

# **One-Stop Stat Blocks: Dungeon of the Mad Mage for 5th Edition Dungeons & Dragons\***

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## ARCHDRUID

Medium humanoid (any race), any alignment  
CR 12 (8,400 XP)

AC 16 (hide armor, shield)

HPs 132 (24d8+24)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saves Int + 5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

**Spellcasting:** 18th-level, Wis-based, DC 17, +9 to hit

1st	□□□□	4th	□□□	7th	□
2nd	□□□	5th	□□□	8th	□
3rd	□□□	6th	□	9th	□

**Druidcraft (cantrip).** Action to cast, 30', instantaneous. The archdruid can predict the weather, create an illusory, nature-based sensory effect, or snuff out a campfire.

**Mending (cantrip).** 1 minute, touch, instantaneous. The archdruid repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.

**Poison Spray (cantrip).** Action to cast, 10', instantaneous. The target creature must make a DC 17 Con save or take 4d12 poison damage.

**Produce Flame (cantrip).** Action to cast, self, 10 minutes. The archdruid produces a flame that sheds bright light in a 10' radius, and dim light 10' beyond that. Instead, the flame can be hurled 30' at a creature with a ranged spell attack (+9) for 4d8 fire damage on a hit.

**Cure Wounds (1st).** Action to cast, self, concentration up to 10 minutes. The archdruid heals a creature 1d8+5 HPs. The healing increases by 1d8 for every slot above 1st used to cast the spell.

**Entangle (1st).** Action to cast, 90', concentration up to 1 minute. The archdruid summons vegetation in a 20'-square starting from a point within range, making that area difficult terrain. A creature within the area upon casting must succeed on a DC 17 Str save or be restrained until the spell ends. The restrained creature may use an action to attempt the save.

**Faerie Fire (1st).** Action to cast, 60', concentration up to 1 minute. Each object in a 20' cube within range is outlined in light. A creature in the cube may make a DC 17 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.

**Speak with Animals (1st).** Action to cast, self, 10 minutes. The archdruid gains the ability to communicate and understand beasts.

**Animal Messenger (2nd).** Action to cast, 30', 24 hours. The archdruid chooses a tiny beast to carry a spoken message of up to 25 words, which it delivers to a target the druid described.

**Beast Sense (2nd).** Action to cast, touch, concentration up to 1 hour. The archdruid can see through a willing beast's eyes and hear what it hears until the archdruid uses an action to sever the link. The archdruid gains the beast's special senses but is blinded and deafened to the archdruid's own surroundings.

**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. A humanoid within range must make a DC 17 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect. For each slot level above 2nd level used to cast this spell, it may target an additional target.

**Conjure Animals (3rd).** Action to cast, 60', concentration up to 1 hour. The archdruid summons 1 CR 2 beast, 2 CR 1 beasts, 4 CR 1/2 beasts, or 8 CR 1/4 beasts. The beast is a fey and disappears if it drops to 0 HPs or the spell ends. The animals are friendly, follow commands, and act on their own initiative. If cast as a 5th-level spell, the archdruid can double the number of creatures conjured; 7th-level for triple, and 9th-level for quadruple.

**Meld into Stone (3rd).** Action to cast (ritual), touch, 8 hours. The archdruid uses its movement to meld into a stone object or surface large enough to fully contain it and all it carries. Once in, the archdruid cannot be detected by non-magical means, can't see anything that happens outside of it, and has disadvantage on Perception checks to hear things outside it. The archdruid is aware of time passage and can cast spells on itself. The archdruid can use movement to leave the stone where it entered but otherwise is immobile. Enough damage to the stone to make it no longer fit the archdruid expels the archdruid from the stone and deals 6d6 bludgeoning damage. If the stone is destroyed or transmuted into another substance, the archdruid is expelled, takes 50 bludgeoning damage, and appears prone in the nearest empty space to where it entered.

**Water Breathing (3rd).** Action to cast, 30', 24 hours. Up to ten willing creatures of the archdruid's choice are granted the ability to breath underwater.

**Dominate Beast (4th).** Action to cast, 60', concentration up to 1 minute. A target beast must make a DC 17 Wis save or be charmed. The beast makes a new save whenever it takes damage. While charmed, the archdruid has a telepathic link to it to issue simple and general commands, which it will follow, but after which it will simply defend itself. The archdruid can use an Action to gain total control such that the beast will do nothing other than what the archdruid commands, including using the archdruid's reaction as commanded. If cast at 5th level, the duration is 10 minutes; at 6th level, 1 hour; and at 7th level or higher, 8 hours.

**Locate Creature (4th).** Action to cast, self, concentration up to 1 hour. The archdruid can sense the direction to, and movement of, a familiar creature's location as long as it's within 1000', or the nearest creature of its specific kind as long as the archdruid has seen it while within 30'. The spell fails if running water 10' or more wide blocks the path to the creature.

**Stoneskin (4th).** Action to cast, touch, concentration up to 1 hour. The target has resistance to nonmagical bludgeoning, piercing, and slashing weapon damage.

**Wall of Fire (4th).** Action to cast, 120', concentration up to 1 minute. On a solid surface within range, the archdruid creates an opaque wall of fire 60' long, 20' high, and 1' thick, or an opaque ringed wall up to 20' high and 1' thick. Each creature entering the wall for the first time, or inside it when it's conjured, takes 5d8 fire damage (DC 17 Dex save for half damage). One side of the wall deals 5d8 fire damage to each creature ending its turn within 10' of that side or inside the wall. The damage increases by 1d8 for each slot above 4th.

**Commune with Nature (5th).** 1 minutes to cast (ritual), self, instantaneous. The archdruid has knowledge of the local environment within 3 miles while outdoors and 300' within a natural underground setting (not a dungeon or town). The knowledge gained is three facts of the archdruid's choice from the following list: 1) terrain and bodies of water; 2) prevalent plants, minerals, animals, or people; 3) celestials, fey, fiends, elementals, or undead of CR 1 or higher; 4) influence from other planes of existence; or 5) buildings.

