Cult of the Dragon

Elemental Evil Cults

**General**

Cultist

Cult

Fanatic

Spy

Berserker

Bandit

Bandit Captain

Guard

Veteran

Gladiator

**Cult of Black Earth**

Burrowshark

Black Earth Priest

Black Earth Guardian

Sacred Stone Monk

Stonemelder

Earth Elemental Myrmidon

Earth Elemental

Geomancer

**Cult of Eternal Flame**

Flamewrath

Eternal Flame Priest

Eternal Flame Guardian

Razerblast

Fire Elemental Myrmidon

Fire Elemental

Pyromancer

**Cult of Crushing Wave**

Crushing Wave Reaver

Crushing Wave Priest

Dark Tide Knight

Fathomer

One-Eyed Shiver

Water Elemental Myrmidon

Water Elemental

Hydromancer

**Cult of Howling Hatred**

Howling Hatred Initiate

Howling Hatred Priest

Feathergale Knight

Hurricane

Skyweaver

Air Elemental Myrmidon

Air Elemental

Aethermancer

mephits, + other elementals

Drow

Drow

Drow Elite Recruit

Drow Elite Warrior

Drow House Captain

Drow Mage

Drow Necromancer

Drow Priestess of Lolth

Drow Warlord

Drow Arachnomancer

Drow Shadowblade

Drow Inquisitor

Drow Favored Consort

Drow Matron Mother

Variant: Drow Magic Armor and Weapons

Drow often wear magic armor and carry magic weapons that lose their enhancement bonuses permanently if they are exposed to sunlight for 1 hour or longer.

A drow wearing a +1 chain shirt and carrying a +1 shortsword has AC 16 and a +1 bonus on attack and damage rolls with shortsword attacks.

A drow elite warrior wearing +2 studded leather and carrying a +2 shortsword has AC 20 and a +2 bonus on attack and damage rolls with shortsword attacks.

A drow priestess of Lolth wearing +3 scale mail has AC 19.

# Duergars

# Playing as mage

Вождение ролевых игр по D&D 5e часто требует от Мастера хорошего знания системы и способов настройки встреч/сцен, так чтобы обеспечить максимальный интерес игрокам. Информация предоставленная в Monster Manual, а также и в других книгах, является базой для вождения и использования NPC как противников, но часто ее не хватает.

В данной статье я постараюсь рассказать о том, как изменить стандартных mage из Monster Manual для создания большего вызова или придания гибкости сценам. Инструменты и приемы для этого я условно разделяю на две части - легальные для использования в Adventurers League и нелегальные для Organised Play.

Итак, основная проблема Mage как противника для отряда персонажей 5 и выше уровня является его слабая живучесть, отсутствие легендарных действий, которые бы позволили ему иметь сравнимое с отрядом количество действий и как следствие использования стандартного статблока - предсказуемость.

Что мы как Мастер можем сделать?

Изменение расы

Во-первых, изменить расу mage с human на что нибудь другое - hill dwarf даст +1 хитпоинт на хитдайс, полуорк сможет выдержать больше ударов, гном получит преимущество на спасброски по ментальным характеристикам, юань-ти получит иммунитет к ядам и Сопротивление магии. Часть рас также может расширить заклинательные способности.

Легально в Лиге.

Добавление классовых свойств

Стандартный маг не обладает специализацией в школе магии, но ее можно добавить исходя из 9ого уровня персонажа.

Добавление feats

Elemental adept, Warcaster, Spell Sniper, Lucky, Tough - все дают специализацию и увеличивают угрозу, создаваемую mage по отношению к пати

Использование сильных заклинаний

False life, Glyph of Warding, See invisibility

Использование зелий

Potion of Invulnerability

Использование свитков заклинаний

Лишний Dispel Magic или даже использованный ранее Contingency?

