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INTELLECT DEVOURER

450

12	AC	STR	6-2
21	HP	DEX	14+2
8"	SP	CON	13+1
SZ	■	INT	12+1
RS	  	WIS	11
IM		CHA	10



**Detect Sentence:** The intellect devourer can sense the location of any creature within 60' that has an Intelligence of + or regardless of boundaries except "Mind Blank" spell.

**Multitrack:** The intellect devourer makes one attack with its claws and uses Devour Intellect.

**Claws:** Hit+4 ; Range 1' ; 1 Target ; 2D4 +2 slashing damage.

**Devour Intellect:** The intellect devourer targets 1 creature in sight within 2" that has a brain. That creature must make a DC12 Intelligence saving throw or take 2D10 psychic damage. If the total equals/exceeds the targets Intelligence, reduce it to 0, target is stunned until it regains 1 point.







**Body Swap:** The intellect devourer targets 1 incapacitated target within 1" and initiates an Intelligence contest. On a win the intellect devourer takes over the body of the target, keeping its INT, WIS, CHA. When the body reaches 0 hit points it is forced to leave, or can leave by using 1" of its speed to teleport to an empty space within 1".


Otherworld miniatures

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WATER WIERD

700

13	AC	STR	17+3
58	HP	DEX	16+3
12"	SP	CON	13+1
SZ		INT	11
RS	   	WIS	10
IM		CHA	10



**Invisible in Water:** The water wierd is invisible while fully immersed in water.

**Water Bound :** The water wierd dies if it leaves the water to which it is bound or if that water is destroyed.

**Constrict:** Hit+5 ; Range 2' ; 1 Target ; 3D6+3 bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 1" toward the water wierd. Until this grapple ends, the target is restrained the water wierd tries to drown it, and the water wierd can't construct another target.

Otherworld miniatures


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CULTIST

25

12	AC	STR	11
9	HP	DEX	12+1
6"	SP	CON	10
SZ	■	INT	10
RS		WIS	11
IM		CHA	10



**Skills:** Deception +2, Religion +2

**Dark Devotion :** The cultist has advantage on any saving throws against being charmed or frightened.

**Scimitar:** Hit+3 ; Range 1' ; 1 Target ; 1D6+1 slashing damage


North Star Military Figures


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ZOMBIE

50

8	AC	STR	13+1
22	HP	DEX	6-2
4"	SP	CON	16+3
SZ	■	INT	3-4
RS		WIS	6-2
IM		CHA	5-3



**Saving Throw:** Wisdom +0

**Undead Fortitude :** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Slam:** Hit+3 ; Range 1' ; 1 Target ; 1D6+1 bludgeoning damage

Mantic Games miniatures