

One-Stop Stat Blocks: Volo's Guide to Monsters for 5th Edition Dungeons & Dragons*

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MONSTERS

BARGHEST

<i>Large fiend (shapechanger), neutral evil</i> CR 4 (1,100 XP)					
AC 17 (natural armor) HPs 90 (12d10+24) Speed 60', 30' in Goblin form					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	14 (+2)
Skills Deception +4, Intimidation +4, Perception +5, Stealth +4 Resistances cold, fire, lightning; nonmagical bludgeoning, piercing, and slashing Damage Immunities acid, poison Condition Immunities poisoned Senses blindsight 60', darkvision 60', passive Perception 15 Languages Abyssal, Common, Goblin, Infernal, telepathy 60'					
Shapechanging. The barghest can use an Action to polymorph into a small goblin or back into its real form. Its carried or worn equipment isn't transformed. In either form, its statistics are the same. It reverts to its true form if it dies.					
Fiery Banishment. When the barghest starts its turn engulfed in flames at least 10' high and wide, it must succeed on a DC 15 Cha save or be banished. Instant bursts of flame (i.e., from a fire-based spell or effect) don't have this effect.					
Keen Smell. The barghest has advantage on Wisdom (Perception) checks that rely on smell.					
Innate Spellcasting: Levitate (at will). Action to cast, self only, concentration up to 10 minutes. The barghest rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.					
Innate Spellcasting: Minor Illusion (at will). Action to cast, 30', 1 minute. The barghest creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 12 Investigation check.					

Innate Spellcasting: Pass Without Trace (at will). Action to cast, self only, concentration up to 1 hour. The barghest and each creature of its choice within range have a +10 bonus to Stealth checks and can't be tracked except by magical means.

Innate Spellcasting: Charm Person (1/day □). Action to cast, 30', 1 hour. If the target creature fails a DC 12 Wis save (made with advantage if currently fighting the barghest), the target is charmed until the spell ends or the barghest attacks it. The barghest can add another target for each slot level above 1st used to cast it.

Innate Spellcasting: Dimension Door (1/day □). Action to cast, 500', instantaneous. The barghest can teleport itself, anything it can carry, an adjacent willing creature the barghest's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the barghest and the other creature (if any) take 4d6 force damage and aren't teleported.

Innate Spellcasting: Suggestion (1/day □). Action to cast, 30', concentration up to 8 hours). The barghest makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 12 Wis save, it must follow the suggestion.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5', one creature. Hit: 7 (1d6+4) bludgeoning damage and 27 (6d8) radiant damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5', one creature. Hit: 7 (1d6+4) bludgeoning damage and 27 (6d8) radiant damage.

CHOLDRITH

Medium monstrosity, chaotic evil CR 3 (700 XP)					
AC 15 (studded leather, shield) HPs 66 (12d8+12) Speed 30', climb 30'					
STR 12 (+1)	DEX 16 (+3)	CON 12 (+1)	INT 11 (+0)	WIS 14 (+2)	CHA 10 (+0)
Skills Athletics +5, Religion +2, Stealth +5 Senses darkvision 60', passive Perception 12 Languages Undercommon					
<p>Fey Ancestry. The choldrith has advantage on saves against being charmed, and magic can't put the choldrith to sleep.</p> <p>Spider Climb. The choldrith can climb without making an ability check.</p> <p>Sunlight Sensitivity. While in sunlight, the choldrith has disadvantage on attack rolls and Perception checks that rely on sight.</p> <p>Web Sense. While contacting a web, the choldrith knows the location of any other creature in contact with that web.</p> <p>Web Walker. The choldrith ignores the effects of webs on its movement.</p> <p>Spellcasting: 4th-level, Wis-based, DC 14, +4 to hit</p> <p>1st <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 2nd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Guidance (cantrip). Action to cast, touch, 1 round. Once before the spell ends, the target may add 1d4 to an ability check of its choice.</p> <p>Mending (cantrip). 1 minute, touch, instantaneous. The choldrith repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.</p> <p>Resistance (cantrip). Action to cast, touch, instantaneous. Once before the spell ends, the target can add 1d4 to a save.</p> <p>Thaumaturgy (cantrip). Action to cast, 30', Up to 1 minute. The choldrith can create one of the following magical effects within range for the duration: a booming voice; flames that flicker, brighten, dim, or change color; harmless tremors; an instantaneous sound (e.g., a thunder clap); the opening or closing of an unlocked door or window; or the alteration of the choldrith's own eyes. If cast more than once, the choldrith can have up to three effects occurring simultaneously.</p>					

Bane (1st). Action to cast, 30', concentration up to 1 minute. Up to three creatures the choldrith can see must make Cha saves (DC 14). On a failed save, a target must subtract 1d4 from each attack roll or save it makes until the spell ends.

Healing Word (1st). Bonus action to cast, 60', instantaneous. A creature (not constructs or undead) the choldrith can see heals 1d4+2 HPs (plus 1d4 per additional spell level used to cast the spell).

Sanctuary (1st). Bonus action to cast, 30', 1 minute. Any creature that tries to attack the target creature must succeed on a DC 14 Wis save or else choose a new target (or lose the attack). The spell does not protect the target from area effects. If target attacks or affects an enemy, the spell ends.

Shield of Faith (1st). Bonus action to cast, 60', concentration up to 10 minutes. A target creature gains a +2 bonus to AC for the duration of the spell.

Hold Person (2nd). Action to cast, 60', concentration up to 1 minute. A humanoid within range must make a Wis save (DC 14) 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.

Spiritual Weapon (dagger) (2nd). Bonus action to cast, 60', 1 minute. The choldrith creates a ghostly weapon and makes a melee spell attack (+4) against a creature within 5' of the weapon. On a hit, the target takes 1d8+2 force damage. As a bonus action on subsequent turns, the choldrith may move the weapon up to 20' and attack a creature within 5' of the weapon.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5' or range 20'/60', one target. Hit: 5 (1d4+3) piercing damage and 10 (3d6) poison damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30'/60', one Large or smaller creature. Hit: The target is restrained. As an action, the target can make a DC 11 Str check to escape and nullify the webbing. The web can also be attacked (AC 10; 5 HPs; vulnerable to fire; immune to bludgeoning, poison, and psychic damage).

CRANIUM RAT SWARM

Medium swarm of tiny beasts, lawful evil
CR 5 (1,800 XP)

AC 12

HPs 36 (8d8)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30', passive Perception 10

Languages telepathy 30'

Illumination. As a bonus action, the swarm can shed dim light in a 5' radius, increase the illumination to bright light in a 5' to 20' radius (and dim light for an additional number of feet as the chosen radius), or extinguish the light.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't gain regular or temp HP.

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

Innate Spellcasting (psionics). The swarm may use its innate spellcasting only if it has more than 18 HP.

Innate Spellcasting: Command (at will). Action to cast, 60', 1 round. The swarm speaks one command word to a target. If the target fails a DC 13 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions).

Innate Spellcasting: Comprehend Languages (at will). Action to cast, self, 1 hour. For the duration, the swarm understands any spoken or written language, but cannot automatically decrypt coded messages.

Innate Spellcasting: Detect Thoughts (at will). Action to cast, self, concentration up to 1 minute. The swarm 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 swarm can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 13 Wis save, the swarm 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 swarm to end the effect.

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 13 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 13 Wis save or be charmed by the swarm for the spell's duration. While charmed and on the same plane, the target can be telepathically ordered by the swarm to follow simple commands. If the swarm uses an action to do so, the creature may be given detailed commands, including using the swarm's reaction as its own. Each time it takes damage, the target may attempt a new save to end the spell.

ACTIONS

Bites. Melee Weapon Attack: +5 to hit, reach 0', one target in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has fewer than 19 HP.

DARK WIGHT

Medium undead, neutral evil CR 3 (700 XP)					
AC 12 (15 with <i>Mage Armor</i>) HPs 37 (5d8+15) Speed 30'					
STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	16 (+3)
Saves Wis +4 Skills Arcana +3, Perception +4 Resistances necrotic; nonmagical bludgeoning, piercing, and slashing Damage Immunities poison Condition Immunities exhausted, poisoned Senses darkvision 60', passive Perception 14 Languages Those it knew in life					
Sunlight Sensitivity. While in sunlight, the dark wight has disadvantage on attack rolls and Perception checks that rely on sight.					
Innate Spellcasting: Detect Magic (at will). Action to cast, self, concentration up to 10 minutes. The dark wight can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.					
Innate Spellcasting: Disguise Self (at will). Action to cast, self, 1 hour. The dark wight makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the dark wight is disguised, a creature may spend its action to inspect its appearance or make a DC 13 Investigation check.					
Innate Spellcasting: Mage Armor (at will). Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.					

Innate Spellcasting: Fear (1/day ☐). Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 12 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the dark wight as safely as possible. If the creature ends its turn without the dark wight in sight, the creature may repeat the save.

Innate Spellcasting: Hold Person (1/day ☐). Action to cast, 60', concentration up to 1 minute. A humanoid target (not undead) within range must make a DC 10 Wis save or be paralyzed. The target may repeat the save at the end of each of its turns.

Innate Spellcasting: Misty Step (1/day ☐). Bonus action to cast, self, instantaneous. The dark wight teleports up to 30' to an unoccupied space it can see.

ACTIONS

Multiattack. The dark wight attacks twice with *Dark Bolt*.

Dark Bolt. Ranged Spell Attack: +5 to hit, range 120', one target. Hit: 7 (1d8+3) necrotic damage.

Drain. Melee Weapon Attack: +4 to hit, reach 5', one creature. Hit: 9 (2d6+2) necrotic damage. The target must succeed on a DC 13 Con save or its HP maximum is reduced by the damage inflicted, which lasts until the target's next long rest. If the target's maximum HPs are reduced to 0, the target dies, rising 24 hours later as a zombie under the dark wight's control (unless the target is brought back to life or its body destroyed). The dark wight can have only 12 such zombies.

DEMON: BABAU

Medium fiend (demon), chaotic evil
CR 4 (1,100 XP)

AC 16 (natural armor)

HPs 82 (11d8+33)

Speed 40'

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning; nonmagical bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120', passive Perception 15

Languages Abyssal

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

Innate Spellcasting: Dispel Magic (at will). Action to cast, 120', instantaneous. The demon dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the demon must succeed on a Wis (+1) check (DC 10+level of the effect).

Innate Spellcasting: Fear (at will). Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 11 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the demon as safely as possible. If the creature ends its turn without the demon in sight, the creature may repeat the save.

Innate Spellcasting: Heat Metal (at will). Action to cast, 60', concentration up to 1 minute. Any creature in physical contact with a targeted, manufactured, metal object takes 2d8 fire damage. Until the spell ends, the demon can use a bonus action to cause the damage again. If the object is carried, the creature carrying it must succeed on a DC 11 Con save or drop the object. If it doesn't, the creature has disadvantage on attack rolls and ability checks until the start of the demon's next turn.

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

ACTIONS

Multiattack. The demon makes two melee attacks. It can also use *Weakening Gaze* before or after making these attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5', one target. Hit: 8 (1d8+4) slashing damage.

Spear. Melee or Ranged Weapon Attack: +6 to hit, reach 5' or range 20'/60', one target. Hit: 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage when used with two hands as a melee attack.

Weakening Gaze. The demon targets one creature it can see with 20'. If the target fails a DC 13 Con save, the target deals only half damage with weapon attacks that use Str for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on a success.

DRAEGLOTH

Large fiend (demon), chaotic evil
CR 7 (2,900 XP)

AC 15 (natural armor)
HPs 123 (13d10+52)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	13 (+1)	11 (+0)	11 (+0)

Skills Perception +3, Stealth +5
Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120', passive Perception 14
Languages Elvish, Undercommon

Fey Ancestry. The fiend has advantage on saves against being charmed, and magic can't put it to sleep.

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 11 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: Dancing Lights (1/day □). Action to cast, 120', concentration up to 1 minute. The fiend 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 fiend can move them up to 60' to a spot within range.

Innate Spellcasting: Faerie Fire (1/day □). Action to cast, 60', concentration up to 1 minute. Each object in a 20' cube within range is outlined in light, as is any creature that fails a DC 11 Dex save. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.

ACTIONS

Multiattack. The fiend attacks once with *Bite* and twice with *Claws*.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5', one target. Hit: 16 (2d10+5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10', one target. Hit: 16 (2d10+5) slashing damage.

FIRENEWT WARLOCK

Medium humanoid (firenewt), neutral evil CR 1 (200 XP)					
AC 10 (13 with <i>Mage Armor</i>) HPs 33 (6d8+6) Speed 30'					
STR 13 (+1)	DEX 11 (+0)	CON 12 (+1)	INT 9 (-1)	WIS 11 (+0)	CHA 14 (+2)
Damage Immunities fire Senses darkvision 120' (penetrates magical darkness), passive Perception 10 Languages Draconic, Ignan					
Amphibious. The firenewt can breathe both air and water.					
Imix's Blessing. The firenewt gains 5 temp HP when reducing an enemy to 0 HP.					
Innate Spellcasting: Mage Armor (at will). The firenewt's base AC becomes 13.					
Spellcasting: 3rd-level, Cha-based, DC 12, +4 to hit, spell slots regained at either a long or short rest.					
2nd <input type="checkbox"/> <input type="checkbox"/>					
Fire Bolt (cantrip). Action to cast, 120', instantaneous. The firenewt makes a ranged spell attack (+4) doing 6 (1d10) fire damage. An unattended flammable object hit by the spell catches fire.					
Guidance (cantrip). Action to cast, touch, 1 round. Once before the spell ends, the target may add 1d4 to an ability check of its choice.					
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 firenewt 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 12 Dex save.					
Mage Hand (cantrip). Action to cast, 30', 1 minute. The firenewt 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 firenewt 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 firenewt's next turn. If cast more than once, the firenewt can have up to three effects occurring simultaneously.

Burning Hands (1st as 2nd). Action to cast, 15' cone originating from the evoker, instantaneous. Each creature within the cone takes 4d6 fire damage (Con save DC 12 for half damage). An unattended, flammable object hit by the spell is set afire.

Hellish Rebuke (as 2nd). Reaction to cast, 60', instantaneous. A creature the firenewt can see that damaged it takes 3d10 fire damage (DC 12 Dex save for half damage).

Flaming Sphere (2nd). Action to cast, 60', concentration up to 1 minute. The firenewt conjures a 5'-radius ball of fire. Any creature that ends its turn within 5' of the ball takes 2d6 fire damage (DC 12 Dex save for half damage). As a bonus action, the firenewt can move the ball up to 30' to repeat the attack on a target. It can clear 5' barriers and 10' jumps, it ignites unattended flammable objects, sheds bright light 20', and sheds dim light for another 20'. The damage increases by 1d6 for each spell slot above 2nd used to cast the spell.

Scorching Ray (2nd). Action to cast, 120', instantaneous. The firenewt hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+9) that does 2d6 fire damage. The firenewt can hurl an additional stream for each level over 2nd at which the spell is cast.

ACTIONS

Morningstar. *Melee Weapon Attack:* +3 to hit, reach 5', one creature. Hit: 5 (1d8+1) bludgeoning damage.

GIANT, CLOUD: SMILING ONE

Huge giant (cloud giant), chaotic neutral
CR 11 (7,200 XP)

AC 15 (natural armor)
HPs 262 (21d12+126)
Speed 40'

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	15 (+2)	12 (+1)	11 (+0)

Saves Con + 10, Int +6, Cha +7

Skills Deception +11, Insight +7, Perception +7, Slight of Hand +9

Senses passive Perception 17

Languages Common, Giant

Innate Spellcasting: Detect Magic (at will). Action to cast, self, concentration up to 10 minutes. The giant can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

Innate Spellcasting: Fog Cloud (at will). Action to cast, 120', concentration up to 1 hour. The giant 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.

Innate Spellcasting: Light (at will). 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.

Innate Spellcasting: Feather Fall (3/day □□□). Reaction to cast when the giant or a creature within 60' of the giant falls, 60', 1 minute. The giant chooses up to five falling creatures within range and slows their decent to 60' per round. If the target lands before the spell ends, it takes no falling damage.

Innate Spellcasting: Fly (3/day □□□). Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

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

Innate Spellcasting: Telekinesis (3/day □□□). Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the giant can manipulate a creature or object. **Creature.** The giant makes a +7 spell attack contested by the creature's Str check. If successful, the giant moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the giant can maintain the grip or repeat the contest. **Object.** The giant 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 giant may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

Innate Spellcasting: Control Weather (1/day □). Ten minutes to cast, self (5-mile radius), concentration up to 8 hours. The giant must have a clear path to the sky. The giant can change precipitation, temperature, and wind every 1d4x10 minutes, moving one of those characteristics up or down on the following table:

Stage	Precipitation	Temperature	Wind
1	Clear	Blazing Heat	Calm
2	Light Clouds	Hot	Moderate wind
3	Overcast or fog	Warm	Strong wind
4	Rain, hail, or snow	Cool	Gale
5	Torrential rain, driving hail, or blizzard	Cold	Storm
6	–	Arctic cold	–

Innate Spellcasting: Gaseous Form (1/day □). Action to cast, touch, concentration up to 1 hour. A willing, corporeal target transforms into a cloud until the spell ends or the target drops to 0 HPs. The target has only a fly speed (10'); can enter and occupy a space occupied by another creature; has resistance to nonmagical damage; and has advantage on Str, Dex, and Con saves. The target can pass through small holes but treats liquids as solid surfaces.

Spellcasting: 5th-level, Cha-based, DC 15, +7 to hit

1st □□□□ 2nd □□□ 3rd □□

Minor Illusion (cantrip). Action to cast, 30', 1 minute. The naga creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 12 Investigation check.

Prestidigitation (cantrip). Action to cast, 60', 1 hour. The transmuter 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 evoker's next turn. If cast more than once, the transmuter can have up to three effects occurring simultaneously.

Vicious Mockery (cantrip). Action to cast, 60', instantaneous. Action to cast, 60', instantaneous. The giant spews enchanting insults at a target creature that can hear the giant. The target must make a DC 15 Wis check or take 2d4 damage and have disadvantage on the next attack roll it makes before the end of the target's next turn.

Cure Wounds (1st). Action to cast, touch, instantaneous. The giant heals a creature 1d8+4 HPs. The healing increases by 1d8 for every slot above 1st used to cast the spell.

Disguise Self (1st). Action to cast, self, 1 hour. The giant makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the giant is disguised, a creature may spend its action to inspect its appearance or make a DC 15 Investigation check.

Silent Image (1st). Action to cast, 60', concentration up to 10 minutes. The giant creates the image of a visible phenomenon no larger than a 15' cube, not accompanied by sound, smell, or other sensory effects. The giant 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 15 Investigation check reveals it to be an illusion and renders it transparent to the examiner.

Tasha's Hideous Laughter (1st). Action to cast, 30', concentration up to 1 minute. The target with an Int of at least 4 must make a DC 15 Wis save or fall prone and become incapacitated (both for the duration). If the target takes damage, and at the end of each of its turns, the target can repeat the save (with advantage if taking damage) to end the spell.

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.

Major Image (3rd). Action to cast, 120', concentration up to 10 minutes. The giant creates an image no larger than a 20' cube and complete with appropriate smells, sounds, and (harmless) temperature. A creature using an action to examine the illusion can pierce it with a successful DC 15 Investigation check, but otherwise is fooled by the image.

Tongues (3rd). Action to cast, touch, 1 hour. The target can understand any spoken language, and when the target speaks, any creature knowing at least one language can understand the target.

Keen Smell. The giant has advantage on Perception checks that rely on smell.

ACTIONS

Multiattack. The giant attacks twice with *Morningstar*.

Morningstar. Melee Weapon Attack: +12 to hit, reach 10', one target. Hit: 21 (3d8+8) bludgeoning damage and an extra 14 (4d6) damage if the giant has advantage on the attack.

Rock. Ranged Weapon Attack: +12 to hit, range 60'/240', one target. Hit: 30 (4d10+8) bludgeoning damage and an extra 14 (4d6) damage if the giant has advantage on the attack.

Change Shape. The giant (and anything it's carrying or wearing) polymorphs into a beast or humanoid it's seen, or back into its true form, retaining the same statistics (except size) in each form, and reverting to its true form if it dies.

GRUNG WILDING

Small humanoid (frogkin), lawful evil CR 1 (200 XP)					
AC 13 (16 with barkskin) HPs 27 (5d6+10) Speed 25', climb 25'					
STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	12 (+1)
Saves Dex + 5 Skills Athletics +2, Perception +4, Stealth +5, Survival +4 Damage Immunities poison Condition Immunities poisoned Senses passive Perception 14 Languages Grung					
Amphibious: The wilding can breathe air and water. Poisonous Skin: Any creature that touches the wilding's skin (including grappling) must succeed on a DC 12 Con save or become poisoned for 1 minute. Once no longer in contact with the wilding's skin, the creature can repeat the save at the end of each of its turns to end the effect on itself. Spellcasting: 9th-level, Int-based, DC 12, +4 to hit 1st <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2nd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 3rd <input type="checkbox"/> <input type="checkbox"/> Cure Wounds (1st). Action to cast, touch, instantaneous. The wilding heals a creature 1d8+4 HPs, plus 1d8 for every slot above 1st used to cast the spell. Jump (1st). Action to cast, touch, 1 minute. The target creature's jump distance is tripled until the spell ends. Barkskin (2nd). Action to cast, touch, concentration up to 1 hour. The target's AC is at least 16. Spike Growth (2nd). Action to cast, 150', concentration up to 10 minutes. The ground in a 20' radius centered on a point within range becomes difficult terrain. When a creature moves into or within the area, it takes 2d4 piercing damage for each 5' it moves. Any creature unable to see the area at the time of spellcasting must make a DC 12 Perception check to recognize it as hazardous. Plant Growth (3rd). 1 action or 8 hours, 150', instantaneous. If cast as 1 action, all normal plant life within 100'-radius of a point within range become overgrown, quadrupling the cost to move through it (i.e., 1' requires 4' of movement). If cast over 8 hours, all plants in a half-mile radius yield twice the normal amount food for 1 year. Standing Leap: The wilding's long jump is up to 25' and its high jump is up to 15', with or without a running start.					
ACTIONS					
Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5' or range 20'/60', one target. Hit: 5 (1d4+3) piercing damage, and the target must succeed on a DC 12 Con save or take 5 (2d4) poison damage. Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Con save or take 5 (2d4) poison damage.					

