



BENEOS TOKENS

AMYGDALYAN



D&D HOMEBREW



A Beneos Tokens homebrew creature statblock
for the world's greatest roleplaying game

AMYGDALYAN

Amygdalyan are predators from beyond the thin veil separating reality from the infinite ocean of madness beyond. They are drawn to trauma and tragedy like moths to a flame, first appearing in the dreams of their chosen victim, before infiltrating their mind, driving their hosts to bouts of insanity and paranoia before destroying their psyche and moving on, their perverse hunger seated for the time being. If cornered, an Amygdalyan is a cunning and perfidious foe, using its enemies' greatest fears against them and until they perish from the strain the constant terror puts on their body and mind.

BENEOS TOKENS

This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

AMYGDALYAN

Medium aberration, chaotic evil

Armor Class 15 (Natural armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	16 (+3)	14 (+2)	19 (+4)

Skills Persuasion +7, Stealth +6

Damage Resistances Piercing, slashing and bludgeoning damage from non-magical weapons

Condition Immunities Charmed, frightened

Senses Darkvision 60ft., passive Perception 12

Languages Common, Abyssal, Undercommon, Deep Speech, telepathy 80 ft.

Challenge 7

Mind Killer. If a creature starts its turn within 20 feet of the Amygdalyan and is *frightened* by it, the creature must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion.

Unsettling Form. When a creature that can see the Amygdalyan starts its turn within 40 ft. of the Amygdalyan, the Amygdalyan can force it to make a DC 15 Wisdom saving throw if the Amygdalyan isn't incapacitated. A creature that fails the save is *frightened*. Starting the end of its **next** turn, the frightened creature can repeat the saving throw at the end of each of its following turns, ending the effect on a success. If the creature succeeds on the saving throw and ends the effect, it is immune to the effect of this ability for 24 hours.

Actions

Multiattack. The Amygdalyan makes two Probing Caress attacks.

Probing Caress. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 4) psychic damage and the target makes its next saving throw with disadvantage.

Infiltrate Mind (Recharge 6). One humanoid that the Amygdalyan can see within 20 feet of it must succeed on a DC 15 Wisdom saving throw or have its mind infiltrated by the Amygdalyan. The Amygdalyan then disappears, manifesting inside the target creature's mind. The target is incapacitated and loses control of its body. The Amygdalyan can't be targeted by any attack, spell, or other effect, except ones that deal psychic damage. While infiltrated by the Amygdalyan, the host is frightened and suffers 7 (2d6) psychic damage at the start of its turn. It must use its movement and action on its turn to move towards a random creature in movement range and make a single weapon attack against it. A friendly creature can use an action on its turn to try and calm it down. On a successful DC 15 Charisma check, the possessed creature can use its reaction to repeat the saving throw, expelling the Amygdalyan and ending the effect on a success. The infiltration also ends if the afflicted creature is targeted by any spell or magical effect making it immune to fear.

Project Fear. A target within 40 ft. must make a DC 15 Wisdom saving throw. On a failed save, it takes 11 (3d6) psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away towards a random creature and make a single melee weapon attack against it. On a successful save, it only takes half damage and does not suffer additional effects.



Collective Nightmare (1/Day). Drawing on the deepest fears of a group of creatures, the Amygdalan manifests nightmarish apparitions in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on the Amygdalan must make a DC 15 Wisdom saving throw. On a failed save, an affected creature considers everything outside a 20-foot-radius sphere centered on itself obscured by magical darkness and becomes frightened for the duration. The nightmares brought forth by the ability are considered real by the target creatures and must be targeted by any spell or weapon attack made by the creature in an attempt to ward them off. To choose a different target for a spell or attack than the nightmarish apparitions, an affected creature must succeed on a DC 15 Wisdom saving throw after choosing the target. At the end of each of the frightened creatures turns, they must succeed on a DC 15 Wisdom saving throw or take 7 (2d6) psychic damage. On a successful save, the effect ends for that creature.

