

Duergar Mind Master

Medium, Humanoid (Dwarf), Lawful Evil

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ARMOR CLASS

15

HIT POINTS

60 (11d8 + 11)

CHALLENGE

2 | 450 XP

PROFICIENCY

+2

Speed	Walk 25 ft.
Initiative	+2
Saving Throws	Int +5, Wis +4
Skills	Arcana +5, Insight +4
Damage Resistances	Poison, Psychic
Senses	Darkvision 120 ft.; Passive Perception 12
Passive Perception	12
Languages	Dwarvish, Undercommon, telepathy 60 ft.

STR11
+0**DEX**14
+2**CON**12
+1**INT**16
+3**WIS**14
+2**CHA**12
+1

Traits

Psionic Overseer. The mind master has Advantage on Wisdom (Insight) checks against creatures within range of its telepathy.

Sunlight Sensitivity. While in bright sunlight, the mind master has Disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Actions

Mind Spike. Ranged Spell Attack: +5, range 60 ft. Hit: 18 (4d8) Psychic damage.

Compel Stumble (Recharge 5-6). Wisdom Saving Throw: one creature within 60 feet. Failure: The target moves up to 10 feet in a direction chosen by the mind master and cannot take Reactions until the end of its next turn.

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