

Othys Raveneye (Tim)

CHARACTER NAME

Cleric (Trickery) [8]

CLASS & LEVEL

Human

RACE

Charlatan

BACKGROUND

Chaotic Good

ALIGNMENT

Scott

PLAYER NAME

34000

EXPERIENCE POINTS

STRENGTH

30

10

DEXTERITY

30

10

CONSTITUTION

30

10

INTELLIGENCE

24

7

WISDOM

24

7

CHARISMA

24

7

1

INSPIRATION

3

PROFICIENCY BONUS

- 13 Strength
- 13 Dexterity
- 13 Constitution
- 10 Intelligence
- 10 Wisdom
- 10 Charisma

SAVING THROWS

- 13 Acrobatics (Dex)
- 7 Animal Handling (Wis)
- 10 Arcana (Int)
- 13 Athletics (Str)
- 10 Deception (Cha)
- 10 History (Int)
- 10 Insight (Wis)
- 10 Intimidation (Cha)
- 10 Investigation (Int)
- 10 Medicine (Wis)
- 7 Nature (Int)
- 13 Perception (Wis)
- 10 Performance (Cha)
- 13 Persuasion (Cha)
- 10 Religion (Int)
- 13 Sleight of Hand (Dex)
- 16 Stealth (Dex)
- 7 Survival (Wis)

SKILLS

35

ARMOR CLASS

15

INITIATIVE

55'

SPEED

Hit Point Maximum 650

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8

d8

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVES

Despite my noble birth, I do not place myself above other folk. We all have the same blood.
If you do me an injury, I will crush you, ruin your name, and salt your fields.

PERSONALITY TRAITS

Independence: I must prove that I can handle myself without the coddling of my family.

IDEALS

My houses allegiance to Lastai must be maintained at all costs.

BONDS

I hide a truly scandalous secret that could ruin my family forever.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Vorpall Sword	16	1d8+16 [S]
Luck Blade	14	1d8+14 [S]
Unarmed	13	1d6+13 [B]
Touch		+3d6+2 necrotic
Dagger	14	1d4+14 [S]
Longbow	13	1d6+13 [P]
With Ally		+4d6

ATTACKS & SPELLCASTING

17

PASSIVE WISDOM (PERCEPTION)

Light, Medium and Heavy Armour, Shields
Simple Weapons, Hand Crossbow,
Longswords, Rapiers, Shortswords
Harp, Mandolin, Pipes
Smith's tools, Thieves tools

Abyssal, Auran, Bullywug, Celestial, Common,
Deep Speech, Draconic, Dwarvish, Elvish,
Giant, Gnomish, Goblin, Infernal, Primordial,
Orcish, Sylvan, Telepathy 120', Terran,
Thayan, Thieves Cant, Undercommon,
Advanced Telepathy 60'

OTHER PROFICIENCIES & LANGUAGES

- CP 10
- SP 10
- EP
- GP 10
- PP 10

Robe of Stars
+1 to saves
Magic Missile (5th lvl, 6/day)
Enter Astral plane at will
Vorpall Sword (weapon bond)
+3, ignore resistances,
Behead or +6d8 on critical
Luck Blade + 1
+1 to saving throws
Re-roll one roll per day
Dagger of Venom in sheath
+1, on action coat in poison
DC15 Con save or 2d10 poison
damage and poisoned 1 minute
Heward's Handy Haversack
Portable Hole
Cube of Force

EQUIPMENT

Attack twice per turn (2 weapons + 2 unarmed)
Flurry (1) (2 weapons + 4 unarmed)
Advantage on attack if surprise or ally in 5'R
All attacks with advantage are criticals
+4d6 damage if ally in 5'R
Improved critical (19 or 20 without ally)
War Magic - Cantrip + attack in one turn
Evasion - save for half or none (Dex)
Immune to Cold, Fire, Lightning, Poison,
Anti-Magic Fields, Disintegrate, Wall of Force,
Blinded, Critical Hits, Exhaustion, Flanking,
Grappled, Paralyzed, Poisoned, Prone, Restrained,
Unconscious, Emotion or thought sensing,
Divination spells
Resistant to Acid, Necrotic, Thunder, Non-Magic
Weapons
Magic Resistance: Adv on saves vs spells, illusions
and magical effects
Invisible at will, attacking does not make me visible
Legendary Resistance 3/day
Legendary Actions (3/turn): Detect, Unarmed strike,
Move without provoking opportunity attacks
Move: Run 55', Fly 90' (Hover 60'), Swim 50',
Burrow 40', Earth Glide 20', Spider/Ice climb,
Web Walker
Senses: Blindsight 120', Darkvision 120',
Life Sense 5 miles, Treasure Sense 300',
Tremorsense 60', Telepathic Sense 60',
Sentience Sense 300'

