

# **One-Stop Stat Blocks: Guildmasters' Guide to Ravnica for 5th Edition Dungeons & Dragons\***

Last modified: 9/4/2019 8:42:00 AM

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## ANGEL, FIREMANE

Medium celestial, chaotic good

CR 12 (8,400 XP)

AC 18 (plate)

HPs 135 (18d8+54)

Speed 40', fly 120'

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	17 (+3)	12 (+1)	14 (+2)	23 (+6)

**Saves** Str +10, Wis +6, Cha +10

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

**Resistances** fire, radiant; nonmagical bludgeoning, piercing, and slashing

**Condition Immunities** charmed, exhaustion, frightened

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

**Languages** all

**Flyby.** The angel doesn't provoke an opportunity attack when flying out of an enemy's reach.

**Innate Spellcasting: Compelled Duel (3/day ☐☐☐).** Bonus action to cast, 30', concentration up to 1 minute. One target creature within 30' that the angel can see must make a DC 18 Wis save or have disadvantage on attacks against creatures other than the angel. The target must make a DC 18 Wis save in order to move more than 30' from the angel. If the target succeeds, its movement isn't restricted for the rest of the turn. The spell ends if the angel attacks (weapon or spell) a creature other than the target, or an ally of the angel attacks (weapon or spell) the target.

**Innate Spellcasting: Guiding Bolt (3/day ☐☐☐).** Action to cast, 120', 1 round. The angel makes a ranged spell attack (+10) against a target. On a hit, the target takes 8d6 radiant damage, and the next attack against the target before the end of the angel's next turn has advantage.

**Innate Spellcasting: Daylight (1/day ☐).** Action to cast, 60', 1 hour. A 60' radius sphere of bright emanates from a point in space or object within range (moving with an object). It radiates dim light for another 60". This light can be blocked by covering it with an opaque object. An area of magical darkness of 3rd level or lower is dispelled if *Daylight* overlaps it (in whole or in part).

**Innate Spellcasting: Fireball (1/day ☐).** Action to cast, 30', 1 hour. Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 11d6 fire damage (DC 18 Dex save for half damage). The fire spreads around corners.

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

**Relentless (recharges after a long or short rest).** If the angel takes 21 damage or less that would have reduced it to 0 HPs, it's reduced to 1 HP instead.

## ACTIONS

**Multiattack.** The angel makes two melee attacks.

**Longsword.** *Melee Weapon Attack:* +10 to hit, reach 5', one target. Hit: 10 (1d8+6) slashing damage, or 11 (1d10+6) slashing damage if used two-handed, and 22 (5d8) either fire or radiant damage (angel's choice).

## ANGEL, DEATHPACT

Medium celestial, lawful evil

CR 14 (11,500 XP)

AC 18 (natural armor)

HPs 175 (27d8+54)

Speed 30', fly 90'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	19 (+4)	20 (+5)	23 (+6)

**Saves** Int +9, Wis +10, Cha +11

**Skills** Insight +10, Intimidation +11, Perception +10, Persuasion +11

**Resistances** necrotic, radiant; nonmagical bludgeoning, piercing, and slashing

**Condition Immunities** charmed, exhaustion, frightened

**Senses** truesight 120', passive Perception 20

**Languages** all

**Exploitation.** As a bonus action, a creature within 30' charmed by the angel that it can see takes 11 (2d10) necrotic damage, and the angel gains temporary HPs equal to the damage dealt.

**Flyby.** The angel doesn't provoke an opportunity attack when flying out of an enemy's reach.

**Innate Spellcasting: Command (at will).** Action to cast, 60', 1 round. The angel speaks one command word to a target. If the target fails a DC 19 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions).

**Innate Spellcasting: Detect Evil and Good (at will).** Action to cast, self, concentration up to 10 minutes. The angel 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.

**Innate Spellcasting: Charm Person (3/day □□□).** Action to cast, 30', 1 hour. Up to 5 humanoids must succeed on a DC 19 Wis save (made with advantage if currently fighting the angel) or be charmed until the spell ends or the angel attacks it.

**Innate Spellcasting: Darkness (3/day □□□).** Action to cast, 60', concentration up to 10 minutes. The angel spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the angel 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: Suggestion (3/day □□□).** Action to cast, 30', concentration up to 8 hours. The angel makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 19 Wis save, it must follow the suggestion.

**Innate Spellcasting: Raise Dead (1/day □).** One hour to cast, touch, instantaneous. The angel 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.

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

### ACTIONS

**Multiattack.** The angel attacks twice with *Scythe* but can replace one of those attacks with a use of *Chains*.

**Scythe. Melee Weapon Attack:** +9 to hit, reach 10', one target. Hit: 9 (2d4+4) slashing damage, and 27 (6d8) necrotic damage.

**Chains.** One creature charmed by, and within 90' of, the angel that it can see must succeed on a DC 19 Cha save or become paralyzed for 1 minute or until it takes any damage.

## ARCHON OF THE TRIUMVIRATE

Medium celestial, lawful neutral

CR 14 (11,500 XP)

AC 18 (plate)

HPs 144 (17d8+68)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	21 (+5)	18 (+4)

**Saves** Con +9, Wis +10, Cha +9

**Skills** Insight +10, Perception +10

**Resistances** nonmagical bludgeoning, piercing, and slashing

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 120', passive Perception 20

**Languages** all

**Eye of the Law.** As a bonus action, the archon can, by sight, determine which laws were broken in the last 24 hours by a creature it can see within 120'.

**Innate Spellcasting: Calm Emotions (at will).** Action to cast, 60', concentration up to 1 minute. Each humanoid within range must make a DC 18 Cha save. If it fails, the archon 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.

**Innate Spellcasting: Compelled Duel (at will).** Bonus action to cast, 30', concentration up to 1 minute. One target creature within 30' that the archon can see must make a DC 18 Wis save or have disadvantage on attacks against creatures other than the archon. The target must make a DC 18 Wis save in order to move more than 30' from the archon. If the target succeeds, its movement isn't restricted for the rest of the turn. The spell ends if the archon attacks (weapon or spell) a creature other than the target, or an ally of the archon attacks (weapon or spell) the target.

**Innate Spellcasting: Command (at will).** Action to cast, 60', 1 round. The archon speaks one command word to a target. If the target fails a DC 18 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions).

**Mount.** If the archon isn't mounted, it can use a bonus action to magically teleport onto its mount if they're on the same plane. The archon and its equipment appear astride the mount. While mounted and not incapacitated, the archon can't be surprised, and both it and its mount gain advantage on Dex saves. If the archon is reduced to 0 HPs while riding its mount, the mount is reduced to 0 HPs as well.

### ACTIONS

**Multiattack.** The angel attacks twice with *Scythe* but can replace one of those attacks with a use of *Chains*.

**Hammer.** *Melee Weapon Attack:* +10 to hit, reach 5', one target. Hit: 12 (2d6+5) bludgeoning damage and 18 (4d8) force damage. If the target is a creature, it must succeed on a DC 18 Str save or be knocked prone.

**Pacification.** Each chosen creature within 120' that the archon can see must succeed on a DC 18 Wis save or drop any weapons, end its concentration on spells or other effects, and become charmed by the archon for 1 minute. The creature can repeat the save at the end of each of its turns to end the effect on itself and gain 24-hour immunity to this archon's *Pacification*.

### LEGENDARY ACTIONS

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

**Rejoin Mount.** The archon uses *Mount*.

**Smite (2 actions).** The archon attacks once with *Hammer*, and its mount can use its reaction to make a melee weapon attack.

**Detention (3 actions).** A target the archon can see within 60' must succeed on a DC 18 Cha save or be magically teleported to a harmless demiplane until the end of the archon's next turn, after which it reappears in its space or the nearest unoccupied space.

## CONCLAVE DRYAD

Medium fey, lawful good  
CR 9 (5,000 XP)

AC 16 (natural armor)  
HPs 143 (22d8+44)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	19 (+4)	20 (+5)	21 (+5)

Saves Int +8, Wis +9, Cha +9  
Skills Arcana +8, Nature +8, Perception +9  
Senses darkvision 60', passive Perception 19  
Languages Common, Elven, Sylvan

**Innate Spellcasting: Druidcraft (at will).** Action to cast, 30', instantaneous. The dryad can predict the weather, create an illusory, nature-based sensory effect, or snuff out a campfire.

**Innate Spellcasting: Dispel Magic (3/day □□□).** Action to cast, 120', instantaneous. The dryad dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the dryad must succeed on a Wis (+5) ability check (DC is 10+level of the effect).

**Innate Spellcasting: Entangle (3/day □□□).** Action to cast, 90', concentration up to 1 minute. The dryad 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 reattempt the save.

**Innate Spellcasting: Plant Growth (3/day □□□).** 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.

**Innate Spellcasting: Spike Growth (3/day □□□).** 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 17 Perception check to recognize it as hazardous.

**Innate Spellcasting: Moonbeam (1/day □).** 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 (DC 17 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 dryad can use its action to move the cylinder up to 60' in any direction.

**Innate Spellcasting: Grasping Vine (1/day □).** Bonus action to cast, 30', concentration up to 1 minute. A vine sprouts from an unoccupied space within range that the dryad can see and lashes out at a creature within 30' of it that the dryad can see. The creature must succeed on a DC 17 Dex save or be pulled 20' toward the vine's space. The dryad can use a bonus action on subsequent turns to compel another save from the same or another qualifying creature.

**Innate Spellcasting: Wall of Thorns (1/day □).** Action to cast, 120', concentration up to 10 minutes. The dryad 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 (DC 17 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 (DC 17 Dex save for half damage).

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

**Speak with Beasts and Plants.** The dryad can communicate with beasts and plants as if they knew a common language.

### ACTIONS

**Multiattack.** The dryad attacks thrice with *Staff*, *Longbow*, or both.

**Staff. Melee Weapon Attack:** +9 to hit, reach 5', one target. Hit: 12 (2d6+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Dex save or be restrained for 1 minute. A restrained target can make a DC 17 Athletics or Acrobatics check to end the effect on itself.