HAG, MATERNAL

Large fey, chaotic evil CR 6 (2,300 XP)					
AC 17 (natural armor) HPs 75 (10d10+20) Speed 40'					
STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	14 (+2)	13 (+1)	14 (+2)	15 (+2)
Saves Con + 5 Skills Deception +5, Perception +5 Senses darkvision 60', passive Perception 15 Languages Common, Giant, Sylvan					
Coven: If part of a coven, the hag has a CR of 8 (3,900 XP). Innate Spellcasting: Disguise Self (3/day <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/>). Action to cast, self, 1 hour. The hag makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the hag is disguised, a creature may spend its action to inspect its appearance or make a DC 13 Investigation check. Innate Spellcasting: Fog Cloud (at will). Action to cast, 120', concentration up to 1 hour. The hag 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.					
ACTIONS					
Multiattack. The hag attacks once with <i>Bite</i> and twice with <i>Claws</i> . Bite. Melee Weapon Attack: +8 to hit, reach 5', one target. Hit: 15 (3d6+5) piercing damage. Claws. Melee Weapon Attack: +8 to hit, reach 5', one target. Hit: 15 (3d6+5) slashing damage. Hug. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 36 (9d6 + 5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6 + 5) bludgeoning damage at the start of each of the hag's turns. The hag can't make attacks while grappling a creature in this way.					

HAG, BHEUR (CAILLEACH)

Medium fey, chaotic evil
CR 7 (2,900 XP)

AC 17 (natural armor)
HPs 91 (14d8+28)
Speed 30'

STR	STR	STR	STR	STR	STR
13 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saves Wis +4
Skills Nature +4, Perception +4, Stealth +6, Survival +4
Damage Immunities cold
Senses darkvision 60', passive Perception 14
Languages Auran, Common, Giant

Coven. If part of a coven, the hag has a CR of 9 (5,000 XP).

Greystaff Magic. The hag has a greystaff that acts as a *broom of flying*, and she can use to cast additional spells with her Innate Spellcasting trait (underlined). If the staff is lost or destroyed, the hag must spend one year and a day to craft another. Only a bheur hag can use a greystaff.

Ice Walk. The hag can move across and climb icy surfaces without an ability check and suffers no movement penalty from difficult terrain composed of ice or snow.

Innate Spellcasting: Hold Person (at will). Action to cast, 60', concentration up to 1 minute. A humanoid target (not undead) within range must make a DC 14 Wis save or be paralyzed. The target may repeat the save at the end of each of its turns.

Innate Spellcasting: Ray of Frost (at will). Action to cast, 60', instantaneous. The hag makes a ranged spell attack (+6 to hit). On a hit, the target takes 1d8 cold damage, and its speed is reduced to 10' until the start of the hag's next turn.

Innate Spellcasting: Cone of Cold (3/day □□□). Action to cast, 60' cone originating from the hag, instantaneous. Each creature in the cone takes 8d8 cold damage (DC 14 Con save for half damage).

Innate Spellcasting: Ice Storm (3/day □□□). Action to cast, 300', instantaneous. Each creature in a 20'-radius, 40'-high cylinder centered on a point within range takes 2d8 bludgeoning damage and 4d6 cold damage (DC 14 Dex save for half damage), and the area becomes difficult terrain until the end of the hag's next turn.

Innate Spellcasting: Wall of Ice (3/day □□□). Action to cast, 120', concentration up to 10 minutes. The hag summons a wall of ice as either a 10'-radius, hemispheric dome or a flat surface composed of 10' square, 1' thick contiguous sheets. When created if a sheet is created in a creature's square, it takes 10d6 cold damage (DC 14 Dex save for half damage). The wall has an AC 12, 30 HPs per 10' section, and is vulnerable to fire. Reducing a sheet to 0 HPs destroys it, leaving behind an area of cold air. A creature moving through that area for the first time on any turn during the duration of the spell takes 5d6 damage (DC 14 Con save for half damage).

Innate Spellcasting: Control Weather (1/day □). Ten minutes to cast, self (5-mile radius), concentration up to 8 hours. The hag must have a clear path to the sky. The hag can change precipitation, temperature, and wind every 1d4x10 minutes, moving one of those characteristics up or down on the following table:

Stage	Precipitation	Temperature	Wind
1	Clear	Blazing Heat	Calm
2	Light Clouds	Hot	Moderate wind
3	Overcast or fog	Warm	Strong wind
4	Rain, hail, or snow	Cool	Gale
5	Torrential rain, driving hail, or blizzard	Cold	Storm
6	–	Arctic cold	–

ACTIONS

Slam. Melee Weapon Attack: +14 to hit, reach 5', one target. Hit: 10 (2d8+1) bludgeoning damage and 3 (1d6) cold damage.

Maddening Feast. The hag feasts on the corpse of one enemy within 5' of her that died within the past minute. Each creature of the hag's choice within 60' and able to see her must succeed on a DC 15 Wis save or be frightened of her for 1 minute (incapacitated, can't understand what others say, can't read, speaks only in gibberish). The GM controls the creature's (erratic) movement. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the hag's Maddening Feast for the next 24 hours.

COVEN OF DEATH

Hag Eye: A coven hag can take an action to see what the *hag eye* sees if the *hag eye* is on the same plane. A *hag eye* has AC 10, 1 HP, and darkvision 60'. If it's destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours.

Spellcasting: 12th-level, Int-based

Bheur and Night Hag: DC 14, +6 to hit

Green, Maternal, and Sea Hags: DC 13, +5 to hit

1st ☐☐☐☐ 3rd ☐☐☐ 5th ☐☐
2nd ☐☐☐ 4th ☐☐☐ 6th ☐

False Life (1st). Action to cast, self, 1 hour. The hag gains 1d4+4 temporary HPs (+5 for each additional casting level above 1st).

Inflict Wounds (1st). Action to cast, touch, instantaneous. The hag makes a melee spell attack against a creature in reach. On a hit, the target takes 3d10 necrotic damage. If cast as a 2nd level spell (+1d10 for each additional casting level above 1st).

Gentle Repose (2nd). Action to cast, touch, 10 days. A target corpse is protected from decay and can't become undead, and the number of days the target is under the influence of this spell don't count against the time limit of spells that return the dead to life.

Ray of Enfeeblement (2nd). Action to cast, 60', concentration up to 1 minute. The hag makes a ranged spell attack against a target creature. On a hit, the target deals only half damage with weapon attacks that use Str until the spell ends. At the end of each of its turns, the target can attempt a Con save to end the spell.

Animate Dead (3rd). 1 minute to cast, 10', instantaneous. The hag creates an undead servant. As a bonus action on each of its turns, the hag 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 hag loses control over a servant after 24 hours unless recasting the spell on it. The hag may reassert control over up to 4 servants with such a casting.

Revivify (3rd). Action to cast, touch, instantaneous. The hag returns to life a creature that's died within the last minute, giving it 1 HP. The spell doesn't work if the creature died of old age, and it doesn't restore body parts.

Speak with Dead (3rd). Action to cast, 60', instantaneous. A corpse with a mouth that isn't undead and hasn't been subjected to this spell in the last 10 days must answer up to five questions from the hag. The corpse's knowledge matches what it had while alive, including both facts known and languages spoken. Its answers are brief, cryptic, or repetitive, and untruthful if it views the hag as an adversary.

Blight (4th). Action to cast, 30', instantaneous. A creature (not undead or a construct) the hag can see within 30' takes 8d8 necrotic damage (Con save for half damage; plant creatures and magical plants have disadvantage on this save). The damage increases by 1d8 per slot used above 4th level.

Death Ward (4th). Action to cast, touch, 8 hours. The first time the target would drop to 0 HPs due to damage, the target instead drops to 1 HP, and the spell ends. If the target is instead subjected to an effect that would kill it instantly without damage, the effect is negated against the target, and the spell ends.

Contagion (5th). Action to cast, touch, 7 days. The mummy lord makes a melee spell attack (+9) to a target creature within its reach. On a hit, the target contracts a natural disease chosen by the mummy lord. The target makes DC 17 Con saves at the end of each of the target's turns. If it succeeds on three before failing on three, the target recovers from the disease. Otherwise, the disease lasts for the duration. **Blinding Sickness.** The target has disadvantage on Wis checks and saves and is blinded. **Filth Fever.** The target has disadvantage on Str checks, saves, and attacks using Str. **Flesh Rot.** The target has disadvantage on Cha checks and has vulnerability to all damage. **Midfire.** The target has disadvantage on Int checks and saves and behaves as if under a *Confusion* spell (see below). **Seizure.** The target has disadvantage on Dex checks, saves, and attacks using Dex. **Slimy Doom.** The target has disadvantage on Con checks and saves, and whenever the target takes damage, it's stunned until the end of its next turn.

Confusion. 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.

Raise Dead (5th). 1 hour to cast, touch, instantaneous. The hag brings back to life a willing and able creature dead for no more than 10 days, neutralizing any nonmagical poisons and diseases that affected the creature at death.

Circle of Death (6th). Action to cast, 180', instantaneous. Each creature in a 60'-radius sphere takes 8d6 necrotic damage (Con save for half).

COVEN OF FORETELLING

Hag Eye: A coven hag can take an action to see what the *hag eye* sees if the *hag eye* is on the same plane. A *hag eye* has AC 10, 1 HP, and darkvision 60'. If it's destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours.

Spellcasting: 12th-level, Int-based

Bheur and Night Hag: DC 14, +6 to hit

Green, Maternal, and Sea Hags: DC 13, +5 to hit

1st	□□□□	3rd	□□□	5th	□□□
2nd	□□□	4th	□□□	6th	□

Bane (1st). Action to cast, 30', concentration up to 1 minute. Up to three creatures the hag can see must make Cha saves. On a failed save, a target must subtract 1d4 from each attack roll or save it makes until the spell ends.

Bless (1st). Action to cast, 30', concentration up to 1 minute. The hag blesses up to three targets. Whenever a target makes an attack roll or a save, the target can roll a d4 and add it to the roll. The hag can target one additional creature for each slot level above 1st used to cast this spell.

Augury (2nd). 1 minute to cast, self, instantaneous. The hag receives an omen from an extraplanar patron relating to a course of action to be taken within the next 30 minutes. The omen is "weal" (good results), "woe" (bad results), "weal and woe" (a mix of the two), or "nothing" (results neither good nor bad).

Detect Thoughts (2nd). Action to cast, self, concentration up to 1 minute. The hag 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 hag can shift focus to another creature or probe deeper into the target's mind. If the target fails a Wis save, the hag 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 hag to end the effect.

Clairvoyance (3rd). 10 minutes, 1 mile, concentration up to 10 minutes. The hag places an invisible sensor in a place either familiar or obvious to it. The hag can either see or hear as if it was in that space, switching between hearing or seeing as an action.

Dispel Magic (3rd). Action to cast, 120', instantaneous. The hag 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 hag must succeed on a Wis check (DC 10+level of the effect).

Nondetection (3rd). Action to cast, touch, 8 hours. The target creature can't be targeted by divination magic or perceived through scrying.

Arcane Eye (4th). Action to cast, 30', concentration up to 1 hour. The hag creates a 1"-diameter, hovering sensor with darkvision out to 30' in all directions and receives information mentally from it. The hag can use an action to move the sensor in any direction up to 30' with no limit on how far it can be on the same plane.

Locate Creature (4th). Action to cast, self, concentration up to 1 hour. The hag 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 hag has seen it while within 30'. The spell fails if running water 10' or more wide blocks the path to the creature.

Geas (5th). 1 minute to cast, 60', 30 days. A creature within range that can understand the hag and that the hag can see must succeed on a 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.

Legend Lore (5th). Action to cast, 60', instantaneous. The spell grants the hag knowledge of significant lore about a named target (person, place, or object) as long as the target is of legendary importance. The more familiar the hag is with the target, the more detailed the information learned. The information learned may be presented cryptically or figuratively.

True Seeing (6th). Action to cast, touch, 1 hour. A touched creature has truesight, sees secret doors hidden by magic, and can see into the Ethereal Plane up to 120'.

COVEN OF NATURE

Hag Eye: A coven hag can take an action to see what the *hag eye* sees if the *hag eye* is on the same plane. A *hag eye* has AC 10, 1 HP, and darkvision 60'. If it's destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours.

Spellcasting: 12th-level, Int-based

Bheur and Night Hag: DC 14, +6 to hit

Green, Maternal, and Sea Hags: DC 13, +5 to hit

1st	□□□□	3rd	□□□	5th	□□
2nd	□□□	4th	□□□	6th	□

Entangle (1st). Action to cast, 90', concentration up to 1 minute. The hag 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 Str save or be restrained until the spell ends. The restrained creature may use an action to attempt the save.

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

Flaming Sphere (2nd). Action to cast, 60', concentration up to 1 minute. The hag conjures a 5'-radius ball of fire. Any creature that ends its turn within 5' of the ball takes 2d6 fire damage (Dex save for half damage). As a bonus action, the hag can move the ball up to 30' to repeat the attack on a target. It can clear 5' barriers and 10' jumps, it ignites unattended flammable objects, sheds bright light 20', and sheds dim light for another 20'. The damage increases by 1d6 for each spell slot above 2nd used to cast the spell.

Moonbeam (2nd). Action to cast, 120', concentration up to 1 minute. When a creature enters or starts its turn in a 5' radius, 40' high cylinder of dim light, it takes 2d10 radiant damage (+1d10 for each additional casting level above 2nd; Con save for half damage). If the creature is a shapechanger, it has disadvantage on the save and, if it fails, reverts to its original form and can't change forms until it leaves the cylinder. The hag can use its action to move the cylinder up to 60' in any direction.

Spike Growth (2nd). Action to cast, 150', concentration up to 10 minutes. The ground in a 20' radius centered on a point within range becomes difficult terrain. When a creature moves into or within the area, it takes 2d4 piercing damage for each 5' it moves. Any creature unable to see the area at the time of spellcasting must make a Perception check to recognize it as hazardous.

Call Lightning (3rd). Action to cast, 120', concentration up to 10 minutes. A 10'-tall, 60' radius cylindrical storm cloud appears centered on a point the hag can see within 100' above it. A bolt of lightning streaks from the cloud to any point the hag can see in range. Each creature within 5' of that point takes 3d10 lightning damage (DC 13 Dex save for half). The hag can use an action to call another bolt of lightning to any point the hag can see in range. Upon casting, if the hag is outdoors in a storm, the hag instead calls lightning from the existing storm, and the damage increases by 1d10.

Plant Growth (3rd). 1 action or 8 hours, 150', instantaneous. If cast as 1 action, all normal plant life within 100'-radius of a point within range become overgrown, quadrupling the cost to move through it (i.e., 1' requires 4' of movement). If cast over 8 hours, all plants in a half-mile radius yield twice the normal amount food for 1 year.

Dominate Beast (4th). Action to cast, 60', concentration up to 10 minutes. A target beast must make a Wis save or be charmed. The beast makes a new save whenever it takes damage. While charmed, the hag 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 hag can use an action to gain total control such that the beast will do nothing other than what the enchanter commands, including using the hag's reaction as commanded.

Grasping Vine (4th). Bonus action to cast, 30', concentration up to 1 minute. A vine sprouts from an unoccupied space within range that the hag can see and lashes out at a creature within 30' of it that the hag can see. The creature must succeed on a Dex save or be pulled 20' toward the vine's space. The hag can use a bonus action on subsequent turns to compel another save from the same or another qualifying creature.

Insect Plague (5th). Action to cast, 300', concentration up to 10 minutes. Swarming, biting insects fill a 20'-radius sphere centered on a point within range, lightly obscuring the volume and creating difficult terrain. When the area appears, each creature within takes 4d10 piercing damage (Con save for half damage). A creature must make a save if it enters the sphere or ends its turn there. The damage increases by 1d10 per slot level above 5th used to cast it.

Tree Stride (5th). Action to cast, self, 1 concentration up to 1 minute. No more than once per round, the hag 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 hag uses another 5' of movement to appear beside the destination. If the hag lacks the movement to end outside the destination, it doesn't teleport and remains beside the first tree.

Wall of Thorns (6th). Action to cast, 120', concentration up to 10 minutes. The hag creates a wall of thorns resting on a solid surface. The wall can be up to 60' long, 10' high, and 5' thick, or a ringed wall up to 20' in diameter, 20' high, and 5' thick. Each creature whose space is targeted takes 7d8 piercing damage (Dex save for half damage). For every 1' of movement a creature uses to move through the wall, it must spend 4' of movement, and the first time a creature enters the wall or ends its turn there, it takes 7d8 slashing damage (Dex save for half damage).

HOBGOBLIN DEVASTATOR

Medium humanoid (goblinoid), lawful evil
CR 4 (1,100 XP)

AC 13 (studded leather)
HPs 45 (7d8+14)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +5

Senses darkvision 60', passive Perception 11

Languages Common, Goblin

Magical Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5' of an ally (not incapacitated) of the hobgoblin.

Sculpt Magic. When the hobgoblin casts a spell that causes damage or forces other creatures to save, it can choose itself and its allies to be immune to the damage and succeed on a save.

Spellcasting: 7th-level, Int-based, DC 13, +5 to hit

1st	□□□□	3rd	□□□
2nd	□□□	4th	□

Acid Splash (cantrip). Action to cast, 60', instantaneous. The hobgoblin hurls a large bead of acid at one creature or two creatures within 5' of one another. Each target must make a DC 13 Dex save or take 2d6 acid damage.

Fire Bolt (cantrip). Action to cast, 120', instantaneous. The hobgoblin makes a ranged spell attack (+5) doing 11 (2d10) fire damage. An unattended flammable object hit by the spell catches fire.

Ray of Frost (cantrip). Action to cast, 60', instantaneous. The hobgoblin makes a ranged spell attack (+6 to hit). On a hit, the target takes 2d8 cold damage, and its speed is reduced to 10' until the start of the hobgoblin's next turn.

Shocking Grasp (cantrip). Action to cast, 30', instantaneous. The hobgoblin makes a melee spell attack (+9) with advantage if the target creature is wearing metal armor. On a hit, the target takes 2d8 lightning damage and can't take reactions until the end of its next turn.

Fog Cloud (1st). Action to cast, 120', concentration up to 1 hour. The hobgoblin 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 hobgoblin 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.

Thunderwave (1st). Action to cast, 15' cube from the hobgoblin, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 13 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'. The damage increases by 1d8 for every level above 1st at which it is cast.

Gust of Wind (2nd). Action to cast, self (60' line), concentration up to 1 minute. A strong wind emanates from the hobgoblin in a 60' line 10' wide. A creature that starts its turn in the line must succeed on a DC 13 Str save or be pushed 15' along the line.

Melf's Acid Arrow (2nd). Action to cast, 90', instantaneous. The hobgoblin makes a ranged spell attack (+5) against a target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the target takes half if the initial damage and no other damage. The damage (both initial and later) increases by 1d4 for every level above 2nd at which it is cast.

Scorching Ray (2nd). Action to cast, 120', instantaneous. The hobgoblin hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+5) that does 2d6 fire damage. The hobgoblin can hurl an additional stream for each level over 2nd at which the spell is cast.

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 13 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.

Fly (3rd). Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

Lightning Bolt (3rd). Action to cast, 100' long, 5' wide line originating from the hobgoblin, instantaneous. Each creature in the line takes lightning damage equal to 8d6 plus 1d6 per additional level of the slot used to cast the spell (DC 13 Dex save for half damage).

Ice Storm (4th). Action to cast, 300', instantaneous. Each creature in a 20'-radius, 40'-high cylinder centered on a point within range takes 2d8 bludgeoning damage and 4d6 cold damage (DC 13 Dex save for half damage), and the area becomes difficult terrain until the end of the mage's next turn.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5', one target. Hit: 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) if used two-handed.

HOBGOBLIN IRON SHADOW

Medium humanoid (goblinoid), lawful evil
CR 2 (450 XP)

AC 15

HPs 32 (5d8+10)

Speed 40'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	11 (+0)

Skills Acrobatics +5, Athletics +4, Stealth +5

Senses darkvision 60', passive Perception 12

Languages Common, Goblin

Spellcasting: 2nd-level, Int-based, DC 12, +4 to hit

1st ☐ ☐ ☐

Minor Illusion (cantrip). Action to cast, 30', 1 minute. The hobgoblin creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 12 Investigation check.

Prestidigitation (cantrip). Action to cast, 60', 1 hour. The hobgoblin 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 hobgoblin's next turn. If cast more than once, the hobgoblin can have up to three effects occurring simultaneously.

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

Charm Person (1st). Action to cast, 30', 1 hour. If the target humanoid fails a DC 12 Wis save (made with advantage if currently fighting the hobgoblin), the target is charmed until the spell ends or the hobgoblin attacks it.

Disguise Self (1st). Action to cast, self, 1 hour. The hobgoblin makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the hobgoblin is disguised, a creature may spend its action to inspect its appearance or make a DC 12 Investigation check.

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

Silent Image (1st). Action to cast, 60', concentration up to 10 minutes. The hobgoblin creates the image of a visible phenomenon no larger than a 15' cube, not accompanied by sound, smell, or other sensory effects. The hobgoblin 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 12 Investigation check reveals it to be an illusion and renders it transparent to the examiner.

ACTIONS

Multiattack. The hobgoblin makes four attacks, each of which can be *Unarmed Strike* or *Dart*. It can also use *Shadow Jump* once, either before or after one of the attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5', one target. Hit: 5 (1d4+13 bludgeoning damage).