**Mass Cure Wounds (5th).** Action to cast, 60', instantaneous. The archdruid heals up to six creatures in a 30'-radius sphere 3d8+5 HPs (plus 1d8 per spell slot over 6th used to cast the spell). Constructs and undead are unaffected.

**Tree Stride (5th).** Action to cast, self, 1 concentration up to 1 minute. No more than once per round, the archdruid uses 5' of movement to enter a living tree at least Medium in size, and teleports to another of the same kind within 500'. The archdruid uses another 5' of movement to appear beside the destination. If the archdruid lacks the movement to end outside the destination, it doesn't teleport and remains beside the first tree.

**Heal (6th).** Action to cast, 60', instantaneous. A creature the archdruid can see regains 70 HP. Blindness, deafness, and diseases end. Constructs and undead are unaffected.

**Heroes' Feast (6th).** 10 minutes to cast, 30', instantaneous. The archdruid brings forth a feast requiring 1 hour to consume. An hour later, up to 12 creatures are cured of all diseases and poisons; and for 24 hours are immune to poison and being frightened, make Wis saves with advantage, have their maximum HPs increased by 2d10, and gain that number of HPs immediately.

**Sunbeam (6th).** Action to cast, self (60' line), concentration up to 1 minute. Each creature in a 5'-wide, 60' long line coming from the archdruid takes 6d8 radiant damage and is blinded (DC 17 Con save for half damage and no blinding, oozes and undead have disadvantage). Until the spell ends, the archdruid can use its action to make another beam, and its hand sheds 30' bright sunlight and 30' of dim sunlight.

**Fire Storm (7th).** Action to cast, 150', instantaneous. The archdruid creates 10 10' cubes placed anywhere within range as long as each cube connects to at least one other cube. Any creature in the area takes 7d10 fire damage (DC 17 Dex save for half damage). The cubes ignite unattended flammable objects.

**Animal Shapes (8th).** Action to cast, 30', concentration up to 24 hours. Willing creatures the archdruid can see (and items they're wearing or carrying) turn into Large or smaller beasts with a challenge rating of 4 or less. The archdruid can use its action to change the target into a different form. Each target takes the beast's statistics except for alignment, Int, Wis, Cha, HP, and max health. The target can't speak or cast and can do only actions the beast could do. If the target is reduced to 0 HP, it reverts to its normal form and resumes its HP at the time of casting (less any excess damage).

**Foresight (9th).** 1 minute, touch, 8 hours. For 8 hours, a willing creature can't be surprised and has advantage on attack rolls, ability checks, and saves. Other creatures have disadvantage on attack rolls against it. The spell ends if it's cast again during its duration.

## ACTIONS

**Scimitar.** *Melee Weapon Attack:* +6 to hit, reach 5', one target. Hit: 6 (1d6+2) slashing damage.

**Change Shape (2/day □□).** The druid (and if desired, its equipment) magically polymorphs into a beast or elemental with a CR of 6 or less for up to 9 hours, or until it uses a bonus action to revert back, dies, or falls unconscious. In its new form, the druid's statistics, ability to speak, and ability to cast with verbal or somatic components remain the same, but its AC, movement modes, Str, and Dex are replaced, and it gains any special senses, proficiencies, traits actions and reactions (except class features, lair actions, and legendary actions). In the new form, the druid's attacks are magical.

## GITHYANKI GISH

Medium humanoid (gith), lawful evil  
CR 10 (5,900 XP)

AC 17 (half plate)  
HPs 123 (19d8+38)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

**Saves** Con +6, Int +7, Wis +6

**Skills** Insight +6, Perception +6, Stealth +6

**Senses** passive Perception 16

**Languages** Gith

**Innate Spellcasting: Mage Hand (at will).** Action to cast, 30', 1 minute. The githyanki creates a ghost-like, invisible hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Innate Spellcasting: Jump (3/day □□□).** Action to cast, touch, 1 minute. The target creature's jump distance is tripled until the spell ends.

**Innate Spellcasting: Misty Step (3/day □□□).** Bonus action to cast, self, instantaneous. The githyanki teleports up to 30' to an unoccupied space it can see.

**Innate Spellcasting: Nondetection (3/day □□□).** Action to cast, self, 8 hours. The githyanki can't be targeted by divination magic or perceived through scrying.

**Innate Spellcasting: Plane Shift (1/day □).** The githyanki and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the githyanki's choosing. Alternatively, the githyanki can banish with a melee spell attack (+7) a creature that fails to make a DC 15 Cha save.

**Innate Spellcasting: Telekinesis (1/day □).** Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the githyanki can manipulate a creature or object. **Creature.** The githyanki makes a spell attack (+7) contested by the creature's Str check. If successful, the githyanki moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the githyanki can maintain the grip or repeat the contest. **Object.** The githyanki moves up to 1,000 lbs. 30' in any direction. If the object is attended, the githyanki must succeed at the contest above against the attending creature. The githyanki may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

**Spellcasting:** 8th-level, Int-based, DC 15, +7 to hit

1st	□□□□	3rd	□□□
2nd	□□□	4th	□□

**Blade Ward (cantrip).** Action to cast, self, 1 round. The githyanki has resistance to bludgeoning, piercing, and slashing damage dealt by weapons until the end of its next turn.

**Light (cantrip).** Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 15 Dex save.

**Message (cantrip).** Action to cast, 120', 1 round. The githyanki can whisper a message to a creature within range only the creature can hear, and the creature can similarly respond. The spell is blocked by magical silence, 1' of stone, 1" of metal, a thin sheet of lead, or 3' of wood.

**True Strike (cantrip).** Action to cast, 30', concentration up to 1 round. On its next turn, the githyanki has advantage on its first attack against the target.

**Expeditious Retreat (1st).** Bonus action to cast, self, concentration up to 10 minutes. When the githyanki casts the spell, and then as a bonus action in subsequent rounds, the githyanki can take the Dash action.