Использование заранее призванных помощников

Animate Dead

Мультиклассирование

Добавление пары уровней жреца или воина не изменит уровень вызова от мага, но позволит одеть на него тяжелый доспех, расширить доступные заклинания или получить возможность произнести заклинание дважды за счет Action Surge

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# Mind Flayer Magic Items

Some mind flayer colonies have developed the ability to create or modify certain kinds of gear, imbuing them with psionic energy. Mind flayers craft magic items that only they or their thralls can use-a sensible security measure to keep enemies from turning the illithids' own creations against them.

Mind Blade

Weapon (any sword), rare (requires attunement by a specific individual)

Mind flayers can turn any nonmagical sword into a mind blade. Only one creature can attune to it: either a specific mind flayer or one of its thralls. In the hands of any other creature, the mind blade functions as a normal sword of its kind. In the hands of its intended wielder, the mind blade is a magic weapon that deals an extra 2d6 psychic damage to any target it hits.

Mind Carapace Armor

Armor (any heavy armor), uncommon (requires attunement by a specific individual)

Any nonmagical suit of heavy armor can be turned by mind flayers into mind carapace armor. Only one creature can attune to it: either a specific mind flayer or one of its thralls. While worn by any other creature, the mind carapace armor functions as normal armor of its kind. To its intended wearer, the armor grants advantage on Intelligence, Wisdom, and Charisma saving throws and makes its wearer immune to the frightened condition.

Mind Lash

Weapon (whip), rare (requires attunement by a mind flayer)

In the hands of a creature other than a mind flayer, a mind lash functions as a normal whip. In the hands of an illithid, this magic weapon strips away a creature's will to survive as it also strips away flesh, dealing an extra 2d4 psychic damage to any target it hits. Any creature that takes psychic damage from the mind lash must also succeed on a DC 15 Wisdom saving throw or have disadvantage on Intelligence, Wisdom, and Charisma saving throws for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shield of Far Sight

Armor (shield), rare

A mind flayer skilled at crafting magic items creates a shield of far sight by harvesting an eye from an intelligent humanoid and magically implanting it on the outer surface of a nonmagical shield. The shield becomes a magic item once the eye is implanted, whereupon the mind flayer can give the shield to a thrall or hang it on a wall in its lair. As long as the shield is on the same plane of existence as its creator, the mind flayer can see through the shield's eye, which has darkvision out to a range of 60 feet. While peering through this magical eye, the mind flayer can use its Mind Blast action as though it were standing behind the shield.

If a shield of far sight is destroyed, the mind flayer that created it is blinded for 2d12 hours.

Mind Flayer Augmentations

Some mind flayer colonies augment their thralls with nonmagical gear to make them more effective as lair guardians and bodyguards. Two examples of mind flayer augmentations are presented here.

Flensing Claws

Illithids don't always provide their thralls with normal weapons, such as swords and axes. Sometimes they improve the natural capabilities of thralls by giving them new anatomy. Flensing claws take the form of articulated digits that extend into long metal blades. The claws are knitted into the flesh and bones of a creature's arms and can't be removed without surgical amputation.

Each set of flensing claws is designed for a specific creature and can't be used by anyone else. A creature equipped with flensing claws can use its action to make one melee weapon attack with the claws. The claws deal slashing damage based on the creature's size: Small, 1d8; Medium, 1d10; Large, 1d12; or Huge, 2d8. The creature adds its proficiency bonus and Strength modifier to any attack roll made with the claws, and its Strength modifier to its damage roll when it hits a target with the claws. Tiny and Gargantuan creatures can't be fitted with flensing claws.

Survival Mantle

This carapace-like augmentation encases portions of the wearer's shoulders, neck, and chest. A survival mantle is equivalent to a suit of nonmagical half plate armor and takes just as long to don or doff. It can't be worn with other kinds of armor.

A creature wearing a survival mantle can breathe normally in any environment (including a vacuum) and has advantage on saving throws against harmful gases (such as those created by a cloudkill spell, a stinking cloud spell, inhaled poisons, and the breath weapons of some dragons).

The Underdark is home to a tremendous variety of fungi with a variety of different uses. Characters can encounter different examples of the Underdark's flora in their travels. Identifying a species of fungi and its potential uses requires a successful DC 15 Intelligence (Nature) check, but Underdark inhabitants are familiar with many of these species automatically.