**Longbow. Ranged Weapon Attack:** +8 to hit, range 150'/600', one target. Hit: 8 (1d8+4) piercing damage.

**Summon Mount (1/day □).** The dryad magically summons a mount to an unoccupied space within 60' and remains for 8 hours, until it or the dryad dies, or until the dryad uses an action to dismiss it. The mount uses the stat block of an elk except that it's a plant instead of a beast, has Int of 6, and understands Sylvan (can't speak). While within 1 mile of the mount, the dryad can communicate with it telepathically.

**Suppression (recharge ☼☼☼).** The dryad targets one non-artifact magic item it can see within 120', suppressing its magical properties for 10 minutes, until the dryad is incapacitated or dies, or until the dryad uses a bonus action to end the effect.

## DEMON: CACKLER

<i>Small fiend, chaotic evil</i> <i>CR 1/2 (100 XP)</i>					
<b>AC</b> 15 (natural armor) <b>HPs</b> 10 (3d6) <b>Speed</b> 30'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
9 (-1)	16 (+3)	11 (+0)	11 (+0)	7 (-2)	12 (+1)
<b>Skills</b> Deception +3, Perception +0, Performance +3 <b>Resistances</b> cold, fire, lightning; nonmagical bludgeoning, piercing, and slashing <b>Damage Immunities</b> poison <b>Condition Immunities</b> poisoned <b>Senses</b> darkvision 120', passive Perception 10 <b>Languages</b> Abyssal, Common					
<b>Innate Spellcasting: Fire Bolt (at will).</b> Action to cast, 120', instantaneous. The demon makes a ranged spell attack (+3) doing 5 (1d10) fire damage. An unattended flammable object hit by the spell catches fire.  <b>Innate Spellcasting: Tasha's Hideous Laughter (1/day □).</b> Action to cast, 30', concentration up to 1 minute. The target with an Int of at least 4 must make a DC 11 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.  <b>Last Laugh.</b> When the demon dies, each creature within 10' must succeed on a DC 11 Wis save or take 2 (1d4) psychic damage.  <b>Mimicry.</b> The demon can mimic animals sounds and humanoid voices. A creature that hears the sound can pierce the illusion with a successful DC 11 Insight check.					
<b>ACTIONS</b>					
<b>Bite.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5', one target. Hit: 5 (1d4+3) piercing damage.  <b>Spiked Chain.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 10', one target. Hit: 6 (1d6+3) slashing damage.					

## DEMON: MASTER OF CRUELITIES

Large fiend, chaotic evil  
CR 9 (5,000 XP)

AC 18 (plate)

HPs 127 (15d10+45)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	19 (+4)	16 (+3)	21 (+5)

**Saves** Con +7, Int +8, Wis +7, Cha +9

**Skills** Deception +9, Intimidation +9, Performance +9, Persuasion +9

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

**Damage Immunities** poison

**Condition Immunities** poisoned

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

**Languages** Abyssal, Common, telepathy 120'

**Innate Spellcasting: Charm Person (at will).** Action to cast, 30', 1 hour. Up to three target humanoids must succeed on a DC 17 Wis save (made with advantage if currently fighting the demon) or be charmed until the spell ends or the demon attacks it.

**Innate Spellcasting: Crown of Madness (at will).** Action to cast, 120', concentration up to 1 minute. One humanoid must succeed on a DC 17 Wis save or be charmed by the demon. The demon 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 demon doesn't use its action to sustain the spell or if the target successfully saves at the end of its turn.

**Innate Spellcasting: Dominate Person (1/day ☐).** Action to cast, 60', concentration up to 1 minute. The humanoid target must make a DC 17 Wis save or be charmed by the demon for the duration of the spell. If the target is fighting the demon or its allies, the target has advantage on the save. While the target is charmed, the demon may telepathically command it, which the target does its best to obey. The commands can be simple and generic. The demon can use an action to limit the creature only to the actions the demon commands. Each time the target takes damage, it may attempt a DC 17 Wis save to end the spell.

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

### ACTIONS

**Multiattack.** The demon attacks twice with *Spear*.

**Spear. Melee or Ranged Weapon Attack:** +8 to hit, reach 5' or range 20'/60', one target. Hit: 11 (2d6+4) piercing damage, or 13 (2d8+4) piercing damage if used two-handed in melee, and 13 (3d8) psychic damage.

**Presence (recharge ☐☐).** Each creature within 120' of the demon must succeed on a DC 17 Wis save or be charmed by the demon for 1 hour. While charmed, a creature's speed is 0. If the charmed creature takes damage, it can repeat the save to end the effect on itself and gain immunity to the *Presence* of all Masters of Cruelties for the next 24 hours.



## DEMON: SIRE OF INSANITY

*Huge fiend, chaotic evil*  
CR 12 (8,400 XP)

**AC** 17 (natural armor)  
**HPs** 157 (15d12+60)  
**Speed** 40'

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	19 (+4)	14 (+2)	19 (+4)	22 (+6)

**Saves** Con +8, Int +6, Wis +8, Cha +10

**Skills** Deception +10, Intimidation +10

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** truesight 120', passive Perception 14

**Languages** Abyssal, Common, telepathy 120'

**Innate Spellcasting: Clairvoyance (at will).** 10 minutes, 1 mile, concentration up to 10 minutes. The demon places an invisible sensor in a place either familiar or obvious to it. The demon can either see or hear as if it was in that space, switching between hearing or seeing as an action.

**Innate Spellcasting: Crown of Madness (at will).** Action to cast, 120', concentration up to 1 minute. One humanoid must succeed on a DC 18 Wis save or be charmed by the demon. The demon 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 demon doesn't use its action to sustain the spell or if the target successfully saves at the end of its turn.

**Innate Spellcasting: Major Image (at will).** Action to cast, 120', concentration up to 10 minutes. The demon 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 18 Investigation check, but otherwise is fooled by the image.

**Innate Spellcasting: Suggestion (at will).** Action to cast, 30', concentration up to 8 hours). The demon makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 18 Wis save, it must follow the suggestion.

**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 18 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: Mass Suggestion (1/day □).** Action to cast, 60', 24 hours). The demon makes a one or two sentence reasonable suggestion to up to twelve creatures that can understand it. Each target that fails a DC 18 Wis save must follow the suggestion.

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

**Mind Erosion.** Any creature that starts its turn within 30' of the demon must make a DC 18 Wis save or have disadvantage for 1 minute on Wis and Cha checks and saves. On a successful save, the creature is immune to this aura for 24 hours. The demon can suppress this aura until the start of its next turn.

### ACTIONS

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

**Bite. Melee Weapon Attack:** +10 to hit, reach 5', one creature. Hit: 25 (3d12+6) piercing damage and 16 (3d10) psychic damage.

**Claws. Melee Weapon Attack:** +10 to hit, reach 10', one target. Hit: 10 (1d8+6) slashing damage and 9 (2d8) psychic damage.

## DEVKARIN LICH

Medium undead, neutral evil

CR 14 (11,500 XP)

AC 14 (natural armor)

HPs 97 (15d8+30)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	19 (+4)	16 (+3)	15 (+2)

**Saves** Con +7, Int +9, Wis +8

**Skills** Arcana +14, Insight +8, Perception +8

**Resistances** necrotic; nonmagical bludgeoning, piercing, and slashing

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** truesight 120', passive Perception 18

**Languages** Common, Elvish, Kraul

**Fortitude.** If damage, other than radiant damage or from a critical hit, reduces the lich to 0 HPs, it makes a Con save (DC 5+damage taken). On success, the lich instead drops to 1 HP.

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

**Regeneration.** The lich regains 10 HPs at the start of its turn unless it took fire or radiant damage since its last turn. The lich only if it starts its turn with 0 HP and doesn't regenerate.

**Spellcasting:** 14th-level, Int-based, DC 17, +9 to hit

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3rd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6th	<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 17 Dex save or take 3d6 acid damage.

**Chill Touch (cantrip).** Action to cast, 120', instantaneous. The necromancer makes a ranged spell attack (+9) doing 3d8 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.

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The lich 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 17 Con save or take 3d12 poison damage.

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

**Chromatic Orb (1st).** Action to cast, 90', instantaneous. The lich tosses a sphere of acid, cold, fire, lightning, poison, or thunder energy, making a ranged spell attack (+9) against a creature. The sphere inflicts 3d8 damage of that type, plus 1d8 for each slot above 1st used to cast the spell.

**Magic Missile (1st).** Action to cast, 120', instantaneous. The lich 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.

**Ray of Sickness (1st).** Action to cast, 60', instantaneous. The lich makes a ranged spell attack (+9). On a hit, the target takes [slot level +1]d8 of poison damage. If the target fails a DC 17 Con save, it's poisoned until the end of the lich's next turn.

**Melf's Acid Arrow (2nd).** Action to cast, 90', instantaneous. The lich makes a ranged spell attack (+9) 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.

**Ray of Enfeeblement (2nd).** Action to cast, 60', concentration up to 1 minute. The lich makes a ranged spell attack (+9) 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 17 Con save to end the spell.

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

**Web (2nd).** Action to cast, 60', concentration up to 1 hour. The lich 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 lich'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 17 Dex save or be restrained. A creature so restrained may make a DC 17 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 lich creates an undead servant. As a bonus action on each of its turns, the lich 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 lich loses control over a servant after 24 hours unless recasting the spell on it. The lich 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 17 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 lich; 3) the target must succeed on DC 17 Wis save at the start of each of its turns in order to act; or 4) the lich's attacks and spells do an extra 1d8 necrotic damage to the target.

**Fear (3rd).** 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 lich as safely as possible. If the creature ends its turn without the lich in sight, the creature may repeat the save.

**Vampiric Touch (3rd).** Action to cast, self, concentration up to 1 minute. The lich can make a melee spell attack (+9) 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.

**Blight (4th).** Action to cast, 30', instantaneous. A creature (not undead or a construct) the lich can see within 30' takes 8d8 necrotic damage (DC 20 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.

**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 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.

**Cloudkill (5th).** Action to cast, 120', concentration up to 10 minutes. The lich conjures a 20'-radius sphere of fog. When a creature enters the sphere or starts its turn there takes 5d8 poison damage (DC 20 Con save for half damage). The fog rolls away from the lich at a rate of 10' per round. The damage increases by 1d8 per slot used above 5th level.