**Magic Missile (1st).** Action to cast, 120', instantaneous. The githyanki creates a number of darts equal to 2 + the spell slot used to cast it. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

**Sleep (1st).** Action to cast, 90', 1 minute. The bard affects 5d8 HPs worth of creatures within 20' of a point within range. Creatures are selected in ascending order of their remaining HPs, starting with the creature having the lowest current total. When a creature is affected, subtract its total HPs from the amount affected by the spell, then proceed to the next creature. A creature's HPs must be equal or less than the remaining total for the creature to be affected. For each slot level above 1st used to cast this spell, an additional 2d8 of HPs can be affected.

**Thunderwave (1st).** Action to cast, 15' cube from the bard, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 15 Con save for half damage and no push). Unsecured objects are pushed 10' and the spell creates a thunderclap that can be heard for 300'. If cast as a 2nd-level spell, the thunder damage is 3d8.

**Blur (2nd).** Action to cast, self, concentration up to 1 minute. Creatures relying on sight have disadvantage to hit the githyanki.

**Invisibility (2nd).** Action to cast, touch, concentration up to 1 hour. A willing, target creature and its equipment become invisible until it attacks or casts a spell. The spell can target an additional creature for each slot above 2nd used to cast the spell.

**Levitate (2nd).** Action to cast, 60', concentration up to 10 minutes. The target creature or object rises 20' and if a creature can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.

**Counterspell (3rd).** Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The githyanki automatically stops the target spell if it is of the same or lower level than the slot the githyanki uses to cast this spell. Otherwise, the githyanki stops the target spell with a successful Int (+3) check (DC 10+the target spell's level).

**Fireball (3rd).** Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 15 Dex save for half damage). The fire spreads around corners. When cast using a spell slot higher than 3rd, the spell does an extra 1d8 damage per level of the slot.

**Haste (3rd).** Action to cast, 30', concentration up to 1 minute. The githyanki chooses a willing target within range. The target's speed doubles, it gains a +2 bonus to AC, it has advantage on Dex saves, and gains an additional action on each turn: Attack (one weapon attack), Dash, Disengage, Hide, or Use an Object. When the spell ends, the target can't move or take actions until after its next turn.

**Dimension Door (4th).** Action to cast, 500', instantaneous. The githyanki can teleport itself, anything it can carry, an adjacent willing creature the githyanki's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the githyanki and the other creature (if any) take 4d6 force damage and aren't teleported.

**War Magic.** When the githyanki uses its action to cast a spell, it can use a bonus action to make a weapon attack.

## ACTIONS

**Multiattack.** The githyanki attacks twice with *Longsword*.

**Longsword. Melee Weapon Attack:** +7 to hit, reach 5', one target. Hit: 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used two-handed, and 18 (4d8) psychic damage.

## MIND FLAYER, NEOTHELID

*Gargantuan aberration, chaotic evil*  
CR 13 (10,000 XP)

**AC** 16 (natural armor)  
**HPs** 325 (21d20+105)  
**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
27 (+8)	7 (-2)	21 (+5)	3 (-4)	16 (+3)	12 (+1)

**Saves** Int +1, Wis +8, Cha +6

**Senses** blindsight 120', passive Perception 13

**Languages** none

**Creature Sense.** The neothelid is aware of the presence of creatures within 1 mile of it that have an Int score of 4 or higher, knowing the distance, direction, and Int score of each. A creature protected by *Mind Blank*, *Nondetection*, or similar magic can't be perceived.

**Innate Spellcasting: Levitate (at will).** Action to cast, self only, concentration up to 10 minutes. The neothelid rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.

**Innate Spellcasting: Confusion (1/day □).** Action to cast, 90', concentration up to 1 minute. Each creature in a 10'-radius sphere centered on a point within range must succeed on a DC 16 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Innate Spellcasting: Feeblemind (1/day □).** Action to cast, 150', instantaneous. One target creature takes 4d6 psychic damage. On a failed DC 16 Int save, the target's Int and Cha become 1, rendering it mentally incapacitated other than identifying its friends, following them, and protecting them. The target can repeat the save in 30-day intervals to end the effect. The spell can also be ended by *Greater Restoration*, *Heal*, or *Wish*.

**Innate Spellcasting: Telekinesis (1/day □).** Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the ulitharid can manipulate a creature or object. **Creature.** The ulitharid makes a +7 spell attack contested by the creature's Str check. If successful, the ulitharid moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the ulitharid can maintain the grip or repeat the contest. **Object.** The ulitharid moves up to 1,000 lbs. 30' in any direction. If the object is attended, the giant must succeed at the contest above against the attending creature. The ulitharid may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

**Magic Resistance.** The neothelid has advantage on saves against spells and other magical effects.

### ACTIONS

**Tentacles. Melee Weapon Attack:** +13 to hit, reach 15', one target. Hit: 21 (3d8+8) bludgeoning damage and 13 (3d8) psychic damage, and a Large or smaller target must succeed on a DC 18 Str save or be swallowed (blinded, restrained, total cover against attacks and other effects outside the neothelid, and 35 (10d6) acid damage at the start of each of the neothelid's turns). If the neothelid takes at least 30 damage on a single turn from a swallowed creature, the neothelid must succeed on a DC 18 Con save at the end of that turn or regurgitate all swallowed creatures, which appear prone in a space within 10' of the neothelid. If the neothelid dies, a swallowed creature is no longer restrained and can escape using 20' of movement to exit prone.

**Acid Breath (recharge 5-6).** Each creature in a 60' cone takes 35 (10d6) acid damage (DC 18 Dex save for half damage).