Edible Fungi

Edible fungi provide food and water. Basic food and water requirements for characters are covered in chapter 8, "Adventuring," of the Player's Handbook.

A barrelstalk is a large, cask-shaped fungus that can be tapped and drained of the fresh water stored within it. A single barrelstalk contains 1d4+4 gallons of water and yields 1d6+4 pounds of food.

Dubbed the "grain of the Underdark," a bluecap is inedible, but its spores can be ground to make a nutritious, bland flour. Bread made from bluecap flour is known as sporebread or bluebread. One loaf is equivalent to 1 pound of food.

Pale orange-white in color, fire lichen thrives on warmth, so it grows in regions of geothermal heat. Fire lichen can be ground and fermented into a hot, spicy paste, which is spread on sporebread or added to soups or stews to flavor them. Duergar also ferment fire lichen into a fiercely hot liquor.

Ripplebark is a shelf-like fungus that resembles a mass of rotting flesh. It is surprisingly edible. Though it can be eaten raw, it tastes better roasted. A single sheet of ripplebark yields 1d4+6 pounds of food.

A trillimac is a mushroom that grows to a height of four to five feet, and has a broad gray-green cap and a light gray stalk. The cap's leathery surface can be cut and cleaned for use in making maps, hats, and scrolls (its surface takes on dyes and inks well). The stalk can be cleaned, soaked in water for an hour, then dried to make a palatable food akin to bread. Each trillimac stalk provides 1d6+4 pounds of food.

A waterorb is a bulbous fungus that grows in shallow water. A mature waterorb can be squeezed like a sponge, yielding a gallon of drinkable water and a pound of edible (if chewy and somewhat tasteless) food.

Zurkhwood is a massive mushroom that can reach a height of thirty to forty feet. Its large grain-like spores are edible and nutritionally equivalent to 1d4+4 pounds of food, but zurkhwood is more important for its hard and woody stalks. Zurkhwood is one of the few sources of timber in the Underdark, used to make furniture, containers, bridges, and rafts, among other things. Skilled crafters can use stains, sanding, and polishing to bring out different patterns in zurkhwood.

Exotic Fungi

The fungi species described in this section have strange properties but no nutritional value.

A nightlight is a tall and tube-shaped bioluminescent mushroom that grows to a height of 1d6+4 feet and emits bright light in a 15-foot radius and dim light for an additional 15 feet. A nightlight that is uprooted or destroyed goes dark after 1 round. If a living nightlight is touched, either by a creature or an object, its light goes out until it is touched again.

A Nilhogg's nose is a small mushroom that grants any creature that eats it advantage on Wisdom (Perception) checks based on smell for 1d4 hours. However, the creature suffers disadvantage on saving throws against effects based on smell for the same amount of time.

A bioluminescent green moss that grows in warm and damp areas, ormu is particularly common near steam tunnels and vents. It sheds dim light in a 5-foot radius, and can be harvested, dried, and made into a phosphorescent powder or pigment.

Also known as "the devil's mushroom," a timmask is a two-foot-tall toadstool with orange and red stripes across its beige cap. Uprooting or destroying a timmask causes it to expel a 15-foot-radius cloud of poisonous spores. Creatures in the area must succeed at a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, the creature is under the effect of a confusion spell with a duration of 1 minute. When the spell effect ends, the poisoned condition also ends.

Tongue of madness is an edible fungus that looks somewhat like a large human tongue. A creature that eats a tongue of madness must succeed on a DC 12 Constitution saving throw or compulsively speak aloud its every thought for the next hour. The effect can be ended with a lesser restoration spell or similar magic.

A one- to two-foot-tall mushroom with a combustible cap, a single torchstalk burns for 24 hours once lit. There is a 1-in-6 chance that a torchstalk explodes when lit, bursting into a cloud of fiery spores. Creatures within 10 feet of an exploding torchstalk take 3 (1d6) fire damage.