

Neogi

Small, Aberration, Lawful Evil

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

[View this monster online](#)

ARMOR CLASS

15

HIT POINTS

66 (12d6 + 24)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Walk 30 ft., Climb 30 ft.

Initiative +3

Saving Throws Cha +5, Dex +5

Skills Stealth +5, Deception +5, Perception +3

Damage Resistances Psychic

Damage Immunities Charmed

Condition Immunities Charmed

Senses Darkvision 60 ft.; Passive Perception 13

Passive Perception 13

Languages Common, Deep Speech, Undercommon

STR

8

-1

DEX

16

+3

CON

14

+2

INT

14

+2

WIS

12

+1

CHA

16

+3

Traits

Spiderlike Climber. The neogi can climb difficult surfaces, including ceilings, without an ability check.

Cruel Mesmerist. The neogi has Advantage on Charisma checks against Charmed creatures.

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage plus 10 (3d6) Poison damage.

Mind Chain (Recharge 5-6). Wisdom Saving Throw: one creature within 30 feet. Failure: The target is Charmed until the end of its next turn and must move up to 10 feet as the neogi chooses.

Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/neogi>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

CONTENT NOTICE

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block.

Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

Generated by Monster Almanac. This is original compatible game content, not an official SRD stat block.

License: [Monster Almanac Original Compatible Content](#)

Source page: <https://monster-almanac-site.vercel.app/monsters/neogi>