

Mind-Shard, L

1

NAME

CR

13

38

12

0

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-5

-5

0

3

2

4

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

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

Innate Spellcasting: See spell card*

2

ACTIONS

Oni, L

7

NAME

CR

16

110

14

30/30f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

3

2

1

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

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

3

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

9

14

+6

LEVEL

SAVE DC

ATTACK BONUS

LEVEL

SLOTS

SPELLS

0

1

2

3

4

5

0

4

3

3

3

1

fire bolt, light, mage hand, prestidigitation

detect magic, mage armor, magic missile, shield

misty step, suggestion

counterspell, fireball, fly

greater invisibility, ice storm

cone of cold

Mind-Shard

NAME

14

+6

LEVEL

SAVE DC

ATTACK BONUS

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

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.

Once per day, you can cast detect thoughts.

+1

BONUS

SAVE DC

CHARGES

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

CHARGES