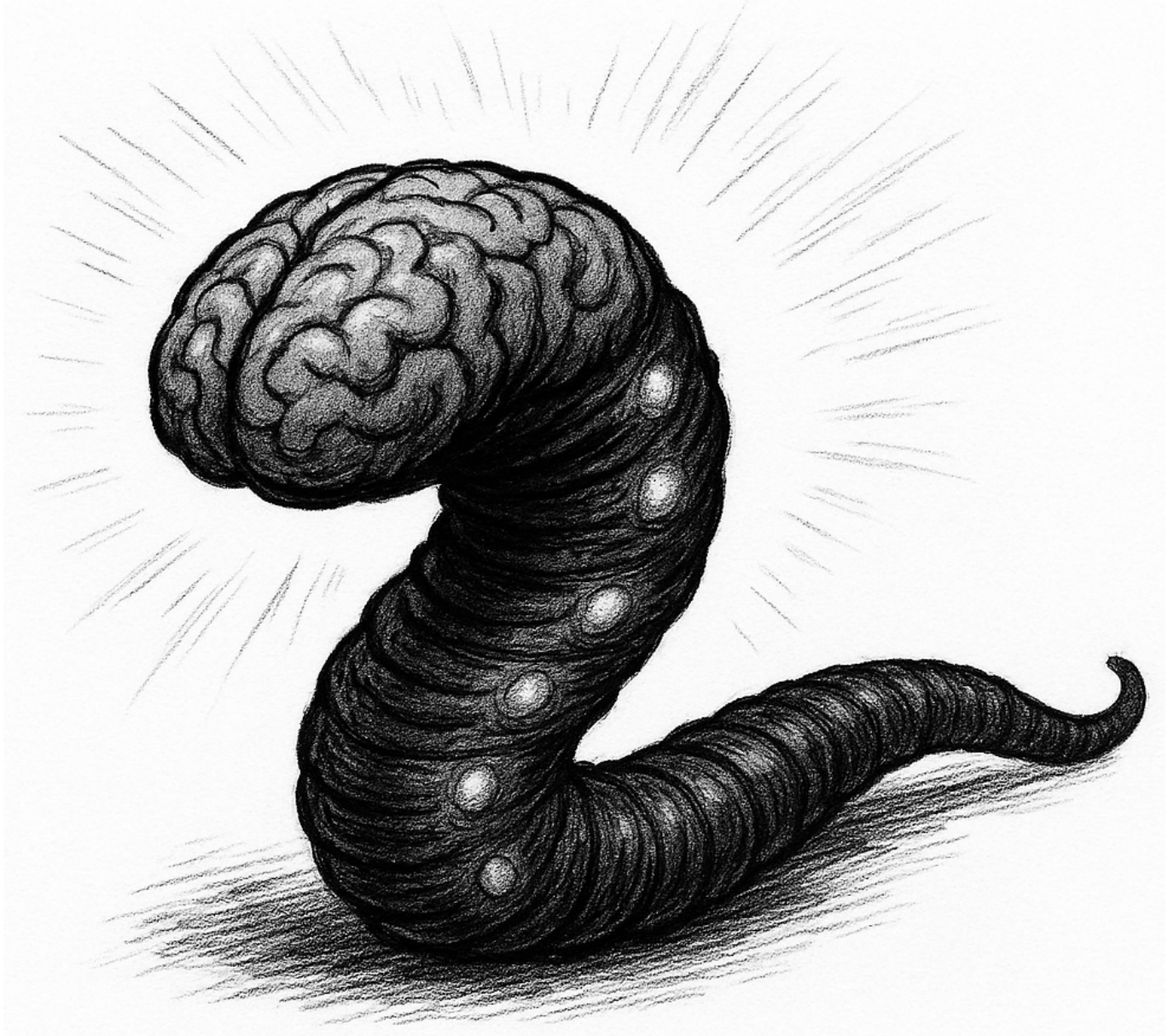


# Mind Leech

written by CresthavenRPG Guru | June 17, 2025



*Uncommon | Tiny | Neutral Evil | Aberration*

The Mind Leech is a small, brain-colored, leech-like parasite with faint glowing nodules along its body. It uses telepathic pulses to lull prey into stillness before attaching to the nape of the neck, where it feeds on psychic energy and thoughts.

Armor	Class	Hit Points	Move
14	9	20 feet, Climb	20 feet

**None Appearing:** 1d6 (often attached to a host)

**Habitat:** Swamps, Underdark, Ancient Ruins

**Intelligence:** Low (driven by instinct)

**Negotiation:** No

**Potential Energy Pool:** 10

**Morale DC:** 4 (Run at 50% Hit Points)

**Challenge:** 1.5 (225 XP per monster)

## **Combat**

Has 1 attack. Hit Bonus +4. Damage 1d4 and psychic drain.

## **Special Attack**

**Psychic Latch:** If the Mind Leech hits with its attack, the target must make a Constitution ability save (DC 12) or have the leech attach. While attached, the host has -1 to Intelligence and Wisdom ability saves, and the leech regains 1 energy point per round. Detachment requires a Strength check (DC 13) or magical intervention.

## **Special Defense**

**Mind Fog:** Once per short rest, the leech may emit a mental pulse in a 15-foot radius. Creatures must succeed on an Intelligence ability save (DC 13) or suffer disadvantage on all mental checks for 1 minute. Costs 4 energy points.

## **Treasure**

**Individual:** 1d6 minor alchemical reagents (used in psychic mixtures)

**Lair:** 1d8 small mind crystals (10 gp each), 50% chance of psionically charged residue