

# MIND-EATER CAPTAIN

Medium aberration, evil

**Armor Class** 19 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	22 (+6)	17 (+3)	18 (+4)

**Saving Throws** Int +11, Wis +8, Cha +9

**Condition Immunities** prone

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Deep Speech, Undercommon, telepathy 120 ft.

**Challenge** 13 (10,000 XP)

**Innate Spellcasting.** The mind-eater captain's innate spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts*

2/day each: *bigby's hand*, *dominate monster*, *plane shift (self only)*

1/day each: *disintegrate*, *force cage*

**Magic Resistance.** The mind-eater captain has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The mind-eater captain makes two attacks with its tentacles.

**Tentacles.** Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 19) and must succeed on a DC 19 Intelligence saving throw or be stunned until this grapple ends.

**Devour Brain.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind-eater. *Hit:* The target takes 66 (12d10) piercing damage. If this damage reduces the target to 0 hit points, the mind-eater kills the target by eating its brain.

**Shatter Mind (Recharge 5-6).** The mind-eater captain magically emits brain splitting energy in a 60-foot cone. Each creature in that area must succeed on a DC 19 Intelligence saving throw or take 46 (9d8 + 6) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## REACTIONS

**Warping Explosion.** After taking damage, the mind-eater captain teleports to a space it can see within 120 feet of it. Immediately after it disappears, each creature within 30 feet of the space it left must make a Constitution saving throw. On a failed save, a creature takes 3d6 force damage.