FEATURES & TRAITS



Othys Raveneye (Tim)

CHARACTER NAME

23

AGE

6' 4"

HEIGHT

90kg (195 lbs)

WEIGHT

Golden

EYES

Pale

SKIN

Black

HAIR

CHARACTER APPEARANCE

Familiar (Baby Snowy Owl named 'Poof')

5 Flumphs that live in my portable hole,
come out invisible occasionally, and
feed off my psionic energy

NAME

SYMBOL

ALLIES & ORGANIZATIONS

My ancestor was 2nd in line to my house, and became an adventurer. In his travels he acquired a Deck of Many Things, and foolishly drew from it. One card he drew was Flames, and the enmity of the Pit Fiend was terrible and drawn out. The Fiend created a Succubus, crafted for the sole purpose of corrupting my ancestor, by being perfect for him; such that even if he could resist her magic he would fall in love with her anyway. It worked, and would have ended my family but for one thing - he allowed his love to draw from the Deck. She drew Balance. Now Neutral Good, and hopelessly in love with my ancestor, they banded together against the Fiend. My ancestor's older sibling, and the Fiend, perished in the ensuing War. Every descendant of that union has been a Chaotic Good Cambion. Most are Warlocks, bound to Lastai, a nearly forgotten Goddess of Love; she was entranced by my ancestor's star-crossed story, and has aided them to hide their true nature from all but their loved ones. Our family allegiance to Lastai supercedes everything, even our loyalty to the crown. I am the first in generations to forge my own path, and my greatest responsibility and fear is that no-one ever learns my family's secret. I am not a Warlock bound to Lastai, and this has caused some friction - but I am a Cleric in her service, and completely loyal to her.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Othys Raveneye (Tim)

CHARACTER NAME

Backpacks can hold no more than 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.

Backpack



(20 lbs)

2x Arrow +3, 18 Arrows in quiver

Mace of Smiting +1/+3

Oathbow

Small Pocket 1

(20 lbs)

Spell Book, Deck of Many Things

Harp, Mandolin, Pipes

Small Pocket 2

Portable Hole

Small Pocket 3

Small Pocket 4

Flap Pouch

Middle Pouch

Bed Roll

Rope

Rope of Climbing

Ammo

Torches

Treasure Purse

Copper =

Silver =

Electrum =

Gold =

Platinum =

Additional Treasure

650,000gp worth of gems

(80 lbs)

Main Pouch



Othys Raveneye (Tim)

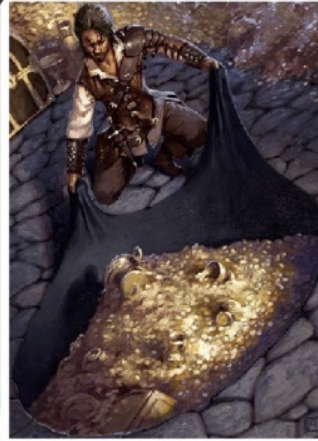
CHARACTER NAME

Portable Hole: This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter. You can use an action to unfold a *portable hole* and place it on or against a solid surface, whereupon the *portable hole* creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages.