**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 DC 17 for half damage). A creature must make a save if it enters the sphere or ends its turn there.

**Circle of Death (6th).** Action to cast, 180', instantaneous. Each creature in a 60'-radius sphere takes 8d6 necrotic damage (DC 17 Con save for half). If cast at 7th level, the damage is 10d6.

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

**Finger of Death (7th).** Action to cast, 60', instantaneous. A target creature takes 7d8+30 necrotic damage (DC 20 Con save for half damage). A humanoid killed by this spell rises as a zombie at the start of the lich's next turn and is permanently under the lich's control.

**Turn Resistance.** The lich has advantage on saves against any effect that turns undead.

## ACTIONS

**Touch. Melee Spell Attack:** +9 to hit, reach 5', one creature. Hit: 14 (4d6) poison damage, and the target must succeed on a DC 17 Con save or be poisoned for 1 minute. The target can repeat the save at the end of each of its turns to end the effect on itself.

## LEGENDARY ACTIONS

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

**Cantrip.** The lich casts a cantrip.

**Touch (2 actions).** The lich attacks once with *Touch*.

**Disruption (3 actions).** Each creature within 30' takes 21 (6d6) necrotic damage (DC 17 Con save for half damage).

## KRAUL: DEATH PRIEST

Medium humanoid (kraul), neutral evil  
CR 4 (1,100 XP)

**AC** 18 (natural armor)

**HPs** 65 (10d8+20)

**Speed** 30', climb 30', fly 40'

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

**Saves** Con +4, Wis +4

**Skills** Insight +4, Nature +3, Religion +3

**Senses** darkvision 60', passive Perception 12

**Languages** Common, Kraul

**Feed.** When a creature within 30' of the kraul drops to 0 HPs, the kraul or another creature of its choice within 30' of it gains 5 (1d10) temporary HPs if the kraul isn't incapacitated.

**Hive Mind.** The kraul is immune to the charmed and frightened while within 30' of at least one other kraul.

**Innate Spellcasting: Chill Touch (at will).** Action to cast, 120', instantaneous. The kraul makes a ranged spell attack (+4) doing 1d8 necrotic damage and prevents the target from regaining HPs until the start of the kraul's next turn. If the target is undead, the target has disadvantage on attacks until the end of the kraul's next turn.

**Innate Spellcasting: Poison Spray (at will).** Action to cast, 10', instantaneous. The target creature must make a DC 12 Con save or take 1d12 poison damage.

**Innate Spellcasting: Ray of Enfeeblement (3/day □□□).** Action to cast, 60', concentration up to 1 minute. The kraul makes a ranged spell attack (+4) 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 12 Con save to end the spell.

**Innate Spellcasting: Ray of Sickness (3/day □□□).** Action to cast, 60', instantaneous. The kraul makes a ranged spell attack (+4). On a hit, the target takes 2d8 poison damage. If the target fails a DC 12 Con save, it's poisoned until the end of the kraul's next turn.

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

**Innate Spellcasting: Blight (1/day □).** Action to cast, 30', instantaneous. A creature (not undead or a construct) the kraul can see within 30' takes 8d8 necrotic damage (DC 12 Con save for half damage; plant creatures and magical plants have disadvantage on this save).

**Innate Spellcasting: Vampiric Touch (1/day □).** Action to cast, self, concentration up to 1 minute. The kraul can make a melee spell attack (+4) 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.

**Pack Tactics.** The kraul has advantage on attacks against a creature if at least one of the kraul's allies is within 5' of the creature and isn't incapacitated.

**Spider Climb.** The kraul can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Multiattack.** The kraul attacks once with *Quarterstaff* and casts one spell with a casting time of 1 action.

**Quarterstaff. Melee Weapon Attack:** +5 to hit, reach 5', one target. Hit: 6 (1d6+3) bludgeoning damage, or 7 (1d8+3) bludgeoning damage if wielded two-handed.

## UNDERCITY MEDUSA

<i>Medium monstrosity, neutral evil</i> CR 6 (2,300 XP)					
<b>AC</b> 16 (natural armor) <b>HPs</b> 120 (16d8+48) <b>Speed</b> 30'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	18 (+4)	16 (+3)	17 (+3)	12 (+1)	15 (+2)
<b>Skills</b> Deception +5, Insight +4, Perception +4, Stealth +7 <b>Senses</b> darkvision 60', passive Perception 14 <b>Languages</b> Common, Elvish					
<p><b>Innate Spellcasting: <i>Expeditious Retreat</i> (1/day ☐).</b> Bonus action to cast, self, concentration up to 10 minutes. When the medusa casts the spell, and then as a bonus action in subsequent rounds, the medusa can take the Dash action.</p> <p><b>Innate Spellcasting: <i>Fog Cloud</i> (1/day ☐).</b> Action to cast, 120', concentration up to 1 hour. The medusa 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.</p> <p><b>Innate Spellcasting: <i>Misty Step</i> (1/day ☐).</b> Bonus action to cast, self, instantaneous. The medusa teleports up to 30' to an unoccupied space it can see.</p> <p><b>Magic Resistance.</b> The medusa has advantage on saves against spells and other magical effects.</p> <p><b>Surprising Attacks.</b> During the first round of combat, the medusa has advantage on attacks against any creature that it surprised and deals an extra 10 (3d6) damage each time it hits such a creature with an attack.</p>					
<b>ACTIONS</b>					
<p><b>Multiattack.</b> The medusa attacks twice with <i>Claw</i> and can use <i>Petrifying Gaze</i> before or after making these attacks.</p> <p><b>Claws.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5', one target. Hit: 13 (2d8+4) slashing damage.</p> <p><b>Petrifying Gaze.</b> A creature the medusa can see within 60' must make a DC 14 Con save. If the save fails by 5 or more, the creature is petrified. Otherwise, on failure the creature is restrained and must repeat the save at the end of its next turn, becoming petrified on a failure and ending the effect on a success. The petrification can be removed by <i>Greater Restoration</i> or similar magic.</p>					

## VAMPIRE: MIND DRINKER

Medium undead, neutral evil  
CR 4 (1,100 XP)

**AC** 14  
**HPs** 55 (10d8+10)  
**Speed** 30', fly 30'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	19 (+4)	13 (+1)	14 (+2)

**Saves** Dex +6, Int +6, Wis +3  
**Skills** Deception +4, Insight +3, Perception +3, Stealth +6  
**Resistances** necrotic  
**Senses** darkvision 60', passive Perception 13  
**Languages** the languages it knew in life

**Innate Spellcasting: Message (at will).** Action to cast, 120', 1 round. The vampire 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.

**Innate Spellcasting: Charm Person (3/day □□□).** Action to cast, 30', 1 hour. A humanoid must make a DC 14 Wis save (made with advantage if currently fighting the vampire) or be charmed until the spell ends or the vampire attacks it.

**Innate Spellcasting: Hold Person (3/day □□□).** 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. A target may make a save at the end of each of its turns to end the spell's effect.

**Innate Spellcasting: Mirror Image (3/day □□□).** Action to cast, self, 1 minute. Three illusory duplicates of the vampire appear, moving with the vampire. Each time a creature targets the vampire, 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.

**Innate Spellcasting: Sleep (3/day □□□).** Action to cast, 90', 1 minute. The vampire 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.

**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.

**Innate Spellcasting: Major Image (1/day □).** Action to cast, 120', concentration up to 10 minutes. The vampire 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 14 Investigation check, but otherwise is fooled by the image.

**Stealth.** The vampire can take the Hide action as a bonus action while in dim light or darkness.

**Sunlight Sensitivity.** While in sunlight, the vampire has disadvantage on all attacks and Perception rolls that rely on sight.

### ACTIONS

**Multiattack.** The vampire makes two attacks, only one of which can be *Bite*.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5', one willing creature or one grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6+4) piercing damage and 7 (2d6) necrotic damage.

**Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 5', one target. Hit: 8 (1d8+4) bludgeoning damage, and the vampire can also grapple the target (escape DC 13) if it's a creature and the vampire has a hand free.

**Mind Siphon (recharge ☹☹☹).** A creature the vampire can see within 30' takes 28 (8d6) psychic damage, and the vampire learns the target's surface emotions and thoughts (DC 14 Int save, with disadvantage if the vampire has previously consumed the target's blood, for half damage, and the vampire discerns only the target's general emotional state).



## NPC: ISPERIA

*Gargantuan monstrosity, lawful neutral*  
CR 21 (33,000 XP)

**AC** 17 (natural armor)  
**HPs** 261 (18d20+72)  
**Speed** 40', fly 60'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	23 (+6)	26 (+8)	20 (+5)

**Saves** Dex +9, Con +11, Int +13, Wis +15  
**Skills** Arcana +13, History +13, Insight +15, Perception +15  
**Damage Immunities** psychic; nonmagical bludgeoning, piercing, and slashing  
**Condition Immunities** charmed, frightened  
**Senses** truesight 120', passive Perception 25  
**Languages** Common, Sphinx

**Innate Spellcasting: Imprisonment (2/day □□).** 1 minute, 30', until dispelled. A target creature must make a DC 23 Wis save or be bound. If the target makes the save, it is immune to the spell if cast again by the sphinx. While bound, the target doesn't need to breathe, eat, or drink; it doesn't age; and divination magic can't find or perceive it. The binding can be dispelled only by a *Dispel Magic* cast at 9th level, but otherwise continues until a reasonable, tangibly-stated condition (specified at casting) comes to pass. The binding takes one of the following forms, useable only once each at a time. **Burial:** The target is entombed far beneath the earth in a magical force sphere just large enough to contain it. Nothing can pass through the sphere, nor can any creature use magical travel to get into or out of it. **Chaining:** The target is restrained by heavy chains, and it can't move or be moved by any means, until the spell ends. **Prison:** The target is transported to a demiplane that is warded against magical travel. **Bejeweled:** The target shrinks to 1" height and imprisoned inside a gem made indestructible by the spell. Only light can pass through the gem normally, allowing the target to see out and other creatures to see in. Nothing else can pass through, even if using magical travel. **Sleep:** The target falls asleep and can't be awoken.