Dart. *Ranged Weapon Attack:* +5 to hit, range 20'/60', one target. Hit: 5 (1d4+3 piercing damage).

Shadow Jump. The hobgoblin (and its worn and carried items) magically teleports up to 30' to an unoccupied space it can see. Both the space it's leaving and its destination must be dim light or darkness.

Ki-Rin

Huge celestial, lawful good CR 12 (8,400 XP)					
AC 20 (natural armor) HPs 152 (16d12+48) Speed 60', fly 120' (hover)					
STR 21 (+5)	DEX 16 (+3)	CON 16 (+3)	INT 19 (+4)	WIS 20 (+5)	CHA 20 (+5)
Skills Insight +9, Perception +9, Religion +8 Damage Immunities poison Condition Immunities poisoned Senses blindsight 30', darkvision 120', passive Perception 19 Languages all, telepathy 120'					
<p>Innate Spellcasting: Gaseous Form (at will). Action to cast, touch, concentration up to 1 hour. A willing, corporeal target transforms into a cloud until the spell ends or the target drops to 0 HPs. The target has only a fly speed (10'); can enter and occupy a space occupied by another creature; has resistance to nonmagical damage; and has advantage on Str, Dex, and Con saves. The target can pass through small holes but treats liquids as solid surfaces.</p> <p>Innate Spellcasting: Major Image (at will). Action to cast, 120', until dispelled. The target must make a DC 17 Wis save or become frightened for the duration due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must the Wis save or take 4d10 psychic damage. On a successful save, the spell ends.</p> <p>Innate Spellcasting: Wind Walk (3/day ☐☐☐). 1 minute to cast, 30', 8 hours. The ki-rin and up to 10 willing creatures it can see within range assume the form of cloud wisps. Each creature has a fly speed of 300' and resistance to damage from nonmagical weapons. While in cloud form, each creature may use its action to take only the dash action or to spend 1 minute reverting to its customary form. Until the spell ends, the creature may spend 1 minute to revert back to the cloud form. If a creature is flying in cloud form when the spell ends, it descends safely at 60'/round for 1 minute. If it doesn't reach the ground, it falls the remaining distance as normal.</p> <p>Innate Spellcasting: Create Food and Water (1/day ☐). Action to cast, 30', instantaneous. The ki-rin creates 45 pounds of food and 30 gallons of water, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food spoils after 24 hours, but the water doesn't go bad.</p> <p>Legendary Resistances (3/day ☐☐☐). If the ki-rin fails a save, it can choose to succeed.</p> <p>Magical Weapons. The ki-rin's weapon attacks are magical.</p> <p>Magical Resistance. The ki-rin has advantage on saves against spells and other magical effects.</p>					

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

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

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 17 Dex save.

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

Sacred Flame (cantrip). Action to cast, 60', 1 hour. The ki-rin attacks a target it can see. The target must succeed on a DC 17 Dex check or take 4d8 radiant damage.

Spare the Dying (cantrip). Action to cast, touch, instantaneous. The ki-rin stabilizes a living creature that has 0 HPs. The spell has no effect on constructs or undead.

Thaumaturgy (cantrip). Action to cast, 30', Up to 1 minute. The ki-rin can create one of the following magical effects within range for the duration: a booming voice; flames that flicker, brighten, dim, or change color; harmless tremors; an instantaneous sound (e.g., a thunder clap); the opening or closing of an unlocked door or window; or the alteration of the ki-rin's own eyes. If cast more than once, the ki-rin can have up to three effects occurring simultaneously.

Command (1st). Action to cast, 60', 1 round. The ki-rin speaks one command word to a target. If the target fails a DC 17 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions). The ki-rin can add another target for each slot level above 1st used to cast it.

Cure Wounds (1st). Action to cast, touch, instantaneous. The ki-rin heals a creature 1d8+4 HPs. The healing increases by 1d8 for every slot above 1st used to cast the spell.

Detect Evil and Good (1st). Action to cast, self, concentration up to 10 minutes. The ki-rin knows if there's an aberration, celestial, elemental, fey, fiend, undead, or magically consecrated/desecrated place or object within 30' of it, as well as its exact location.

Sanctuary (1st). Bonus action to cast, 30', 1 minute. Any creature that tries to attack the target creature must succeed on a DC 17 Wis save or else choose a new target (or lose the attack). The spell does not protect the target from area effects. If target attacks or affects an enemy, the spell ends.

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.

Calm Emotions (2nd). Action to cast, 60', concentration up to 1 minute. Each humanoid within range must make a DC 17 Cha save. If it fails, the ki-rin can either suppress any charm or frighten effect on the target for the spell's duration or make target creatures indifferent to those towards whom they're hostile.

Lesser Restoration (2nd). Action to cast, touch, instantaneous. The ki-rin touches a creature and ends either a disease or one of the following conditions: blinded, deafened, paralyzed, or poisoned.

Silence (2nd). Action to cast, 120', concentration up to 10 minutes. For the duration, no sound can be created within or pass through a 20'-radius sphere centered on a point within range. Any creature entirely within the sphere is immune to thunder damage, is deafened, and can't cast a spell with a verbal component.

Dispel Magic (3rd). Action to cast, 120', instantaneous. The ki-rin 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 ki-rin must succeed on a Wis (+5) check (DC 10+level of the effect).

Remove Curse (3rd). Action to cast, touch, instantaneous. All curses affecting the target creature or object are removed. If the object is a cursed magic item, the curse remains, but the user may discard the item.

Sending (3rd). Action to cast, unlimited, 1 round. The ki-rin sends a message of 25 or fewer words to a creature familiar to it. The creature knows the identity of the sender and can immediately respond in a like manner. If the creature is on another plane of existence, there's a 5% chance the message doesn't arrive.

Banishment (4th). Action to cast, 60', concentration up to 1 minute. The target must succeed on a DC 17 Cha save or be sent to another plane of existence. If the target is not from the plane of existence in which the spell is cast, and the spell doesn't end before 1 minute expires, the target doesn't return. Otherwise, the target returns to the space from which it disappeared, or the closest possible unoccupied square. The ki-rin can add another target for each slot level above 4th used to cast it.

Freedom of Movement (4th). Action to cast, touch, 1 hour. The target is unaffected by difficult terrain, the penalties of underwater movement, and spells or magical effects that reduce its speed, paralyze it, or restrain it. The target can also spend 5' of movement to automatically escape from nonmagical restraints.

Guardian of Faith (4th). Action to cast, 30', 8 hours. The ki-rin conjures a Large, spectral guardian that occupies a space the ki-rin can see. Any creature that moves within 10' of the guardian takes 20 radiant damage (DC 17 Dex save for half damage). The guardian vanishes when it has dealt 60 damage.

Greater Restoration (5th). Action to cast, touch, instantaneous. The sphinx can reduce the target's exhaustion level by one, or end on of the following: one effect that charmed or petrified it, a curse or cursed attunement, a reduction in ability score, an effect decreasing its HP maximum.

Mass Cure Wounds (5th). Action to cast, 60', instantaneous. The ki-rin 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.

Scrying (5th). 10 minutes to cast, self, concentration up to 10 minutes. The ki-rin can see and hear a creature on the same plane of existence that fails a DC 17 Wis save, modified by how familiar the ki-rin 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 hag can target a place, in which case the sensor doesn't move.

Heroes' Feast (6th). 10 minutes to cast, 30', instantaneous. The sphinx 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.

True Seeing (6th). Action to cast, touch, 1 hour. A touched creature has truesight, sees secret doors hidden by magic, and can see into the Ethereal Plane up to 120'.

Etherealness (7th). Action to cast, self, up to 8 hours or until an action to dispel. The ki-rin moves to the Ethereal Plane if that plane borders its current plane. It can move in any direction, but at half speed if moving up or down. The ki-rin can see (in grey) and hear everything within 60' in its original plane. Nothing on the original plane can normally affect the ki-rin, and the ki-rin can move through objects on the original plane as if not there. When the spell ends, the ki-rin appears in its current location on the original plane, being shunted to the nearest unoccupied space if appearing in a solid object (taking two the number of feet moved in force damage). For each slot above 7th at which the spell is cast, the ki-rin can target an additional three creatures within 10'.

Plane Shift (7th). Action to cast, touch, instantaneous. The lich 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 lich's choosing. Alternatively, the lich can banish with a melee spell attack (+12) a creature that fails to make a DC 20 Cha save.

Control Weather (8th). Ten minutes to cast, self (5-mile radius), concentration up to 8 hours. The ki-rin must have a clear path to the sky. The ki-rin can change precipitation, temperature, and wind every 1d4x10 minutes, moving one of those characteristics up or down on the following table:

Stage	Precipitation	Temperature	Wind
1	Clear	Blazing Heat	Calm
2	Light Clouds	Hot	Moderate wind
3	Overcast or fog	Warm	Strong wind
4	Rain, hail, or snow	Cool	Gale
5	Torrential rain, driving hail, or blizzard	Cold	Storm
6	–	Arctic cold	–

True Resurrection (9th). 1 hour, touch, instantaneous. The target is a creature that died of any cause but old age no longer than 200 years ago. If the creature's soul is free and willing, the creature is restored to life with all its HPs, replaced organs and limbs if necessary, no wounds, unpoisoned, no diseases, and with no curses. If the original body no longer exists, a new body is provided, in which case the ki-rin must speak the creature's name. When resurrected, the creature appears in an unoccupied space within 10 feet of the ki-rin.

ACTIONS

Multiattack. The ki-rin makes attacks twice with *Hoof* and once with *Horn*.

Hoof. Melee Weapon Attack: +9 to hit, reach 15', one target. Hit: 10 (2d4+5) bludgeoning damage.

Horn. Melee Weapon Attack: +9 to hit, reach 15', one target. Hit: 14 (2d8+5) piercing damage.

LEGENDARY ACTIONS

The ki-rin can take 3 legendary actions one at a time at the end of another creature's turn, regaining ones spent at the start of its own turn.

Detect. The ki-rin makes a Perception or Insight check.

Smite. The ki-rin makes a Hoof attack and casts *Sacred Flame*.

Move. The ki-rin moves up to half its speed without provoking.

KOBOLD SORCERER

Small humanoid (kobold), lawful evil
CR 1 (200 XP)

AC 15 (natural armor)

HPs 27 (5d6+10)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1

Senses darkvision 60', passive Perception 9

Languages Common, Draconic

Pack Tactics. The sorcerer has advantage on an attack roll against a creature if at least one of the kobold's (not incapacitated) allies is within 5' of the creature.

Sunlight Sensitivity. The sorcerer has disadvantage on attack rolls and Perception checks that rely on sight while in sunlight.

Sorcery Points. The sorcerer has three sorcery points, which can be spent using a bonus action either to 1) give the target of a spell disadvantage on the first save required by that spell (requires 3 points); or 2) cast the spell without verbal or somatic components (requires 1 point).

Spellcasting: 3rd-level, Cha-based, DC 12, +4 to hit

1st ☐ ☐ ☐ ☐

2nd ☐ ☐

Fire Bolt (cantrip). Action to cast, 120', instantaneous. The sorcerer makes a ranged spell attack (+4) doing 5 (1d10) fire damage. An unattended flammable object hit by the spell catches fire.

Mage Hand (cantrip). Action to cast, 30', 1 minute. The sorcerer 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 sorcerer 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 12 Con save or take 6 (1d12) poison damage.

Charm Person (1st). Action to cast, 30', 1 hour. If the target humanoid fails a DC 12 Wis save (made with advantage if currently fighting the sorcerer), the target is charmed until the spell ends or the sorcerer attacks it. The sorcerer can add another target for each slot level above 1st used to cast it.

Chromatic Orb (1st). Action to cast, 90', instantaneous. The sorcerer tosses a sphere of acid, cold, fire, lightning, poison, or thunder energy, making a ranged spell attack (+4) against a creature. The sphere inflicts 3d8 damage of that type, plus 1d8 for each slot above 1st used to cast the spell.

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

Scorching Ray (2nd). Action to cast, 120', instantaneous. The sorcerer hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+4) that does 2d6 fire damage.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5' or ranged 20'/60', one target. Hit: 4 (1d4+2) piercing.

KORRED

Small fey, chaotic neutral
CR 7 (2,900 XP)

AC 17 (natural armor)

HPs 102 (12d6+60)

Speed 30', burrow 30'

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	9 (-1)

Skills Athletics +9, Perception +5, Stealth +5

Resistances nonmagical bludgeoning, piercing, and slashing

Senses darkvision 120', tremorsense 120', passive Perception 15

Languages Dwarvish, Gnomish, Sylvan, Terran, Undercommon

Command Hair. As a bonus action, the korred commands its rope within 30' to move up to 20' and entangle a Large or smaller creature the Korred can see. The target must succeed on a DC 13 Dex save or become grappled (DC 13 to escape). Until the grapple ends, the target is restrained. The rope has AC 20 and 20 HPs. It regenerates 1 HP at the start of each of the korred's turns as long the rope has 1 HP and the korred is alive.

Innate Spellcasting: Commune with Nature (at will). 1 minute, self, instantaneous. If outdoors, the korred gains knowledge of land within 3 miles, or 300' while in caves and other natural underground settings. The knowledge consists of up to three facts about the area: terrain and bodies of water; prevalent plants, minerals, animals, and people; powerful celestials, fey, fiends, elementals, or undead; influence from other planes; or buildings.

Innate Spellcasting: Meld into Stone (at will). Action to cast, 120', instantaneous. As a move, the korred melds itself and its equipment (worn or carried) into a stone surface large enough to contain itself by touching it. While inside, the korred can't see outside it, and Perception checks to hear outside it are at disadvantage. The korred can cast spells on itself and can move only to leave the stone. Partial destruction of the stone or changing its shape to be too small to hold the korred expels it (prone) and does 6d6 bludgeoning damage. If destroyed, the damage is 50.

Innate Spellcasting: Stone Shape (at will). Action to cast, touch, instantaneous. The korred shapes stone object (Medium or smaller, but no larger than 5' in any direction) in any form it wants. The object can have up to two hinges and a latch.

Innate Spellcasting: Conjure Elemental (at will). 1 minute to cast, 90', concentration up to 1 hour. The korred summons two elementals chosen from galeb duhr, gargoyle, earth elemental, or xorn. They are friendly to the korred and the korred's allies, following the korred's commands. If the korred loses concentration, the summoned creatures become hostile to the korred and the korred's allies, and the korred cannot dismiss them.

Innate Spellcasting: Otto's Irresistible Dance (at will). Action to cast, 30', concentration up to 1 minute. A target creature that can be charmed uses all its movement to dance without leaving its space and has disadvantage on Dex saves and attacks. Other creatures have advantage on attacks against it. As an action, the target can make a DC 13 Wis save to end the effect.

ACTIONS

Multiattack. The korred attacks twice with *Greatclub* and twice with *Rocks*.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 5', one target. Hit: 10 (1d8+6) bludgeoning damage, or 19 (3d8+6) if the korred is standing on solid ground.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60'/1200', one target. Hit: 15 (2d8+6) bludgeoning damage, or 24 (4d8+6) if the korred is standing on solid ground.

MIND FLAYER: ALHOON

Medium undead, any evil alignment CR 10 (5,900 XP)					
AC 15 (natural armor) HPs 120 (16d8+48) Speed 30'					
STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	19 (+4)	17 (+3)	17 (+3)
Saves Con + 7, Int +8, Wis +7, Cha +7 Resistances cold, lightning, necrotic Damage Immunities poison; nonmagical bludgeoning, piercing, and slashing Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned Skills Arcana +8, Deception +7, Insight +7, History +8, Insight +7, Perception +7, Stealth +5 Senses truesight 120', passive Perception 17 Languages Deep Speech, Undercommon, telepathy 120'					
Magic Resistance: The alhoon has advantage on saves against spells and other magical effects. Turn Resistance: The alhoon has advantage on saves against any effect that turns undead. Innate Spellcasting: Detect Thoughts (at will). Action to cast, self, concentration up to 1 minute. The alhoon 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 mind flayer can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 16 Wis save, the alhoon 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 alhoon to end the effect. Innate Spellcasting: Levitate (at will). Action to cast, self only, concentration up to 10 minutes. The alhoon rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing. Innate Spellcasting: Dominate Monster (1/day □). Action to cast, 60', concentration up to 1 hour. A target creature must succeed on a DC 16 Wis save or be charmed by the alhoon for the spell's duration. While charmed and on the same plane as the alhoon, the target can be telepathically ordered by the alhoon to follow simple commands. If the alhoon uses an action to do so, the creature may be given detailed commands, including using the alhoon's reaction as its own. Each time it takes damage, the target may attempt a new save to end the spell. Innate Spellcasting: Plane Shift (1/day □). Action to cast, self only, instantaneous. The alhoon transports to another plane, taking itself to a general location of the its choosing.					

Spellcasting: 12th-level, Int-based, DC 16, +8 to hit

1st	□□□□	4th	□□□
2nd	□□□	5th	□□
3rd	□□□	6th	□

Chill Touch (cantrip). Action to cast, 120', instantaneous. The alhoon makes a ranged spell attack (+8) doing 3d8 necrotic damage and prevents the target from regaining HPs until the start of the alhoon's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of the alhoon's next turn.

Dancing Lights (cantrip). Action to cast, 120', concentration up to 1 minute. The alhoon 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 alhoon can move them up to 60' to a spot within range.

Mage Hand (cantrip). Action to cast, 30', 1 minute. The alhoon 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 alhoon 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 alhoon's next turn. If cast more than once, the alhoon can have up to three effects occurring simultaneously.

Shocking Grasp (cantrip). Action to cast, 30', instantaneous. The alhoon makes a melee spell attack (+8) 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.

Detect Magic (1st). Action to cast, self, concentration up to 10 minutes. The alhoon can detect the presence of magic within 30' of it. The alhoon can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

Disguise Self (1st). Action to cast, self, 1 hour. The giant makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the giant is disguised, a creature may spend its action to inspect its appearance or make a DC 16 Investigation check.

Magic Missile (1st). Action to cast, 120', instantaneous. The alhoon 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 alhoon, self, 1 round. Until the start of its next turn, the alhoon gains a +5 bonus to AC, including against the triggering attack, and has immunity to *Magic Missile*.

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.

Mirror Image (2nd). Action to cast, self, 1 minute. Three illusory duplicates of the alhoon appear, moving with the alhoon. Each time a creature targets the alhoon, roll a d20. The attack hits a duplicate on a 6 or higher if three duplicates remain, 8 or higher if two remain, and 11 or higher if one remains. A duplicate's AC is 13, and it is automatically destroyed if hit.

Scorching Ray (2nd). Action to cast, 120', instantaneous. The alhoon hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+8) that does 2d6 fire damage. The alhoon can hurl an additional stream for each level over 2nd at which the spell is cast.

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

Fly (3rd). Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

Lightning Bolt (3rd). Action to cast, 100' long, 5' wide line originating from the alhoon, instantaneous. Each creature in the line takes lightning damage equal to 8d6 plus 1d6 per additional level of the slot used to cast the spell (DC 16 Dex save for half damage).

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 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.

Evard's Black Tentacles (4th). Action to cast, 90', concentration up to 1 minute. A 20' square space becomes difficult terrain. When a creature enters the area for the first time or starts its turn there, it must succeed on a DC 16 Dex save or be restrained until the spell ends. A creature already restrained at the start of its turn takes 3d6 bludgeoning damage. A restrained creature can use its action to make a DC 16 Str or Dex save to free itself.

Phantasmal Killer (4th). Action to cast, 120', concentration up to 1 minute. The target must make a DC 16 Wis save or become frightened for the duration due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must repeat and succeed on the Wis save or take 4d10 (+1d10/spell slot > 4th used to cast) psychic damage. On a successful save, the spell ends.

Modify Memory (5th). Action to cast, 30', concentration up to 1 minute. A creature the alhoon sees makes a DC 16 Wis save (with advantage if fighting the alhoon). On failure, the creature is charmed, incapacitated, and unaware of its surroundings other than what the alhoon says. If it takes damage or is targeted by a spell, the spell ends, and its memories aren't modified. While charmed, the target's memory of an event (10 minute duration or less from within the last 24 hours; 7 days if cast at 6th level) can be erased, recalled perfectly, altered, or replaced by the alhoon's audible description, which must be understood and must be logical. The memories take hold when the spell ends. A *Remove Curse* or *Greater Restoration* restores the memory.

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.

Disintegrate (6th). Action to cast, 60', instantaneous. A creature must make a DC 16 Dex save or take 10d6+40 force damage. If reduced to 0 HPs, it and its nonmagical items are turned to dust. That target may be brought back to life by only a *Greater Restoration* or *Wish*. A Large or smaller nonmagical object is automatically disintegrated.

Globe of Invulnerability (6th). Action to cast, self (10'-radius), concentration up to 1 minute. The alhoon 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.

ACTIONS

Chilling Grasp. Melee Spell Attack: +8 to hit, reach 5', one target. Hit: 10 (3d6) cold damage.

Mind Blast (Recharge 5-6). The alhoon emits psychic energy in a 60' cone. Each creature in the cone must succeed on a DC 16 Int save or take 22 (4d8 + 4) 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.

MIND FLAYER: ELDER BRAIN

Large aberration, lawful evil
CR 14 (11,500 XP)

AC 10

HPs 210 (20d10+100)

Speed 5', swim 10'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	20 (+5)	21 (+5)	19 (+4)	24 (+7)

Saves Int +10, Wis +9, Cha +12

Skills Arcana +10, Deception +12, Insight +14, Intimidation +12, Persuasion +12

Senses blindsight 120', passive Perception 14

Languages understands Common, Deep Speech, and Undercommon but can't speak, telepathy 5 miles

Creature Sense. The elder brain is aware of the distance, direction, and Int of creatures within 5 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 elder brain 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 elder brain can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 18 Wis save, the elder brain 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 elder brain to end the effect.