Source Dungeon Masters Guide p. 186-187

Clone in sepulchre
Dancing Sword (A)
Frost Brand, +1d6 cold damage (A)
Hammer of Thunderbolts, +1 Maul (C)
Holy Avenger, +3
Luck Blade +1, luck 1/day (O)
Mace of Disruption
Sun Blade +2, radiant, +1d8 vs undead (T)
Sword of Answering (Replier) +3
Trident of Fish Command
Vicious Weapon, +7 damage on critical (A)
Vorpal Sword (O)

+1 Scale Mail
Wand of Winter. 7 charges, regain 1d6+1 at dawn. Ray of Frost (0 ch), Sleet Storm (3 ch), Ice Storm (4 ch)



Any creature inside an open *portable hole* can exit the hole by climbing out of it. If the hole is folded up, a creature within the hole's extradimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the *portable hole* or the creature carrying it. A breathing creature within a closed *portable hole* can survive for up to 10 minutes, after which time it begins to suffocate. Placing a *portable hole* inside an extradimensional space created by a *bag of holding*, *Heward's handy haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Source Dungeon Masters Guide p. 187

Abilities

Spellcasting

HD: 0

Count: 0

Spell Save DC: 18 (Int, Wis & Cha). Max spell level: 4th.

Slots: 1st (4) 2nd (4) 3rd(4) 4th(4) 5th(4) 6th(3) 7th(3) 8th(3) 9th(3)

Wizard (School of Divination) 8th level

HD: 0

Count: 0

Cantrips known: 4. Spells known: 8x1st, 4x2nd, 4x3rd, 4x4th (plus those found)

Arcane Recovery: Once per day, when I finish a short rest, I can recover my Wizard level / 2 (rounded up) spell slot levels.

Divination Savant: The gold and time required to copy a divination spell into my spell book is halved.

Portent: Glimpses of the future press in on my awareness. After each long rest, roll two d20s and record the numbers rolled. I can replace any attack roll, saving throw or ability check made by me or a creature I can see with one of these foretelling rolls.

Expert Divination: casting divination spells is so easy it expends only a fraction of normal efforts. When I cast a divination spell of 2nd level or higher, I regain one expended spell slot. The regained slot must be of a lower level than the spell cast and can't be over 5th level.

Lucky. Get 3 luck points. Each can be used to affect a roll by 1d20.

Sorcerer (Celestial) 8th level

HD: 0

Count: 0

Cantrips known: 5. Spells known: 9

Sorcery Points: 8. Regain after long rest.

Flexible Casting: Transform unexpended sorcery points into spell slots as a bonus action on my turn. (1st: 2, 2nd: 3, 3rd: 5, 4th: 6, 5th: 7)

Flexible Casting: Transform spell slots to sorcery points: 1 gain sorcery points per level of the slot expended.

Metamagic: Quicken Spell. When casting a spell that has a casting time of 1 action, spend 2 sorcery points to cast it as a bonus action.

Metamagic: Subtle Spell. When I cast a spell, I can spend 1 sorcery point to cast it without any somatic or verbal components.

Favored Soul: Can learn Cleric spells as Sorcerer spells.

Favored Soul: Supernatural Resilience. Plus 1 HP per level.

Favored Soul: Favoured by the Gods. Add 2d4 to a failed saving throw or attack roll. Recharge on short rest.

Favored Soul: Blessed Countenance. Physical transformation: otherworldly beauty. Double Charisma bonus to Charisma checks.

Bard (College of Glamour) 8th level

HD: 0

Count: 0

Cantrips known: 3. Spells known: 11.

Bardic Inspiration: Use a bonus action, and one creature I can see gains a Bardic Inspiration die (d8), which they can use one time in the next 10 minutes. To use it, roll the dice and add the result to the roll for any one ability check, attack roll or saving throw. The creature can choose to use the die after it rolls, but must make the choice before the DM decides if the roll succeeds or fails. I can give bardic inspiration a number of time equal to my Charisma bonus times, and they are renewed on a long or short rest.

Jack of all Trades: I can add half my proficiency bonus, rounded down, to any ability check that doesn't already include my proficiency bonus.

Song of Rest: I can sing during a short rest, and any friendly creatures who hear me gain an additional 1d6 HP.

Expertise: Perception, Stealth

Countercharm: as an action, I can start a performance that lasts until the end of my next turn. During that time, I and any friendly creatures within 30' have advantage on saving throws against being frightened or charmed.

Mantle of Inspiration: As a bonus action I can expend the use of one Bardic Inspiration to give myself a wondrous, otherworldly appearance.

When I do so, I choose a number of allies within 60', up to a number equal to my Charisma modifier. Each target gains 2d8 temporary hit points.

When they gains those hit points, they can use their reaction to move up to their speed towards me, without provoking opportunity attacks.

