

Mindkiller

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Servants of the Voiceless Talkers, the mindkillers are hybrids created artificially evolved from scyphozoa and arthropods. Their unthinking ancestors can still be found in the caves and lake-systems of the World Below.

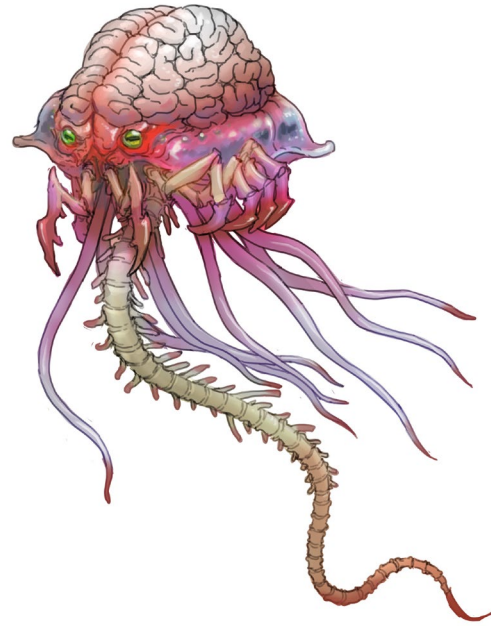
The mindkillers serve as pets and lackeys. Given as rewards to allies who use the mindkillers against their enemies, converting them into pliant and loyal servants.

Mindkillers use their claws to grasp a victim's head while their tentacles twist and worm their way into their enemy's nasal cavity and eyesockets. While the victim struggles, the mindkiller's tentacles devour their brain before eating their way through the corpse's mouth into the empty cranium.

Once inside the host, the mindkiller continues to devour the nervous system eventually replacing the spine and eyes. This transformation happens very quickly.

Consuming the brain and spinal fluid allows the mindkiller to absorb the host's memories and abilities. It can now pass itself off as the original. It remembers everything the host knew, even its personality, so rarely does anyone suspect a change. Unless there were there to see the horrible, invasive act.

In your campaign: Mindkillers are best used as a surprise. The players are fighting an enemy they think they understand and, just when they think they've won, their foe collapses from a mortal wound and from their corpse the mindkiller erupts, splitting open the skull and back of its host and



using its limited telekenesis to fly to another prospective host, and attack.

Perhaps there was a hint of something unusual before the mindkiller was discovered. The horror of realizing, “That’s why the gnoll lord was so smart,” at the same time as, “This thing is going to try to crawl inside me now!” is an experience mindkillers were made for.

On the other hand it’s rarely fun for a player to have their character’s brain devoured and replaced with a mindkiller thanks to a few failed saving throws. Give any player character who gets grappled by one of these brain jellies every opportunity to fight it off. Making sure the character isn’t without allies and that they outnumber the mindkillers is a good start. When the characters have easy access to spells that can bring a body back to life, you can be a little tougher with your mindkiller encounters.

There persist rumors of an even more horrible creation of the Voiceless Talkers, the Master Mindkiller. This is, of course, nonsense. No such creature could possible exist...unless a regular mindkiller is a cakewalk for your players, in which case we’ve included the stats and abilities for an **action-oriented, Master Mindkiller** below.

Mindkiller

Small aberration, neutral evil

Armor Class 12

Hit Points 45 (10d6 + 10)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Int +5, Wis +4

Skills Investigation +5, Perception +4

Damage Resistances psychic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 14

Languages understands Deep Speech but can't speak, telepathy 120 ft.

Challenge 3 (700 XP)

Alien Mind. The Mindkiller has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Amorphous. The Mindkiller can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting (Psionics). The Mindkiller's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, mage hand*

3/day each: *charm person, shield, suggestion*

1/day each: *confusion, hold person, modify memory, nondetection* (self only), *see invisibility*

Actions

Psychic Bolt. *Ranged Spell Attack:* +5 to hit, range 30 ft., one creature. *Hit:* 14 (4d6) psychic damage.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 10 (3d6) psychic damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the Mindkiller can't use its tentacles to attack another target.

Mindwipe. A humanoid grappled by the Mindkiller must make a DC 12 Strength saving throw as the Mindkiller tries to force itself inside the target via the humanoid's ear, nose, or mouth. On a failure, the Mindkiller pushes inside the humanoid, where it has total cover against attacks and other effects originating outside the humanoid.

When a humanoid with the Mindkiller inside of it ends its turn, it must succeed on a DC 12 Constitution saving throw or become stunned. If the creature is already stunned, it must succeed on a DC 12 Wisdom saving throw or the Mindkiller consumes the creature's brain and spinal chord, replacing those parts of the creature with its own body. If either of the saving throws succeeds, the Mindkiller is expelled from the humanoid's body, ending the stunned condition if applicable.

