



MINTOZ

Servants of Ereyth, the fey deer known as mintozes roam the forests of Odonburg. These magical deer act as seekers for their fey goddess and other powerful magical creatures of the

wild. Mintozes can sense when rifts in reality open. The Dinzer mages who populate Odonburg also seek the mintozes for this ability.

MINTOZ

Medium fey, neutral good

Armor Class 15 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	10 (+0)	16 (+3)	16 (+3)

Skills Insight +5, Perception +5

Senses passive Perception 15

Languages Common, Elven, Sylvan

Challenge 2 (450 XP)

Charge. If the mintoz moves at least 10 feet straight toward a target and then hits it with an antlers attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Innate Spellcasting. The mintoz's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material or somatic components.

At will: *locate animals or plants*, *locate object*
1/day each: *faerie fire*

Magic Resistance. The mintoz has advantage on saving

throws against spells and other magical effects.

Actions

Antlers. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 10 (3d6) radiant damage.

Fey Circle (Recharge 5-6). The mintoz targets a point that it can see within 60 feet of it. Each creature within 10 feet of that point must succeed on a DC 13 Wisdom saving throw, or suffer one of the following random effects:

1. The creature falls unconscious for 1 minute or until it takes damage or someone uses an action to shake or slap the sleeper awake.
2. The creature becomes frightened of the mintoz for 1 minute. The creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.
3. The creature becomes charmed by the mintoz for 1 minute. The creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.
4. The creature starts dancing uncontrollably. For 1 minute, the creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While affected by this magical effect, other creatures have advantage on attack rolls against it. As an action, the creature can make a Wisdom saving throw to regain control of itself. On a successful save, the effect ends.