Enthralling Performance: If I perform for at least 10 minutes, I can attempt to inspire wonder in my audience. At the end of the performance, I choose a number of humanoids within 60' who watched and listened to all of it, up to a number equal to my Charisma modifier. Each target must succeed on a Wisdom saving throw against my spell save DC or be charmed. This effect ends after 1 hour, if they take any damage, if I attack it, or if it witnesses me attacking or damaging any of its allies.

Mantle of Majesty: As a bonus action, I can take on the appearance of unearthly beauty for 1 minute. During this time, I can cast Command as a bonus action on each of my turns, without using a spell slot. Any creature charmed by me automatically fails its saving throw against this spell. Once used, this feature can't be used again until I finish a long rest.

Alert: + 5 to initiative, I cannot be surprised while conscious, other creatures don't gain advantage on attack rolls on me because they are unseen.

Abilities

Cleric (Life Domain) 8th level

HD: 0

Count: 0

Cantrips known: 4

Domain spells:

- 1st: bless, cure wounds
- 3rd: lesser restoration, spiritual weapon
- 5th: beacon of hope, revivify
- 7th: death ward, guardian of faith
- 9th: mass cure wounds, raise dead

Prepare (Cleric level + Wisdom bonus) spells. Domain spells are always prepared and do not count against this total.

Channel Divinity (2/rest)

- Turn Undead: as an action, turn undead. Each undead that can see me within 30' must make a Wisdom saving throw. On failure, it is turned for 1 minute or until it takes damage.
A turned creature must spend its turns trying to get as far from me as possible, and cannot take reactions.
- Destroy Undead (CR 1): when an undead fails its Turn Undead save and is equal to or less than the specified challenge rating, it is instantly destroyed.
- Preserve Life: as an action, present my holy symbol and evoke healing energy that can restore hit points equal to five times my cleric level.
Divide the HP between creatures within 30'. It cannot heal anyone to more than half their HP maximum.

Disciple of Life: my healing spells are more effective. Whenever I use a spell of 1st level or higher to restore hit points to a creature, it regains additional hit points equal to 2 + the spell's level.

Blessed Healer: Healing spells I cast on others heal me as well. I regain HP equal to 2 + the spells level.

Divine Strike: Infuse my weapon strikes with divine energy. Once per turn, when I hit with a weapon attack, I can cause the attack to deal an additional 1d8 radiant damage.

Dual Wielder: +1 to AC while wielding 2 weapons.

Monk (Way of the Open Hand) 8

HD: 0

Count: 0

Unarmoured Defence: While wearing no armour and not using a shield, AC = 10 + Dexterity + Wisdom modifier.

Unarmoured movement: +15'

Martial Arts:

- I can use Dexterity instead of Strength for the attack and damage rolls of unarmed strikes and Monk weapons.
- Unarmed damage d6
- When I use the Attack action with an unarmed strike or a Monk weapon, I can make one unarmed strike as a bonus action.

Ki Points: 8. Recharge after a short rest.

(1) Flurry of blows: immediately after taking the attack action, spend 1 ki point to make 2 unarmed attacks as a bonus action.

(1) Patient defence: spend 1 ki point to take Dodge as bonus action.

(1) Step of the Wind: spend 1 ki point to use Disengage or Dash as a bonus action, and my jump distance is doubled for that turn.

(1) Stunning Strike: when I hit another creature, expend 1 ki point. They must succeed on a Constitution save or be stunned until the next turn.

Enhanced Flurry of Blows: whenever I hit with an attack granted by Flurry of Blows, I can impose one of the following effects on the target:

- It must succeed on a Dexterity saving throw or be knocked prone
- It must make a Strength saving throw, or be pushed up to 15' away from me
- I can't take reactions until the end of my next turn

Deflect Missiles: use reaction to deflect or catch the missile when I am hit by a missile attack. The damage from the attack is reduced by 10 + my Dexterity bonus + my Monk level. If the damage is reduced to 0, I can catch the missile if it is small enough to hold in one hand.

If I catch a missile in this way, I can expend 1 ki point to throw it back as part of the same reaction. The attack is made with proficiency and counts as a Monk weapon, with range 20/60.

Slow fall: use my reaction when I fall to reduce any falling damage by an amount equal to 5 times my Monk level.

