

Mind-Shard, L

NAME: Mind-Shard, L CR: 1

AC: 13 HP: 38 PASSIVE PERCEPTION: 12 SPEED: 0

STR: -5 DEX: -5 CON: 0 INT: 3 WIS: 2 CHA: 4

SKILLS / TRAITS
Blindsight 60', telepathy 2 mi., immune: blind, deaf, grapple, exhaust, petrify, paralyze, poison, prone, restrain

Innate Spellcasting: See spell card* 2 PROF

ACTIONS

Oni, L

NAME: Oni, L CR: 7

AC: 16 HP: 110 PASSIVE PERCEPTION: 14 SPEED: 30/30f

STR: 4 DEX: 0 CON: 3 INT: 2 WIS: 1 CHA: 2

SKILLS / TRAITS
Darkvision 60', Arcana +5, Deception +8, Perception +4
Innate Spellcasting: DC 13, at will: darkness, invisibility, 1/day each: charm person, cone of cold, gaseous form, sleep
Regeneration: If at least 1 HP on turn, regain 10 HP

ACTIONS
Multiattack: 2 claws/glaive
Claw (Oni Form): +7, 1d8+4s (magic)
Glaive: 10', +7, 2d10+4s/1d10+4s S/M form (magic)
Change Shape: Polymorph S/M humanoid, L giant

Mage

NAME: Mage

LEVEL: 9 SAVE DC: 14 ATTACK BONUS: +6

LEVEL SLOTS SPELLS

0	0	fire bolt, light, mage hand, prestidigitation
1	4	detect magic, mage armor, magic missile, shield
2	3	misty step, suggestion
3	3	counterspell, fireball, fly
4	3	greater invisibility, ice storm
5	1	cone of cold

Mind-Shard

NAME: Mind-Shard

LEVEL: [] SAVE DC: 14 ATTACK BONUS: +6

PER DAY SPELLS

At will	darkness, detect thoughts, gust of wind, levitate, light, ray of enfeeblement
3 each	hideous laughter, silence
1 each	compulsion, hold person, reverse gravity

Mind-Shard

NAME: Mind-Shard

LAIR ACTIONS

INITIATIVE

NOTES

LEGENDARY ACTIONS 3 ACTIONS

NOTES
Minor Flux: At-will spell
Flux Wave (2 actions): 3/day each spell
Flux Storm (3 actions): 1/day each spell

Mindsplinter

NAME: Mindsplinter

Weapon (shortsword) U Y

CATEGORY: RARITY: ATTUNE: CHANGES

NOTES
This crystalline, amber-colored shortsword radiates a silent hum into the hand of its wielder.

You have a +1 bonus to attack and damage rolls made with this magic weapon. You have blindsight out to 10 feet while you hold Mindsplinter. +1 BONUS

Once per day, you can cast detect thoughts. SAVE DC CHANGES

Potion of Hill Giant Strength

NAME: Potion of Hill Giant Strength

Potion U N

CATEGORY: RARITY: ATTUNE: CHANGES

NOTES
This potion's transparent liquid has a sliver of a hill giant's fingernail floating in it.

When you drink this potion, your Strength score changes to 21 (+5) for 1 hour. The potion has no effect on you if your Strength is equal to or greater than 21. BONUS SAVE DC CHANGES