**Inscrutable.** The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell it disallows. Insight checks made to ascertain its intentions or sincerity have disadvantage.

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

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

**Spellcasting:** 12th-level, Wis-based, DC 18, +10 to hit

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

**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 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 23 Dex save.

**Resistance (cantrip).** Action to cast, touch, instantaneous. Once before the spell ends, the target can add 1d4 to a save.

**Sacred Flame (cantrip).** Action to cast, 60', 1 hour. The sphinx attacks a target it can see. The target must succeed on a DC 23 Dex check or take 3d8 radiant damage.

**Thaumaturgy (cantrip).** Action to cast, 30', up to 1 minute. The sphinx 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 sphinx's own eyes. If cast more than once, the sphinx can have up to three effects occurring simultaneously.

**Command (1st).** Action to cast, 60', 1 round. The sphinx speaks one command word to a target. If the target fails a DC 23 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions). The sphinx can add another target for each slot level above 1st used to cast it.

**Detect Evil and Good (1st).** Action to cast, self, concentration up to 10 minutes. The sphinx 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.

**Ensnaring Strike (1st).** Bonus action to cast, self, concentration up to 1 minute. The next time the sphinx hits a creature with a weapon attack before the spells ends, it must make a DC 23 Str save (at advantage if Large or larger) to end the spell. On failure, the target is restrained until the spell ends and takes 1d6 piercing damage at the start of each of its turns. Any creature (including the target), can use an action to make a DC 23 Str check to free the target.

**Sanctuary (1st).** Bonus action to cast, 30', 1 minute. Any creature that tries to attack the target creature must succeed on a DC 23 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.

**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 sphinx 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.

**Augury (2nd).** 1 minute to cast, self, instantaneous. The sphinx 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).

**Calm Emotions (2nd).** Action to cast, 60’, concentration up to 1 minute. Each humanoid within range must make a DC 23 Cha save. If it fails, the sphinx 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.

**Hold Person (2nd).** Action to cast, 60’, concentration up to 1 minute. A humanoid within range must make a DC 23 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.

**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.

**Zone of Truth (2nd).** Action to cast, 60’, 10 minutes. The sphinx creates a zone as a 15’-radius sphere. A creature entering for the first time or starting its turn there must make a DC 23 Cha save or be unable to tell a lie deliberately while within the zone. The sphinx knows whether the creature failed its save, but the creature may be evasive in its answers.

**Bestow Curse (3rd).** Action to cast, touch, concentration up to 1 minute. The target creature must succeed on a DC 23 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 sphinx; 3) the target must succeed on DC 23 Wis save at the start of each of its turns in order to act; or 4) the sphinx’s attacks and spells do an extra 1d8 necrotic damage to the target.

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

**Counterspell (3rd).** Reaction to cast when a creature within 60’ casts a spell, 60’, instantaneous. The sphinx automatically stops the target spell if it is of the same or lower level than the slot the sphinx uses to cast this spell. Otherwise, the sphinx stops the target spell with a successful Wis (+8) check (DC 10+the target spell’s level).

**Dispel Magic (3rd).** Action to cast, 120’, instantaneous. The sphinx 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 sphinx must succeed on a Wis (+8) ability check (DC is 10+level of the effect).

**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.

**Divination (4th).** Action to cast, self only, instantaneous. The sphinx asks one question of her god concerning a specific goal, event, or activity to occur within the next 7 days, and receives a truthful response, possibly cryptic or symbolic.

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

**Dispel Evil and Good (5th).** Action to cast, self only, concentration up to 1 minute. Celestials, elementals, fey, fiends, and undead have disadvantage on attacks against the sphinx. The spell ends early if the unicorn uses an action to activate either *Break Enchantment* (touches a creature to remove the charmed or frightened condition or end possession by a celestial, elemental, fey, fiend, or undead), or *Dismissal* (make a melee spell attack at +10 against a celestial, elemental, fey, fiend, or undead, which then makes a Cha save DC 23 to avoid being returned to its home plane).

**Scrying (5th).** 10 minutes to cast, self, concentration up to 10 minutes. The sphinx can see and hear a creature on the same plane of existence that fails a DC 23 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.

**Word of Recall (6th).** Action to cast, 5’, instantaneous. The sphinx and up to five willing creatures instantly teleport to a previously designated location (or the nearest unoccupied space), which must be strongly linked to the sphinx’s deity. To designate the location, the sphinx must first have cast the spell at that location.



**Divine Word (7th).** Bonus action to cast, 30', instantaneous. The sphinx chooses any number of creatures it can see within range. Each must make a DC 23 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.

**Antimagic Field (8th).** Action to cast, self (10' radius sphere), concentration up to 1 hour. The sphinx surrounds itself with an invisible sphere that follows it within which spells can't be cast, summoned creatures disappear, and the magic of items is suppressed, though the time spent in the sphere counts against an effect's duration. Only spells and effects created by an artifact or deity work within the sphere and can penetrate it. Spells spanning an area are suppressed in any overlap, teleportation and planar travel cannot originate or end in the sphere, summoned creatures that the sphere caused to vanish reappear once the sphere leaves their location, and no spell (including another casting of *Antimagic Field*) has any effect on it.

## ACTIONS

**Multiattack.** The sphinx attacks twice with *Claws*, but can substitute one spell with a casting time of 1 action in place of one of those attacks.

**Claws.** *Melee Weapon Attack:* +12 to hit, reach 5', one target. Hit: 21 (3d10+5) slashing damage. If the target is a creature, it must succeed on a DC 23 Wis save or take 14 (4d6) psychic damage after each attack it makes against the sphinx before the start of the sphinx's next turn.

**Authority.** Up to three creatures the sphinx can see within 90' must succeed on a DC 23 Int save or the sphinx can forbid the use of one of the following actions by a creature for 1 minute: Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, or Use an Object. At end of each of an affected target's turns, it can repeat the save to end the effect on itself and gain immunity to *Authority* for 24 hours.

## LEGENDARY ACTIONS

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

**Attack.** The sphinx attacks once with *Claws*.

**Cast (2 actions).** The sphinx casts a spell of 3rd level or lower.

**Authority (3 actions).** The sphinx uses *Authority*.

## NPC: PRECOGNATIVE MAGE

*Medium humanoid (any race), lawful neutral*  
CR 3 (700 XP)

AC 11 (14 with *Mage Armor*)

HPs 63 (14d8)

Speed 30'

STR

DEX

CON

INT

WIS

CHA

9 (-1)

13 (+1)

10 (+0)

18 (+4)

13 (+1)

11 (+0)

Saves Int +6, Wis +3

Skills Perception +3

Senses truesight 1200', passive Perception 13

Languages Common, one other language

**Innate Spellcasting: Detect Thoughts (3/day □□□).** Action to cast, self, concentration up to 1 minute. The mage 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 abishai can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 14 Wis save, the mage 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 mage to end the effect.

**Innate Spellcasting: Mage Armor (3/day □□□).** Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.

**Innate Spellcasting: Clairvoyance (1/day □).** 10 minutes, 1 mile, concentration up to 10 minutes. The mage places an invisible sensor in a place either familiar or obvious to it. The mage can either see or hear as if it was in that space, switching between hearing or seeing as an action.

**Innate Spellcasting: Locate Object (1/day □).** Action to cast, self, concentration up to 10 minutes. The mage 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 mage knows the direction and speed. The mage must have seen the object in the past from a distance of no more than 30'.

## 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 two-handed.

**Glimpse (recharge ☹☹).** A creature within 120' that the mage can see takes 18 (4d8) psychic damage and must succeed on a DC 14 Int save or be stunned until the end of its next turn.

## REACTIONS

**Insight (3/day □□□).** When the mage or a creature it can see makes an attack, save, or ability check, the mage can cause the roll to be made with advantage or disadvantage.

## NPC: LAWIMAGE

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

AC 15 (breastplate)

HPs 84 (13d8+26)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	17 (+3)	14 (+2)	13 (+1)

Saves Int +6, Wis +5

Skills Arcana +6, Perception +5, Persuasion +4

Senses passive Perception 15

Languages Common, one other language

**Spellcasting:** 8th-level, Int-based, DC 14, +6 to hit

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

**Fire Bolt (cantrip).** Action to cast, 120', instantaneous. The mage makes a ranged spell attack (+9) doing 11 (2d10) fire damage. An unattended flammable object hit by the spell catches fire.

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

**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 evoker 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.

**Message (cantrip).** Action to cast, 120', 1 round. The mage 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.

**Alarm (1st).** Action to cast, 30', 8 hours. A door, window, or area no larger than a 20' cube alerts the mage when a Tiny or larger creature, except those the mage designates at casting as immune, touches or enters the target. The alarm can be mental (when mage is within 1 mile) or audible (sound of a hand bell for 10 seconds hearable within 60').

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

**Shield (1st).** Reaction to a hit on the abjurer, self, 1 round. Until the start of its next turn, the mage 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 mage and any creatures it designates. The mage 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.

**Detect Thoughts (2nd).** Action to cast, self, concentration up to 1 minute. The mage 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 mage can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 14 Wis save, the mage 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 mage to end the effect.

**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, it may target an additional target.

**Clairvoyance (3rd).** 10 minutes, 1 mile, concentration up to 10 minutes. The mage places an invisible sensor in a place either familiar or obvious to it. The mage 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 mage 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 mage must succeed on a Int (+3) ability check (DC is 10+level of the effect).

**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.

**Locate Creature (4th).** Action to cast, self, concentration up to 1 hour. The mage 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 mage 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.

## ACTIONS

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

## NPC: FIREFIST

Medium humanoid (any race), lawful good  
CR 7 (2,900 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 +5, Wis +6  
**Skills** Intimidation +4, Religion +3  
**Senses** passive Perception 13  
**Languages** any one language (usually Common)

**Spellcasting:** 9th-level, Wis-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"/>
2nd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4th	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

**Fire Bolt (cantrip).** Action to cast, 120', instantaneous. The firefist makes a ranged spell attack (+9) doing 11 (2d10) 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 14 Dex save.