Extra attack: I can attack twice, instead of once, whenever I take the Attack action.

Ki empowered strikes (attacks are magical)

Evasion: when I am subjected to a spell or effect that allows me to make a Dexterity saving throw to take only half damage, I instead take no damage if I succeed and only half damage if I fail.

Stillness of Mind: I can use my action to end one effect on myself that is causing me to be charmed or frightened.

Wholeness of Body: As an action, I can regain hit points equal to three times my Monk level. I must finish a long rest before using this feature again.

Mobile: Speed increases by 10'. When I dash, difficult terrain doesn't cost extra. When I make a melee attack on a creature it doesn't get opportunity attack on me for the rest of my turn.

(Upcoming: 10 Purity of Body, 11 Tranquility, 13 Tongue of the Sun and Moon, 14 Diamond Soul, 15 Timeless Body, 17 Quivering Palm, 18 Empty Body, 20 Perfect Self)

Abilities

Assassin

HD: 12

Count: 1

Skills: Acrobatics, Deception, Perception, Stealth

Saving Throws: Dex, Int

Languages: Thieves' cant

Assassinate: During my first turn, I have advantage on attack rolls against any creature that hasn't taken a turn. Any hit I score against a surprised creature is a critical hit.

Evasion: If I am subjected to an effect that allows me to make a Dexterity saving throw to take only half damage, I instead take no damage if I succeed on the saving throw, or half damage if I fail.

Sneak Attack (1/turn): I deal an extra 4d6 damage when I hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of mine that isn't incapacitated, and I don't have disadvantage on the roll.

Azbara Jos (Red Wizard)

HD: 6

Count: 1

Skills: Arcana, Deception, Insight, Stealth

Saving Throws: Int, Wis

Languages: Common, Draconic, Infernal, Primordial, Thayan

Potent Cantrips: when I cast an Evocation cantrip and miss, or the target succeeds on its saving throw, the target still takes half the cantrip's damage but takes no other effect

Sculpt spells: When I cast an evocation spell that affects other creatures that I can see, I can choose a number of them equal to 1 + the spell's level to succeed on their saving throws against the spell. Those creatures take no damage if they would normally take half damage from the spell.

Cantrips: Mage Hand, Prestidigitation, Ray of Frost, Shocking Grasp

1st level: Fog Cloud, Magic Missile, Shield, Thunderwave

2nd level: Invisibility, Misty Step, Scorching Ray

3rd level: Counterspell, Dispel Magic, Fireball

Banshee

HD: 13

Count: 1

Speed: 40' Fly (hover)

Saving Throws: Wis, Cha

Languages: Common, Elvish

Resistant to: Acid, Fire, Lightning, Thunder, non-magic weapons

Immune to: Cold, Necrotic, Poison, Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Detect Life: I can magically sense the presence of living creatures up to 5 miles away, by general direction but not exact position.

Incorporeal Movement: Can move through other creatures and objects as if they are difficult terrain. I take 1d10 force damage if I end my movement inside them.

Corrupting Touch: 3d6+2 necrotic damage

Wail (1/day): I release a mournful wail, provided it isn't sunlight. It has no effect on constructs or undead. All other creatures within 30' must make a Constitution saving throw. On a failure, they drop to 0 hit points. On success, they take 3d6 psychic damage.

Cambion

HD: 0

Count: 1

Resistant to Cold, Fire, Lightning, Poison; bludgeoning, piercing and slashing from non-magic weapons

Senses: Darkvision to 60'

Fiendish Blessing: Add my Charisma bonus to AC

Doppelganger

HD: 8

Count: 1

Skills: Deception, Insight

Languages: Common

Shapechanger: I can use my action to polymorph into a Small or Medium humanoid I have seen, or back into my true form. My statistics, other than my size, are the same in each form. Any equipment I am wearing or carrying isn't transformed. I revert to my true form if I die.

Ambusher: I have advantage on attack rolls against any creature I have surprised.

Surprise attack: If I surprise a creature and hit it with an attack during the first round of combat, the target takes an extra 3d6 damage from the attack.

Read thoughts: I magically read the surface thoughts of one creature within 60 feet. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, I can continue reading its thoughts, as long as my concentration isn't broken (as if concentrating on a spell). While reading the target's mind, I have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation and Persuasion) checks against the target.

