



Brain Eaters

Brain eaters build spiral-shaped citadels inside massive caverns deep beneath the earth. An ancient **alpha brain** guides each colony, telepathically deploying its children in the service of its eons-long plots.



ALPHA BRAIN

A giant, pink brain floating in a pool of green ichor. Brain eaters and brain dogs are born from cysts that grow and break free from it.

AC 7, **HP** 70, **ATK** 3 mind shred (far) +6 (5d6), **MV** none, **S** +0, **D** -3, **C** +3, **I** +6, **W** +4, **Ch** +5, **AL** C, **LV** 15

Telepathic. Can hear the surface thoughts of all creatures within a mile and speak telepathically with up to four creatures at a time. DC 15 CHA to resist its commands.



BRAIN DOG

A wet, purple brain with dog-like legs. Guards brain eater colonies.

AC 11, **HP** 15, **ATK** 1 bite +3 (1d6) or 1 stun, **MV** near, **S** +2, **D** +1, **C** +2, **I** +2, **W** +1, **Ch** +0, **AL** C, **LV** 3

Stun. One creature in near DC 12 INT or paralyzed 1d4 rounds.



BRAIN EATER, ELDER

Nine elder brain eaters tend directly to the alpha brain, acting as its lieutenants. They gain some of its telepathic power in return.

AC 16 (mithral chain), **HP** 45, **ATK** 4 tentacle +6 (1d8 + latch) or 1 mind blast or 1 mind control, **MV** near, **S** +2, **D** +3, **C** +0, **I** +4, **W** +2, **Ch** +4, **AL** C, **LV** 10

Telepathic. Can hear the surface thoughts of all creatures within far and speak telepathically with up to two creatures at a time. DC 12 CHA to resist its commands.

Latch. Tentacles attach to hit targets, automatically hitting next round (DC 12 STR on turn to remove 1d4 tentacles). If all four remain latched onto the same humanoid target for 1 round, the target's brain is ripped out and devoured.

Mind Blast. Fills a near-sized cube extending from brain eater. DC 15 INT or 3d6 damage and paralyzed 1d4 rounds.

Mind Control. One target in near DC 15 CHA or brain eater controls for 1d4 rounds.