend on any one psionic ability. All psi points are recovered at the end of a long rest.

Innate Spellcasting (psionics). The urophion is a 9th level psionic whose spellcasting ability is Intelligence (spell save DC 15, +7 to psionic attacks). The urophion can use the following talents and disciplines, requiring no components:

Talents (at will) – Detect, Energy Beam (2d8), Mind Slam (2d6)

Discipline – Aura Sight

Assess Foe (2psi)

Perceive the Unseen (5 psi; conc., 1 min.)

Discipline – Intellect Fortress

Psychic Backlash (2 psi)

Psychic Parry (1–7 psi)

Psychic Redoubt (5 psi; conc., 10 min.)

Discipline – Iron Durability

Iron Hide (1–7 psi)

Steel Hide (2 psi)

Iron Resistance (7 psi; conc., 1 hr.)

Discipline – Mastery of Force

Push (1–7 psi)

Move (2–7 psi)

Telekinetic Barrier (3 psi; conc., 10 min.)

Grasp (3 psi; conc., 1 min.)

Crush (1–7 psi) Move (1–7 psi)

Actions

Multiattack. The urophion makes four attacks with its tendrils, uses Reel, and can make one bite or extract brain attack.

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one target.

Hit: On hit the target must succeed on a DC 15 Intelligence save or is stunned. The target may repeat the save at the end of their next turn, upon success they are immune to stun from this tentacle until the grapple ends.

On hit the target is also grappled, restrained, and has disadvantage on Strength checks and Strength saving throws. The roper can't use the same tendril on another target. The urophion has 6 tendrils to use to attack or extract brain.

Reel. The urophion pulls all grappled enemies up to 25 feet straight toward it.

Bite. Melee Weapon Attack. +7 to hit, reach 5 ft., one target.

Hit: 22 (4d8 + 4) piercing damage. On hit the target must succeed on a DC 15 Intelligence save or is stunned until the end of their next turn.

Extract Brain. Melee Weapon Attack. +7 to hit, reach 25 ft., one incapacitated humanoid grappled by the mind flayer. If this damage reduces the target creature to 0 HP, the mind flayer kills the target by devouring their brain. It requires four free tendrils (not engaged in a grapple) to extract a brain.

Hit: 44 (8d10) piercing damage

Psionic Talents

I use the UA Mystic version 3.0 for psionic talents and disciplines as well as some talents I have made myself.

Detect *homebrew*

As a bonus action, the urophion can detect the thoughts of any creature with an Intelligence of 3 or greater within 100 ft. The urophion can tell if lone or small groups of creatures are moving and approximately how far away they are and where they are heading. Large groups of individuals mask the actions of individuals.

Creatures under the effect of the *mind blank* spell are undetectable with this talent.

Energy Beam

As an action, the urophion targets one creature it can see within 90 feet. The target must succeed on a Dexterity saving throw or take 1d8 acid, cold, fire, lightning, or thunder damage (urophion chooses).

The talent's damage increases to 2d8 when the urophion reaches 5th level

Mind Slam

As an action, the urophion targets one creature it can see within 60 feet. The target must succeed on a Constitution saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, it is knocked prone.

The talent's damage increases to 2d6 when the urophion reaches 5th level

Psychic Hammer

As an action, the urophion tries to grasp one creature it can see within 120 feet, with a hand crafted from telekinetic energy. The target must succeed on a Strength saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, the urophion can move it up to 10 feet in a straight line in the direction of its choice. The urophion can't lift the target off the ground unless it is already airborne or underwater.

The talent's damage increases to 2d6 when the urophion reaches 5th level.

Psionic Disciplines

Aura Sight

The urophion refocuses its sight to see the energy that surrounds all creatures. It perceives auras, energy signatures that can reveal key elements of a creature's nature.

Assess Foe (2 psi)

As a bonus action, the urophion analyzes the aura of one creature it sees. It learns the current hit point total and all the targets immunities, resistances, and vulnerabilities.

Perceive the Unseen (5 psi; conc., 1 min.)

As a bonus action, the urophion gains the ability to see auras even of invisible or hidden creatures. Until its concentration ends, it can see all creatures, including hidden and invisible ones, regardless of lighting conditions.

Crown of Disgust

The urophion causes a creature to be flooded with emotions of disgust.

Eye of Horror (1–7 psi)

As an action, the urophion chooses one creature it can see within 60 feet. The target must make a Charisma saving throw. On a failed save, it takes 1d6 psychic damage per psi point spent and can't move closer to the urophion until the end of its next turn. On a successful save, it takes half as much damage.

Wall of Repulsion (3 psi; conc., 10 min.)

As an action, the urophion creates an invisible, insubstantial wall of energy within 60 feet that is up to 30 feet long, 10 feet high, and 1 foot thick. The wall lasts until the urophion's concentration ends. Any creature attempting to move through it must make a Wisdom saving throw. On a failed save, a creature can't move through the wall until the start of its next turn. On a successful save, the creature can pass through it. A creature must make this save whenever it attempts to pass through the wall, whether willingly or unwillingly.

Visions of Disgust (5 psi; conc., 1 min.)

The urophion causes a creature to regard all other beings as horrid, alien entities. As an action, the urophion chooses one creature it can see within 60 feet. The target must make a Wisdom saving throw. On a failed save, it takes 5d6 psychic damage, and until the urophion's concentration ends, it takes 1d6 psychic damage per creature within 5 feet of it at the end of each of its turns. On a successful save, the target takes only half the initial damage and suffers none of the other effects.

World of Horror (7 psi; conc., 1 min.)

