

MINDHUNTER

Large • Aberration • Chaotic Evil

Armor Class 20

Initiative +8 (18)

Hit Points 221 (26d10 + 78)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	19 (+4)	17 (+3)	16 (+3)

Saving Throws Int +9, Wis +8

Skills Investigation +9, Perception +8, Stealth +8

Damage Resistances psychic

Condition Immunities charmed, exhaustion, frightened, stunned

Senses darkvision 120 ft., truesight 30 ft., passive Perception 18

Languages Deep Speech, telepathy 300 ft.

CR 15 (XP 13,000, PB +5)



Creature Sense. The mindhunter is aware of creatures within 5 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Magic Resistance. The mindhunter has advantage on saving throws against spells and other magical effects.

Revel in Their Emotions. When a creature within 60 feet of the mindhunter becomes frightened or charmed, the mindhunter gains 10 temporary hit points.

Shielded Mind. The mindhunter is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Multiattack. The mindhunter makes four Mindflame or Psychic Blast attacks in any combination. It can replace one of these attacks with a use of Spellcasting.

Mindflame. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 10 (3d6) fire damage plus 10 (3d6) psychic damage.

Psychic Blast. *Ranged Spell Attack:* +9, reach 120 ft. *Hit:* 18 (4d8) psychic damage.

MINDHUNTER — WEAKER

Armor Class 19

Initiative +6 (16)

Hit Points 187 (25d10 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	17 (+3)	15 (+2)	14 (+2)

Saving Throws Int +7, Wis +6

Skills Investigation +7, Perception +6, Stealth +6

Damage Resistances psychic

Condition Immunities charmed, exhaustion, frightened, stunned

Senses darkvision 120 ft., truesight 30 ft., passive Perception 16

Languages Deep Speech, telepathy 300 ft.

CR 12 (XP 8,400, PB +4)



Cerebral Howl (Recharge 5-6). *Intelligence Saving Throw:*

DC 17, each creature in a 30-foot-emanation from the mindhunter. *Failure:* The target takes 52 (8d12) psychic damage, becomes frightened, and can't take reactions until the end of its next turn. *Success:* Half damage.

Spellcasting. The mindhunter casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *detect thoughts, fear, invisibility, major image, mirror image, phantasmal killer, suggestion*

BONUS ACTIONS

Unravel Mind. *Intelligence Saving Throw:* DC 17, one creature the mindhunter has hit with its Mindflame this turn. *Failure:* The target becomes stunned until the start of the mindhunter's next turn. When a creature is reduced to 0 hit points while stunned this way, its Intelligence and Charisma score are reduced 1 and the creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. Further, the mindhunter gains all memories of that creature. Effect lasts until cured by *greater restoration* spell or similar magic but it can't be cured while the mindhunter is still alive.

REACTIONS

Disrupt Magic (Recharge 5-6). The mindhunter casts *counterspell*, using the same spellcasting ability as Spellcasting.

Creature Sense. The mindhunter is aware of creatures within 5 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Magic Resistance. The mindhunter has advantage on saving throws against spells and other magical effects.

Revel in Their Emotions. When a creature within 60 feet of the mindhunter becomes frightened or charmed, the mindhunter gains 10 temporary hit points.

Shielded Mind. The mindhunter is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Multiattack. The mindhunter makes four Mindflame or Psychic Blast attacks in any combination. It can replace one of these attacks with a use of Spellcasting.

Mindflame. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 10 (3d6) fire damage plus 7 (2d6) psychic damage.

Psychic Blast. *Ranged Spell Attack:* +7, reach 120 ft. *Hit:* 13 (3d8) psychic damage.

MINDHUNTER — STRONGER

Armor Class 21

Hit Points 275 (29d10 + 116)

Speed 40 ft.

Initiative +10 (20)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	21 (+5)	19 (+4)	18 (+4)

Saving Throws Int +11, Wis +10

Skills Investigation +11, Perception +10, Stealth +10

Damage Resistances psychic

Condition Immunities charmed, exhaustion, frightened, stunned

Senses darkvision 300 ft., truesight 60 ft., passive Perception 18

Languages Deep Speech, telepathy 300 ft.

CR 18 (XP 20,000, PB +6)

Cerebral Howl (Recharge 5-6). *Intelligence Saving Throw:* DC 15, each creature in a 20-foot-emanation from the mindhunter. *Failure:* The target takes 39 (7d12) psychic damage, becomes frightened, and can't take reactions until the end of its next turn. *Success:* Half damage.

Spellcasting. The mindhunter casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *detect thoughts, fear, invisibility, major image, mirror image, suggestion*

BONUS ACTIONS

Unravel Mind. *Intelligence Saving Throw:* DC 15, one creature the mindhunter has hit with its Mindflame this turn. *Failure:* The target becomes stunned until the start of the mindhunter's next turn. When a creature is reduced to 0 hit points while stunned this way, its Intelligence and Charisma score are reduced 1 and the creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. Further, the mindhunter gains all memories of that creature. Effect lasts until cured by *greater restoration* spell or similar magic but it can't be cured while the mindhunter is still alive.

REACTIONS

Disrupt Magic (Recharge 6). The mindhunter casts *counterspell*, using the same spellcasting ability as Spellcasting.



Creature Sense. The mindhunter is aware of creatures within 5 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Magic Resistance. The mindhunter has advantage on saving throws against spells and other magical effects.

Revel in Their Emotions. When a creature within 60 feet of the mindhunter becomes frightened or charmed, the mindhunter gains 10 temporary hit points.

Shielded Mind. The mindhunter is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Multiattack. The mindhunter makes four Mindflame or Psychic Blast attacks in any combination. It can replace one of these attacks with a use of Spellcasting.

Mindflame. *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 14 (4d6) fire damage plus 10 (3d6) psychic damage.

Psychic Blast. *Ranged Spell Attack:* +11, reach 120 ft. *Hit:* 22 (5d8) psychic damage.

Cerebral Howl (Recharge 5-6). *Intelligence Saving Throw:* DC 19, each creature in a 30-foot-emanation from the mindhunter. *Failure:* The target takes 65 (10d12) psychic damage, becomes frightened, and can't take reactions until the end of its next turn. *Success:* Half damage.

Spellcasting. The mindhunter casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 19):

At will: *detect thoughts, fear, invisibility, major image, mirror image, phantasmal killer, suggestion*

BONUS ACTIONS

Unravel Mind. *Intelligence Saving Throw:* DC 19, one creature the mindhunter has hit with its Mindflame this turn. *Failure:* The target becomes stunned until the start of the mindhunter's next turn. When a creature is reduced to 0 hit points while stunned this way, its Intelligence and Charisma score are reduced 1 and the creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. Further, the mindhunter gains all memories of that creature. Effect lasts until cured by *greater restoration* spell or similar magic but it can't be cured while the mindhunter is still alive.

REACTIONS

Disrupt Magic (Recharge 4-6). The mindhunter casts *counterspell*, using the same spellcasting ability as Spellcasting.