## MIND FLAYER, ULITHARID

Large aberration, lawful evil  
CR 9 (5,000 XP)

AC 15 (breastplate)  
HPs 127 (17d10+34)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	21 (+5)	19 (+4)	21 (+5)

**Saves** Int +9, Wis +8, Cha +9  
**Skills** Arcana +9, Insight +8, Perception +8, Stealth +5  
**Senses** darkvision 120', passive Perception 18  
**Languages** Deep Speech, Undercommon, telepathy 2 miles

**Creature Sense.** The ulitharid is aware of the distance, direction, and Int of creatures within 2 miles of it that have an Int of 4 or higher, unless protected by *Mind Blank*, *Nondetection*, or similar magic can't be perceived

**Innate Spellcasting: Detect Thoughts (at will).** Action to cast, self, concentration up to 1 minute. The ulitharid can focus on any target creature within 30' of it (Int >3, and knows a language) and read its surface thoughts. As an action, the ulitharid can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 17 Wis save, the ulitharid gains insight into the target's reasoning, emotional state, and something that looms large in the target's mind. On its own turn, the current target can make a contested Int check against the ulitharid to end the effect.

**Innate Spellcasting: Levitate (at will).** Action to cast, self only, concentration up to 10 minutes. The ulitharid rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.

**Innate Spellcasting: Confusion (1/day □).** Action to cast, 90', concentration up to 1 minute. Each creature in a 10'-radius sphere centered on a point within range must succeed on a DC 17 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Innate Spellcasting: Dominate Monster (1/day □).** Action to cast, 60', concentration up to 1 hour. A target creature must succeed on a DC 17 Wis save or be charmed by the ulitharid for the spell's duration. While charmed and on the same plane as the ulitharid, the target can be telepathically ordered by the elder brain to follow simple commands. If the ulitharid uses an action to do so, the creature may be given detailed commands, including using the ulitharid's reaction as its own. Each time it takes damage, the target may attempt a new save to end the spell.

**Innate Spellcasting: Eyebite (1/day □).** Action to cast, self, concentration up to 1 minute. One creature within 60' that the ulitharid can see must succeed on a Wis save or be affected by one of the following effects for the duration (ulitharid's choice): asleep (unconscious until taking damage or awoken by a creature using an action), panicked (frightened by the ulitharid; must use Dash to move safely away, the effect ending if the target moves 60' away, or sickened (disadvantage on saves and ability checks, making new save at the end of each of its turns). Until the spell ends, on each of the ulitharid's turns, it can use an action to target another creature that hasn't already succeeded on a save against this casting of eyebite.

**Innate Spellcasting: Feeblemind (1/day □).** Action to cast, 150', instantaneous. One creature takes 4d6 psychic damage. On a failed DC 17 Int save, the target's Int and Cha become 1, rendering it mentally incapacitated other than identifying its friends, following them, and protecting them. The target can repeat the save in 30-day intervals to end the effect. The spell can also be ended by *Greater Restoration*, *Heal*, or *Wish*.

**Innate Spellcasting: Mass Suggestion (1/day □).** Action to cast, 60', 24 hours). The ulitharid makes a one or two sentence reasonable suggestion to up to twelve creatures that can understand it. Each target that fails a DC 17 Wis save must follow the suggestion.

**Innate Spellcasting: Plane Shift (1/day □).** Action to cast, self only, instantaneous. The ulitharid transports to another plane, taking itself to a general location of its choosing.

**Innate Spellcasting: Project Image (1/day □).** Action to cast, 500 miles, concentration up to 1 day. The ulitharid creates an illusory, intangible copy of itself in a location it has seen. The copy looks and sounds like the ulitharid, and if it takes damage, it dissipates, and the spell ends. The ulitharid can use an action to make the copy move up to twice its speed and communicate verbally and/or somatically. The ulitharid can use a bonus action to alternate between using its own senses or the copy's senses, remaining blinded and deafened to the surroundings not chosen. Physical interaction or a DC 17 Investigation check reveal the copy to be an illusion.



**Innate Spellcasting: Scrying (1/day ☐).** 10 minutes to cast, self, concentration up to 10 minutes. The ulitharid can see and hear a creature on the same plane of existence that fails a DC 17 Wis save, modified by how familiar the ulitharid is with the target, and the nature of its connection, as follows:

Knowledge	Save Modifier
Secondhand (heard of)	+5
Firsthand (have met)	+0
Familiar (know well)	-5

Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, etc.	-10

On a failed save, an invisible sensor manifests within 10' of the target, following it as it moves. Instead, the couatl can target a place, in which case the sensor doesn't move.

**Innate Spellcasting: Telekinesis (1/day ☐).** Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the ulitharid can manipulate a creature or object. **Creature.** The ulitharid makes a +7 spell attack contested by the creature's Str check. If successful, the ulitharid moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the ulitharid can maintain the grip or repeat the contest. **Object.** The ulitharid moves up to 1,000 lbs. 30' in any direction. If the object is attended, the giant must succeed at the contest above against the attending creature. The ulitharid may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

**Magical Resistance.** The ulitharid has advantage on saves against spells and other magical effects.

**Phrenic Hub.** If an elder brain establishes a *Psychic Link* with the ulitharid, it can form a psychic link with any other creature the ulitharid can detect using its *Creature Sense*. Any link ends if the creature falls outside the telepathy ranges of both the ulitharid and the elder brain. The ulitharid can maintain its link with the elder brain regardless of distance if they're on the same plane. If the ulitharid is more than 5 miles away, it can end the psychic link at any time (no action).

## ACTIONS

**Tentacle. Melee Weapon Attack:** +9 to hit, reach 10', one creature. Hit: 27 (4d10+5) psychic damage. If the target is Large or smaller, it's grappled (escape DC 14) and must succeed on a DC 17 Int save or be stunned until the grapple ends.

**Extract Brain. Melee Weapon Attack:** +9 to hit, reach 5', one incapacitated humanoid grappled by the ulitharid. Hit: 55 (10d10) piercing damage. If the target is reduced to 0 HPs by this damage, the ulitharid kills the target, extracting and devouring its brain.

**Mind Blast (Recharge 5-6).** The ulitharid emits psychic energy in a 60' cone. Each creature in the cone must succeed on a DC 17 Int save or take 31 (4d12 + 5) psychic damage and be stunned for 1 minute. A target can repeat the save at the end of each of its turns to end the effect on itself.