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

Innate Spellcasting: Dominate Monster (1/day □). Action to cast, 60', concentration up to 1 hour. A target creature must succeed on a DC 18 Wis save or be charmed by the elder brain for the spell's duration. While charmed and on the same plane as the elder brain, the target can be telepathically ordered by the elder brain to follow simple commands. If the elder brain uses an action to do so, the creature may be given detailed commands, including using the elder brain's reaction as its own. Each time it takes damage, the target may attempt a new save to end the spell.

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

Legendary Resistances (3/day). If the elder brain fails a save, it can choose to succeed.

Magical Resistance. The elder brain has advantage on saves against spells and other magical effects.

Telepathic Hub. The elder brain can telepathically link up to 10 creatures to it and each other.

ACTIONS

Tentacle. Melee Weapon Attack: +7 to hit, reach 30', one target. Hit: 20 (4d8+2) bludgeoning damage. If the target is Huge or smaller, it's grappled (escape DC 15) and takes 9 (1d8+5) psychic damage at the start of each of its turns until it escapes. The elder brain can grapple up to four creatures.

Mind Blast (Recharge ☐☐). The elder brain emits psychic energy in a 60' radius. Each creature in the area must succeed on a DC 18 Int save or take 32 (5d10 + 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.

Psychic Link. The elder brain establishes a psychic link with one incapacitated creature it can perceive with *Creature Sense*. Until the psychic link ends, the elder brain senses everything the target senses. Once the target is no longer incapacitated, it becomes aware of the link, which the elder brain can terminate at any time (no action). On its turn, the target can use an action to make a Charisma save (DC 18) to break the link. On a success, the target takes 10 (3d6) psychic damage. The psychic link also ends if the target and the elder brain are more than 5 miles apart (no damage). The elder brain can form psychic links with up to ten creatures at a time.

Sense Thoughts. The elder brain gains insight into a *Psychic Link* target's reasoning, emotional state, and important thoughts. The elder brain can also make a Deception check with advantage (contested by Insight) to convince the target into thinking it believes one idea or feels a particular emotion. The target believes the deception for 1 hour or until evidence of the deceit is presented to the target.

LEGENDARY ACTIONS

The elder brain can take 3 legendary actions one at a time at the end of another creature's turn, regaining ones spent at the start of its own turn.

Tentacle. The elder brain makes a *Tentacle* attack.

Break Concentration. The elder brain breaks the spell concentration of a *Psychic Link* target within 120'. The target takes 1d4 psychic damage per level of the spell.

Psychic Pulse. Enemies within 10' of a *Psychic Link* target within 120' of the elder brain take 10 (3d6) psychic damage.

Sever Psychic Link. The elder brain ends a link with a *Psychic Link* target within 120', causing the creature to have disadvantage on all ability checks, attacks, and saves until the end of the creature's next turn.

LAIR ACTIONS

On initiative 20 (losing ties), the elder brain can take a lair action to cause one of the following magical effects. The elder brain can't use the same lair action two rounds in a row.

- **Wall of Force.** 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.
- One friendly creature the elder brain can sense within 120' gains advantage on one attack, ability check, or save provided it makes the roll before the end of its next turn.
- One creature the elder brain can sense within 120' must succeed on a DC 18 Cha save or be unable to leave its current space. The creature can repeat the save at the end of each of its turns to end the effect on itself.

AREA EFFECTS

If the elder brain dies, these effects fade immediately.

- Creatures within 5 miles of an elder brain feel as if they are being followed.
- The elder brain can overhear any telepathic conversation happening within 5 miles of it. If the creature that initiated the conversation succeeds on a DC 18 Insight check when telepathic contact is first established, the creature is aware that something is eavesdropping on the conversation, but not who or what. The elder brain can't participate in the conversation unless it has formed a psychic link with the initiating creature.
- Any creature with which the elder brain has formed a psychic link hears faint, incomprehensible whispers in its mind, consisting of the elder brain's stray thoughts commingled with those of other creatures to which it is linked.

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 ulitharid 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.

MORKOTH

Medium aberration, chaotic evil

CR 11 (7,200 XP)

AC 17 (natural armor)

HPs 130 (20d8+40)

Speed 25', swim 50'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	20 (+5)	15 (+2)	13 (+1)

Saves Dex +6, Int + 9, Wis +6

Skills Arcana +9, History +9, Perception +10, Stealth +6

Resistances nonmagical bludgeoning, piercing, and slashing

Senses blindsight 30', darkvision, 120', passive Perception 20

Languages telepathy 120'

Amphibious: The morkoth can breathe air and water.

Spellcasting: 11th-level, Int-based, DC 17, +9 to hit

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

Acid Splash (cantrip). Action to cast, 60', instantaneous. The morkoth hurls a large bead of acid at one creature or two creatures within 5' of one another. Each target must make a DC 17 Dex save or take 3d6 acid damage.

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

Magical Hand (cantrip). Action to cast, 30', 1 minute. The morkoth 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.

Ray of Frost (cantrip). Action to cast, 60', instantaneous. The morkoth makes a ranged spell attack (+9 to hit). On a hit, the target takes 3d8 cold damage, and its speed is reduced to 10' until the start of the morkoth's next turn.

Shocking Grasp (cantrip). Action to cast, 30', instantaneous. The morkoth 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.

Detect Magic (1st). Action to cast, self, concentration up to 10 minutes. The morkoth can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

Identify (1st). 1 minute to cast, touch, instantaneous. The morkoth touches an object, learning its magic properties, how to use them, whether they require attunement, how many charges it has (if applicable), what magical effects currently affect it, and what spell was used to create it. If the target is a creature, the morkoth learns what spells currently affect it.

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

Witch Bolt (1st). Action to cast, 30', concentration up to 1 minute. The morkoth makes a ranged spell attack (+9 to hit). On a hit, the target takes 1d12 lightning damage per spell slot used to cast the spell. On each of the morkoth's turns, the morkoth can use its action to deal 1d12 lightning damage to the target automatically.

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

Detect Thoughts (2nd). Action to cast, self, concentration up to 1 minute. The morkoth 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 morkoth can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 17 Wis save, the morkoth 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 morkoth to end the effect.

Shatter (2nd). Action to cast, 60', instantaneous. Each creature in a 10'-radius sphere takes 3d8 thunder damage (DC 17 Con save for half). A creature made of inorganic material has disadvantage on the save. The damage increases by 1d8 per level above 2nd.

Dispel Magic (3rd). Action to cast, 120', instantaneous. The morkoth 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 morkoth must succeed on a Int (+5) ability check (DC 10+level of the effect).

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

Sending (3rd). Action to cast, unlimited, 1 round. The morkoth sends a message of 25 or fewer words to a creature familiar to it. The creature knows the identity of the sender and can immediately respond in a like manner. If the creature is on another plane of existence, there's a 5% chance the message doesn't arrive.

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

Evard's Black Tentacles (4th). Action to cast, 90', concentration up to 1 minute. A 20' square space becomes difficult terrain. When a creature enters the area for the first time or starts its turn there, it must succeed on a DC 17 Dex save or be restrained until the spell ends. A creature already restrained at the start of its turn takes 3d6 bludgeoning damage. A restrained creature can use its action to make a DC 17 Str or Dex save to free itself.

Geas (5th). 1 minute to cast, 60', 30 days. A creature within range that can understand the morkoth and that the morkoth can see must succeed on a DC 17 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.

Scrying (5th). 10 minutes to cast, self, concentration up to 10 minutes. The morkoth can see and hear a creature on the same plane of existence that fails a DC 17 Wis save, modified by how familiar the morkoth 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 morkoth can target a place, in which case the sensor doesn't move.

Chain Lightning (6th). Action to cast, 150', instantaneous. The morkoth 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 17 Wis save for half damage). For each spell slot above 6th used to cast the spell, the morkoth can hit another target.

ACTIONS

Multiattack. The morkoth attacks twice with *Bite* and once with either *Bite* or *Tentacles*.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5', one target. Hit: 9 (2d6+2) piercing damage.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 15', one target. Hit: 15 (3d8+2) bludgeoning damage, and the target is grappled (escape DC 14) if it's a Large or smaller creature. Until the grapple ends, the target is restrained and takes 15 (3d8+2) bludgeoning damage at the start of each of the morkoth's turns, and the morkoth can't use its tentacles on another target.

Hypnosis. Each creature in a 30-foot cone of magical energy must make a DC 17 Wis save or be charmed by the morkoth for 1 minute. While charmed, the target tries to get as close to the morkoth as possible, using its actions to Dash until it is within 5'. A charmed target can repeat the save at the end of each of its turns and whenever it takes damage, to end the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature has advantage on saves against that morkoth's *Hypnosis* for 24 hours.

REACTIONS

Spell Reflection. If the morkoth saves against a spell, or a spell attack misses it, the morkoth can choose another creature (including the spellcaster) it can see within 120'. The spell targets the chosen creature instead of the morkoth, forcing a new save or making a new attack roll as appropriate.

LAIR ACTIONS

On initiative 20 (losing ties), the morkoth can take a lair action to cause one of the following magical effects.

- The morkoth uses *Hypnosis* originating at a point (whether or not it can see it) within 120'.
- The morkoth casts *Darkness* or *Dispel Magic*.
- **Misty Step.** Bonus action to cast, self, instantaneous. The morkoth teleports up to 30' to an unoccupied space it can see.

AREA EFFECTS

If the morkoth dies, these effects fade immediately.

- The morkoth is aware of any new arrival (object or creature) to its lair. As an action, the morkoth can locate any one creature or object on the island. Visitors feel as though they are being watched, even when they aren't.
- Each time a creature that has been on the island for less than a year finishes a rest, it must succeed on a DC 10 Investigation check or misplace one possession of its choice. The possession is nearby but concealed, recoverable with a successful DC 15 Perception check. An object that is misplaced but not recovered ends up in the morkoth's lair 1 hr later. If the creature later goes to the morkoth's sanctum, its lost possessions stand out and are easily recovered.
- Any creature within 30' of an entrance to the morkoth's sanctum must succeed on a DC 15 Wis save or feel an urge to use its movement on each of its turns to use the entrance to move toward the morkoth's location by the most direct route (without realizing it's heading toward a creature). As soon as it can see the morkoth, at the end of each of its turns, and every time it takes damage, the target can repeat the save to end the effect on itself. The morkoth can activate or suppress at any time while it's in its lair and not incapacitated.
- With a thought (no action required), the morkoth can initiate a change in the lair's water taking effect 1 minute later. The water can be as breathable and clear as air, or it can be normal water ranging in clarity from murky to clear.

NEOGI MASTER

<i>Medium aberration, lawful evil</i> <i>CR 3 (1,100 XP)</i>					
AC 15 (natural armor) HPs 71 (13d6+26) Speed 30', climb 30'					
STR 6 (-2)	DEX 16 (+3)	CON 14 (+2)	INT 16 (+3)	WIS 12 (+1)	CHA 18 (+4)
Saves Wis +3 Skills Arcana +5, Deception +6, Intimidation +6, Perception +3 Senses darkvision, 120' (penetrates magic darkness), passive Perception 13 Languages Common, Deep Speech, Undercommon, telepathy 30'					
Mental Fortitude. The neogi has advantage on saves against being charmed or frightened and is immune to magical sleep.					
Spellcasting: 7th-level, Cha-based, DC 14, +6 to hit, refresh on short rest 4th <input type="checkbox"/> <input type="checkbox"/>					
Eldritch blast (cantrip). Action to cast, 300', instantaneous. The neogi makes two ranged spell attacks (+4) against one or two targets, each doing 1d10 force damage.					
Guidance (cantrip). Action to cast, touch, 1 round. Once before the spell ends, the target may add 1d4 to an ability check of its choice.					
Mage Hand (cantrip). Action to cast, 30', 1 minute. The neogi 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.					
Minor Illusion (cantrip). Action to cast, 30', 1 minute. The neogi creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 14 Investigation check.					
Prestidigitation (cantrip). Action to cast, 60', 1 hour. The neogi 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 neogi's next turn. If cast more than once, the neogi can have up to three effects occurring simultaneously.					
Vicious Mockery (cantrip). Action to cast, 60', Instantaneous. The neogi spews enchanting insults at a target creature that can hear the hag. The target must make a DC 14 Wis check or take 2d4 damage and have disadvantage on the next attack roll it makes before the end of its next turn.					

Arms of Hadar (1st as 4th). Action to cast, self (10' radius), instantaneous. Each creature within 10' of the neogi takes 4d6 necrotic damage and loses reactions until its next turn (DC 14 Str save for half damage and no other effect).

Counterspell (3rd as 4th). Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The neogi automatically stops the target spell of 4th or lower level. Otherwise, the neogi stops the target spell with a successful Cha (+4) check (DC 10+the target spell's level).

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

Fear (3rd as 4th). Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 14 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the neogi as safely as possible. If the creature ends its turn without the neogi in sight, the creature may repeat the save.

Hold Person (2nd as 4th). Action to cast, 60', concentration up to 1 minute. Up to three humanoids within 30' of each other must make DC 14 Wis saves or be paralyzed for the duration. A target may make a save at the end of each of its turns to end the spell's effect.

Hunger of Hadar (3rd as 4th). Action to cast, 150', concentration up to 1 minute. The neogi creates a sphere of extreme cold and difficult terrain, making subtle noises that can be heard up to 30' away. No light (including magic) can illuminate it, and creatures are blinded while within it. Any creature starting its turn in the sphere takes 2d6 cold, and if ending its turn in the sphere must make a DC 14 save or take 2d6 acid damage.

Invisibility (2nd as 4th). 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.

Unseen Servant (1st as 4th). Action to cast, 60', 1 hour. The neogi summons an amorphous, invisible entity that faithfully performs tasks the neogi gives it. It has AC 10, 1 HP, and Str 10. If it drops to 0 HPs or moves more than 60' away from the neogi, the spell ends. As a bonus action, the neogi can command the servant to move up to 15' and perform a simple task (e.g., cleaning, fetching, fixing mundane objects).

Spider Climb. The neogi can climb difficult and upside-down surfaces without needing to make an ability check.

ACTIONS

Multiattack. The neogi attacks once with *Bite* and once with *Claws*.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5', one target. Hit: 6 (1d6+3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Con save or be poisoned for 1 minute. A target can repeat the save and the end of each of its turns to end the effect.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5', one target. Hit: 8 (2d4+3) piercing damage.

Enslave (recharges after a short or long rest). One creature the neogi can see within 30' must succeed on a DC 14 Wis save or be charmed for 1 day, until the neogi dies, or until the neogi is more than 1 mile from the target. The charmed target obeys the neogi, can't take reactions, and can communicate telepathically with the neogi up to 1 mile. The target can repeat the save to end the effect whenever it takes damage.

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 neothelid can manipulate a creature or object. **Creature.** The neothelid makes a +7 spell attack contested by the creature's Str check. If successful, the neothelid moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the neothelid can maintain the grip or repeat the contest. **Object.** The neothelid 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 neothelid 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).

NILBOG

Small humanoid (goblinoid), chaotic evil CR 1 (200 XP)					
AC 13 (leather armor) HPs 7 (2d6) Speed 30'					
STR 8 (-1)	DEX 14 (+2)	CON 10 (+0)	INT 10 (+0)	WIS 8 (-1)	CHA 15 (+2)
Skills Stealth +6 Senses darkvision 60', passive Perception 9 Languages Common, Goblin					
<p>Nilbogery. A nilbog is a goblin that's been possessed by a spirit (move 30') due to a failed DC 15 Cha save. Any creature attempting to damage the nilbog must first succeed on a DC 12 Cha save or be charmed until the end of the creature's next turn. A charmed creature must use its action to praise the nilbog. The nilbog can't regain HPs in any way except through its <i>Reversal of Fortune</i> reaction.</p> <p>Nimble Escape. The nilbog can use its bonus action on each of its turns to take the <i>Disengage</i> or <i>Hide</i> action.</p> <p>Innate Spellcasting: Mage Hand (at will). Action to cast, 30', 1 minute. The nilbog creates an 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.</p> <p>Innate Spellcasting: Feeblemind (at will). Action to cast, 150', instantaneous. One target creature takes 4d6 psychic damage. On a failed DC 12 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 <i>Greater Restoration</i>, <i>Heal</i>, or <i>Wish</i>.</p> <p>Innate Spellcasting: Vicious Mockery (at will). Action to cast, 60', instantaneous. The nilbog spews enchanting insults at a target creature that can hear the hag. The target must make a DC 12 Wis check or take 1d4 damage and have disadvantage on the next attack roll it makes before the end of the target's next turn.</p>					

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.

ACTIONS

Scepter. Melee Weapon Attack: +4 to hit, reach 5', one target. Hit: 5 (1d6+2) bludgeoning damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

REACTIONS

Reversal of Fortune. If another creature deals damage to the nilbog, the damage is reduced to 0, and the nilbog regains 1d6 HPs.

ORC: CLAW OF LUTHIC

Medium humanoid (orc), chaotic evil CR 2 (450 XP)					
AC 14 (hide armor) HPs 45 (6d8+18) Speed 30'					
STR 14 (+2)	DEX 15 (+2)	CON 16 (+3)	INT 10 (+0)	WIS 15 (+2)	CHA 11 (+0)
Skills Intimidation +2, Medicine +4, Survival +4 Senses darkvision 60', passive Perception 12 Languages Common, Orc					
<p>Aggressive. The orc can use its bonus action to move up to its speed toward a hostile creature it can see.</p> <p>Spellcasting: 5th-level, Wis-based, DC 12, +4 to hit</p> <p>1st <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 2nd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 3rd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Guidance (cantrip). Action to cast, touch, 1 round. Once before the spell ends, the target may add 1d4 to an ability check of its choice.</p> <p>Mending (cantrip). 1 minute, touch, instantaneous. The orc repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.</p> <p>Resistance (cantrip). Action to cast, touch, instantaneous. Once before the spell ends, the target can add 1d4 to a save.</p> <p>Thaumaturgy (cantrip). Action to cast, 30', up to 1 minute. The orc can create one of the following magical effects within range for the duration: a booming voice; flames that flicker, brighten, dim, or change color; harmless tremors; an instantaneous sound (e.g., a thunder clap); the opening or closing of an unlocked door or window; or the alteration of the orc's own eyes. If cast more than once, the orc can have up to three effects occurring simultaneously.</p> <p>Bane (1st). Action to cast, 30', concentration up to 1 minute. Up to three creatures the orc can see must make Cha saves. On a failed save, a target must subtract 1d4 from each attack roll or save it makes until the spell ends.</p> <p>Cure Wounds (1st). Action to cast, touch, instantaneous. The orc heals a creature 1d8+2 HPs (plus 1d8 for every slot above 1st used to cast the spell).</p> <p>Guiding Bolt (1st). Action to cast, 120', 1 round. The orc makes a ranged spell attack (+4) against a target. On a hit, the target takes 4d6 radiant damage (plus 1d6 per slot level above 1st used to cast it), and the next attack against the target before the end of the orc's next turn has advantage.</p>					

Augury (2nd). 1 minute to cast, self, instantaneous. The orc receives an omen from an extraplanar patron relating to a course of action to be taken within the next 30 minutes. The omen is "weal" (good results), "woe" (bad results), "weal and woe" (a mix of the two), or "nothing" (results neither good nor bad).

Warding Bond (2nd). Action to cast, touch, 1 hour. While the target is within 60' of the orc, it gains a +1 bonus to AC and saves, and it has resistance to all damage. Also, each time it takes damage, the orc takes the same amount of damage. The spell ends if the orc drops to 0 HPs; the orc and the target become separated by more than 60'; the spell is cast again on either of the connected creatures; or the orc dismisses the spell as an action.

Bestow Curse (3rd). Action to cast, touch, concentration up to 1 minute. The target creature must succeed on a DC 12 Wis save or become cursed for the duration of the spell. The curse may be of one of three types: 1) the target has disadvantage on checks and saves of a chosen ability score; 2) the target has disadvantage on attacks against the orc; 3) the target must succeed on DC 12 Wis save at the start of each of its turns in order to act; or 4) the orc's attacks and spells do an extra 1d8 necrotic damage to the target.

Create Food and Water (3rd). Action to cast, 30', instantaneous. The orc creates 45 pounds of food and 30 gallons of water, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food spoils after 24 hours, but the water doesn't go bad. The orc can create wine instead of water.

ACTIONS

Multiattack. The orc attacks twice with *Claws*, or four times with *Claws* if it has fewer than half of its HPs remaining.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

ORC: HAND OF YURTRUS

Medium humanoid (orc), chaotic evil CR 2 (450 XP)					
AC 12 (hide armor) HPs 30 (4d8+12) Speed 30'					
STR 12 (+1)	DEX 11 (+0)	CON 16 (+3)	INT 11 (+0)	WIS 14 (+2)	CHA 9 (-1)
Skills Arcana +2, Intimidation +1, Medicine +4, Religion +2 Senses darkvision 60', passive Perception 12 Languages understands Common and Orc					
<p>Aggressive. The orc can use its bonus action to move up to its speed toward a hostile creature it can see.</p> <p>Spellcasting: 4th-level, Wis-based, DC 12, +4 to hit; casting these spells doesn't require the orc to speak</p> <p>1st <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 2nd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Guidance (cantrip). Action to cast, touch, 1 round. Once before the spell ends, the target may add 1d4 to an ability check of its choice.</p> <p>Mending (cantrip). 1 minute, touch, instantaneous. The orc repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.</p> <p>Resistance (cantrip). Action to cast, touch, instantaneous. Once before the spell ends, the target can add 1d4 to a save.</p> <p>Thaumaturgy (cantrip). Action to cast, 30', up to 1 minute. The orc can create one of the following magical effects within range for the duration: a booming voice; flames that flicker, brighten, dim, or change color; harmless tremors; an instantaneous sound (e.g., a thunder clap); the opening or closing of an unlocked door or window; or the alteration of the orc's own eyes. If cast more than once, the orc can have up to three effects occurring simultaneously.</p> <p>Bane (1st). Action to cast, 30', concentration up to 1 minute. Up to three creatures the orc can see must make Cha saves. On a failed save, a target must subtract 1d4 from each attack roll or save it makes until the spell ends.</p>					

Detect Magic (1st). Action to cast, self, concentration up to 10 minutes. The orc can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

Inflict Wounds (1st). Action to cast, touch, instantaneous. The fanatic makes a melee spell attack (+4) against a creature in reach. On a hit, the target takes 3d10 necrotic damage. If cast as a 2nd level spell, the necrotic damage is 4d10.