**Sacred Flame (cantrip).** Action to cast, 60', 1 hour. The firefist attacks a target it can see. The target must succeed on a DC 14 Dex check or take 2d8 radiant damage.

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

**Guiding Bolt (1st).** Action to cast, 120', 1 round. The firefist makes a ranged spell attack (+6) against a target. On a hit, the target takes 4d6 radiant damage, and the next attack against the target before the end of the mummy lord'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 firefist can see heals 1d4+3 HPs (plus 1d4 per additional spell level used to cast the spell).

**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 firefist targets one additional creature for each spell slot above 1st used to cast this 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 firefist touches a creature and ends either a disease or one of the following conditions: blinded, deafened, paralyzed, or poisoned.

**Scorching Ray (2nd).** Action to cast, 120', instantaneous. The firefist hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+6) that does 2d6 fire damage. The firefist can hurl an additional stream for each level over 2nd at which the spell is cast.

**Blinding Smite (3rd).** Bonus action to cast, 60', concentration up to 1 minute. The first time the firefist hits with a melee weapon attack, the attack does an extra 3d8 radiant damage to the target, which must make a DC 14 Con save or be blinded until the spell ends (repeating the save at the end of each of its turns to end the effect).

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

**Revivify (3rd).** 1 Action to cast, touch, instantaneous. The firefist 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.

**Banishment (4th).** Action to cast, 60', concentration up to 1 minute. The target must succeed on a DC 14 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 firefist can add another target for each slot level above 4th used to cast it.

**Wall of Fire (4th).** 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.

**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 14 Dex save for half damage).

## ACTIONS

**Multiattack.** The firefist attacks twice with *Greatsword*.

**Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5', one target.  
Hit: 10 (2d6+3) slashing damage.

## REACTIONS

**Guided Attack (recharges after long or short rest).** When the firefist or another creature it can see within 30 makes an attack, the firefist grants a +10 bonus to the attack.

## NPC: FRONTLINE MEDIC

Medium humanoid (any race), lawful good  
CR 1/4 (50 XP)

AC 18 (plate)  
HPs 19 (3d8+6)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

**Skills** Medicine +5, Perception +3

**Senses** passive Perception 13

**Languages** any one language (usually Common)

**Spellcasting:** 3th-level, Wis-based, DC 11, +3 to hit

1st ☐☐☐☐ 2nd ☐☐

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

**Resistance (cantrip).** Action to cast, touch, instantaneous. Once before the spell ends, the target can add 1d4 to a save.

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

**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.

**Sanctuary (1st).** Bonus action to cast, 30', 1 minute. Any creature that tries to attack the target creature must succeed on a DC 11 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.

**Aid (2nd).** Action to cast, 30', 8 hours. The HP maximum and current HPs of up to three creatures within range increases by 5 (plus 5 for each slot level above 2nd used to cast the spell).

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

### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5' or range 20'/60', one target. Hit: 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used two-handed.

## NPC: RECKONER

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

AC 18 (plate)

HPs 52 (8d8+16)

Speed 30'

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

**Skills** Arcana +4, Intimidation +2, Perception +3

**Senses** passive Perception 13

**Languages** Common, one other language

**First Strike.** The reckoner has advantage on initiative.

**Spellcasting:** 5th-level, Int-based, DC 12, +4 to hit

1st ☐☐☐☐ 2nd ☐☐☐ 3rd ☐☐

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

**Light (cantrip).** Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the evoker 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.

**Message (cantrip).** Action to cast, 120', 1 round. The reckoner 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.

**Shocking Grasp (cantrip).** Action to cast, 30', instantaneous. The reckoner makes a melee spell attack (+4) 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.

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

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

**Thunderwave (1st).** Action to cast, 15' cube from the reckoner, 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'. When cast using a spell slot higher than 1st, the spell does an extra 1d8 damage per level of the slot.

**Witch Bolt (1st).** Action to cast, 30', concentration up to 1 minute. The reckoner makes a ranged spell attack (+4 to hit). On a hit, the target takes 1d12 lightning damage per spell slot used to cast the spell. On each of the reckoner's turns, it can use its action to deal 1d12 lightning damage to the target automatically.

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

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

**Lightning Bolt (3rd).** Action to cast, 100' long, 5' wide line originating from the reckoner, instantaneous. Each creature in the line takes 8d6 lightning damage (DC 12 Dex save for half damage).

### ACTIONS

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

### REACTIONS

**Lightning Backlash (research ☒☒).** When a creature hits the reckoner with an attack, the creature takes lightning damage equal to half the damage dealt.



## NPC: Lazav

Medium monstrosity (shapechanger), neutral evil  
CR 17 (18,000 XP)

AC 18 (natural armor)  
HPs 204 (24d8+96)  
Speed 40'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	24 (+7)	18 (+4)	22 (+6)	20 (+5)	22 (+6)

**Saves** Dex +13, Int +12, Wis +11, Cha +12  
**Skills** Deception +18, Insight +11, Perception +11, Stealth +19  
**Resistances** necrotic, psychic  
**Damage Immunities** poison  
**Condition Immunities** charmed, frightened, poisoned  
**Senses** darkvision 120', passive Perception 21  
**Languages** Common, thieves' cant

**Elusive.** No attack against Lazav has advantage unless its incapacitated.

**Innate Spellcasting: Detect Thoughts (at will).** Action to cast, self, concentration up to 1 minute. Lazav can focus on any target creature within 30' of it (Int >3, and knows a language) and read its surface thoughts. As an action, Lazav can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 20 Wis save, Lazav 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 Lazav to end the effect.

**Innate Spellcasting: Encode Thoughts (at will).** 1 minute to cast, 10', instantaneous. Lavaz creates a psychic ribbon and places a memory, idea, or message into it. If cast while concentrating on a spell that reads, modifies, or manipulates thoughts, the memories read can instead be placed into the ribbon. If casting this spell while holding the ribbon, any memory, idea, or message currently in the ribbon is read by Lavaz.

**Innate Spellcasting: Freedom of Movement (at will).** 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.

**Innate Spellcasting: Vicious Mockery (at will).** Action to cast, 60', Instantaneous. Lavaz spews enchanting insults at a target creature that can hear Lavaz. The target must make a DC 20 Wis check or take 4d4 damage and have disadvantage on the next attack it makes before the end of its next turn.

**Innate Spellcasting: Blur (3/day□□□).** Action to cast, self, concentration up to 1 minute. Creatures relying on sight have disadvantage to hit Lavaz.

**Innate Spellcasting: Confusion (3/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 20 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: Mirror Image (3/day□□□).** Action to cast, self, 1 minute. Three illusory duplicates of Lazav appear, moving with Lazav. Each time a creature targets Lazav, 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.

**Innate Spellcasting: Modify Memory (1/day□).** Action to cast, 30', concentration up to 1 minute. A creature Lavaz sees makes a DC 20 Wis save (with advantage if fighting Lavaz). On failure, the creature is charmed, incapacitated, and unaware of its surroundings other than what Lavaz 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 Lavaz'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.

**Innate Spellcasting: Rary's Telepathic Bond (1/day□).** Action to cast, 30', 1 hour. Lavaz forms a telepathic link with up to eight willing creatures with an Int of at least 3. Each creature is linked to the others and can communicate anywhere on the same plane, even without a common language.

**Legendary Resistances (3/day ☐☐☐).** If Bael fails a save, he can choose to succeed.

**Shapechanger.** Lazav (but not its equipment) can use a bonus action to polymorph into a Small or Medium humanoid it has seen with statistics, other than size, remaining the same in each form.

**Psychic.** Unless Lazav is incapacitated, it's immune to magic that allows other creatures to read thoughts, determine whether it's lying, know its alignment, or know its creature type. Creatures can telepathically communicate with Lazav only if allowed.

## ACTIONS

**Multiattack.** Lazav attacks thrice with *Shortsword*.

**Shortsword.** *Melee Weapon Attack:* +13 to hit, reach 5', one target. Hit: 10 (1d6+7) piercing damage and 10 (3d6) psychic damage, and the target has disadvantage on its next attack before Lazav's next turn.

## LEGENDARY ACTIONS

Lavaz can take 3 legendary actions, only one at a time and only at the end of another creature's turn. Lazav regains spent actions at the start of its turn.

**Attack.** Lazav makes a weapon attack.

**Spell (2 actions).** Lazav casts a spell via *Innate Spellcasting*.

**Nightmare (3 actions).** Each creature within 10' must succeed on a DC 21 Dex save or take 18 (4d8) damage of a type chosen by Lazav: acid, cold, fire, lightning, or necrotic.

## NPC: MIND MAGE

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

AC 12 (15 with *Mage Armor*)

HPs 49 (11d8)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	20 (+5)	15 (+2)	16 (+3)

Saves Int +8, Wis +5

Skills Arcana +8, Deception +6, Insight +5, Persuasion +6

Senses passive Perception 12

Languages Common, any four other languages

**Innate Spellcasting: Encode Thoughts (at will).** 1 minute to cast, 10', instantaneous. The mage creates a psychic ribbon and places a memory, idea, or message into it. If cast while concentrating on a spell that reads, modifies, or manipulates thoughts, the memories read can instead be placed into the ribbon. If casting this spell while holding the ribbon, any memory, idea, or message currently in the ribbon is read by the mage.

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

**Innate Spellcasting: Charm Person (3/day □□□).** Action to cast, 30', 1 hour. A humanoid must make a DC 16 Wis save (made with advantage if currently fighting the mage) or be charmed until the spell ends or the mage attacks it.

**Innate Spellcasting: Detect Thoughts (3/day □□□).** Action to cast, self, concentration up to 1 minute. The mage 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 mage can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 16 Wis save, the mage 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 mage to end the effect.

**Innate Spellcasting: Mage Armor (3/day □□□).** Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.

**Innate Spellcasting: Sleep (3/day □□□).** Action to cast, 90', 1 minute. The mage 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.

**Innate Spellcasting: Suggestion (3/day □□□).** Action to cast, 30', concentration up to 8 hours). The mage makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 16 Wis save, it must follow the suggestion.

