

# DISPLACER BEAST ALPHA

*Large monstrosity, lawful evil*

**Armor Class** 20 (natural armor)

**Hit Points** 157 (15d10 + 75)

**Speed** 50 ft.

**STR**  
22 (+6)

**DEX**  
19 (+4)

**CON**  
20 (+5)

**INT**  
12 (+1)

**WIS**  
12 (+1)

**CHA**  
8 (-1)

**Saving Throws** Con +9, Int +5

**Skills** Deception +3, Perception +5, Stealth +8

**Damage Resistances** psychic

**Senses** darkvision 60 ft., passive Perception 15

**Languages** —

**Challenge** 9 (5,000 XP)

**Innate Spellcasting.** A Displacer Beast Alpha's spellcasting ability is Intelligence. Its spell save DC is 15 and its bonus on spell attack rolls is +5. It can cast the following spells innately, without any material components:

At will: *dimension door*, *misty step*, *witch bolt*

1/day each: *hypnotic pattern*, *mirror image*, *suggestion*

## ACTIONS

**Multiattack.** An Alpha Displacer Beast attacks five times, four times with its tentacles and once with its bite.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 6) piercing damage.

**Piercing Yowl (Recharge 6).** Each Displacer Beast that is within 30 feet of the Alpha and can hear it gains advantage on attack rolls until the start of the Alpha's next turn. Each other creature that is within 30 feet of the Alpha and can hear it must make a DC 15 Intelligence saving throw, taking 20 (5d8) psychic damage on a failed save, or half that much damage on a successful save.

**Tentacle.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 10 (1d8 + 6) bludgeoning damage and 4 (1d8) piercing damage.