RELIQUARY PARASITE

Tiny • Monstrosity • Unaligned



Armor Class 12
Initiative +2 (12)
Hit Points 31 (7d4 + 14)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Arcana +2, Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages -
CR 1 (XP 200; PB +2)

Limited Magic Immunity. The parasite can't be affected or detected by spells of 2nd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Spider Climb. The parasite can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Twisted Properties. While inhabiting a magical item, the parasite empowers one trait of it and adds a downside to it. For example, a weapon could gain a +1 modifier to attack rolls and - 1 modifier to damage rolls. The exact change it decided by the GM.

ACTIONS

Bite. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 12 (3d6 + 2) force damage.

Inhabit Object (Recharge 6). The parasite merges with the Small or Tiny object, leaving behind a faint stain that cannot be removed by mundane means. While inside a object, parasite can't be targeted by any attack, spell, or other effect. A mundane object inhabited by the parasite radiates a faint aura of enchantment to spells and effects that detect magic. If the object is targeted by a *dispel magic* or *remove curse* spell, the parasite is ejected from the object to an unoccupied space within 5 feet of it.

Leech Connection (1/Day). *Constitution Saving Throw:* 12, the creature attuned to the magical item that the parasite is inhabiting. *Failure:* The target must end its attunement to the item or gain 1 level of exhaustion. *Failure or Success:* For 10 days, cumulatively, the parasite's maximum hit points increase by 3, and it deals an additional 1 force damage on its Bite.

RELIQUARY PARASITE — WEAKER



Armor Class 11
Initiative +1 (11)
Hit Points 10 (3d4 + 3)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	8 (-1)

Skills Arcana +0, Perception +2, Stealth +3
Senses darkvision 60 ft., passive Perception 12
Languages -
CR 1/8 (XP 25; PB +2)

Limited Magic Immunity. The parasite can't be affected or detected by spells of 1st level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Spider Climb. The parasite can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Twisted Properties. While inhabiting a magical item, the parasite empowers one trait of it and adds a downside to it. For example, a weapon could gain a +1 modifier to attack rolls and - 1 modifier to damage rolls. The exact change it decided by the GM.

ACTIONS

Bite. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) force damage.

Inhabit Object (Recharge 6). The parasite merges with the Small or Tiny object, leaving a barely visible stain that can't be scrubbed off. While inside a object, parasite can't be targeted by any attack, spell, or other effect and if it is an mundane object, it is affected by the *magic aura* spell, displaying a faint aura of enchantment. If the object is targeted by a *dispel magic* or *remove curse* spell, the parasite is ejected from the object to an unoccupied space within 5 feet of it.

Leech Connection (1/Day). *Constitution Saving Throw:* 11, the creature attuned to the magical item that the parasite is inhabiting. *Failure:* The target must end its attunement to the item or gain 1 level of exhaustion. *Failure or Success:* For 10 days, cumulatively, the parasite's maximum hit points increase by 1.

RELIQUARY PARASITE — STRONGER



Armor Class 13
Initiative +3 (13)
Hit Points 66 (12d4 + 36)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	16 (+3)	7 (-2)	14 (+2)	8 (-1)

Skills Arcana +0, Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages -
CR 4 (XP 1,100; PB +2)

Limited Magic Immunity. The parasite can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Spider Climb. The parasite can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Twisted Properties. While inhabiting a magical item, the parasite empowers one trait of it and adds a downside to it. For example, a weapon could gain a +1 modifier to attack rolls and - 1 modifier to damage rolls. The exact change it decided by the GM.

ACTIONS

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 25 (4d10 + 3) force damage.

Inhabit Object (Recharge 5-6). The parasite merges with the Small or Tiny object, leaving a barely visible stain that can't be scrubbed off. While inside a object, parasite can't be targeted by any attack, spell, or other effect and if it is an mundane object, it is affected by the *magic aura* spell, displaying a faint aura of enchantment. If the object is targeted by a *dispel magic* or *remove curse* spell, the parasite is ejected from the object to an unoccupied space within 5 feet of it.

Leech Connection (1/Day). *Constitution Saving Throw:* 13, the creature attuned to the magical item that the parasite is inhabiting. *Failure:* The target must end its attunement to the item or gain 1 level of exhaustion. *Failure or Success:* For 10 days, cumulatively, the parasite's maximum hit points increase by 5, and it deals an additional 2 force damage on its Bite.