## TLINCALLI (AQRABUAMELU) WIZARD

*Large monstrosity, chaotic evil*

CR 13 (10,000 XP)

AC 16 (natural armor)

HPs 195 (23d10+69)

Speed 50'

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	18 (+4)	13 (+1)	18 (+4)

**Saves** Con +8, Int +9

**Skills** Arcana +9, Athletics +9, Perception +6, Stealth +5

**Senses** darkvision 120', passive Perception 16

**Languages** Common, Dwarvish, Elvish, Goblin, Undercommon

**Legendary Resistance (3/day)** ☐☐☐. If the tlincalli fails a save, it can choose to succeed instead.

**Spellcasting:** 13th-level, Int-based, DC 17, +9 to hit

1st	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4th	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	7th	<input type="checkbox"/>
2nd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5th	<input type="checkbox"/> <input type="checkbox"/>		
3rd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6th	<input type="checkbox"/>		

**Dancing Lights (cantrip).** Action to cast, 120', concentration up to 1 minute. The tlincalli creates four torch-sized motes of light within range, or one in the form of a Medium humanoid. The lights shed 10' of dim light. As a bonus action, the spy can move them up to 60' to a spot within range.

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The tlincalli creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Mending (cantrip).** 1 minute, touch, instantaneous. The tlincalli repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.

**Prestidigitation (cantrip).** Action to cast, 60', 1 hour. The wizard creates one of six minor effects: a harmless sensory effect; lighting or snuffing a small flame; cleaning or soiling an object no larger than a cubic foot; chilling, warming, or flavoring up to 1 cubic foot of nonliving material for 1 hour; coloring or marking an object or surface for 1 hour; or creating a nonmagical trinket or illusion that can fit in its hand that lasts until the end of the wizard's next turn. If cast more than once, the wizard can have up to three effects occurring simultaneously.

**Shocking Grasp (cantrip).** Action to cast, 30', instantaneous. The tlincalli makes a melee spell attack (+9) with advantage if the target creature is wearing metal armor. On a hit, the target takes 3d8 lightning damage and can't take reactions until the end of its next turn.

**Expeditious Retreat (1st).** Bonus action to cast, self, concentration up to 10 minutes. When the tlincalli casts the spell, and then as a bonus action in subsequent rounds, the tlincalli can take the Dash action.

**Fog Cloud (1st).** Action to cast, 120', concentration up to 1 hour. The tlincalli creates a 20'-radius sphere centered on a point within range. Its area is heavily obscured. The fog spreads around corners, and it is dispersed by a wind of at least 10 mph.

**Magic Missile (1st).** Action to cast, 120', instantaneous. The tlincalli creates a number of darts equal to 2 + the spell slot used to cast it. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

**Shield (1st).** Reaction to a hit on the abjurer, self, 1 round. Until the start of its next turn, the tlincalli gains a +5 bonus to AC, including against the triggering attack, and has immunity to *Magic Missile*.

**Darkness (2nd).** Action to cast, 60', concentration up to 10 minutes. The tlincalli spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the tlincalli is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

**Knock (2nd).** Action to cast, 60', instantaneous. An object within range, magical or not, is unlocked (knock audible for 300'). Anyone restrained by the object is now free. Only one lock can be affected. If the object is subject to an *Arcane Lock* spell, that spell is suppressed for 10 minutes.

**See Invisibility (2nd).** Action to cast, self, 1 hour. The tlincalli can see invisible creatures and objects, as well as those on the Ethereal Plane (which appear ghost-like).

**Spider Climb (2nd).** Action to cast, 150', concentration up to 1 hour. One willing creature can move up, down, across vertical surfaces, and upside down on ceilings while leaving its hands free with a climb speed equal to its walking speed.

**Animate Dead (3rd).** 1 minute to cast, 10', instantaneous. The tlincalli creates an undead servant. As a bonus action on each of its turns, the tlincalli can telepathically order any number of such servants within 60' of it, though multiple servants commanded with a single bonus action must receive the same order. If not receiving an order, the servant merely defends itself. The tlincalli loses control over a servant after 24 hours unless recasting the spell on it. The tlincalli may reassert control over up to 4 servants with such a casting.

**Counterspell (3rd).** Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The tlincalli automatically stops the target spell if it is of the same or lower level than the slot the spy uses to cast this spell. Otherwise, the tlincalli stops the target spell with a successful Int (+4) check (DC 10+the target spell's level).

**Lightning Bolt (3rd).** Action to cast, 100' long, 5' wide line originating from the tlincalli, instantaneous. Each creature in the line takes lightning damage equal to 8d6 and 1d6 per additional level of the slot used to cast the spell (DC 17 Dex save for half damage).

**Greater Invisibility (4th).** Action to cast, touch, concentration up to 1 minute. The target creature and its equipment become invisible until the spell ends.

**Polymorph (4th).** Action to cast, 60', concentration up to 1 hour. The tlincalli transforms the target into a new form unless the target succeeds at a DC 17 Wis save. The new form can be a beast of a challenge level no greater than the level of the target, and the target assumes the HPs of that form. The target is limited by its new form, being unable to wield weapons, cast spells, speak, etc. if the new form prohibits it. If the spell ends or the target's new form drops to 0 HPs, it reverts to its true form, with damage it took carrying over to its HP total prior to the polymorph.

**Animate Objects (5th).** Action to cast, 120', Concentration up to 1 minute. Up to 10 unattended objects (Medium count as 2, Large count as 4, Huge count as 8) animate as creatures under the tlincalli's control, each of which lasts until the spell ends or it's reduced to 0 HPs. Their statistics appear below, but all have reach 5', Con 10, Int and Wis 3, speed 30' (or if it has no means to walks, fly 30' and can hover), blindsight 30' (blind beyond), and does bludgeoning damage unless it's form suggests another damage type. As a bonus action, the tlincalli can issue a single mental command to any number of these creatures within 500'. If a creature receives no command, it only defends itself.

