

MAYGUS THRALL

Medium Humanoid (any race), Neutral Evil

Armor Class 13 (leather armor)

Hit Points 58 (9d8+18)

Speed 30 ft.

STR 10 (+0)

DEX 14 (+2)

CON 14 (+2)

INT 12 (+1)

WIS 8 (-1)

CHA 10 (+0)

Saving Throws Con +4, Wis +1

Skills Perception +1, Stealth +4

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 9

Languages Common plus any two others

Challenge 3 (700 XP)

Compelled Loyalty. The Thrall is immune to the charmed and frightened conditions. It cannot willingly take actions that would harm or expose its handler. A Remove Curse spell (DC 17) breaks this conditioning; freed Thralls typically have no memory of their service.

Infiltrator's Cover. The Thrall has proficiency in Deception and can make Deception checks to appear as a normal member of society. It has advantage on Deception checks made to conceal its Thrall status.

Resilient Mind. The Thrall has advantage on saving throws against spells and effects that would detect its thoughts, read its alignment, or compel it to speak truth.

ACTIONS

Multiattack. The Thrall makes two attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage plus 10 (3d6) poison damage.

Maygus Suggestion (Recharge 5-6). The Thrall speaks a magically persuasive phrase to one creature within 30 feet that can hear and understand it. The target must succeed on a DC 13 Wisdom saving throw or carry out a reasonable-sounding instruction within the next minute. This effect ends if the instruction would cause the target direct harm.

Lore

The Maygus -- the conspiracy of Imperial Advisors that brought down the Weohstannuk Empire -- left more behind than ruins. Individuals who were not among the inner circle but who served the Maygus's agenda were reshaped by exposure to the dark magic the conspirators wielded. These thralls retain their faces and their memories, but their will is no longer their own. They move through cities as agents, informants, and assassins, waiting for the command that never comes from masters who may no longer exist -- or who may be watching from somewhere no one has yet found.

Habitat

cities, imperial ruins, Caernguard underbelly