Protection from Evil and Good (1st). Action to cast, touch, concentration up to 10 minutes. Aberrations, celestials, elementals, fey, fiends, and undead have disadvantage on attacks against the target, and may not charm, frighten, or possess them. If the target is already charmed, frightened, or possessed, it has advantage on subsequent saves on those effects.

Blindness/Deafness (2nd). Action to cast, 30', 1 minute. A creature within range that the orc can see is either blinded or deafened on a failed DC 12 Con save. At the end of each of its turns, the target may attempt the save again to negate the spell.

Silence (2nd). Action to cast, 120', concentration up to 10 minutes. For the duration, no sound can be created within or pass through a 20'-radius sphere centered on a point within range. Any creature entirely within the sphere is immune to thunder damage, is deafened, and can't cast a spell with a verbal component.

ACTIONS

Touch of the White Hand. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 9 (2d8) necrotic damage.

XVART WARLOCK

Small humanoid (xvart), chaotic evil CR 1 (200 XP)					
AC 12 (15 with <i>Mage Armor</i>) HPs 22 (5d6+5) Speed 30'					
STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	8 (-1)	11 (+0)	12 (+1)
Skills Stealth +3 Senses darkvision, 30', passive Perception 10 Languages Abyssal					
<p>Innate Spellcasting: Detect Magic (at will). Action to cast, self, concentration up to 10 minutes. The xvart can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.</p> <p>Innate Spellcasting: Mage Armor (at will). Action to cast, self, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.</p> <p>Spellcasting: 3rd-level, Cha-based, DC 11, +3 to hit, refresh on short rest</p> <p>2nd <input type="checkbox"/> <input type="checkbox"/></p> <p>Eldritch blast (cantrip). Action to cast, 300', instantaneous. The xvart makes a ranged spell attack (+3) doing 1d10 force damage.</p> <p>Mage Hand (cantrip). Action to cast, 30', 1 minute. The xvart 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.</p> <p>Minor Illusion (cantrip). Action to cast, 30', 1 minute. The xvart creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 14 Investigation check.</p> <p>Poison Spray (cantrip). Action to cast, 10', instantaneous. A target creature must make a DC 11 Con save or take 1d12 poison damage.</p>					

Prestidigitation (cantrip). Action to cast, 60', 1 hour. The xvart 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 xvart's next turn. If cast more than once, the xvart can have up to three effects occurring simultaneously.

Burning Hands (1st as 2nd). Action to cast, 15' cone originating from the xvart, instantaneous. Each creature within the cone takes 3d6 fire damage (Con save DC 15 for half damage). An unattended, flammable object hit by the spell is set afire. For each slot above 1st used to cast this spell, the damage increases by 1d6..

Expeditious Retreat (as 2nd). Bonus action to cast, self, concentration up to 10 minutes. When the xvart casts the spell, and then as a bonus action in subsequent rounds, the xvart can take the Dash action.

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.

Scorching Ray (2nd). Action to cast, 120', instantaneous. The xvart hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+3) that does 2d6 fire damage.

Blessing. When the xvart reduces an enemy to 0 HPs, the xvart gains 4 temp HPs.

Disengage. The xvart can take the Disengage action as a bonus action on each of its turns.

Tongue. The xvart can communicate with normal and giant bats and rats.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit: 5 (1d6+2) slashing damage.

YUAN-TI ANATHEMA

Huge monstrosity (shapechanger, yuan-ti), neutral evil
CR 12 (8,400 XP)

AC 16 (natural armor)

HPs 189 (18d12+72)

Speed 40', climb 30', swim 30'

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	19 (+4)	17 (+3)	20 (+5)

Skills Perception +7, Stealth +5

Damage Resistances acid, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30', darkvision 60', passive Perception 17

Languages Abyssal, Common, Draconic

Anguiphobia Aura. Any creature of the anathema's choice, other than a snake or a yuan-ti, that starts its turn within 30' and can see or hear it must succeed on a DC 17 Wis save or become frightened of snakes and yuan-ti. A target can repeat the save at the end of each of its turns to end the effect on itself and grant immunity to this aura for 24 hours.

Innate Spellcasting (Anathema Form Only): Animal Friendship (at will). Action to cast, 30', 24 hours. A snake the yuan-ti can see within range, having an Int of 3 or less, must make a DC 17 Wis save or be charmed for the duration of the spell. If the yuan-ti or one of its allies harms the animal, the spell ends.

Innate Spellcasting: Darkness (3/day □□□). Action to cast, 60', concentration up to 10 minutes. The yuan-ti spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the yuan-ti is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

Innate Spellcasting: Fear (3/day □□□). Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 17 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the yuan-ti as safely as possible. If the creature ends its turn without the yuan-ti in sight, the creature may repeat the save.

Innate Spellcasting: Haste (3/day □□□). Action to cast, 30', concentration up to 1 minute. The yuan-ti 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.

Innate Spellcasting: Suggestion (3/day □□□). Action to cast, 30', concentration up to 8 hours. The yuan-ti makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 17 Wis save, it must follow the suggestion.

Innate Spellcasting: Polymorph (3/day □□□). Action to cast, self only, concentration up to 1 hour. The yuan-ti transforms into a new form. The new form can be a beast of a challenge level no greater than level 3, and the yuan-ti assumes the HPs of that form. The yuan-ti 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 yuan-ti's new form drops to 0 HPs, the yuan-ti reverts to its true form, with damage it took carrying over to its HP total prior to the polymorph.

Innate Spellcasting: Divine Word (1/day □). Bonus action to cast, 30', instantaneous. The yuan-ti chooses any number of creatures it can see within range. Each must make a DC 17 Cha save or suffer an effect based on its current HP: 50 or fewer, deafened for 1 minute; 40 or fewer, deafened and blinded for 10 minutes; 30 or fewer, blinded, deafened, and stunned for 1 hour; 20 or fewer, killed. If the target is a celestial, elemental, fey, or fiend, it's returned to its plane of origin and can't be returned for 24 hours absent a *Wish* spell.

Magic Resistance. The yuan-ti has advantage on saves against spells and other magic effects.

Shapechanger. The yuan-ti can use its action to polymorph into a Huge giant constrictor snake, or back into its true form. Its statistics are the same in each form. Its equipment isn't transformed.

Multiheaded. The yuan-ti has advantage on Perception checks and saves against blinded, charmed, deafened, frightened, stunned, or unconsciousness.

ACTIONS

Multiattack. The yuan-ti attacks twice with *Claws*, once with *Constrict*, and once with *Flurry of Bites*.

Claws (yuan-ti form only). *Melee Weapon Attack:* +10 to hit, reach 10', one target. Hit: 13 (2d6+6) slashing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 15', one Large or smaller creature. Hit: 16 (3d6+6) bludgeoning damage and 7 (2d6) acid damage, and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained and takes 16 (3d6+6) bludgeoning damage and 7 (2d6) acid damage at the start of each of its turns. The yuan-ti can constrict only one target at a time.

Flurry of Bites. *Melee Weapon Attack:* +10 to hit, reach 10', one creature. Hit: 27 (6d6+6) piercing damage and 14 (4d6) poison damage.

YUAN-TI MIND WHISPERER

Medium monstrosity (shapechanger, yuan-ti), neutral evil
CR 4 (1,100 XP)

AC 14 (natural armor)

HPs 71 (13d8+13)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Saves Wis +3, Cha +5

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120' (penetrates magical darkness), passive Perception 12

Languages Abyssal, Common, Draconic

Blessing. When the yuan-ti reduces an enemy to 0 HPs, the yuan-ti gains 9 temporary HPs.

Innate Spellcasting (Yuan-ti Form Only): Animal Friendship (at will). Action to cast, 30', 24 hours. A snake the yuan-ti can see within range, having an Int of 3 or less, must make a DC 13 Wis save or be charmed for the duration of the spell. If the yuan-ti or one of its allies harms the animal, the spell ends.

Innate Spellcasting: Suggestion (3/day ☐☐☐, Yuan-ti Form Only). Action to cast, 30', concentration up to 8 hours). The yuan-ti makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 13 Wis save, it must follow the suggestion.

Magic Resistance. The yuan-ti has advantage on saves against spells and other magic effects.

Mind Fangs (2/day ☐☐). The yuan-ti can deal an extra 16 (3d10) psychic damage to a target the first time it hits with a melee attack on its turn.

Spellcasting: 13th-level, Cha-based, DC 13, +5 to hit

3rd ☐☐

Eldritch Blast (cantrip). Action to cast, 300', instantaneous. The yuan-ti makes two ranged spell attacks (+3) against one or two targets, each doing 1d10 force damage.

Friends (cantrip). Action to cast, self, concentration up to 1 minute. The yuan-ti has advantage on Cha checks directed at one non-hostile creature. When the spell ends, the creature becomes hostile.

Message (cantrip). Action to cast, 120', 1 round. The yuan-ti 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.

Minor Illusion (cantrip). Action to cast, 30', 1 minute. The yuan-ti creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 13 Investigation check.

Poison Spray (cantrip). Action to cast, 10', instantaneous. The target creature must make a DC 13 Con save or take 3d12 poison damage.

Prestidigitation (cantrip). Action to cast, 60', 1 hour. The warlock 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' cubed 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 warlock's next turn. If cast more than once, the warlock can have up to three effects occurring simultaneously.

Charm Person (as 3rd). Action to cast, 30', 1 hour. If any of up to three target humanoids fail a DC 13 Wis save (made with advantage if currently fighting the yuan-ti), the target is charmed until the spell ends or the yuan-ti attacks it.

Crown of Madness (as 3rd). Action to cast, 120', concentration up to 1 minute. One humanoid must succeed on a DC 13 Wis save or be charmed by the yuan-ti. The yuan-ti chooses a creature other than the target against whom the target must use its action on each of its turns (before moving) to make a melee attack. If no valid targets are available, the target may act normally. The spell ends if the yuan-ti doesn't use its action to sustain the spell or if the target successfully saves at the end of its turn.

Detect Thoughts (as 3rd). Action to cast, self, concentration up to 1 minute. The yuan-ti 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 yuan-ti can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 13 Wis save, the yuan-ti 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 yuan-ti to end the effect.

Expeditious Retreat (as 3rd). Bonus action to cast, self, concentration up to 10 minutes. When the yuan-ti casts the spell, and then as a bonus action in subsequent rounds, the yuan-ti can take the Dash action.

Fly (as 3rd). Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

Hypnotic Pattern (as 3rd). Action to cast, 120', concentration up to 1 minute. Each creature in the area who can see a 30' cube the yuan-ti created must make a successful DC 13 Wis save or be charmed (incapacitated with a speed of 0'). The effect ends if the spell ends, the target takes damage, or another creature spends an action to revive the target.

Illusory Script (as 3rd). 1 minute, touch, 10 days. To any creatures the yuan-ti chooses not to exclude from the effects of this spell and any without truesight, a writing the yuan-ti creates appears as unintelligible text, or as a different message written in a language the yuan-ti knows. The illusion can be dispelled.

Shapechanger. The yuan-ti can use its action to polymorph into a Huge giant constrictor snake, or back into its true form. Its statistics are the same in each form. Its equipment isn't transformed.

ACTIONS

Multiattack. The yuan-ti attacks once with *Bite* and once with *Scimitar*.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5', one target. Hit: 5 (1d4+3) piercing damage and 7 (2d6) poison damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5', one target. Hit: 6 (1d6+3) slashing damage.

YUAN-TI NIGHTMARE SPEAKER

Medium monstrosity (shapechanger, yuan-ti), neutral evil
CR 4 (1,100 XP)

AC 14 (natural armor)

HPs 71 (13d8+13)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Saves Wis +2, Cha +5

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120' (penetrates magical darkness), passive Perception 11

Languages Abyssal, Common, Draconic

Innate Spellcasting (Yuan-ti Form Only): Animal Friendship (at will). Action to cast, 30', 24 hours. A snake the yuan-ti can see within range, having an Int of 3 or less, must make a DC 13 Wis save or be charmed for the duration of the spell. If the yuan-ti or one of its allies harms the animal, the spell ends.

Innate Spellcasting: Suggestion (3/day ☐☐☐, Yuan-ti Form Only). Action to cast, 30', concentration up to 8 hours). The yuan-ti makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 13 Wis save, it must follow the suggestion.

Magic Resistance. The yuan-ti has advantage on saves against spells and other magic effects.

Death Fangs (2/day ☐☐). The yuan-ti can deal an extra 16 (3d10) necrotic damage to a target the first time it hits with a melee attack on its turn.

Spellcasting: 6th-level, Cha-based, DC 13, +5 to hit

3rd ☐☐

Chill Touch (cantrip). Action to cast, 120', instantaneous. The yuan-ti makes a ranged spell attack (+5) doing 2d8 necrotic damage and prevents the target from regaining HPs until the start of the yuan-ti's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of the yuan-ti's next turn.

Eldritch Blast (cantrip). Action to cast, 300', instantaneous. The yuan-ti makes two ranged spell attacks (+5) against one or two targets, each doing 1d10 force damage.

Mage Hand (cantrip). Action to cast, 30', 1 minute. The yuan-ti 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.

Message (cantrip). Action to cast, 120', 1 round. The yuan-ti 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.

Poison Spray (cantrip). Action to cast, 10', instantaneous. The target creature must make a DC 13 Con save or take 3d12 poison damage.

Prestidigitation (cantrip). Action to cast, 60', 1 hour. The warlock 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' cubed 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 warlock's next turn. If cast more than once, the warlock can have up to three effects occurring simultaneously.

Arms of Hadar (1st as 3rd). Action to cast, self (10' radius), instantaneous. Each creature within 10' of the warlock takes 3d6 necrotic damage and loses reactions until its next turn (DC 13 Str save for half damage and no other effect).

Darkness (2nd as 3rd). Action to cast, 60', concentration up to 10 minutes. The yuan-ti spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the yuan-ti is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

Fear (3rd). Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 13 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the yuan-ti as safely as possible. If the creature ends its turn without the yuan-ti in sight, the creature may repeat the save.

Hex (1st as 3rd). Bonus action to cast, 90', concentration up to 8 hours. The yuan-ti designates a creature as hexed. The yuan-ti deals an extra 1d6 necrotic damage to a hexed creature whenever it hits the creature, and the creature has disadvantage on checks with an ability the yuan-ti chooses. If the target drops to 0 HP, the yuan-ti can use a bonus action to designate a new hexed creature.

Hold Person (2nd as 3rd). Action to cast, 60', concentration up to 1 minute. Up to two humanoids within range must make a DC 13 Wis save or be paralyzed for the duration. A target may make a save at the end of each of its turns to end the spell's effect.

Hunger of Hadar (3rd). Action to cast, 150', concentration up to 1 minute. The yuan-ti creates a sphere of extreme cold and difficult terrain, making subtle noises that can be heard up to 30' away. No light (including magic) can illuminate it, and creatures are blinded while within it. Any creature starting its turn in the sphere takes 2d6 cold, and if ending its turn in the sphere must make a DC 13 save or take 2d6 acid damage.

Witch Bolt (1st as 3rd). Action to cast, 30', concentration up to 1 minute. The yuan-ti makes a ranged spell attack (+5 to hit). On a hit, the target takes 3d12 lightning damage. On each of the yuan-ti's turns, it can use its action to deal 1d12 lightning damage to the target automatically.

Shapechanger. The yuan-ti can use its action to polymorph into a Huge giant constrictor snake, or back into its true form. Its statistics are the same in each form. Its equipment isn't transformed.

ACTIONS

Multiattack (Yuan-Ti form only). The yuan-ti attacks once with *Constrict* and once with *Scimitar*.

Constrict. Melee Weapon Attack: +5 to hit, reach 10', one target. Hit: 10 (2d6+3) bludgeoning damage, and the target is grappled (escape DC 14) if it is Large or smaller. Until the grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-Ti form only). Melee Weapon Attack: +5 to hit, reach 5', one target. Hit: 6 (1d6+3) slashing damage.

Invoke Nightmare (recharges after Long or Short rest). A target within 60' must make a DC 13 Int save or take 11 (2d10) psychic damage and be frightened. The yuan-ti must concentrate to maintain the effect for up to 1 minute. The target can repeat the save at the end of each of its turns to end the effect, but takes 11 (2d10) psychic damage if it fails.

YUAN-TI PIT MASTER

Medium monstrosity (shapechanger, yuan-ti), neutral evil
CR 5 (1,800 XP)

AC 14 (natural armor)

HPs 88 (16d8+16)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Saves Wis +3, Cha +5

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120' (penetrates magical darkness), passive Perception 11

Languages Abyssal, Common, Draconic

Innate Spellcasting (Yuan-ti Form Only): Animal Friendship (at will). Action to cast, 30', 24 hours. A snake the yuan-ti can see within range, having an Int of 3 or less, must make a DC 13 Wis save or be charmed for the duration of the spell. If the yuan-ti or one of its allies harms the animal, the spell ends.

Innate Spellcasting: Suggestion (3/day ☐☐☐, Yuan-ti Form Only). Action to cast, 30', concentration up to 8 hours). The yuan-ti makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 13 Wis save, it must follow the suggestion.

Magic Resistance. The yuan-ti has advantage on saves against spells and other magic effects.

Poison's Disciple (2/day ☐☐). The yuan-ti can deal an extra 16 (3d10) poison damage to a target the first time it hits with a melee attack on its turn.

Spellcasting: 6th-level, Cha-based, DC 13, +5 to hit

3rd ☐☐

Eldritch Blast (cantrip). Action to cast, 300', instantaneous. The yuan-ti makes two ranged spell attacks (+3) against one or two targets, each doing 1d10 force damage.

Friends (cantrip). Action to cast, self, concentration up to 1 minute. The yuan-ti has advantage on Cha checks directed at one non-hostile creature. When the spell ends, the creature becomes hostile.

Mage Hand (cantrip). Action to cast, 30', 1 minute. The yuan-ti 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.

Message (cantrip). Action to cast, 120', 1 round. The yuan-ti 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.

Poison Spray (cantrip). Action to cast, 10', instantaneous. The target creature must make a DC 13 Con save or take 3d12 poison damage.

Command (1st as 3rd). Action to cast, 60', 1 round. The yuan-ti speaks one command word to up to three targets. If a target fails a DC 13 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions).

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

Hellish Rebuke (1st as 3rd). Reaction to cast, 60', instantaneous. A creature the warlock can see that damaged it takes 4d10 fire damage (DC 13 Dex save for half damage).

Invisibility (2nd as 3rd). 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.

Misty Step (2nd as 3rd). Bonus action to cast, self, instantaneous. The yuan-ti teleports up to 30' to an unoccupied space it can see.

Unseen Servant (1st as 3rd). Action to cast, 60', 1 hour. The yuan-ti summons an amorphous, invisible entity that faithfully performs tasks the yuan-ti gives it. It has AC 10, 1 HP, and Str 10. If it drops to 0 HPs or moves more than 60' away from the yuan-ti, the spell ends. As a bonus action, the yuan-ti can command the servant to move up to 15' and perform a simple task (e.g., cleaning, fetching, fixing mundane objects).

Vampiric Touch (3rd). Action to cast, self, concentration up to 1 minute. The yuan-ti can make a melee spell attack (+5) to do 3d6 necrotic damage against a creature and regains half the damage dealt in HPs. The attack may be repeated as an action until the spell ends.

Shapechanger. The yuan-ti can use its action to polymorph into a Huge giant constrictor snake, or back into its true form. Its statistics are the same in each form. Its equipment isn't transformed.

ACTIONS

Multiattack. The yuan-ti attacks twice with *Bite*.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5', one target. Hit: 5 (1d4+3) piercing damage and 7 (2d6) poison damage.

Slumber (1/day ☐). The yuan-ti targets up to five creatures that it can see within 60'. Each target must succeed on a DC 13 Con save or fall into a magical sleep (unconscious) for 10 minutes. A target awakens if it takes damage or if someone uses an action to awake it. If a creature is immune to charm, this has no effect on it.