As an action, the urophion chooses up to six creatures within 60 feet. Each target must make a Charisma saving throw. On a failed save, a target takes 8d6 psychic damage, and it is frightened until the urophion's concentration ends. On a successful save, a target takes half as much damage.

While frightened by this effect, a target's speed is reduced to 0, and the target can use its action, and any bonus action it might have, only to make melee attacks. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Intellect Fortress

The urophion forges an indomitable wall of psionic energy around its mind—one that allows it to launch counterattacks against its opponents.

Psychic Backlash (2 psi)

As a reaction, the urophion can impose disadvantage on an attack roll against it if it can see the attacker. If the attack still hits it, the attacker takes 2d10 psychic damage.

Psychic Parry (1–7 psi)

As a reaction when the urophion makes an Intelligence, a Wisdom, or a Charisma saving throw, it gains a +1 bonus to that saving throw for each psi point it spends on this ability. The urophion can use this ability after rolling the die but before suffering the results.

Psychic Redoubt (5 psi; conc., 10 min.)

As an action, the urophion creates a field of protective psychic energy. It chooses any number of creatures within 30 feet. Until its concentration ends, each target has resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.

Iron Durability

The urophion transforms its body to become a living metal, allowing it to shrug off attacks that would cripple weaker creatures.

Iron Hide (1–7 psi)

As a reaction when the urophion is hit by an attack, it gains a +1 bonus to AC for each psi point it spends on this ability. The bonus lasts until the end of its next turn. This bonus applies against the triggering attack.

Steel Hide (2 psi)

As a bonus action, the urophion gains resistance to bludgeoning, piercing, and slashing damage until the end of its next turn.

Iron Resistance (7 psi; conc., 1 hr.)

As an action, the urophion gains resistance to bludgeoning, piercing, or slashing damage (urophion's choice), which lasts until its concentration ends.

Mantle of Fear

The urophion taps into a well of primal fear and turns itself into a beacon of terror to its enemies.

Incite Fear (2 psi; conc., 1 min.)

As an action, the urophion chooses one creature it can see within 60 feet. The target must succeed on a Wisdom saving throw or become frightened of the urophion until its concentration ends. Whenever the frightened target ends its turn in a location where it can't see the urophion, it can repeat the saving throw, ending the effect on itself on a success.

Unsettling Aura (3 psi; conc., 1 hr.)

As a bonus action, the urophion cloaks itself in unsettling psychic energy. Until its concentration ends, any enemy within 60 feet of the urophion that can see it must spend 1 extra foot of movement for every foot it moves toward the urophion. A creature ignores this effect if immune to being frightened.

Incite Panic (5 psi; conc., 1 min.)

As an action, the urophion chooses up to eight creatures it can see within 90 feet of it that can see it. At the start of each of a target's turns before the urophion's concentration ends, the target must make a Wisdom saving throw. On a failed save, the target is frightened until the start of its next turn, and the urophion rolls a die. If it rolls an odd number, the frightened target moves half its speed in a random direction and takes no action on that turn, other than to scream in terror. If the urophion rolls an even number, the frightened target makes one melee attack against a random target within its reach. If there is no such target, it moves half its speed in a random direction and takes no action on that turn. This effect ends on a target if it succeeds on three saving throws against it.

Mastery of Force

The urophion perceives the potential energy that flows through all things. It reaches out with its mind, transforming the potential into the actual. Objects and creatures move at the urophion's command.

Push (1–7 psi)

As an action, the urophion chooses one creature it can see within 60 feet. The target must make a Strength saving throw. On a failed save, it takes 1d8 force damage per psi point spent and is pushed up to 5 feet per point spent in a straight line away from the urophion. On a successful save, it takes half as much damage.

Move (2–7 psi)

The urophion chooses one object it can see within 60 feet that isn't being worn or carried by another creature and that isn't secured in place. It can't be larger than 20 feet on a side, and its maximum weight depends on the psi points spent on this ability, as shown below.

Psi Spent	Maximum Weight	Bludgeoning Damage
2	25 lbs.	2d6
3	50 lbs.	4d6
5	250 lbs.	6d6
6	500 lbs.	7d6
7	1,000 lbs.	8d6

As an action, the urophion moves the object up to 60 feet, and it must keep the object within sight during this movement. If the object ends this movement in the air, it falls. If the object would fall on a creature, the creature must succeed on a DC 10 Dexterity saving throw or take damage as listed on the table below.

Telekinetic Barrier (3 psi; conc., 10 min.)

As an action, the urophion creates a transparent wall of telekinetic energy, at least one portion of which must be within 60 feet. The wall is 40 feet long, 10 feet high, and 1 inch thick. The wall lasts until the urophion's concentration ends. Each 10-foot section of the wall has an AC of 10 and 10 hit points.

Grasp (3 psi; conc., 1 min.)

The urophion attempts to grasp a creature in telekinetic energy and hold it captive. As an action, it chooses one creature it can see within 60 feet. The target must succeed on a Strength saving throw or be grappled by the urophion until its concentration ends or until the target leaves its reach, which is 60 feet for this grapple.

The grappled target can escape by succeeding on a Strength(Athletics) or Dexterity(Acrobatics) check contested by the urophion's Intelligence modifier (+3) plus its proficiency bonus (+3). When a target attempts to escape in this way, the urophion can spend psi points to boost its check, abiding by its psi limit. It gains a +1 bonus per psi point spent.

While a target is grappled in this manner, the urophion can create one of the following effects as an action:

Crush (1–7 psi).

The target takes 1d6 bludgeoning damage per psi point spent.

Move (1–7 psi).

You move the target up to 5 feet per psi point spent. You can move it in the air and hold it there. It falls if the grapple ends.

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