**Innate Spellcasting: Dominate Person (1/day □).** Action to cast, 60', concentration up to 1 minute. The humanoid target must make a DC 16 Wis save or be charmed by the mage for the duration of the spell. If the target is fighting the mage or its allies, the target has advantage on the save. While the target is charmed, the mage may telepathically command it, which the target does its best to obey. The commands can be simple and generic. The mage can use an action to limit the creature only to the actions the mage commands. Each time the target takes damage, it may attempt a DC 16 Wis save to end the spell.

**Innate Spellcasting: Mass Suggestion (1/day □).** Action to cast, 60', 24 hours). The mage makes a one or two sentence reasonable suggestion to up to twelve creatures that can understand it. Each target that fails a DC 16 Wis save must follow the suggestion.

**Innate Spellcasting: Modify Memory (1/day □).** Action to cast, 30', concentration up to 1 minute. A creature the mage sees makes a DC 16 Wis save (with advantage if fighting the mage). On failure, the creature is charmed, incapacitated, and unaware of its surroundings other than what the mage 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 mage'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.

**Magic Headpiece.** The mage can communicate telepathically with a creature it knows within 1 mile that's wearing the same headpiece.

## ACTIONS

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



## NPC: THOUGHT SPY

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

**AC** 13 (leather armor)

**HPs** 27 (6d8)

**Speed** 30'

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

**Skills** Deception +6, Insight +3, Investigation +5, Perception +3, Sleight of Hand +4, Stealth +4

**Senses** darkvision 30', passive Perception 13

**Languages** Common, any one other languages

**Innate Spellcasting: Charm Person (at will).** Action to cast, 30', 1 hour. A humanoid must make a DC 13 Wis save (made with advantage if currently fighting the spy) or be charmed until the spell ends or the mage attacks it.

**Innate Spellcasting: Disguise Self (at will).** Action to cast, self, 1 hour. The spy 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 spy is disguised, a creature may spend its action to inspect its appearance or make a DC 13 Investigation check.

**Innate Spellcasting: Encode Thoughts (at will).** 1 minute to cast, 10', instantaneous. The spy creates a psychic ribbon and places a memory, idea, or message into it. If cast while concentrating on a spell that reads, modifies, or manipulates thoughts, the memories read can instead be placed into the ribbon. If casting this spell while holding the ribbon, any memory, idea, or message currently in the ribbon is read by the spy.

**Innate Spellcasting: Blur (1/day □).** Action to cast, self, concentration up to 1 minute. Creatures relying on sight have disadvantage to hit the spy.

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

**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.

**Magic Headpiece.** The mage can communicate telepathically with a creature it knows within 1 mile that's wearing the same headpiece.

### ACTIONS

**Multiattack.** The spy makes three ranged attacks with *Dagger* or two melee attacks.

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

**Rapier.** *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit: 6 (1d8+2) piercing damage.

## NPC: JARAD VOD SAVO

Medium undead, neutral evil  
CR 22 (41,000 XP)

AC 17 (natural armor)  
HPs 180 (24d8+72)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	20 (+5)	16 (+3)	15 (+2)

**Saves** Con +10, Int +12, Wis +10  
**Skills** Arcana +12, Insight +10, Perception +10  
**Resistances** necrotic; nonmagical bludgeoning, piercing, and slashing  
**Damage Immunities** poison  
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned  
**Senses** darkvision 120', passive Perception 20  
**Languages** Common, Elvish, Kraul

**Fortitude.** If damage, other than radiant damage or from a critical hit, reduces the lich to 0 HPs, it makes a Con save (DC 5+damage taken). On success, the lich instead drops to 1 HP.

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

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

**Regeneration.** The lich regains 10 HPs at the start of its turn unless it took fire or radiant damage since its last turn. The lich only if it starts its turn with 0 HP and doesn't regenerate.

**Spellcasting:** 14th-level, Int-based, DC 20, +12 to hit

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

**Acid Splash (cantrip).** Action to cast, 60', instantaneous. The lich hurls a large bead of acid at one creature or two creatures within 5' of one another. Each target must make a DC 20 Dex save or take 3d6 acid damage.

**Chill Touch (cantrip).** Action to cast, 120', instantaneous. The lich makes a ranged spell attack (+12) doing 3d8 necrotic damage and prevents the target from regaining HPs until the start of the lich's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of the lich's next turn.

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The lich 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 20 Con save or take 3d12 poison damage.

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

**Entangle (1st).** Action to cast, 90', concentration up to 1 minute. The lich 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 20 Str save or be restrained until the spell ends. The restrained creature may use an action to attempt the save.

**Ray of Sickness (1st).** Action to cast, 60', instantaneous. The lich makes a ranged spell attack (+12). On a hit, the target takes [slot level +1]d8 of poison damage. If the target fails a DC 20 Con save, it's poisoned until the end of the lich's next turn.

**Sleep (1st).** Action to cast, 90', 1 minute. The lich rolls 5d8. The total rolled is how many HPs of creatures affected, starting with the creature with the lowest current HPs. An affected creature falls asleep until the spell ends, the creature takes damage, or someone within uses an Action to rouse the creature. Undead and creatures immune to charm are immune. For each slot level above 1st used to cast this spell, an additional 2d8 of HPs can be affected.

**Melf's Acid Arrow (2nd).** Action to cast, 90', instantaneous. The lich makes a ranged spell attack (+12) 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.

**Ray of Enfeeblement (2nd).** Action to cast, 60', concentration up to 1 minute. The lich makes a ranged spell attack (+12) 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 20 Con save to end the spell.

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

**Web (2nd).** Action to cast, 60', concentration up to 1 hour. The lich 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 lich'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 20 Dex save or be restrained. A creature so restrained may make a DC 20 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 lich creates an undead servant. As a bonus action on each of its turns, the lich 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 lich loses control over a servant after 24 hours unless recasting the spell on it. The lich may reassert control over up to 4 servants with such a casting.

**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.

**Vampiric Touch (3rd).** Action to cast, self, concentration up to 1 minute. The lich can make a melee spell attack (+12) 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. The damage increases by 1d6 for each slot level above 3rd used to cast the spell.

**Blight (4th).** Action to cast, 30', instantaneous. A creature (not undead or a construct) the lich can see within 30' takes 8d8 necrotic damage (DC 20 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.

**Giant Insect (4th).** Action to cast, 30', concentration up to 10 minutes. The lich transforms up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms, all of which obey the lich, for the duration, until they drop to 0 HP, or the lich uses an action to dismiss them.

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

**Cloudkill (5th).** Action to cast, 120', concentration up to 10 minutes. The lich conjures a 20'-radius sphere of fog. When a creature enters the sphere or starts its turn there takes 5d8 poison damage (DC 20 Con save for half damage). The fog rolls away from the lich at a rate of 10' per round. The damage increases by 1d8 per slot used above 5th level.

**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 DC 20 for half damage). A creature must make a save if it enters the sphere or ends its turn there.

**Circle of Death (6th).** Action to cast, 180', instantaneous. Each creature in a 60'-radius sphere takes 8d6 necrotic damage (DC 20 Con save for half). If cast at 7th level, the damage is 10d6.

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

**Finger of Death (7th).** Action to cast, 60', instantaneous. A target creature takes 7d8+30 necrotic damage (DC 20 Con save for half damage). A humanoid killed by this spell rises as a zombie at the start of the lich's next turn and is permanently under the lich's control.

**Forcecage (7th).** Action to cast, 100', 1 hour. The lich creates a cube of magical force in the form of a solid box (10' sides) or prison (1/2" diameter bars spaced 1/2" apart). Nothing physical can penetrate the cube, nor can spells be cast through it. When cast, only creatures completely enclosed in its area are trapped; all others are pushed away until completely outside it. If the creature tries to use teleportation or interplanar travel to leave, it must first succeed on a Cha save to do so, otherwise wasting the spell. The cage also blocks travel via the Ethereal Plane. *Dispel Magic* has no effect on the cube.

**Spores.** As a bonus action, the lich can deal 11 (2d10) poison damage to a creature it can see within 10'.

**Turn Resistance.** The lich has advantage on saves against any effect that turns undead.

## ACTIONS

**Multiattack.** The lich attacks once with *Touch* and once with *Staff* but can substitute one spell with a casting time of 1 action in place of one of those attacks.

**Staff. Melee Weapon Attack:** +12 to hit, reach 5', one target. Hit: 12 (2d6+5) bludgeoning damage, 13 (3d8) necrotic damage, and 13 (3d8) poison damage.

**Touch. Melee Weapon Attack:** +12 to hit, reach 5', one creature. Hit: 28 (8d6) necrotic damage and the target must succeed on a DC 20 Con save or be poisoned for 1 minute, repeating the save at the end of each of its turns to end the effect on itself.

## GOLGARI LAIRS

### LEGENDARY ACTIONS

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

**Cantrip.** The lich casts one cantrip.

**Touch (2 actions).** The lich uses *Touch*.

**Disruption (3 actions).** Each creature within 30' takes 35 (10d6) necrotic damage (DC 20 Con save for half damage).

### LAIR ACTIONS

On initiative 20 (losing ties), the swarm of at least six golgari can take a lair action to cause one of the following magical effects. The swarm can't use the same effect two rounds in a row.

- Any creature within 20' of a sewer opening must succeed on a DC 15 Dex save or be knocked prone and pushed up to 20' in a straight line away from the opening from overflowing sewage.
- A lightly obscuring cloud of spores fills a 20'-radius sphere centered on a point the swarm chooses within 120' of any member of the group, spreading around corners and remaining until one of the members dismisses it as an action, uses this lair action again, or all the members of the swarm die. Any creature in the cloud when it appears takes 10 (3d6) poison damage (DC 15 Con save for half damage). Any creature that ends its turn in the cloud takes 10 (3d6) poison damage.
- Each creature in a 15'-radius sphere centered on a point within 60' of any member that isn't allied with the swarm must succeed on a DC 15 Dex save or become restrained until the swarm uses this lair action again, all the members of the swarm die, or no member of the swarm is within 60' of the effect. A creature restrained in this way can use an action to make a DC 15 Str check, ending the restrained effect on itself with a success.

### AREA EFFECTS

If all the members of the swarm die, the effects fade over the course of 1d10 days.