NON-PLAYER CHARACTERS

NPC: ABJURER

Medium humanoid (any race), any alignment CR 9 (5,000 XP)																							
AC 12 (15 with <i>Mage Armor</i>) HPs 84 (13d8+26) Speed 30'																							
STR 9 (-1)	DEX 14 (+2)	CON 14 (+2)	INT 18 (+4)	WIS 12 (+1)	CHA 11 (+0)																		
Saves Int +8, Wis +5 Skills Arcana +8, History +8 Senses passive Perception 11 Languages any four																							
<p>Protective Ward. The abjurer has a magical ward with 30 HP. When the abjurer takes damage, the ward takes it instead. If the ward is reduced to 0 HP, the abjurer takes the spill-over damage. When the abjurer casts an abjuration spell of 1st-level or higher (underlined), the ward regains HP equal to 2x the spell level.</p> <p>Spellcasting: 13th-level, Int-based, DC 16, +8 to hit</p> <table> <tr> <td>1st</td><td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> <td>4th</td><td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> <td>7th</td><td><input type="checkbox"/></td> </tr> <tr> <td>2nd</td><td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> <td>5th</td><td><input type="checkbox"/><input type="checkbox"/></td> <td></td><td></td> </tr> <tr> <td>3rd</td><td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> <td>6th</td><td><input type="checkbox"/></td> <td></td><td></td> </tr> </table> <p>Blade Ward (cantrip). Action to cast, self, 1 round. The abjurer has resistance to bludgeoning, piercing, and slashing damage dealt by weapons until the end of its next turn.</p> <p>Dancing Lights (cantrip). Action to cast, 120', concentration up to 1 minute. The abjurer 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 abjurer can move them up to 60' to a spot within range.</p> <p>Mending (cantrip). 1 minute, touch, instantaneous. The abjurer repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.</p> <p>Message (cantrip). Action to cast, 30', Up to 1 minute. The abjurer can create one of the following magical effects within range for the duration: a booming voice; flames that flicker, brighten, dim, or change color; harmless tremors; an instantaneous sound (e.g., a thunder clap); the opening or closing of an unlocked door or window; or the alteration of the abjurer's own eyes. If cast more than once, the abjurer can have up to three effects occurring simultaneously.</p> <p>Ray of Frost (cantrip). Action to cast, 60', instantaneous. The abjurer makes a ranged spell attack (+8 to hit). On a hit, the target takes 3d8 cold damage, and its speed is reduced to 10' until the start of the abjurer's next turn.</p>						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"/>		
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Alarm (1st). Action to cast, 30', 8 hours. A door, window, or area no larger than a 20' cube alerts the abjurer when a Tiny or larger creature, except those the abjurer designates at casting as immune, touches or enters the target. The alarm can be mental (when abjurer is within 1 mile) or audible (sound of a hand bell for 10 seconds hearable within 60').

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 abjurer 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 abjurer gains a +5 bonus to AC, including against the triggering attack, and has immunity to *Magic Missile*.

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 abjurer 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.

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.

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

Dispel Magic (3rd). Action to cast, 120', instantaneous. The abjurer 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 abjurer must succeed on a Int (+4) 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 16 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.

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

Banishment (4th). Action to cast, 60', concentration up to 1 minute. The target must succeed on a DC 16 Cha save or be sent to another plane of existence. If the target is not from the plane of existence in which the spell is cast, and the spell doesn't end before 1 minute expires, the target doesn't return. Otherwise, the target returns to the space from which it disappeared, or the closest possible unoccupied square. The abjurer can add another target for each slot level above 4th used to cast it.

Cone of Cold (5th). Action to cast, 60' cone originating from the abjurer, instantaneous. Each creature in the cone takes 8d8 cold damage and 1d8 per additional level of the slot used to cast the spell (DC 16 Con save for half 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.

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 16 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 abjurer maintains its concentration for the entire minute, the target is petrified until the condition is removed.

Globe of Invulnerability (6th). Action to cast, self (10'-radius), concentration up to 1 minute. The abjurer 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.

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 16 Con save for half).

Dissent. DC 16 Con save or the target bickers and argues for 1 minute (incapable of meaningful communication and disadvantage on attacks and ability checks).

Dread. DC 16 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 16 Cha save or despair for 1 minute (unable to attack or target any creature with harmful abilities, spells, or other magical effects).

Lunacy. DC 16 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 16 Con save or incapacitated for 1 minute.

Slumber. DC 16 Wis save or unconscious for 10 minutes (awaking if it takes damage or if someone uses an action to awaken it).

Stun. DC 16 Wis save stunned for 1 minute.

Teleport (7th). Action to cast, 10', instantaneous. Either the abjurer and up to 8 willing creatures, or a single object the abjurer can see within range, are/is teleported to a location of the abjurer's choosing that is both known to the abjurer 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.

ACTIONS

Quarterstaff. Melee Weapon Attack: +3 to hit, reach 5', one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used two-handed.

NPC: APPRENTICE WIZARD

Medium humanoid (any race), any alignment CR 1/4 (50 XP)					
AC 10 HPs 9 (2d8) Speed 30'					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	11 (+0)
Skills Acrana +4, History +4 Senses passive Perception 10 Languages any one language (usually Common)					
<p>Spellcasting: 1st-level, Int-based, DC 12, +4 to hit</p> <p>1st <input type="checkbox"/> <input type="checkbox"/></p> <p>Fire Bolt (cantrip). Action to cast, 120', instantaneous. The apprentice makes a ranged spell attack (+5) doing 6 (1d10) fire damage. An unattended flammable object hit by the spell catches fire.</p> <p>Mending (cantrip). 1 minute, touch, instantaneous. The apprentice repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.</p> <p>Prestidigitation (cantrip). Action to cast, 60', 1 hour. The apprentice 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 apprentice's next turn. If cast more than once, the apprentice can have up to three effects occurring simultaneously.</p> <p>Burning Hands (1st). Action to cast, 15' cone originating from the apprentice, instantaneous. Each creature within the cone takes 3d6 fire damage (Con save DC 15 for half damage). An unattended, flammable object hit by the spell is set afire. For each slot above 1st used to cast this spell, the damage increases by 1d6.</p> <p>Disguise Self (1st). Action to cast, self, 1 hour. The apprentice makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the apprentice is disguised, a creature may spend its action to inspect its appearance or make a DC 12 Investigation check.</p>					
ACTIONS					
<p>Dagger. <i>Melee or Ranged Weapon Attack:</i> +2 to hit, reach 5' or range 20'/60', one creature. Hit: 2 (1d4) piercing damage.</p>					

NPC: 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.

NPC: BARD

Medium humanoid (any race), any alignment CR 2 (450 XP)					
AC 15 (chain shirt) HPs 44 (8d8+8) Speed 30'					
STR 11 (+0)	DEX 14 (+2)	CON 12 (+1)	INT 10 (+0)	WIS 13 (+1)	CHA 14 (+2)
Saves Dex +4, Wis +3 Skills Acrobatics +4, Perception +5, Performance +6 Senses passive Perception 15 Languages any two languages					
<p>Song of Rest. During a short rest, the bard and anyone that can hear the bard's singing regains an extra 1d6 HPs when spending hit dice.</p> <p>Spellcasting: 4th-level, Cha-based, DC 12, +4 to hit</p> <p>1st <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 2nd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Friends (cantrip). Action to cast, self, concentration up to 1 minute. The bard has advantage on Cha checks directed at one non-hostile creature. When the spell ends, the creature becomes hostile.</p> <p>Mage Hand (cantrip). Action to cast, 30', 1 minute. The bard 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.</p> <p>Vicious Mockery (cantrip). Action to cast, 60', instantaneous. A creature the bard can see, and that can hear the bard, must make a DC 12 Wis save or take 1d4 psychic damage and have disadvantage on its next attack before the end of its next turn.</p> <p>Charm Person (1st). Action to cast, 30', 1 hour. If the target humanoid fails a DC 12 Wis save (made with advantage if currently fighting the bard), the target is charmed until the spell ends or the bard attacks it. The bard can add another target for each slot level above 1st used to cast it.</p> <p>Healing Word (1st). Bonus action to cast, 60', instantaneous. A creature (not constructs or undead) the bard can see heals 1d4+2 HPs (plus 1d4 per additional spell level used to cast the spell).</p>					

Heroism (1st). Action to cast, touch, concentration up to 1 minute. Until the spell ends, the target creature is immune to being frightened and gains 2 temporary HPs at the start of each of its turns. When the spell ends, the target loses any remaining temporary HPs. The bard targets one additional creature for each spell slot above 1st used to cast this spell.

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 12 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'. The damage increases by 1d8 for every level above 1st at which it is cast.

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.

Shatter (3rd). Action to cast, 60', instantaneous. Each creature in a 10'-radius sphere takes 3d8 thunder damage (DC 15 Con save for half). A creature made of inorganic material has disadvantage on the save. The damage increases by 1d8 per level above 2nd.

Taunt (2/day ☐☐). Using a bonus action, the bard targets a creature within 30', who must succeed on a DC 12 Cha save or have disadvantage on ability checks, attack rolls, and saves until the beginning of the bard's next turn.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5', one creature. Hit: 5 (1d6+2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80'/320', one creature. Hit: 5 (1d6+2) piercing damage.

NPC: BLACKGUARD

Medium humanoid (any race), any non-good alignment
CR 8 (3,900 XP)

AC 18 (plate)

HPs 153 (18d8+72)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saves Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses passive Perception 12

Languages any one language (usually Common)

Spellcasting: 10th-level, Cha-based, DC 13, +5 to hit

1st ☐☐☐☐ 3rd ☐☐

2nd ☐☐☐

Command (1st). Action to cast, 60', 1 round. The blackguard speaks one command word to a target. If the target fails a DC 13 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions). The blackguard can add another target for each slot level above 1st used to cast it.

Protection from Evil and Good (1st). Action to cast, touch, concentration up to 1 hour. The target is protected against a designated type of creature: aberration, celestial, elemental, fey, fiend, or undead. That type of creature has disadvantage on attacks against the target, and the target can't be charmed, frightened, or possessed by them. If already charmed, frightened, or possessed, the target has advantage on any save against the effect.

Thunderous Smite (1st). Bonus action to cast, self, concentration up to 1 minute. The first time the blackguard hits with a melee weapon attack, the weapon creates thunder audible within 300', and the attack does and extra 2d6 thunder damage. If the target is a creature, it must make a DC 13 Str save or be pushed 10' and knocked prone.

Branding Smite (2nd). Bonus action to cast, self, concentration up to 1 minute. The first time the blackguard hits with a weapon attack, the attack does and extra 2d6 damage to the target, which becomes visible if invisible, and the target sheds dim light in a 5' radius and can't become invisible until the spell ends.

Find Steed (2nd). 10 minutes to cast, 30', instantaneous. The blackguard summons a spirit taking the form of an unusually strong, intelligent, and loyal steed, which appears in an unoccupied space within range. The steed has the statistics of the chosen form except that it's a celestial, fey, or fiend (blackguard's choice), and it has a minimum Int of 6 and can understand one language that the blackguard speaks.

Blinding Smite (2nd). Bonus action to cast, 60', concentration up to 1 minute. The first time the blackguard hits with a melee weapon attack, the attack does and extra 3d8 radiant damage to the target, which must make a DC 13 Con save or be blinded until the spell ends (repeating the save at the end of each of its turns to end the effect).

Dispel Magic (3rd). Action to cast, 120', instantaneous. The blackguard 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 blackguard must succeed on a Cha (+2) check (DC 10+level of the effect).

ACTIONS

Multiattack. The blackguard attacks thrice with either *Glaive* or *Shortbow*.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10', one creature. Hit: 9 (1d10+4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80'/320', one creature. Hit: 5 (1d6+2) piercing damage.

Dreadful Aspect (recharges after short or long rest). Each enemy within 30' must succeed on a DC 13 Wis save or be frightened for 1 minute. If a frightened target ends its turn more than 30' away from the blackguard, the target can repeat the save, ending the effect on a success.

NPC: CONJURER

Medium humanoid (any race), any alignment
CR 6 (2,300 XP)

AC 12 (15 with *Mage Armor*)
HPs 40 (9d8)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saves Int + 6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages

Benign Teleportation. As a bonus action, the conjurer teleports 30' to an unoccupied square the conjurer can see. If targeting a square occupied by a Medium or Small creature, they switch places. This ability recharges when the conjurer casts a conjuration spell of 1st level or higher (underlined below).

Spellcasting: 9th-level, Int-based, DC 14, +6 to hit

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

Acid Splash (cantrip). Action to cast, 60', instantaneous. The conjurer hurls a large bead of acid at one creature or two creatures within 5' of one another. Each target must make a DC 14 Dex save or take 2d6 acid damage.

Mage Hand (cantrip). Action to cast, 30', 1 minute. The conjurer 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.

Poison Spray (cantrip). Action to cast, 10', instantaneous. The target creature must make a DC 14 Con save or take 2d12 poison damage.

Prestidigitation (cantrip). Action to cast, 60', 1 hour. The conjurer 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 conjurer's next turn. If cast more than once, the conjurer 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 conjurer 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.

Unseen Servant (1st). Action to cast, 60', 1 hour. The conjurer summons an amorphous, invisible entity that faithfully performs tasks the conjurer gives it. It has AC 10, 1 HP, and Str 10. If it drops to 0 HPs or moves more than 60' away from the conjurer, the spell ends. As a bonus action, the conjurer can command the servant to move up to 15' and perform a simple task (e.g., cleaning, fetching, fixing mundane objects).

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

Misty Step (2nd). Bonus action to cast, self, instantaneous. The conjurer teleports up to 30' to an unoccupied space it can see.

Web (2nd). Action to cast, 60', concentration up to 1 hour. The conjurer conjures a web that fills a 20' cube from a point within range. If the webs don't connect two solid masses, the web collapses, and the spell ends at the start of the conjurer's next turn. The webs create difficult terrain. Each creature that starts its turn in the webs or enters them during its turn must make a DC 14 Dex save or be restrained. A creature so restrained may make a DC 14 Str save as an action to break free. Any 5'-cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to a creature starting its turn in the fire.

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 14 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.

Stinking Cloud (3rd). Action to cast, 90', concentration up to 1 minute. The conjurer creates a 20'-radius sphere that's heavily obscuring. A creature totally within the cloud at the start of their turn must make a DC 14 Con save. On a failure, the creature may not use their Action during that turn.

Black Tentacles (4th). Action to cast, 90', concentration up to 1 minute. A 20' square space becomes difficult terrain. When a creature enters the area for the first time or starts its turn there, it must succeed on a DC 14 Dex save or be restrained until the spell ends. A creature already restrained at the start of its turn takes 3d6 bludgeoning damage. A restrained creature can use its action to make a DC 14 Str or Dex save to free itself.

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

Cloudkill (5th). Action to cast, 120', concentration up to 10 minutes. The conjurer conjures a 20'-radius sphere of fog. When a creature enters the sphere or starts its turn there it takes 5d8 poison damage (DC 14 Con save for half damage). The fog rolls away from the conjurer at a rate of 10'/round.

Conjure Elemental (5th). 1 minute to cast, 90', concentration up to 1 hour. The conjurer summons an air-, earth-, fire-, or water-based elemental of CR 5 or lower. It is friendly to the conjurer and the conjurer's allies, following the conjurer's commands. If the conjurer loses concentration, the elemental becomes hostile to the conjurer and the conjurer's allies, and the conjurer cannot dismiss it.

ACTIONS

Dagger. *Melee Weapon Attack*: +5 to hit, reach 5' or range 20'/60', one target. Hit: 4 (1d4+2) piercing damage.

NPC: DIVINER

Medium humanoid (any race), any alignment CR 8 (3,900 XP)					
AC 12 (15 with <i>Mage Armor</i>) HPs 67 (15d8) Speed 30'					
STR 9 (-1)	DEX 14 (+2)	CON 11 (+0)	INT 18 (+4)	WIS 12 (+1)	CHA 11 (+0)
Saves Int + 7, Wis +4 Skills Arcana +7, History +7 Senses passive Perception 11 Languages any four languages					
<p>Portent (recharges after the diviner casts a divination spell of 1st level or higher). When the diviner or a creature it can see casts makes an attack roll, save, or ability check, the diviner can roll a d20 and choose to use this roll in its place.</p> <p>Spellcasting: 15th-level, Int-based, DC 15, +7 to hit</p> <p>1st <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 3rd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 5th <input type="checkbox"/><input type="checkbox"/> 2nd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 4th <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Fire Bolt (cantrip). Action to cast, 120', instantaneous. The diviner makes a ranged spell attack (+9) doing 16 (3d10) fire damage. An unattended flammable object hit by the spell catches fire.</p> <p>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.</p> <p>Mage Hand (cantrip). Action to cast, 30', 1 minute. The diviner 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.</p> <p>Message (cantrip). Action to cast, 120', 1 round. The diviner 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.</p> <p>True Strike (cantrip). Action to cast, 30', concentration up to 1 round. On its next turn, the diviner has advantage on its first attack against the target.</p> <p>Detect Magic (1st). Action to cast, self, concentration up to 10 minutes. The diviner can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.</p>					

Feather Fall (1st). Reaction to cast when the diviner or a creature within 60' of the diviner falls, 60', 1 minute. The diviner chooses up to five falling creatures within range and slows their decent to 60' per round. If the target lands before the spell ends, it takes no falling damage.

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

Detect Thoughts (2nd). Action to cast, self, concentration up to 1 minute. The diviner 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 diviner can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 15 Wis save, the diviner 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 diviner to end the effect.

Locate Object (2nd). Action to cast, self, concentration up to 10 minutes. The diviner senses the direction of a chosen object within 1,000' of it that isn't blocked by a lead barrier. If the object is in motion, the diviner knows the direction and speed. The diviner must have seen the object in the past from a distance of no more than 30'.

Scorching Ray (2nd). Action to cast, 120', instantaneous. The diviner hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+7) that does 2d6 fire damage. The diviner can hurl an additional stream for each level over 2nd at which the spell is cast.

Clairvoyance (3rd). 10 minutes, 1 mile, concentration up to 10 minutes. The diviner places an invisible sensor in a place either familiar or obvious to it. The diviner can either see or hear as if it was in that space, switching between hearing or seeing as an action.

Fly (3rd). Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

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.

Arcane Eye (4th). Action to cast, 30', concentration up to 1 hour. The diviner creates a 1"-diameter, hovering sensor with darkvision out to 30' in all directions and receives information mentally from it. The diviner can use an action to move the sensor in any direction up to 30' with no limit on how far it can be on the same plane.

Ice Storm (4th). Action to cast, 300', instantaneous. Each creature in a 20'-radius, 40'-high cylinder centered on a point within range takes 2d8 bludgeoning damage and 4d6 cold damage (DC 15 Dex save for half damage), and the area becomes difficult terrain until the end of the diviner's next turn. The bludgeoning damage increases by 1d8 per slot level above 4th used to cast the spell.

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

Scrying (5th). 10 minutes to cast, self, concentration up to 10 minutes. The diviner can see and hear a creature on the same plane of existence that fails a DC 15 Wis save, modified by how familiar the diviner 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 diviner can target a place, in which case the sensor doesn't move.

Telepathic Bond (5th). Action to cast (ritual), 30', 1 hour. Up to eight willing creatures with an Int of at least 3, and in range at the time casting, form a link and can communicate telepathically, regardless if they have a common language, as long as they're on the same plane.

Mass Suggestion (6th). Action to cast, 60', 24 hours). The diviner makes a one or two sentence reasonable suggestion to up to twelve creatures that can understand it. Each target that fails a DC 15 Wis save must follow the suggestion. When cast using a 7th-level spell slot, the duration is 10 days, at 8th level, 30 days, and at 9th level a year and a day.

True Seeing (6th). Action to cast, touch, 1 hour. A touched creature has truesight, sees secret doors hidden by magic, and can see into the Ethereal Plane up to 120'.

Delayed Blast Fireball (7th). Action to cast, 150', concentration up to 1 minute. When the spell ends because of broken concentration or the diviner chooses to end it, each creature in a 20'-radius sphere centered on a point within range takes 12d6 fire damage (DC 15 Dex save for half damage). The damage increases by 1d6 for each turn it doesn't detonate. The fire spreads around corners and ignites flammable objects that aren't being worn or carried. When cast using a spell slot higher than 7th, the spell does an extra 1d6 damage per level of the slot. If it hasn't detonated, a creature may touch it, detonating it on a failed DC 15 Dex save, or may throw it up to 40' on a successful save (detonating it if it strikes a creature or solid object).

Teleport (7th). Action to cast, 10', instantaneous. Either the diviner and up to 8 willing creatures, or a single object the diviner can see within range, are/is teleported to a location of the diviner's choosing that is both known to the diviner 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 (7th). Action to cast, 60', concentration up to 10 minutes. A creature the diviner can see is banished to a labyrinth-shaped demiplane. The target can use its action to make a DC 15 Int check, escaping on a success. A minotaur or similar creature automatically succeeds. Upon escape, the target reappears in the space it left, or if occupied, in the nearest available space.

ACTIONS

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5', one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

NPC: ENCHANTER

Medium humanoid (any race), any alignment CR 5 (1,800 XP)					
AC 12 (15 with <i>Mage Armor</i>) HPs 40 (9d8) Speed 30'					
STR 9 (-1)	DEX 14 (+2)	CON 11 (+0)	INT 17 (+3)	WIS 12 (+1)	CHA 11 (+0)
Saves Int + 6, Wis +4 Skills Arcana +6, History +6 Senses passive Perception 11 Languages any four languages					
Spellcasting: 9th-level, Int-based, DC 14, +6 to hit 1st <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 3rd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 5th <input type="checkbox"/> <input type="checkbox"/> 2nd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 4th <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Friends (cantrip). Action to cast, self, concentration up to 1 minute. The enchanter has advantage on Cha checks directed at one non-hostile creature. When the spell ends, the creature becomes hostile.					
Mage Hand (cantrip). Action to cast, 30', 1 minute. The enchanter 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 enchanter repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.					
Message (cantrip). Action to cast, 120', 1 round. The enchanter 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.					
Charm Person (1st). Action to cast, 30', 1 hour. If the target creature fails a DC 14 Wis save (made with advantage if currently fighting the enchanter), the target is charmed until the spell ends or the enchanter attacks it. The enchanter can add another target for each slot level above 1st used to cast it.					
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 conjurer 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.					

Hold Person (2nd). Action to cast, 60', concentration up to 1 minute. A humanoid within range must make a DC 14 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, an additional target may be targeted.

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.

Suggestion (2nd). Action to cast, 30', concentration up to 8 hours). The enchanter makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 14 Wis save, it must follow the suggestion.

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 14 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 enchanter 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.

Tongues (3rd). Action to cast, touch, 1 hour. The target can understand any spoken language, and when the target speaks, any creature knowing at least one language can understand the target.

Dominate Beast (4th). Action to cast, 60', concentration up to 1 minute. A target beast must make a DC 14 Wis save or be charmed. The beast makes a new save whenever it takes damage. While charmed, the enchanter 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 enchanter can use an Action to gain total control such that the beast will do nothing other than what the enchanter commands, including using the enchanter's reaction as commanded. If cast at 5th level, the duration is 10 minutes, and at 6th level, 1 hour.