Size	HP	AC	Attack (reach 5')	Str	Dex
Tiny	20	18	+8 (1d4+4)	4	18
Small	25	16	+6 (1d8+2)	6	14
Medium	40	13	+5 (2d6+1)	10	12
Large	50	10	+6 (2d10+2)	14	10
Huge	80	10	+8 (2d12+4)	18	6

**Wall of Force (5th).** Action to cast, 120', concentration up to 10 minutes. A wall of force 1/4" thick appears anywhere within range, not necessarily resting on a solid surface. It can manifest as a semispherical dome up to 10' in radius, or as a flat surface consisting of 10 contiguous 10'x10' panels. Nothing on its plane of existence nor on the Ethereal Plane may pass it, and it blocks spells. *Dispel Magic* does not affect it, but *Disintegrate* destroys it instantly.

**Create Undead (6th).** 1 minute, 10', instantaneous. Corpses of Small or Medium humanoids the tlincalli chooses animate as undead under the tlincalli's control. It can animate six ghouls, three ghasts, three wights, or two mummies provided the required number of corpses are available. The tlincalli can use a bonus action to command any or all of these within 120' with a single command instructing them how to move and spend their actions. If no command is given, they merely defend themselves against hostile creatures. The tlincalli loses control after 24 hours unless it casts *Create Undead* again.

**Flesh to Stone (6th).** Action to cast, 60', concentration up to 1 minute. If the target's body is made of flesh, it must make a DC 17 Con save or be restrained. At the end of each of its turns, the target must make another Con save. If successful thrice, the spell ends. If it fails thrice, it's turned to stone and petrified for the duration. If the target is broken while petrified, it suffers a similar deformity when it reverts. If the tlincalli maintains its concentration for the entire minute, the target is petrified until the condition is removed.

**Finger of Death (7th).** Action to cast, 60', instantaneous. A target creature takes 7d8+30 necrotic damage (DC 17 Con save for half damage). A humanoid killed by this spell rises as a zombie at the start of the tlincalli's next turn and is permanently under the tlincalli's control.

## ACTIONS

**Multiattack.** The tlincalli attacks twice with *Longsword* and once with *Sting*.

**Longsword.** *Melee Weapon Attack:* +9 to hit, reach 5', one target. Hit: 13 (2d8+4) slashing damage, or 15 (2d10+4) slashing damage if used two-handed.

**Sting.** *Melee Weapon Attack:* +9 to hit, reach 10', one creature. Hit: 9 (1d10+4) piercing damage and 27 (6d8) poison damage, (DC 16 Con save for half poison damage).

## LEGENDARY ACTIONS

The tlincalli can take 3 legendary actions, using one of the following at a time at the end of another creature's turn. The tlincalli regains spent legendary actions at the start of its turn.

**Cantrip.** The tlincalli casts a cantrip.

**Attack (2 actions).** The tlincalli attacks once with *Longsword* (reach 10').

**Mobile Strike (3 actions).** The tlincalli may attack once with *Longsword* and then moves up to its speed without provoking opportunity attacks.

## WIZARD, INSANE

Medium humanoid (human), chaotic evil  
CR 23 (50,000 XP)

AC 14 (17 with *Mage Armor*)  
HPs 246 (29d8+116)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	24 (+7)	18 (+4)	18 (+4)

Saves Int +14, Wis +11

Resistances fire, lightning

Skills Arcana +21, History +21, Perception +11

Senses darkvision 120', passive Perception 21

Languages Abyssal, Celestial, Common, Draconic, Dwarvish, Elvish, Infernal, Undercommon

**Arcane Recovery (1/day □).** The wizard recovers all spell slots of 5th level or lower with a short rest.

**Lair Ring.** The wizard has a ring that grants immunity to the restrictions his lair imposes on magic.

**Legendary Resistance (3/day □□□).** If the wizard fails a save, it can choose to succeed instead.

**Rejuvenation.** If the wizard dies in its lair, it revives after 1d10 days with full HPs and replaced body parts that may have been lost. The wizard appears in a random, safe place within the lair.

**Robe of Eyes.** The wizard can see in all directions, has darkvision 120', has advantage on Perception checks relying on sight, and can see invisible or ethereal creatures and objects out to 120'.

**Scepter of Thunder.** The wizard gains resistance to fire and lightning and can use an action to cast *Thunderwave* without expending a slot.

**Spellcasting:** 20th-level, Int-based, DC 22, +14 to hit

1st	□□□□	4th	□□□	7th	□□
2nd	□□□	5th	□□□	8th	□
3rd	□□□	6th	□□	9th	□

**Dancing Lights (cantrip).** Action to cast, 120', concentration up to 1 minute. The wizard creates four torch-sized motes of light within range, or one in the form of a Medium humanoid. The lights shed 10' of dim light. As a bonus action, the spy can move them up to 60' to a spot within range.

**Fire Bolt (cantrip).** Action to cast, 120', instantaneous. The wizard makes a ranged spell attack (+14) doing 27 (5d10) fire damage. An unattended flammable object hit by the spell catches fire.

**Light (cantrip).** Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 22 Dex save.

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The wizard creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.

**Prestidigitation (cantrip).** Action to cast, 60', 1 hour. The wizard creates one of six minor effects: a harmless sensory effect; lighting or snuffing a small flame; cleaning or soiling an object no larger than a cubic foot; chilling, warming, or flavoring up to 1 cubic foot of nonliving material for 1 hour; coloring or marking an object or surface for 1 hour; or creating a nonmagical trinket or illusion that can fit in its hand that lasts until the end of the wizard's next turn. If cast more than once, the wizard can have up to three effects occurring simultaneously.

**Mage Armor (1st).** Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.

**Magic Missile (1st).** Action to cast, 120', instantaneous. The wizard creates a number of darts equal to 2 + the spell slot used to cast it. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

**Shield (1st).** Reaction to a hit on the abjurer, self, 1 round. Until the start of its next turn, the wizard gains a +5 bonus to AC, including against the triggering attack, and has immunity to *Magic Missile*.