- Moss, fungi, and similar vegetation cover every underground surface within a half mile of the lair.
- Whenever a Small or Medium humanoid dies within the lair, the dead creature has a 50% chance of animating as a fungus creature 1d8 hours later unless the body was destroyed. (Use the zombie stat block from the *Monster Manual*.)

## NPC: GOLGARI SHAMAN

Medium humanoid (elf), neutral evil  
CR 5 (1,800 XP)

AC 14 (hide armor)  
HPs 180 (16d8+16)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	12 (+1)	17 (+3)	16 (+3)

**Saves** Con +4, Wis +6  
**Skills** Arcana +4, Insight +6, Nature +4, Religion +4  
**Senses** darkvision 60', passive Perception 20  
**Languages** Common, Elvish

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

**Spellcasting:** 8th-level, Wis-based, DC 14, +6 to hit

1st	□□□□	3rd	□□□
2nd	□□□	4th	□□

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

**Shillelagh (cantrip).** Bonus action to cast, touch, 1 minute. The shaman may use its Wis rather than Str for melee attack rolls with its quarterstaff, and the damage dies becomes a d8. The weapon becomes magical if not already.

**Thorn Whip (cantrip).** Action to cast, 30', instantaneous. The shaman makes a melee spell attack (+6) against a creature. On a hit, the target takes 2d6 piercing damage, and if the target is Large or smaller, it's pulled 10'.

**Cure Wounds (1st).** Action to cast, touch, instantaneous. The giant heals a creature 1d8+3 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 shaman 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 14 Str save or be restrained until the spell ends. The restrained creature may use an action to reattempt the save.

**Ray of Sickness (1st).** Action to cast, 60', instantaneous. The shaman makes a ranged spell attack (+6). On a hit, the target takes [slot level +1]d8 of poison damage. If the target fails a DC 14 Con save, it's poisoned until the end of the shaman's next turn.

**Pass Without Trace (2nd).** Action to cast, self only, concentration up to 1 hour. The shaman and each creature of its choice within range have a +10 bonus to Stealth checks and can't be tracked except by magical means.

**Ray of Enfeeblement (2nd).** Action to cast, 60', concentration up to 1 minute. The lich makes a ranged spell attack (+12) 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 20 Con save to end the spell.

**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 14 Perception check to recognize it as hazardous.

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

**Dispel Magic (3rd).** The shaman 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 shaman must succeed on a Wis (+3) ability check (DC is 10+level of the effect).

**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.

**Blight (4th).** Action to cast, 30', instantaneous. A creature (not undead or a construct) the shaman can see within 30' takes 8d8 necrotic damage (DC 14 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.

**Giant Insect (4th).** Action to cast, 30', concentration up to 10 minutes. The shaman transforms up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms, all of which obey the shaman, for the duration, until they drop to 0 HP, or the shaman uses an action to dismiss them.

## ACTIONS

**Quarterstaff. Melee Weapon Attack:** +4 to hit, reach 5', one target. Hit: 5 (1d6+2) bludgeoning damage, or 6 (1d8+2) bludgeoning damage if used two-handed or with *Shillelagh*.

**Rot. Melee Spell Attack:** +6 to hit, reach 5', one target. Hit: 9 (2d8) necrotic damage and 18 (4d8) poison damage (DC 14 Con save for half poison damage).

## REACTIONS

**Feed.** The shaman gains 5 (1d10) temporary HPs when a creature within 30' of it drops to 0 HPs.



## NPC: DRUID OF THE OLD WAYS

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

AC 14 (hide armor)  
HPs 90 (12d8+36)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	10 (+0)	20 (+5)	14 (+2)

**Saves** Dex +5, Con +6, Wis +8

**Skills** Nature +3, Perception +8, Survival +8

**Senses** passive Perception 18

**Languages** Common, Druidic

**Spellcasting:** 12th-level, Wis-based, DC 16, +8 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"/>

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

**Produce Flame (cantrip).** Action to cast, self, 10 minutes. The druid 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 (+8) for 3d8 fire damage on a hit.

**Resistance (cantrip).** Action to cast, touch, instantaneous. Once before the spell ends, the target can add 1d4 to a save.

**Thorn Whip (cantrip).** Action to cast, 30', instantaneous. The shaman makes a melee spell attack (+8) against a creature. On a hit, the target takes 3d6 piercing damage, and if the target is Large or smaller, it's pulled 10'.

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

**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 16 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.

**Thunderwave (1st).** Action to cast, 15' cube from the reckoner, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 16 Con save for half damage and no push. Unsecured objects are pushed 10' and the spell creates a thunderclap that can be heard for 300'. When cast using a spell slot higher than 1st, the spell does an extra 1d8 damage per level of the slot.

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

**Flame Blade (2nd).** Bonus action to cast, self, concentration up to 10 minutes. The druid summons a fiery blade. As an action, the druid can make a melee spell attack (+8), doing 3d6 fire damage on a hit (+1d6 fire damage for every two slot levels above 2nd used to cast the spell). In addition, the blade sheds bright light for 10' then dim light for 10' more.

**Pass Without Trace (2nd).** Action to cast, self only, concentration up to 1 hour. The druid and each creature of its choice within range have a +10 bonus to Stealth checks and can't be tracked except by magical means.

**Conjure Animals (3rd).** Action to cast, 60', concentration up to 1 hour. The druid 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 druid can double the number of creatures conjured; 7th-level for triple, and 9th-level for quadruple.

**Dispel Magic (3rd).** The druid 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 druid must succeed on a Wis (+5) ability check (DC is 10+level of the effect).

**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 1 minute. A target beast must make a DC 16 Wis save or be charmed. The beast makes a new save whenever it takes damage. While charmed, the druid 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 druid can use an Action to gain total control such that the beast will do nothing other than what the druid commands, including using the druid'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.

**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 that reduce its speed, paralyze it, or restrain it. The target can also spend 5' of movement to automatically escape from nonmagical restraints.

**Wall of Fire (4th).** Action to cast, 120', concentration up to 1 minute. On a solid surface within range, the druid 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 16 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 druid 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 druid'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.

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

**Scrying (5th).** 10 minutes to cast, self, concentration up to 10 minutes. The sphinx can see and hear a creature on the same plane of existence that fails a DC 23 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.

**Transport Via Plants (6th).** Action to cast, 10', 1 round. The druid magically links a Large or larger inanimate plant within range with any plant the druid has touched anywhere on the same plane. Stepping into the target plant and then out of the destination plant takes 5' of movement.

**Wall of Thorns (6th).** Action to cast, 120', concentration up to 10 minutes. The dryad 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 (DC 17 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 (DC 17 Dex save for half damage).

## ACTIONS

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

## NPC: Niv-Mizzet

Gargantuan dragon, chaotic neutral  
CR 26 (90,000 XP)

AC 22 (natural armor)  
HPs 370 (19d20+171)  
Speed 40', climb 30', fly 80'

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	29 (+9)	30 (+10)	17 (+3)	25 (+7)

**Saves** Con +17, Int +18, Wis +11  
**Skills** Arcana +18, Insight +11, Perception +11  
**Resistances** cold, psychic, thunder  
**Damage Immunities** fire, lightning  
**Condition Immunities** charmed  
**Senses** blindsight 60', darkvision 120', passive Perception 21  
**Languages** Common, Draconic

**Dual Concentration.** The dragon can maintain concentration on two spells simultaneously and has advantage on concentration saves.

**Damage Variability.** When the dragon casts a spell that deals damage, it can change the spell's damage type to cold, fire, force, lightning, or thunder.

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

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

**Spellcasting:** 20th-level, Int-based, DC 26, +18 to hit

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

**Fire Bolt (cantrip).** Action to cast, 120', instantaneous. The dragon makes a ranged spell attack (+18) doing 22 (4d10) 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 26 Dex save.

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

**Ray of Frost (cantrip).** Action to cast, 60', instantaneous. The dragon makes a ranged spell attack (+18 to hit). On a hit, the target takes 4d8 cold damage, and its speed is reduced to 10' until the start of dragon's next turn.

**Shocking Grasp (cantrip).** Action to cast, 30', instantaneous. The reckoner makes a melee spell attack (+18) 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.

**Detect Magic (1st).** Action to cast, self, concentration up to 10 minutes. The dragon 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.

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

**Thunderwave (1st).** Action to cast, 15' cube from the dragon, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 26 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'. When cast using a spell slot higher than 1st, the spell does an extra 1d8 damage per level of the slot.

**Unseen Servant (1st).** Action to cast, 60', 1 hour. The dragon summons an amorphous, invisible entity that faithfully performs tasks the dragon 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 dragon, the spell ends. As a bonus action, the dragon can command the servant to move up to 15' and perform a simple task (e.g., cleaning, fetching, fixing mundane objects).

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

**Enlarge/Reduce (2nd).** Action to cast, 30', concentration up to 1 minute. The dragon chooses a creature (DC 26 Con save to resist) or unattended object. A creature's possessions grow or shrink with it. If enlarged, the target doubles in size (or the maximum possible given space limitations), its weight increase by a factor of 8, it gains advantage on Str checks and Str saves, and its attacks do an extra 1d4 damage. If reduced, the target is halved in size, its weight is reduced by a factor of 8, it suffers disadvantage on Str checks and Str saves, and its attacks do 1d4 less damage (minimum damage of 1).



**Flaming Sphere (2nd).** Action to cast, 60', concentration up to 1 minute. The dragon conjures a 5'-radius ball of fire. Any creature that ends its turn within 5' of the ball takes 2d6 fire damage (DC 26 Dex save for half damage). As a bonus action, the dragon 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 dragon hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+18) that does 2d6 fire damage. The dragon 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 dragon automatically stops the target spell if it is of the same or lower level than the slot the dragon uses to cast this spell. Otherwise, the dragon stops the target spell with a successful Int (+10) 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 26 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.

**Hold Person (3rd).** Action to cast, 60', concentration up to 1 minute. A humanoid within range must make a DC 26 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.

**Lightning Bolt (3rd).** Action to cast, 100' long, 5' wide line originating from the reckoner, instantaneous. Each creature in the line takes 8d6 lightning damage and 1d6 per additional level of the slot used to cast the spell (DC 12 Dex save for half damage).