Dragonclaw

HD: 3

Count: 1

Advantage on attack rolls if there is an ally within 5'

Abilities

Dralomorrer Borngray (High Elf) Skills: Arcana, Deception, Insight, Perception, Religion Saving Throws: Str, Con Languages: Common, Bullywug, Draconic, Elvish, Goblin, Sylvan Fey ancestry: I have advantage on saving throws against being charmed, and magic can't put me to sleep. War magic: when I use my action to cast a cantrip, I can also take a bonus action to make one weapon attack. Weapon bond: provided my weapon is on the same plane, I can take a bonus action to teleport it to my hand. Cantrips: Fire Bolt, Prestiditiation, Shocking Grasp 1st level: Longstrider, Magic Missile, Shield, Thunderwave 2nd level: Magic Weapon, Misty Step	HD: 7	Count: 1
Drider Spider Climb: I can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check Web Walker: I ignore movement restrictions caused by webbing	HD: 13	Count: 1
Duergar Duergar Resilience: Advantage on saving throws against poison, spells and illusions, as well as to resist being charmed or paralyzed Enlarge (recharge after long or short rest): For 1 minute, I magically increase in size, along with anything I am wearing or carrying. While enlarged, I am Large, I double my dice damage on Strength-based attacks, and make Strength checks and Strength saving throws with advantage. Invisibility (recharge after long or short rest): As the spell.	HD: 4	Count: 1
Enveloper Blindsight 120' Absorb powers +1d3HP per HD absorbed Immune to flanking and critical hits	HD: 0	Count: 1
Flumph Skills: Arcana, History, Religion Languages: Undercommon, Telepathy 60' Advanced Telepathy: I can perceive the content of any telepathic communication used within 60', and cannot be surprised by creatures with any form of telepathy Telepathic Shroud: Immune to any effect that would sense my emotions or read my thoughts, as well as all divination spells	HD: 2	Count: 1
Frulum Mondath (Human) Skills: Deception, History, Religion Saving Throws: Wis, Cha Languages: Common, Draconic, Infernal Cantrips: Light, Sacred Flame, Thaumaturgy 1st level: Command, Cure Wounds, Healing Word, Sanctuary 2nd level: Calm Emotions, Hold Person, Spiritual Weapon 3rd level: Mass Healing Word, Spirit Guardians	HD: 8	Count: 1
Glazhael Cloudchaser (Adult White Dragon) Fly 80', Burrow 30', Swim 40' Skills: Perception, Stealth Languages: Common, Draconic Ice Walk: I can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost extra movement. Legendary Resistance (3/day): If I fail a save, I can choose to succeed instead Frightful Presence: Each creature of my choice within 120 feet must succeed on a DC14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of it's turns, ending the effect on itself with a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to my Frightful Presence for the next 24 hours. Cold breath (Recharge 5-6): I exhale an icy blast in a 60 foot cone. Each creature in that area must make a DC19 Constitution saving throw, taking 12d8 cold damage on a failed save, or half as much damage on a successful one. Legendary action (3/rnd at end of another's turn): Detect (Perception roll)	HD: 16	Count: 1