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

Hold Monster (5th). Action to cast, 90', concentration up to 1 minute. The enchanter targets a creature within range, who must make a DC 14 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.

ACTIONS

Quarterstaff. *Melee Weapon Attack*: +2 to hit, reach 5', one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

REACTIONS

Instinctive Charm. A visible attacker within 30' that targets the enchanter must make a DC 14 Wis save or attack the creature closest to it. This ability recharges when the illusionist casts an enchantment spell of 1st level or higher (underlined below).

NPC: EVOKER

Medium humanoid (any race), any alignment
CR 9 (5,000 XP)

AC 12 (15 with *Mage Armor*)
HPs 66 (12d8+12)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saves Int + 7, Wis +5
Skills Arcana +7, History +7
Senses passive Perception 11
Languages any four languages

Spellcasting: 12th-level, Int-based, DC 15, +7 to hit

1st	□□□□	3rd	□□□	5th	□□
2nd	□□□	4th	□□□	6th	□

Fire Bolt (cantrip). Action to cast, 120', instantaneous. The evoker makes a ranged spell attack (+9) doing 16 (3d10) 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 15 Dex save.

Prestidigitation (cantrip). Action to cast, 60', 1 hour. The evoker 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 evoker's next turn. If cast more than once, the evoker can have up to three effects occurring simultaneously.

Ray of Frost (cantrip). Action to cast, 60', instantaneous. The evoker makes a ranged spell attack (+7 to hit). On a hit, the target takes 9 (2d8) cold damage, and its speed is reduced to 10' until the start of the evoker's next turn.

Burning Hands (1st). Action to cast, 15' cone originating from the evoker, instantaneous. Each creature within the cone takes 2d6 fire damage (Con save DC 15 for half damage). An unattended, flammable object hit by the spell is set afire. The damage increases by 1d6 per slot above 1st.

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 evoker 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.

Mirror Image (2nd). Action to cast, self, 1 minute. Three illusory duplicates of the evoker appear, moving with the evoker. Each time a creature targets the evoker, roll a d20. The attack hits a duplicate on a 6 or higher if three duplicates remain, 8 or higher if two remain, and 11 or higher if one remains. A duplicate's AC is 15, and it is automatically destroyed if hit.

Misty Step (2nd). Bonus action to cast, self, instantaneous. The evoker teleports up to 30' to an unoccupied space it can see.

Shatter (2nd). Action to cast, 60', instantaneous. Each creature in a 10'-radius sphere takes 3d8 thunder damage (DC 15 Con save for half). A creature made of inorganic material has disadvantage on the save. The damage increases by 1d8 per level above 2nd.

Counterspell (3rd). Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The evoker automatically stops the target spell if it is of the same or lower level than the slot the evoker uses to cast this spell. Otherwise, the evoker 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.

Lightning Bolt (3rd). Action to cast, 100' long, 5' wide line originating from the evoker, 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 15 Dex save for half damage).

Ice Storm (4th). Action to cast, 300', instantaneous. Each creature in a 20'-radius, 40'-high cylinder centered on a point within range takes 2d8 bludgeoning damage and 4d6 cold damage (DC 15 Dex save for half damage), and the area becomes difficult terrain until the end of the mage's next turn. The bludgeoning damage increases by 1d8 per slot level above 4th used to cast the spell.

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

Cone of Cold (5th). Action to cast, 60' cone originating from the evoker, instantaneous. Each creature in the cone takes 8d8 cold damage (DC 15 Con save for half damage).

Bigby's Hand (5th). Action to cast, 120', concentration up to 1 minute. The evoker 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 evoker can move the hand up to 60' and cause one of the following effects:

Fist: The hand attacks (+7 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 evoker half cover) until the evoker 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.

Chain Lighting (6th). Action to cast, 150', instantaneous. The evoker shoots a bolt of lightning at a target (creature or object), which then splits into up to three bolts that attack up to three other targets within 30' of the original target. No more than one bolt can strike a single target. Each target takes 10d8 lightning damage (DC 15 Dex save for half damage). One additional bolt leaps from the first target for each level at which the spell is cast above 6th level.

Wall of Ice (6th). Action to cast, 120', concentration up to 10 minutes. The evoker summons a wall of ice as either a 10'-radius, hemispheric dome or a flat surface composed of 10' square, 1' thick contiguous sheets. When created if a sheet is created in a creature's square, it takes 10d6 cold damage (DC 15 Dex save for half damage). The wall has an AC of 12, 30 HPs per 10' section, and is vulnerable to fire. Reducing a sheet to 0 HPs destroys it, leaving behind an area of cold air. A creature moving through that area for the first time on any turn during the duration of the spell takes 5d6 damage (DC 15 Con save for half damage).

Sculpt Spells. When casting an evocation spell (underlined below) that affects others the evoker can see, the evoker can choose a number of them equal to 1 + the spell's level to automatically save against the spell's effects, taking no damage on a successful save.

ACTIONS

Quarterstaff. *Melee Weapon Attack*: +3 to hit, reach 5', one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

NPC: ILLUSIONIST

Medium humanoid (any race), any alignment
CR 3 (700 XP)

AC 12 (15 with *Mage Armor*)

HPs 38 (7d8+7)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saves Int + 5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages any four languages

Displacement: As a bonus action, the illusionist can impose disadvantage on attack rolls against the illusionist until the illusionist takes damage, is incapacitated, or has a speed of 0'. This ability recharges when the illusionist casts an illusion of 1st level or higher (underlined below).

Spellcasting: 7th-level, Int-based, DC 13, +5 to hit

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

Dancing Lights (cantrip). Action to cast, 120', concentration up to 1 minute. The illusionist 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 illusionist can move them up to 60' to a spot within range.

Mage Hand (cantrip). Action to cast, 30', 1 minute. The illusionist 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.

Minor Illusion (cantrip). Action to cast, 30', 1 minute. The illusionist creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 13 Investigation check.

Poison Spray (cantrip). Action to cast, 10', instantaneous. The target creature must make a DC 13 Con save or take 2d12 poison damage.

Color Spray (1st). Action to cast, self (15' cone), 1 round. This spell blinds 6d10 HPs of creatures in ascending order of their current totals (ignoring creatures that are blind or unconscious).

Disguise Self (1st). Action to cast, self, 1 hour. The illusionist makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the illusionist is disguised, a creature may spend its action to inspect its appearance or make a DC 13 Investigation check.

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 illusionist 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.

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.

Mirror Image (2nd). Action to cast, self, 1 minute. Three illusory duplicates of the illusionist appear, moving with the illusionist. Each time a creature targets the illusionist, roll a d20. The attack hits a duplicate on a 6 or higher if three duplicates remain, 8 or higher if two remain, and 11 or higher if one remains. A duplicate's AC is 15, and it is automatically destroyed if hit.

Phantasmal Force (2nd). Action to cast, 120', concentration up to 1 minute. A target creature (neither undead nor a construct) must make a DC 13 Int save or have an image placed in its mind. The target may make a DC 13 Investigation check to realize the image is an illusion. While affected, the target is so convinced that the illusion is real that it can take damage from it. Each round on the illusionist's turn, the target takes 1d6 psychic damage if within 5' of the illusion.

Major Image (3rd). Action to cast, 120', concentration up to 10 minutes. The illusionist creates an image no larger than a 20' cube and complete with appropriate smells, sounds, and (harmless) temperature. A creature using an action to examine the illusion can pierce it with a successful DC 13 Investigation check, but otherwise is fooled by the image.

Phantom Steed (3rd). 1 minute, 30', 1 hour. The illusionist creates a Large, ghostly steed equipped with riding gear that disappears when taken 10' from the steed or when the spell ends. The steed's statistics are that of a riding horse except that it has a speed of 100' and can travel 10 miles per hour (13 miles per hour at a fast pace).

Phantasmal Killer (4th). Action to cast, 120', concentration up to 1 minute. The target must make a DC 13 Wis save or become frightened for the duration due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must repeat and succeed on the Wis save or take 4d10 psychic damage. On a successful save, the spell ends.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5', one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

NPC: KRAKEN PRIEST

Medium humanoid (any race), any evil alignment
CR 5 (1,800 XP)

AC 10

HPs 75 (10d8+30)

Speed 30', swim 30'

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +5

Damage Resistances nonmagical bludgeoning, piercing, and slashing

Senses passive Perception 15

Languages any two languages

Amphibious. The priest can breathe air and water.

Innate Spellcasting: Command (at will). Action to cast, 60', 1 round. The priest speaks one command word to a target. If the target fails a DC 13 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions).

Innate Spellcasting: Create or Destroy Water (at will). Action to cast, 30', instantaneous. The priest can create up to 10 gallons of clean water in an open container; cause rain in a 30' cube, extinguishing open flames; destroy up to 10 gallons of water in an open container; or destroy fog in a 30' cube within range.

Innate Spellcasting: Control Weather (3/day ☐☐☐). Ten minutes to cast, self (5-mile radius), concentration up to 8 hours. The priest must have a clear path to the sky. The priest can change precipitation, temperature, and wind every 1d4x10 minutes, moving one of those characteristics up or down on the following table:

Stage	Precipitation	Temperature	Wind
1	Clear	Blazing Heat	Calm
2	Light Clouds	Hot	Moderate wind
3	Overcast or fog	Warm	Strong wind
4	Rain, hail, or snow	Cool	Gale
5	Torrential rain, driving hail, or blizzard	Cold	Storm
6	–	Arctic cold	–

Innate Spellcasting: Darkness (1/day ☐). Action to cast, 60', concentration up to 10 minutes. The priest spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the priest is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.

Innate Spellcasting: Water Breathing (3/day ☐☐☐). Action to cast, 30', 24 hours. Up to ten willing creatures of the priest's choice are granted the ability to breath underwater.

Innate Spellcasting: Water Walk (3/day ☐☐☐). Action to cast, 30', 1 hour. Up to ten willing creatures of the priest's choice are granted the ability to walk across any liquid as if it were harmless solid ground. If submerged in a liquid, a target is carried to the surface of the liquid at a speed of 60'/round.

Innate Spellcasting: Call Lightning (1/day). Action to cast, 120', concentration up to 10 minutes. A 10'-tall, 60' radius cylindrical storm cloud appears centered on a point the priest can see within 100' above it. A bolt of lightning streaks from the cloud to any point the priest can see in range. Each creature within 5' of that point takes 3d10 lightning damage (DC 13 Dex save for half). The priest can use an action to call another bolt of lightning to any point the priest can see in range. Upon casting, if the priest is outdoors in a storm, the priest instead calls lightning from the existing storm, and the damage increases by 1d10.

Innate Spellcasting: Evard's Black Tentacles (1/day). Action to cast, 90', concentration up to 1 minute. A 20' square space becomes difficult terrain. When a creature enters the area for the first time or starts its turn there, it must succeed on a DC 13 Dex save or be restrained until the spell ends. A creature already restrained at the start of its turn takes 3d6 bludgeoning damage. A restrained creature can use its action to make a DC 13 Str or Dex save to free itself.

ACTIONS

Thunderous Touch. *Melee Weapon Attack:* +5 to hit, reach 5', one creature. Hit: 27 (5d10) thunder damage.

Voice of the Kraken. The priest speaks in Abyssal, Infernal, or Primordia, and can be heard from 300' away by creatures of the priest's choosing. The targets must succeed on a DC 14 Cha save or be frightened for 1 minute, repeating the save at the end of each of its turns to end the effect on itself.

NPC: NECROMANCER

Medium humanoid (any race), any alignment
CR 9 (5,000 XP)

AC 12 (15 with *Mage Armor*)
HPs 66 (12d8+12)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saves Int + 7, Wis +5
Skills Arcana +7, History +7
Senses passive Perception 11
Languages any four languages

Grim Harvest (1/turn). When the necromancer kills a creature (not a construct or undead) with a spell of 1st level or greater, the necromancer regains HPs equal to twice the spell's level, or thrice the spell's level if it is a necromancy spell (underlined).

Spellcasting: 12th-level, Int-based, DC 15, +7 to hit

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

Chill Touch (cantrip). Action to cast, 120', instantaneous. The necromancer makes a ranged spell attack (+7) doing 2d8 necrotic damage and prevents the target from regaining HPs until the start of the necromancer's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of the necromancer's next turn.

Dancing Lights (cantrip). Action to cast, 120', concentration up to 1 minute. The necromancer 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 necromancer can move them up to 60' to a spot within range.

Mage Hand (cantrip). Action to cast, 30', 1 minute. The necromancer 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 necromancer repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.

False Life (1st). Action to cast, self, 1 hour. The necromancer gains 1d4+4 temporary HPs (+5 for each additional casting level above 1st).

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

Ray of Sickness (1st). Action to cast, 60', instantaneous. The necromancer makes a ranged spell attack (+7). On a hit, the target takes [slot level +1]d8 of poison damage. If the target fails a DC 15 Con save, it's poisoned until the end of the necromancer's next turn.

Blindness/Deafness (2nd). Action to cast, 30', 1 minute. A creature within range that the necromancer can see is either blinded or deafened on a failed DC 15 Con save. At the end of each of its turns, the target may attempt the save again to negate the spell. The caster can add a target per spell slot above 2nd.

Ray of Enfeeblement (2nd). Action to cast, 60', concentration up to 1 minute. The necromancer makes a ranged spell attack (+7) against a target creature. On a hit, the target deals only half damage with weapon attacks that use Str until the spell ends. At the end of each of its turns, the target can attempt a DC 15 Con save to end the spell.

Web (2nd). Action to cast, 60', concentration up to 1 hour. The necromancer conjures a web that fills a 20' cube from a point within range. If the webs don't connect two solid masses, the web collapses, and the spell ends at the start of the necromancer's next turn. The webs create difficult terrain. Each creature that starts its turn in the webs or enters them during its turn must make a DC 15 Dex save or be restrained. A creature so restrained may make a DC 15 Str save as an action to break free. Any 5'-cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to a creature starting its turn in the fire.

Animate Dead (3rd). 1 minute to cast, 10', instantaneous. The necromancer creates an undead servant. As a bonus action on each of its turns, the necromancer 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 necromancer loses control over a servant after 24 hours unless recasting the spell on it. The necromancer may reassert control over up to 4 servants with such a casting.

Bestow Curse (3rd). Action to cast, touch, concentration up to 1 minute. The target creature must succeed on a DC 15 Wis save or become cursed for the duration of the spell. The curse may be of one of three types: 1) the target has disadvantage on checks and saves of a chosen ability score; 2) the target has disadvantage on attacks against the necromancer; 3) the target must succeed on a DC 15 Wis save at the start of each of its turns in order to act; or 4) the necromancer's attacks and spells do an extra 1d8 necrotic damage to the target.

Vampire's Touch (3rd). Action to cast, self, concentration up to 1 minute. The necromancer makes a melee spell attack (+7). On a hit, the target takes 3d6 necrotic damage (+1d6/additional spell level), and the necromancer regains HPs equal to half the damage dealt. The necromancer may repeat the attack as an Action until the spell ends.

Blight (4th). Action to cast, 30', instantaneous. A creature (not undead or a construct) the necromancer can see within 30' takes 8d8 necrotic damage (DC 15 Con save for half damage; plant creatures and magical plants have disadvantage on this save). The damage increases by 1d8 per slot used above 4th level.

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

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

Cloudkill (5th). Action to cast, 120', concentration up to 10 minutes. The necromancer conjures a 20'-radius sphere of fog. When a creature enters the sphere or starts its turn there takes 5d8 poison damage (DC 15 Con save for half damage). The fog rolls away from the necromancer at a rate of 10' per round.

Bigby's Hand (5th). Action to cast, 120', concentration up to 1 minute. The necromancer 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 necromancer can move the hand up to 60' and cause one of the following effects:

Fist: The hand attacks (+7 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 necromancer may use a bonus action to inflict 2d6+3 bludgeoning damage.

Interpose: The hand remains between the evoker and a creature the necromancer chooses (providing the evoker half cover) until the necromancer 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.

When cast at 6th level, the *Fist* damage is 6d8, and the *Grasp* damage is 4d6+3.

Circle of Death (6th). Action to cast, 180', instantaneous. Each creature in a 60'-radius sphere takes 8d6 necrotic damage (DC 15 Con save for half).

ACTIONS

Quarterstaff. *Melee Weapon Attack*: +3 to hit, reach 5', one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used two-handed.

NPC: TRANSMUTER

Medium humanoid (any race), any alignment
CR 5 (1,800 XP)

AC 12 (15 with *Mage Armor*)
HPs 40 (9d8)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saves Int + 6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages

Transmuter's Stone. The transmuter carries a magic stone that grants its bearer one of the following effects: darkvision 60'; +10' speed while unencumbered; proficiency with Con saves; or resistance to acid, cold, fire, lightning, or thunder damage. If the transmuter is carrying the stone and casts a transmutation spell (underlined below), the effect of the stone can be changed.

Spellcasting: 9th-level, Int-based, DC 14, +6 to hit

1st ☐☐☐☐ 3rd ☐☐☐ 5th ☐
2nd ☐☐☐ 4th ☐☐☐

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 14 Dex save.

Mending (cantrip). 1 minute, touch, instantaneous. The transmuter 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 transmuter 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 evoker's next turn. If cast more than once, the transmuter can have up to three effects occurring simultaneously.

Ray of Frost (cantrip). Action to cast, 60', instantaneous. The transmuter makes a ranged spell attack (+6 to hit). On a hit, the target takes 9 (2d8) cold damage, and its speed is reduced to 10' until the start of the transmuter's next turn.

Chromatic Orb (1st). Action to cast, 90', instantaneous. The transmuter tosses a sphere of acid, cold, fire, lightning, poison, or thunder energy, making a ranged spell attack (+6) against a creature. The sphere inflicts 3d8 damage of that type, plus 1d8 for each slot above 1st used to cast the spell.

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

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

Alter Self (2nd). Action to cast, self, concentration up to 1 hour. The transmuter uses an action to take or change into of three forms: Aquatic adaptation (can breathe water and has swim speed 30'); change appearance (change form to another medium, humanoid creature); or natural weapons (gain natural weapons, reach 5', +7 to hit, 1d6+1 damage).

Hold Person (2nd). Action to cast, 60', concentration up to 1 minute. A humanoid within range must make a DC 14 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, an additional target may be targeted.

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.

Blink (3rd). Action to cast, self, 1 minute. At the end of each turn, the transmuter rolls a d20. On a roll of 11 or higher, the transmuter disappears to the Ethereal Plane. At the start of the transmuter's next turn, the transmuter reappears. The transmuter can see, but not interact with, anything within 60' of the origin square on the origin plane, but those left there can't normally see the transmuter.

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 14 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.

Slow (3rd). Action to cast, 120', concentration up to 1 minute. Up to six creatures in a 40' cube must succeed on a DC 14 Wis save or be affected. They take -2 penalty to AC and Dex saves and can't take reactions. On its turn, an affected target can take either an Action or Bonus Action, not both, and can't make more than one melee or ranged attack during its turn. If an affected target attempts to cast a spell with a casting time of 1 action, on a d20 roll of 11 or higher, the spell doesn't take effect until the target's next turn, and the target must use its action on the next turn to complete the spell. An affected target repeats its save at the end of its turn.

Polymorph (4th). Action to cast, 60', concentration up to 1 hour. The transmuter transforms the target into a new form unless the target succeeds at a DC 14 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.

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

Telekinesis (5th). Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the transmuter can manipulate a creature or object. **Creature**. The transmuter makes a +6 spell attack contested by the creature's Str check. If successful, the transmuter moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the transmuter can maintain the grip or repeat the contest. **Object**. The transmuter moves up to 1,000 lbs. 30' in any direction. If the object is attended, the transmuter must succeed at the contest above against the attending creature. The transmuter may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

ACTIONS

Quarterstaff. *Melee Weapon Attack*: +2 to hit, reach 5', one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

NPC: WAR PRIEST

Medium humanoid (any race), any alignment
CR 9 (5,000 XP)

AC 18 (plate)
HPs 117 (18d8+36)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saves Con +6, Wis +7
Skills Intimidation +5, Religion +4
Senses passive Perception 13
Languages any two

Spellcasting: 9th-level, Wis-based, DC 15, +7 to hit

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

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.

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

Sacred Flame (cantrip). Action to cast, 60', 1 hour. The fanatic attacks a target it can see. The target must succeed on a DC 15 Dex check or take 2d8 radiant damage.

Spare the Dying (cantrip). Action to cast, touch, instantaneous. The war priest stabilizes a living creature that has 0 HPs. The spell has no effect on constructs or undead.

Divine Favor (1st). Bonus action to cast, self, concentration up to 1 minute. On a hit, the war priest's weapon attacks deal an extra 1d4 radiant damage.

Guiding Bolt (1st). Action to cast, 120', 1 round. The war priest makes a ranged spell attack (+7) against a target. On a hit, the target takes 4d6 radiant damage, and the next attack against the target before the end of the war priest's next turn has advantage. The damage increases by 1d6 per slot level above 1st used to cast it.

Healing Word (1st). Bonus action to cast, 60', instantaneous. A creature (not constructs or undead) the war priest can see heals 1d4+3 HPs (plus 1d4 per additional spell level used to cast the spell).

Shield of Faith (1st). Bonus action to cast, 60', concentration up to 10 minutes. A target creature gains a +2 bonus to AC for the duration of the spell.

Lesser Restoration (2nd). Action to cast, touch, instantaneous. The war priest touches a creature and ends either a disease or one of the following conditions: blinded, deafened, paralyzed, or poisoned.

Magic Weapon (2nd). A Bonus action to cast, touch, concentration up to 1 hour. The war priest touches a nonmagical weapon, conferring upon it an attack and damage bonus equal to one-half the slot level used to cast the spell.

Prayer of Healing (2nd). 10 minutes, 30', instantaneous. The war priest chooses up to six creatures to regain 2d8+3 HPs, which increases by 1d8 for each spell slot above 2nd used to cast it. The spell has no effect on constructs or undead creatures.

