

Mind-Shard, L

NAME 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 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

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

LEVEL SLOTS SPELLS

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

LEVEL SAVE DC **14** ATTACK BONUS **+6**

PER DAY SPELLS

At will darkness, detect thoughts, gust of wind, levitate, light, ray of enfeeblement

PER DAY SPELLS

3 each hideous laughter, silence

PER DAY SPELLS

1 each compulsion, hold person, reverse gravity

PER DAY SPELLS

Mind-Shard

NAME

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

Weapon (shortsword) **U** **Y**

CATEGORY RARITY ATTUNE

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 **U** **N**

CATEGORY RARITY ATTUNE

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