Abilities

Helmed Horror Skills: Perception Magic resistance: I have advantage on saving throws against spells and other magical effects Spell Immunity: I am immune to Anti-Magic Field, Wall of Force, Disintegrate?.	HD: 8	Count: 1
Intellect Devourer Immune to: Blinded Languages: Deep Speech, Telepathy Detect Sentience: I can sense the presence and location of any creature within 300' that has an Intelligence of 3 or higher, regardless of interposing barriers, unless that creature is protected by a Mind Blank spell Devour Intellect: Target 1 creature within 10' which has a brain. The target must make an Int saving throw or take 2d10 psychic damage. Also on a failure, roll 3d6. If it exceeds the targets Intelligence score, that score drops to 0 and they are stunned until they regain at least 1 point of Intelligence. Body Thief: I initiate an Intelligence contest with an incapacitated humanoid within 5 feet. If I win the contest, I magically consume the target's brain, teleport into the target's skull, and take control of the target's body.	HD: 6	Count: 1
Invisible Stalker Languages: Auran Invisibility: Can be naturally invisible. I do not turn visible on attacking. Faultless Tracker: When tracking a known target I know the direction and distance to the quarry as long as we are on the same plane of existence.	HD: 16	Count: 1
Jamna Skills: Acrobatics, Deception, Insight, Perception, Persuasion, Stealth Saving Throws: Dex, Int Gnome Cunning: Advantage on Int/Wis/Cha saves vs magic Cunning Action: Bonus action to Dodge/Disengage/Hide Cantrips: Mage Hand, Minor Illusion, Prestidigitation, Ray of Frost 1st level: Charm Person, Color Spray, Disguise Self, Longstrider	HD: 4	Count: 1
Langedrosa Cyanwrath (Blue Half-Dragon) Skills: Athletics, Intimidation, Perception Saving Throws: Str, Con Languages: Common, Draconic Damage Resistance: Lightning Action Surge (recharge after short or long rest): On my turn, I can take one additional action. Improved Critical: My weapon attacks score a critical hit with a roll of 19 or 20. Lightning Breath (recharge 5-6): breathe lightning in a line that is 30 feet long, 5 feet wide. Each creature in that line must make a DC13 Dexterity saving throw, taking 4d10 lightning damage on a failed save, or half as much damage on a successful one.	HD: 6	Count: 1
Mind Flayer Skills: Arcana, Deception, Insight, Perception, Persuasion, Stealth Darkvision 120' Deep Speech, Undercommon, Telepathy 120' Magic Resistance: I have advantage on saving throws against spells and other magic effects Innate spellcasting: At will [Detect Thoughts, Levitate], 1/day [Dominate Monster, Plane Shift] Mind Blast (Recharge 5-6): I emit psychic energy in a 60' cone. Each creature must succeed on an Intelligence saving throw or take 4d8+4 psychic damage and be stunned for 1 minute. A creature can repeat it's saving throw at the end of each of it's turns, ending the effect on itself on a success.	HD: 13	Count: 1
Noble Skills: Deception, Insight, Persuasion Parry (Reaction): I add 2 to my AC against one melee attack that would hit me. To do so, I must see the attacker and be wielding a melee weapon.	HD: 2	Count: 1
Pharblex Spattergoo (Bullywug) Skills: Perception, Religion, Stealth Languages: Common, Bullywug Swim 40' Amphibious: I can breathe air or water Poison strike (3/day): Once per turn, when I hit with a melee attack, I can expend a use of this trait to deal an extra 2d8 poison damage. Standing Leap: As part of my movement, and without a running start, I can long jump 20' and high jump 10'. Swamp Camouflage: I have advantage on Dexterity (Stealth) checks made to hide in swampy terrain. Cantrips: Druidcraft, Guidance, Poison Cloud 1st level: Cure Wounds, Entangle, Healing Word, Thunderwave 2nd level: Barkskin, Beast Sense, Spike Growth 3rd level: Plant Growth, Water Walk	HD: 7	Count: 1