Silence (2nd). Action to cast, 120', concentration up to 10 minutes. For the duration, no sound can be created within or pass through a 20'-radius sphere centered on a point within range. Any creature entirely within the sphere is immune to thunder damage, is deafened, and can't cast a spell with a verbal component.

Spiritual Weapon (2nd). Bonus action to cast, 60', 1 minute. The war priest creates a ghostly weapon and makes a melee spell attack (+7) against a creature within 5' of the weapon. On a hit, the target takes 1d8+3 force damage. As a bonus action on subsequent turns, the war priest may move the weapon up to 20' and attack a creature within 5' of the weapon. For each slot level above 2nd level used to cast this spell, it does an extra 1d8 damage on a hit.

Beacon of Hope (3rd). Action to cast, 30', concentration up to 1 minute. Any chosen creature in range has advantage on Wis and death saves and regains the maximum number of HPs whenever it's healed.

Crusader's Mantle (3rd). Action to cast, self, concentration up to 1 minute. A 30'-radius aura that moves with the war priest causes any ally within it to deal an extra 1d4 radiant damage with its weapon attacks.

Dispel Magic (3rd). Action to cast, 120', instantaneous. The war priest 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 war priest must succeed on a Wis (+3) check (DC 10+level of the effect).

Revivify (3rd). Action to cast, touch, instantaneous. The war priest returns to life a creature that's died within the last minute, giving it 1 HP. The spell doesn't work if the creature died of old age, and it doesn't restore body parts.

Spirit Guardians (3rd). Action to cast, self (15' radius), concentration up to 10 minutes. The war priest calls forth fiendish spirits that can't stray more than 15' from the priest. At casting, the war priest chooses any number of creatures not to affect. An affected creature's speed is halved and it takes 3d8 necrotic damage when it enters the area for the first time (DC 15 Wis save for half damage).

Water Walk (3rd). Action to cast, 30', 1 hour. Up to ten willing creatures of the war priest's choice are granted the ability to walk across any liquid as if it were harmless solid ground. If submerged in a liquid, a target is carried to the surface of the liquid at a speed of 60'/round.

Banishment (4th). Action to cast, 60', concentration up to 1 minute. The target must succeed on a DC 15 Cha save or be sent to another plane of existence. If the target is not from the plane of existence in which the spell is cast, and the spell doesn't end before 1 minute expires, the target doesn't return. Otherwise, the target returns to the space from which it disappeared, or the closest possible unoccupied square. The war priest can add another target for each slot level above 4th used to cast it.

Freedom of Movement (4th). Action to cast, touch, 1 hour. The target is unaffected by difficult terrain, the penalties of underwater movement, and spells or magical effects that reduce its speed, paralyze it, or restrain it. The target can also spend 5' of movement to automatically escape from nonmagical restraints.

Guardian of Faith (4th). Action to cast, 30', 8 hours. The war priest conjures a Large, spectral guardian that occupies a space the war priest can see. Any creature that moves within 10' of the guardian takes 20 radiant damage (DC 15 Dex save for half damage).

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

Flame Strike (5th). Action to cast, 60', instantaneous. Each creature in a 10'-radius, 40'-high cylinder centered on a point within range takes 4d6 fire damage and 4d6 radiant damage (DC 15 Dex save for half damage).

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

Hold Monster (5th). Action to cast, 90', concentration up to 1 minute. The war priest targets a creature within range, who must make a DC 15 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.

ACTIONS

Multiattack. The war priest attacks twice with *Maul*.

Maul. Melee Weapon Attack: +7 to hit, reach 5', one target. Hit: 10 (2d6+3) bludgeoning damage.

REACTIONS

Guided Strike (recharges after a Short or Long Rest). The war priest grants a +10 bonus to an attack roll made by itself or another creature within 30'. The priest makes the decision after the roll but before it knows whether it hits or misses.

NPC: WARLOCK, ARCHFEY

Medium humanoid (any race), any alignment
CR 4 (1,100 XP)

AC 11 (14 with *Mage Armor*)

HPs 49 (11d8)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Saves Wis +3, Cha +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Condition Immunities charmed

Senses passive Perception 11

Languages any two (usually Sylvan)

Innate Spellcasting: *Disguise Self* (at will). Action to cast, self, 1 hour. The warlock makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the warlock is disguised, a creature may spend its action to inspect its appearance or make a DC 14 Investigation check.

Innate Spellcasting: *Mage Armor* (at will). Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.

Innate Spellcasting: *Silent Image* (at will). Action to cast, 60', concentration up to 10 minutes. The warlock creates the image of a visible phenomenon no larger than a 15' cube, not accompanied by sound, smell, or other sensory effects. The warlock 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 14 Investigation check reveals it to be an illusion and renders it transparent to the examiner.

Innate Spellcasting: *Speak with Animals* (at will). Action to cast, self, 10 minutes. The warlock gains the ability to communicate with and understand beasts.

Innate Spellcasting: *Conjure Fey* (1/day □). 1 minute, 90', concentration up to 1 hour. The warlock summons a fey spirit in the form of a beast of CR 6 or lower to an unoccupied space the warlock can see. The beast is friendly to the warlock and its allies and has its own initiative. It obeys the warlock's commands (no action to issue) as long as they are consistent with the beast's alignment, taking no actions other than to defend itself in the absence of any commands. If the warlock's concentration is broken, the beast becomes hostile to the warlock and its allies, can't be dismissed, and disappears 1 hour after being summoned.

Spellcasting: 11th-level, Cha-based, DC 14, +6 to hit

5th □□□

***Dancing Lights* (cantrip).** Action to cast, 120', concentration up to 1 minute. The warlock 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 warlock can move them up to 60' to a spot within range.

***Eldritch Blast* (cantrip).** Action to cast, 300', instantaneous. The warlock makes three ranged spell attacks (+6) against one, two, or three targets, each doing 1d10 force damage.

***Friends* (cantrip).** Action to cast, self, concentration up to 1 minute. The warlock has advantage on Cha checks directed at one non-hostile creature. When the spell ends, the creature becomes hostile.

***Mage Hand* (cantrip).** Action to cast, 30', 1 minute. The warlock 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.

***Minor Illusion* (cantrip).** Action to cast, 30', 1 minute. The warlock creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 14 Investigation check.

***Prestidigitation* (cantrip).** Action to cast, 60', 1 hour. The warlock 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' cubed 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 warlock's next turn. If cast more than once, the warlock can have up to three effects occurring simultaneously.

***Vicious Mockery* (cantrip).** Action to cast, 60', instantaneous. A creature the bard can see, and that can hear the warlock, must make a DC 14 Wis save or take 3d4 psychic damage and have disadvantage on its next attack before the end of its next turn.

***Blink* (3rd as 5th).** Action to cast, self, 1 minute. At the end of each turn, the warlock rolls a d20. On a roll of 11 or higher, the warlock disappears to the Ethereal Plane. At the start of the warlock's next turn, the warlock reappears. The warlock can see, but not interact with, anything within 60' of the origin square on the origin plane, but those left there can't normally see the warlock.

***Charm Person* (1st as 5th).** Action to cast, 30', 1 hour. Up to five target humanoids must succeed on a DC 14 Wis save (made with advantage if currently fighting the warlock) or be charmed until the spell ends or the warlock attacks it.

***Dimension Door* (4th as 5th).** Action to cast, 500', instantaneous. The warlock can teleport itself, anything it can carry, an adjacent willing creature the warlock's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the warlock and the other creature (if any) take 4d6 force damage and aren't teleported.

Dominate Beast (4th as 5th). Action to cast, 60', concentration up to 10 minutes. A target beast must make a DC 14 Wis save or be charmed. The beast makes a new save whenever it takes damage. While charmed, the warlock 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 warlock can use an Action to gain total control such that the beast will do nothing other than what the warlock commands, including using the warlock's reaction as commanded.

Faerie Fire (1st as 5th). 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 14 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.

Fear (3rd as 5th). Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 14 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the warlock as safely as possible. If the creature ends its turn without the warlock in sight, the creature may repeat the save.

Hold Monster (5th). Action to cast, 90', concentration up to 1 minute. The warlock targets a creature within range, who must make a DC 14 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.

Misty Step (2nd as 5th). Bonus action to cast, self, instantaneous. The warlock teleports up to 30' to an unoccupied space it can see.

Phantasmal Force (2nd as 5th). Action to cast, 120', concentration up to 1 minute. A target creature (neither undead nor a construct) must make a DC 14 Intelligence save or have an image placed in its mind. The target may make a DC 14 Investigation check to realize the image is an illusion. While affected, the target is so convinced that the illusion is real that it can take damage from it. Each round on the warlock's turn, the target takes 1d6 psychic damage if within 5' of the illusion.

Seeming (5th). Action to cast, 30', 8 hours. Each creature the warlock can see in range is given an illusory appearance (DC 14 Cha save to resist), disguising items worn or carried, doesn't add or subtract limbs, and adjusting height by no more or less than 1'. The spell may be dismissed as an action. Physical inspection passes through the illusion, and anyone making a successful DC 14 Investigation check becomes aware it's an illusion.

Sleep (1st as 5th). Action to cast, 90', 1 minute. The warlock affects 13d8 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.

Mass Cure Wounds (5th). Action to cast, 60', instantaneous. The warlock heals up to six creatures in a 30'-radius sphere 3d8+4 HPs (plus 1d8 per spell slot over 6th used to cast the spell). Constructs and undead are unaffected.

Hold Monster (5th). Action to cast, 90', concentration up to 1 minute. The war priest targets a creature within range, who must make a DC 15 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.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5', one target. Hit: 4 (1d4+2) piercing damage.

REACTIONS

Misty Escape (recharges after a Short or Long Rest). Upon taking damage, the warlock turns invisible and teleports up to 60' to an unoccupied space it can see. It remains invisible until the start of its next turn, it attacks, it makes a damage roll, or it casts a spell.

NPC: WARLOCK, FIEND

Medium humanoid (any race), any alignment
CR 7 (2,900 XP)

AC 11 (14 with *Mage Armor*)
HPs 78 (12d8+24)
Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saves Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances slashing damage from nonmagical attacks not made with silvered weapons

Senses darkvision 60', passive Perception 11

Languages any two (usually Abyssal or Infernal)

Innate Spellcasting: *Alter Self* (at will). Action to cast, self, concentration up to 1 hour. The warlock uses an action to take or change into of three forms: Aquatic adaptation (can breathe water and has swim speed 30'); change appearance (change form to another medium, humanoid creature); or natural weapons (gain natural weapons, reach 5', +8 to hit, 1d6+1 damage).

Innate Spellcasting: *False Life* (at will). Action to cast, self, 1 hour. The warlock gains 1d4+4 temporary HPs (+5 for each additional casting level above 1st).

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

Innate Spellcasting: *Mage Armor* (at will). Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.

Innate Spellcasting: *Silent Image* (at will). Action to cast, 60', concentration up to 10 minutes. The warlock creates the image of a visible phenomenon no larger than a 15' cube, not accompanied by sound, smell, or other sensory effects. The warlock 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 15 Investigation check reveals it to be an illusion and renders it transparent to the examiner.

Innate Spellcasting: *Feeblemind* (1/day □). Action to cast, 150', instantaneous. One target creature takes 4d6 psychic damage. On a failed DC 15 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: *Finger of Death* (1/day □). Action to cast, 60', instantaneous. A target creature takes 7d8+30 necrotic damage (DC 15 Con save for half damage). A humanoid killed by this spell rises as a zombie at the start of the warlock's next turn and is permanently under the warlock's control.

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

Spellcasting: 17th-level, Cha-based, DC 15, +7 to hit

5th □□□□

Eldritch Blast (cantrip). Action to cast, 300', instantaneous. The warlock makes four ranged spell attacks (+7) against one, two, or three targets, each doing 1d10 force damage.

Fire Bolt (cantrip). Action to cast, 120', instantaneous. The warlock makes a ranged spell attack (+7) doing 4d10 fire damage. An unattended flammable object hit by the spell catches fire.

Friends (cantrip). Action to cast, self, concentration up to 1 minute. The warlock has advantage on Cha checks directed at one non-hostile creature. When the spell ends, the creature becomes hostile.

Mage Hand (cantrip). Action to cast, 30', 1 minute. The warlock 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.

Minor Illusion (cantrip). Action to cast, 30', 1 minute. The warlock creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 15 Investigation check.

Prestidigitation (cantrip). Action to cast, 60', 1 hour. The warlock 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' cubed 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 warlock's next turn. If cast more than once, the warlock can have up to three effects occurring simultaneously.

Shocking Grasp (cantrip). Action to cast, 30', instantaneous. The warlock makes a melee spell attack (+7) with advantage if the target creature is wearing metal armor. On a hit, the target takes 4d8 lightning damage and can't take reactions until the end of its next turn.

Banishment (4th as 5th). Action to cast, 60', concentration up to 1 minute. Up to two targets must succeed on DC 15 Cha saves or be sent to another plane of existence. If a target is not from the plane of existence in which the spell is cast, and the spell doesn't end before 1 minute expires, the target doesn't return. Otherwise, the target returns to the space from which it disappeared, or the closest possible unoccupied square.

Burning Hands (1st as 5th). Action to cast, 15' cone originating from the warlock, instantaneous. Each creature within the cone takes 7d6 fire damage (Con save DC 15 for half damage). An unattended, flammable object hit by the spell is set afire.

Flame Strike (5th). Action to cast, 60', instantaneous. Each creature in a 10'-radius, 40'-high cylinder centered on a point within range takes 4d6 fire damage and 4d6 radiant damage (DC 15 Dex save for half damage).

Hellish Rebuke (1st as 5th). Reaction to cast, 60', instantaneous. A creature the warlock can see that damaged it takes 6d10 fire damage (DC 15 Dex save for half damage).

Magic Circle (3rd as 5th). 1 minute, 10', 3 hours. A 10'-radius, 20'-tall cylinder of magical energy affects one or more of the following types of creatures – celestials, elementals, fey, fiends, or undead – in the following ways: it can't enter the cylinder using nonmagical means; using magic to enter requires a successful DC 15 Cha save; disadvantage on attacks against creatures in the cylinder; unable to charm, frighten, or possess creatures in the cylinder.

Scorching Ray (2nd as 5th). Action to cast, 120', instantaneous. The warlock hurls six streams of fire at up to three targets within range. Each is a ranged spell attack (+7) that does 2d6 fire damage.

Scrying (5th). 10 minutes to cast, self, concentration up to 10 minutes. The warlock can see and hear a creature on the same plane of existence that fails a DC 15 Wis save, modified by how familiar the hag 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 hag can target a place, in which case the sensor doesn't move.

Stinking Cloud (3rd as 5th). Action to cast, 90', concentration up to 1 minute. The warlock creates a 20'-radius sphere that's heavily obscuring. A creature totally within the cloud at the start of their turn must make a DC 15 Con save. On a failure, the creature may not use their Action during that turn.

Suggestion (2nd as 5th). Action to cast, 30', concentration up to 8 hours). The warlock makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 15 Wis save, it must follow the suggestion.

Wall of Fire (4th as 5th). Action to cast, 120', concentration up to 1 minute. On a solid surface within range, the pit fiend 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 6d8 fire damage (DC 15 Dex save for half damage). One side of the wall deals 6d8 fire damage to each creature ending its turn within 10' of that side or inside the wall.

ACTIONS

Mace. Melee Weapon Attack: +3 to hit, reach 5', one target. Hit: 3 (1d6) bludgeoning damage and 10 (3d6) fire damage.

NPC: WARLOCK, OLD ONE

Medium humanoid (any race), any alignment CR 6 (2,300 XP)					
AC 12 (15 with <i>Mage Armor</i>) HPs 91 (14d8+28) Speed 30'					
STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)
Saves Wis +4, Cha +7 Skills Arcana +4, History +4 Damage Resistances psychic Senses darkvision 60', passive Perception 11 Languages any two, telepathy 30'					
Innate Spellcasting: Detect Magic (at will). Action to cast, self, concentration up to 10 minutes. The warlock can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.					
Innate Spellcasting: Jump (at will). Action to cast, touch, 1 minute. The target creature's jump distance is tripled until the spell ends.					
Innate Spellcasting: Levitate (at will). Action to cast, self only, concentration up to 10 minutes. The warlock rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.					
Innate Spellcasting: Mage Armor (at will). Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.					
Innate Spellcasting: Speak with Dead (at will). Action to cast, 60', instantaneous. A corpse with a mouth that isn't undead and hasn't been subjected to this spell in the last 10 days must answer up to five questions from the warlock. The corpse's knowledge matches what it had while alive, including both facts known and languages spoken. Its answers are brief, cryptic, or repetitive, and untruthful if it views the warlock as an adversary.					
Innate Spellcasting: Arcane Gate (1/day □). Action to cast, 500', concentration up to 10 minutes. The warlock chooses one point within 10' and another within 500', establishing two linked, opaque teleportation portals at those points visible and accessible from only one side. The two points are considered adjacent for the purposes of movement through the accessible sides. The warlock can rotate the portals as a bonus action on its turn, changing which side is accessible.					
Innate Spellcasting: True Seeing (1/day □). Action to cast, touch, 1 hour. A touched creature has truesight, sees secret doors hidden by magic, and can see into the Ethereal Plane up to 120'.					

Spellcasting: 14th-level, Cha-based, DC 15, +7 to hit

5th □□□

Chill Touch (cantrip). Action to cast, 120', instantaneous. The warlock makes a ranged spell attack (+7) doing 3d8 necrotic damage and prevents the target from regaining HPs until the start of the warlock's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of the warlock's next turn.

Eldritch Blast (cantrip). Action to cast, 300', instantaneous. The warlock makes three ranged spell attacks (+7) against one, two, or three targets, each doing 1d10 force damage.

Guidance (cantrip). Action to cast, touch, 1 round. Once before the spell ends, the target may add 1d4 to an ability check of its choice.

Mage Hand (cantrip). Action to cast, 30', 1 minute. The warlock 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.

Minor Illusion (cantrip). Action to cast, 30', 1 minute. The warlock creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 15 Investigation check.

Prestidigitation (cantrip). Action to cast, 60', 1 hour. The warlock 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' cubed 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 warlock's next turn. If cast more than once, the warlock can have up to three effects occurring simultaneously.

Shocking Grasp (cantrip). Action to cast, 30', instantaneous. The warlock makes a melee spell attack (+7) with advantage if the target creature is wearing metal armor. On a hit, the target takes 4d8 lightning damage and can't take reactions until the end of its next turn.

Armor of Agathys (1st as 5th). Action to cast, self, 1 hour. The warlock gains 25 temporary HPs, and if a creature hits it with a melee attack while the temps are available, the creature takes 25 cold damage.

Arms of Hadar (1st as 5th). Action to cast, self (10' radius), instantaneous. Each creature within 10' of the warlock takes 6d6 necrotic damage and loses reactions until its next turn (DC 15 Str save for half damage and no other effect).

Clairvoyance (3rd as 5th). 10 minutes, 1 mile, concentration up to 10 minutes. The warlock places an invisible sensor in a place either familiar or obvious to it. The warlock can either see or hear as if it was in that space, switching between hearing or seeing as an action.

Contact Other Plane (2nd as 5th). 1 minute to cast, self, 1 minute. The warlock makes an Int save. On a success, an extraplanar entity gives the warlock one-word answers to five questions asked of it. On a failure, it takes 6d6 psychic damage and is insane until either it takes a long rest or a *Greater Restoration* spell is cast on it. While insane, it can't take actions or understand communications from others.

Crown of Madness (2nd as 5th). Action to cast, 120', concentration up to 1 minute. One humanoid must succeed on a DC 15 Wis save or be charmed by the warlock. The warlock chooses a creature other than the target against whom the target must use its action on each of its turns (before moving) to make a melee attack. If no valid targets are available, the target may act normally. The spell ends if the warlock doesn't use its action to sustain the spell or if the target successfully saves at the end of its turn.

Detect Thoughts (2nd as 5th). Action to cast, self, concentration up to 1 minute. The warlock 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 warlock can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 15 Wis save, the warlock 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 warlock to end the effect.

Dimension Door (4th as 5th). Action to cast, 500', instantaneous. The warlock can teleport itself, anything it can carry, an adjacent willing creature the warlock's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the warlock and the other creature (if any) take 4d6 force damage and aren't teleported.

Dissonant Whispers (1st as 5th). Action to cast, 60', instantaneous. A single target (not currently deaf) takes 7d6 psychic damage and must use its reaction, if available, to move away from the warlock without entering obviously dangerous ground (DC 15 Wis save for half damage with no forced movement).

Dominate Beast (4th as 5th). Action to cast, 60', concentration up to 10 minutes. A target beast must make a DC 15 Wis save or be charmed. The beast makes a new save whenever it takes damage. While charmed, the warlock 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 warlock can use an Action to gain total control such that the beast will do nothing other than what the enchanter commands, including using the warlock's reaction as commanded.

Telekinesis (5th). Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the warlock can manipulate a creature or object. **Creature.** The warlock makes a +7 spell attack contested by the creature's Str check. If successful, the warlock moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the warlock can maintain the grip or repeat the contest. **Object.** The warlock moves up to 1,000 lbs. 30' in any direction. If the object is attended, the warlock must succeed at the contest above against the attending creature. The warlock may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

Vampiric Touch (3rd as 5th). Action to cast, self, concentration up to 1 minute. The warlock can make a melee spell attack (+7) to do 5d6 necrotic damage against a creature and regains half the damage dealt in HPs. The attack may be repeated as an action until the spell ends.

Whispering Aura. At the start of each of the warlock's turns, each creature within 5' takes 3d6 psychic damage if the warlock isn't incapacitated (DC 15 Wis save for half damage).

ACTIONS

Dagger. Melee Weapon Attack: +5 to hit, reach 5' or range 20/60', one target. Hit: 4 (1d4+2) piercing damage.