**Silent Image (1st).** Action to cast, 60', concentration up to 10 minutes. The wizard creates the image of a visible phenomenon no larger than a 15' cube, not accompanied by sound, smell, or other sensory effects. The wizard may use an action to move the image to any spot within range altering its appearance so that its movements appear natural for it. Physical interaction with the image or using an action to make a successful DC 22 Investigation check reveals it to be an illusion and renders it transparent to the examiner.

**Arcane Lock (2nd).** Action to cast, touch, until dispelled. A closed door, window, gate, chest, or other entryway, which becomes locked to everyone except the abjurer and any creatures it designates. The wizard can also set a password that suppresses the spell for 1 minute if spoken within 5'. Casting knock on the object suppresses *Arcane Lock* for 10 minutes. While affected, the DC to open the target by breaking it or using lock picks increases by 10.

**Cloud of Daggers (2nd).** Action to cast, 60', concentration up to 1 minute. A creature entering, or starting its turn in, a 5' cube area takes 4d4 slashing damage and 2d4 per spell slot above 2nd used to cast it.

**Darkvision (2nd).** Action to cast, touch, 8 hours. A willing creature gains darkvision 60'.

**Knock (2nd).** Action to cast, 60', instantaneous. An object within range, magical or not, is unlocked (knock audible for 300'). Anyone restrained by the object is now free. Only one lock can be affected. If the object is subject to an *Arcane Lock* spell, that spell is suppressed for 10 minutes.

**Counterspell (3rd).** Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The wizard automatically stops the target spell if it is of the same or lower level than the slot the spy uses to cast this spell. Otherwise, the wizard stops the target spell with a successful Int (+7) check (DC 10+the target spell's level).

**Dispel Magic (3rd).** Action to cast, 120', instantaneous. The wizard dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For higher-level spells, the wizard must succeed on an Int (+7) check (DC 10+level of the effect).

**Fireball (3rd).** Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 22 Dex save for half damage). The fire spreads around corners. The spell does an extra 1d8 damage per slot higher than 3rd used to cast the spell.

**Confusion (4th).** Action to cast, 90', concentration up to 1 minute. Each creature in a 10'-radius sphere centered on a point within range must succeed on a DC 22 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 at the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

d10	Behavior
1	Creature takes no action and uses all movement to move in a random direction.
2-6	Creature doesn't move or take actions.
7-8	Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.
9-10	The creature can act and move normally.

**Hallucinatory Terrain (5th).** 10 minutes to cast, 300', 24 hours. The wizard makes a 150' cube of terrain appear, smell, and feel like different natural terrain. If distinguishable by touch, a creature entering the terrain can pierce the illusion. Otherwise, upon inspection the creature can pierce it with a successful DC 22 Investigation check.

**Polymorph (4th).** Action to cast, 60', concentration up to 1 hour. The wizard transforms the target into a new form unless the target succeeds at a DC 22 Wis save. The new form can be a beast of a challenge level no greater than the level of the target, and the target assumes the HPs of that form. The target is limited by its new form, being unable to wield weapons, cast spells, speak, etc. if the new form prohibits it. If the spell ends or the target's new form drops to 0 HPs, it reverts to its true form, with damage it took carrying over to its HP total prior to the polymorph.

**Bigby's Hand (5th).** Action to cast, 120', concentration up to 1 minute. The wizard creates a hand of force, which has an AC 20, 66 HPs, a Str of 26 (+8), and a Dex of 10 (+0). It doesn't occupy a space. When created and as a bonus action on subsequent turns, the wizard can move the hand up to 60' and cause one of the following effects:

**Fist:** The hand attacks (+14 to hit) a target within 5' for 4d8 force damage.

**Push:** The hand attempts to push a target within 5' using a Str check (+8, with advantage v. Medium or smaller targets) v. the target's Athletics check. On a success, the target and the hand move 15'

**Grasp:** The hand attempts to grab a Huge or smaller target within 5' (with advantage v. Medium or smaller targets). While grasping a target, the evoker may use a bonus action to inflict 2d6+3 bludgeoning damage.

**Interpose:** The hand remains between the evoker and a creature the evoker chooses (providing the wizard half cover) until the wizard issues a new command. The creature may not move through the hand's square unless it has a Str of 27 or higher, and even then, it's difficult terrain.

The *Fist* damage increases by 2d8, and the *Grasp* damage by 2d6, for each slot level above 5th level used to cast it.

**Geas (5th).** 1 minute to cast, 60', 30 days. A creature that can understand the wizard and that the wizard can see must succeed on a DC 22 Wis save or be compelled to perform a service or refrain from an action for the duration. Each time it acts in a manner contrary to the requirement, it takes 5d10 psychic damage.

**Wall of Force (5th).** Action to cast, 120', concentration up to 10 minutes. A wall of force 1/4" thick appears anywhere within range, not necessarily resting on a solid surface. It can manifest as a semispherical dome up to 10' in radius, or as a flat surface consisting of 10 contiguous 10'x10' panels. Nothing on its plane of existence nor on the Ethereal Plane may pass it, and it blocks spells. *Dispel Magic* does not affect it, but *Disintegrate* destroys it instantly.

**Chain Lightning (6th).** Action to cast, 150', instantaneous. The wizard launches a lightning bolt at a target and up to 3 targets within 30' of the first target. Each target takes 10d8 lightning damage (DC 22 Wis save for half damage). For each spell slot above 6th used to cast the spell, the wizard can hit another target.

**Globe of Invulnerability (6th).** Action to cast, self (10'-radius), concentration up to 1 minute. The wizard surrounds itself with a 10'-radius barrier. Any spell of 5th level or lower cast from outside the barrier cannot affect creatures within it, even if cast with a higher-level slot. If cast using a higher spell slot, the globe blocks spells one level beneath that slot level.