Abilities

Rath Modar (Red Wizard) Skills: Arcana, Deception, Insight, Stealth Languages: Common, Draconic, Infernal, Primordial, Thayan Illusory Self (recharges on a short or long rest): When a creature I can see makes an attack roll against me, I can interpose an illusory duplicate between the attacker and myself. The attack automatically misses, then the illusion dissipates. Cantrips: Fire Bolt, Minor Illusion, Prestidigitation, Shocking Grasp 1st level: Chromatic Orb, Color Spray, Mage Armour, Magic Missile 2nd level: Detect Thoughts, Mirror Image, Phantasmal Force 3rd level: Counterspell, Fireball, Major Image 4th level: Confusion, Greater Invisibility 5th level: Mislead, Seeming 6th level: Globe of Invulnerability	HD: 11	Count: 1
Remorhaz Immune to: Cold, Fire Senses: Darkvision 60', Tremorsense 60' Heated Body: Anyone striking me takes 3d6 fire damage	HD: 17	Count: 1
Sandesyl Morgia (Vampire Moon Elf) Skills: Perception, Stealth Damage Resistances: Necrotic; Bludgeoning, piercing and slashing from non-magical weapons. Shapechanger: Polymorph into a Tiny bat or a Medium cloud of mist, or back to my true form. Legendary Resistance (3/day): If I fail a saving throw, I can choose to succeed instead. Misty escape: When I drop to 0 HP, I transform into a cloud of mist instead of falling unconscious. Regeneration: I regain 20 HP at the start of my turn. If I take radiant damage, this trait doesn't function until the start of my next turn. Spider climb: I can climb difficult surfaces, including upside down on ceilings, without needing an ability check. Charm: I target one humanoid I can see within 30'. If the target can see me, it must succeed on a DC17 Wisdom saving throw or be charmed. Children of the Night (1/day): I can summon 2d4 swarms of bats or rats, provided the sun isn't up. Outdoors I can call 3d6 wolves instead. The creatures arrive in 1d4 rounds. They remain for 1 hour. Legendary Actions (3 per turn, at the end of another's turn): Move up to my speed without provoking opportunity attacks; Unarmed strike.	HD: 17	Count: 1
Succubus Skills: Deception, Insight, Perception, Persuasion, Stealth Damage Resistances: Cold, Fire, Lightning, Poison; Bludgeoning, piercing and slashing from non-magical weapons. Languages: Abyssal, Common, Infernal, Telepathy 60' Telepathic Bond: I ignore range restrictions on telepathy when communicating with a creature I have charmed. It doesn't even need to be on the same plane of existence. Shapechanger: Polymorph into a small or medium humanoid, or back to its Succubus form. Charm: One humanoid I can see within 30' must succeed on a Wisdom saving throw or be charmed for 1 day. The target obeys my verbal or telepathic commands. If the target receives any harm or suicidal command, it can repeat the saving throw. If they save, they are immune to my charm for 24 hours. I can only have one target charmed at a time. Draining Kiss: I kiss a charmed or willing creature. They must make a Constitution saving throw, taking 5d10+5 psychic damage on failure, or half as much on success. The target's HP maximum is reduced by an amount equal to the damage taken, which lasts until a long rest. Etherealness: I can magically enter the Ethereal Plane from the Material Plane, or vice versa.	HD: 12	Count: 1
Talis the White Skills: Deception, Insight, Perception, Persuasion Languages: Draconic, Elvish, Infernal Fey Ancestry: I have advantage on saving throws against being charmed, and magic can't put me to sleep. Winter Strike (3/Day): Once per turn, when I hit with a melee attack, I can expend a use of this trait to deal an extra 2d8 cold damage. Cantrips: Guidance, Resistance, Thaumaturgy 1st level: Command, Cure Wounds, Healing Word, Inflict Wounds 2nd level: Blindness/Deafness, Lesser Restoration, Spiritual Weapon 3rd level: Dispel Magic, Mass Healing Word, Sending 4th level: Death Ward, Freedom of Movement 5th level: Insect Plague	HD: 9	Count: 1
Troll Skills: Perception Languages: Giant Keen Smell: I have advantage on Wisdom (Perception) checks that rely on smell. Regeneration: I regain 10HP at the start of my turn. If I take acid or fire damage, this trait doesn't function until the start of my next turn. I die only if I start my turn with 0 hit points and don't regenerate.	HD: 8	Count: 1

Abilities

Will-o-Wisp	HD: 9	Count: 1
Damage Immunities: Lightning, Poison		
Damage Resistances: Acid, Cold, Fire, Necrotic, Thunder		
Condition Immunities: Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious		
Darkvision 120'		
Fly 50' (hover)		
Consume Life: As a bonus action, I can target one creature I can see within 5' that has 0 hit points and is still alive. They must succeed on a Constitution saving throw against this magic or die. If the target dies, I regain 3d6 hit points.		
Incorporeal Movement: I can move through other creatures and objects as if they were difficult terrain. I take 1d10 force damage if I end my turn inside an object.		
Variable Illumination: I can shed bright light in a 5-20' radius, and dim light for double that. I can alter the radius as a bonus action.		
Shock: 5' reach, one creature. 2d8 lightning damage		
Invisibility: I can magically become invisible until I attack, or my concentration ends.		

Xorn	HD: 7	Count: 1
Senses: Darkvision 60', Tremorsense 60'		
Languages: Terran		
Earth Glide: Can burrow through nonmagical unworked earth and stone without leaving a trace.		
Treasure sense: Pinpoint by scent the location of precious metals and stones within 60'		