While the Mindkiller acts as a humanoid's brain and spine, it takes control of the humanoid's body and retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, its Alien Mind and Innate Spellcasting traits, and its Psychic Bolt action. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages.

If the humanoid body dies, the Mindkiller must leave it. A *protection from evil and good* spell cast on the body drives the Mindkiller out. A creature adjacent to the host body that has an edged weapon and succeeds on a DC 20 Wisdom (Medicine) check made as an action deals 11 (2d10) slashing damage to the host body and cuts the Mindkiller out. By spending 5 feet of its movement, the Mindkiller can voluntarily leave the body, exiting in an unoccupied space within 5 feet of it. If the Mindkiller exits a body it controls, the body dies.

Master Mindkiller

Small aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 99 (18d6 + 36)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	20 (+5)	18 (+4)	17 (+3)

Saving Throws Int +8, Wis +7

Skills Insight +7, Investigation +8, Perception +7

Damage Immunities psychic

Condition Immunities charmed, paralyzed

Senses darkvision 120 ft., passive Perception 17

Languages understands Deep Speech but can't speak, telepathy 240 ft.

Challenge 7 (2,900 XP)

Amorphous. The Mindkiller can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting (Psionics). The Mindkiller's innate spellcasting ability is Intelligence (spell save DC 16). It

can innately cast the following spells, requiring no components:

At will: *charm person, detect thoughts, mage hand, zone of truth*

3/day each: *hold person, see invisibility, shield, suggestion*

1/day each: *confusion, modify memory, nondetection (self only), telekinesis*

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

Witness Nothing. As a bonus action, the Mindkiller picks one creature within 30 feet of it that it can see. The creature must succeed on a DC 16 Wisdom saving throw or the Mindkiller becomes invisible to it until the start of the Mindkiller's next turn.

Actions

Psychic Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one creature. *Hit:* 31 (9d6) psychic damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 21 (6d6) psychic damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The Mindkiller has tentacles, each of which can grapple one target.

Mindwipe. A humanoid grappled by the Mindkiller must make a DC 15 Strength saving throw as the Mindkiller tries to force itself inside the target via the humanoid's ear, nose, or mouth. On a failure, the Mindkiller pushes inside the humanoid, where it has total cover against attacks and other effects originating outside the humanoid.

When a humanoid with the Mindkiller inside of it ends its turn, it must succeed on a DC 15 Constitution saving throw or become stunned. If the creature is already stunned, it must succeed on a DC 15 Wisdom saving throw or the Mindkiller consumes the creature's brain and spinal chord, replacing those parts of the creature with its own body. If either of the saving throws succeeds, the Mindkiller is expelled from the humanoid's body, ending the stunned condition if applicable.

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statistics. It knows everything the creature knew, including spells and languages.

If the humanoid body dies, the Mindkiller must leave it. A *dispel evil and good* spell cast on the body drives the Mindkiller out. A creature adjacent to the host body that has an edged weapon and succeeds on a DC 20 Wisdom (Medicine) check made as an action deals 11 (2d10) slashing damage to the host body and cuts the Mindkiller out. By spending 5 feet of its movement, the Mindkiller can voluntarily leave the body, exiting in an unoccupied space within 5 feet of it. If the Mindkiller exits a body it controls, the body dies.

Reactions

Tentacle Snatch. When a creature moves within 15 feet of the Mindkiller and the Mindkiller has at least one free tentacle that is not grappling a creature, the triggering creature must succeed on a DC 15 Dexterity saving throw or become grappled by one of the Mindkiller's tentacles.

Villain Actions

The Mindkiller has three villain actions. It can take each action once during an encounter after an enemy creature's turn. It takes villain action 1 during the first round of combat, villain action 2 during the second round of combat, and villain action 3 during the third round of combat.

1. Summon Meat Shield. The master Mindkiller psionically summons an allied **veteran**, which appears within 15 feet of the master Mindkiller is controlled by a normal **Mindkiller**.

2. Cause Panic. Each creature of the Mindkiller's choice within 30 feet of it that the Mindkiller can see must succeed on a DC 16 Wisdom saving throw or must move as far as its speed allows away from the Mindkiller. This movement provokes opportunity attacks. Creatures that cannot be charmed automatically succeed on their saving throws.

3. Master Mindwipe. The Mindkiller momentarily becomes incorporeal and flies inside one creature within 40 feet of it. This movement does not provoke opportunity attacks. Once inside, the Mindkiller tries to take over the target's body as if it had used the Mindwipe action.