**Programmed Illusion (6th).** Action to cast, 120', until dispelled. The wizard creates an illusory, visual and audible phenomenon that activates and is perceptible when a specific condition is met. It can be no larger than a 30' cube and acts for up to 5 minutes in a scripted manner specified at casting. After that, it disappears and remains dormant for 10 minutes, after which it can be activated again. Physical interaction of a successful DC 22 Investigation check reveals its illusory nature.

**Finger of Death (7th).** Action to cast, 60', instantaneous. A target creature takes 7d8+30 necrotic damage (DC 22 Con save for half damage). A humanoid killed by this spell rises as a zombie at the start of the wizard's next turn and is permanently under the wizard's control.

**Symbol (7th).** 1 minute to cast, touch, until dispelled or triggered. The abjurer inscribes a harmful glyph on the surface of an object (covering no more than 10' diameter if its surface) or, if it can be closed, within it. If the target is moved more than 10' from where the abjurer cast the spell, its dispelled without being triggered. The glyph is nearly invisible (DC 16 Investigation check to spot). The abjurer determines the trigger, which includes an action and, if desired, the triggering creature's characteristics (e.g., height, weight, aberration, those not saying a chosen password). Once triggered, the glyph glows with a 60'-radius sphere of dim light for 10 minutes. Each creature within the sphere during that time suffers one of the following effects, which is set at the time of casting.

**Demise.** 10d10 necrotic damage (DC 22 Con save for half).

**Dissent.** DC 22 Con save or the target bickers and argues for 1 minute (incapable of meaningful communication and disadvantage on attacks and ability checks).

**Dread.** DC 22 Wis save or frightened for 1 minute, dropping whatever it's holding and moving at least 30' away from the object per turn if able.

**Desperation.** DC 22 Cha save or despair for 1 minute (unable to attack or target any creature with harmful abilities, spells, or other magical effects).

**Lunacy.** DC 22 Int save or insane for 1 minute (no actions, can't understand what others say, can't read, speaks unintelligibly, and moves erratically under the control of the DM).

**Pain.** DC 22 Con save or incapacitated for 1 minute.

**Slumber.** DC 22 Wis save or unconscious for 10 minutes (awaking if it takes damage or if someone uses an action to awaken it).

**Stun.** DC 22 Wis save stunned for 1 minute.

**Teleport (7th).** Action to cast, 10', instantaneous. Either the wizard and up to 8 willing creatures, or a single object the wizard can see within range, are/is teleported to a location of the wizard choosing that is both known to the wizard and on the same plane of existence. The following chart determines whether the spell succeeds:

Familiarity	Mishap	Similar Area	Off Target	On Target
Perm. Teleportation Circle	--	--	--	01-100
Object Taken from Location < 6 months ago	--	--	--	01-100
Location often visited	01-05	06-13	14-24	25-100
Location visited more than once, but unfamiliar	10-33	34-43	44-53	54-100
Location viewed once (possibly with magic)	01-43	44-53	54-73	74-100
Location merely described by another	01-43	44-53	54-73	74-100
Location that doesn't exist	01-50	51-100	--	--

**On Target:** The targets appear at the intended location.

**Off Target:** The targets appear 1d10 x 1d10% of the distance traveled from the intended location.

**Similar Area:** The targets appear at the closest place to the intended location that is similar in description or theme.

**Mishap:** Each target takes 3d10 force damage, and the DM rerolls on the table. Multiple mishaps can occur, resulting in damage.

**Maze (8th).** Action to cast, 60' long, 5' wide line from self, concentration up to 10 minutes. The wizard banishes a creature he can see. The target can use its action to make a DC 22 Int check to escape. When the spell ends, the target returns to the space it occupied before banishment, or to the nearest unoccupied space.

**Mind Blank (8th).** Action to cast, touch, 24 hours. For the duration, the target is immune to psychic damage, any effect that would read its emotions or thoughts (including *Wish*), divinations, and the charmed condition.

**Meteor Swarm (9th).** Action to cast, 1 mile, instantaneous. Each creature in a 40'-radius sphere takes 20d6 fire damage and 20d6 bludgeoning damage (DC 22 Dex save for half damage). The fire damage spreads around corners and ignites unattended, flammable objects.



**Wish (9th).** Action to cast, self, instantaneous. The wizard can duplicate any spell of 8th level or lower without components or meeting qualifications and without any stress to the wizard. Other uses produce stress, which manifests itself as inflicting on the wizard 1d10 necrotic damage per spell level every time the wizard casts a spell before its next long rest. This damage can't be reduced or avoided in any way. Also, the wizard's Str drops to 3 for 2d4 days, though a day of nothing more than light activity reduces that period by 2 days. There's a 33% chance that the wizard will never be able to cast *Wish* again. The other uses are at the DM's discretion, but some examples are as follows:

Create Object: The wizard creates a nonmagical object up to 25,000 gp no more than 300' in any dimension.

Healing: Up to 20 creatures the wizard can see regain all HPs, and either have their current level of exhaustion reduced by one, or be relieved of one of the following effects: charmed, petrified, cursed, attunement to a cursed weapon, ability score reduction, or HP maximum reduction.

Resistance: Up to 10 creatures the wizard can see gain resistance to the same, single damage type chosen by the wizard.

Immunity: Up to 10 creatures the wizard can see gain immunity to a single spell or magical effect for 8 hours.

Reroll: The wizard forces a reroll of any roll made in the last round, imposing advantage or disadvantage (wizard's choice), and the wizard chooses which roll to keep.

## ACTIONS

**Thunderwave.** Each creature within a 15' cube from the wizard takes 1d8 thunder damage and is pushed 10' (DC 16 Con save for half damage and no push). Unsecured objects are pushed 10' and the spell creates a thunderclap that can be heard for 300'.

## LEGENDARY ACTIONS

The wizard can take 3 legendary actions, using one of the following at a time at the end of another creature's turn. The wizard regains spent legendary actions at the start of its turn.

**Spell.** The wizard casts a spell of 3rd level or lower.

**Spell Ward (2 actions).** The wizard expends a spell slot of 4th level or lower and gains 5 temp HPs per level of the slot.