**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.

**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 26 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.

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

**Fabricate (4th).** 10 minutes, 120', instantaneous. The dragon creates a Large or smaller nonmagical object (10' cube or 8 connected 5' cubes) from the appropriate amount of raw material. If working with metal, stone, or another mineral, the object must be Medium or smaller. The object can't require a high level of craftsmanship in order to create it unless the dragon is proficient with the type of artisan's tools needed to craft such objects.

**Polymorph (4th).** Action to cast, 60', concentration up to 1 hour. The dragon transforms the target into a new form unless the target succeeds at a DC 26 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.

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

**Wall of Fire (5th).** Action to cast, 120', concentration up to 1 minute. On a solid surface within range, the dragon 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 26 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.

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

**Chain Lighting (6th).** Action to cast, 150', instantaneous. The dragon 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 26 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.

**Disintegrate (6th).** Action to cast, 60', instantaneous. A creature must make a DC 26 Dex save or take 10d6+40 force damage. If this reduces the target 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* spell. A Large or smaller nonmagical object is automatically disintegrated. The damage increases by 3d6 per slot used above 6th level.

**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'.

**Project Image (7th).** Action to cast, 500 miles, concentration up to 1 day. The dragon creates an illusory, intangible copy of itself in a location it has seen. The copy looks and sounds like the dragon, and if it takes damage, it dissipates, and the spell ends. The dragon can use an action to make the copy move up to twice its speed and communicate verbally and/or somatically. The dragon 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 26 Investigation check reveal the copy to be an illusion.

**Reverse Gravity (7th).** Action to cast, 100', concentration up to 1 minute. Gravity is reversed in a 50' radius, 100' high cylinder. A creature can make a DC 18 Dex save to grab a fixed object within reach to avoid falling upwards, but otherwise hit whatever barrier is above, or if none, come to rest at the top of the cylinder. Creatures take falling damage as normal, both at the casting and after the spell ends.

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

**Control Weather (8th).** Ten minutes to cast, self (5-mile radius), concentration up to 8 hours. The dragon must have a clear path to the sky. The dragon 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	—

**Maze (8th).** Action to cast, 60' long, 5' wide line from self, concentration up to 10 minutes. The dragon banishes a creature he can see. The target can use its action to make a DC 26 Int check to escape. When the spell ends, the target returns to the space it occupied before banishment, or to the nearest unoccupied space.

**Power Word Stun (8th).** Action to cast, 60', instantaneous. The dragon stuns a creature it can see within range if it has 150 HPs or fewer. The target may make a DC 26 Con save at the end of each of its turns to end the effect.

**Prismatic Wall (9th).** Action to cast, 60', 10 minutes. The dragon creates a 90' long, 30' high, 1" thick wall of light centered on a point within range. The spell fails if the wall spans an occupied space. The wall sheds bright light to 100' and dim light for another 100'. At the time of casting, the dragon designates creatures that can pass through the wall and are immune to its effects. If any other creature that can see the wall comes within 20', it must succeed on a DC 26 Con save or be blinded for 1 minute. The wall consists of 7 layers, each of which must be traversed individually to pass through the wall. When passing a layer, a creature must succeed on a DC 26 Dex save or suffer its effects. The wall can be destroyed one layer at a time. The entire wall can be destroyed via a *Rod of Cancellation*, but an *Antimagic Field* has no effect on it.

**Layer 1:** 10d6 fire damage (half damage if the save was successful). While this layer is in place, nonmagical ranged attacks can't pass through it. The layer can be destroyed by dealing 25 cold damage to it.

**Layer 2:** 10d6 acid damage (half damage if the save was successful). While this layer is in place, magical ranged attacks can't pass through it. The layer can be destroyed by a strong wind.

**Layer 3:** 10d6 lightning damage (half damage if the save was successful). The layer can be destroyed by dealing 60 force damage to it.

**Layer 4:** 10d6 poison damage (half damage if the save was successful). *Passwall* or any spell of 5th level or greater that opens a portal through a solid surface destroys this layer.

**Layer 5:** 10d6 cold damage (half damage if the save was successful). The layer can be destroyed by dealing 25 fire damage to it.

**Layer 6:** If the save failed, the creature is restrained and must make a DC 26 Con save at the end of each of its turns. Three successes end the effect; three failures petrifies the creature. While this layer is in place, spells can't be cast through the wall. This layer is destroyed by a *Daylight* spell or similar spell of at least 3rd level.

**Layer 7:** If the save failed, the creature is blinded and must make a DC 26 Wis save at the start of the dragon's next turn. A success ends the blindness; a failure transports the creature to another plane, where it's no longer blinded. This layer is destroyed by a *Dispel Magic* spell or similar spell of at least 3rd level.

## ACTIONS

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

**Bite.** *Melee Weapon Attack:* +17 to hit, reach 15', one target. Hit: 18 (2d8+9) piercing damage and 14 (4d6) fire damage.

**Claws.** *Melee Weapon Attack:* +17 to hit, reach 10', one target. Hit: 14 (2d4+9) slashing damage.

**Tail.** *Melee Weapon Attack:* +17 to hit, reach 20', one target. Hit: 16 (2d6+9) bludgeoning damage.

**Breath (recharge ⓧⓧ).** Each creature in a 90' cone takes 91 (26d6) fire damage (DC 25 Dex save for half damage).

## LEGENDARY ACTIONS

The dragon 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.

**Cantrip.** The dragon casts a cantrip.

**Tail.** The dragon attacks once with *Tail*.

**Wing (2 actions).** Each creature within 15' must succeed on a DC 25 Dex save or take 14 (2d4+9) bludgeoning damage and be knocked prone. The dragon then flies up to half its flying speed.

**Recall (3 actions).** The dragon regains a spell slot of 3rd level or lower.

## NPC: BLASTSEEKER, COSMOTRONIC

Medium humanoid (any race), chaotic neutral CR 4 (1,100 XP)					
AC 15 (chain shirt) HPs 37 (5d8+15) Speed 30'					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	18 (+4)	9 (-1)	12 (+1)
Saves Dex +4, Con +5 Skills Arcana +6, Intimidation +3, Perception +1 Senses passive Perception 11 Languages any one language (usually Common)					
<p><b>Empowered Spell (3/day □□□ ).</b> The blastseeker can reroll up to four dice when rolling damage for a spell but must keep the rerolls.</p> <p><b>Innate Spellcasting: Scorching Ray (3/day □□□ ).</b> Action to cast, 120', instantaneous. The blastseeker hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+6) that does 2d6 fire damage.</p> <p><b>Innate Spellcasting: Shield (3/day □□□ ).</b> Reaction to a hit on the blastseeker, self, 1 round. Until the start of its next turn, the blastseeker gains a +5 bonus to AC, including against the triggering attack, and has immunity to <i>Magic Missile</i>.</p> <p><b>Innate Spellcasting: Thunderwave (3/day □□□ ).</b> Action to cast, 15' cube from the blastseeker, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 14 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'.</p> <p><b>Innate Spellcasting: Fireball (1/day □ ).</b> 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.</p> <p><b>Tides of Chaos (1/day □ ).</b> The blastseeker makes one attack, ability check, or save with advantage.</p>					
<b>ACTIONS</b>					
<p><b>Warhammer. Melee Weapon Attack:</b> +4 to hit, reach 5', one target. Hit: 6 (1d8+2) bludgeoning damage, or 7 (1d10+2) bludgeoning damage if used two-handed.</p>					

## NPC: BLASTSEEKER, COUNTERFLUX

Medium humanoid (any race), chaotic neutral CR 2 (450 XP)					
AC 13 (16 with <i>Mage Armor</i> ) HPs 39 (6d8+12) Speed 30'					
STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	18 (+4)	11 (+0)	14 (+2)
Saves Con +4, Wis +2 Skills Arcana +6, Perception +2 Senses passive Perception 12 Languages Common, any one other language					
<p><b>Innate Spellcasting: Enlarge/Reduce (3/day □□□ ).</b> Action to cast, 30', concentration up to 1 minute. The blastseeker chooses a creature (DC 14 Con save to resist) or unattended object. A creature's possessions grow or shrink with it. If enlarged, the target doubles in size (or the maximum possible given space limitations), its weight increase by a factor of 8, it gains advantage on Str checks and Str saves, and its attacks do an extra 1d4 damage. If reduced, the target is halved in size, its weight is reduced by a factor of 8, it suffers disadvantage on Str checks and Str saves, and its attacks do 1d4 less damage (minimum damage of 1).</p> <p><b>Innate Spellcasting: Mage Armor (3/day □□□ ).</b> Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.</p> <p><b>Innate Spellcasting: Scorching Ray (3/day □□□ ).</b> Action to cast, 120', instantaneous. The blastseeker hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+6) that does 2d6 fire damage.</p> <p><b>Innate Spellcasting: Counterspell (1/day □ ).</b> Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The blastseeker automatically stops the target spell if it is of the same or lower level than the slot the blastseeker uses to cast this spell. Otherwise, the blastseeker stops the target spell with a successful Int (+4) check (DC 10+the target spell's level).</p> <p><b>Innate Spellcasting: Dispel Magic (1/day □ ).</b> The blastseeker 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 blastseeker must succeed on a Int (+4) ability check (DC is 10+level of the effect).</p> <p><b>Innate Spellcasting: Protection from Energy (1/day □ ).</b> Action to cast, touch, concentration up to 10 minutes. A willing creature has resistance to one damage type: acid, cold, fire, lightning, or thunder.</p> <p><b>Arcane Overcast (recharge ☹️☹️).</b> After casting a spell, the blastseeker can add a random effect that lasts until the end of its next turn: <b>1-3.</b> Creatures in a 15' radius sphere centered on the blastseeker have disadvantage on saves against spells and other magical effects. <b>4-6.</b> Creatures in a 15' radius sphere centered on the blastseeker have advantage on saves against spells and other magical effects.</p>					
<b>ACTIONS</b>					
<p><b>Rapier. Melee Weapon Attack:</b> +5 to hit, reach 5', one target. Hit: 7 (1d8+3) piercing damage.</p>					

## NPC: BLASTSEEKER, FLUX

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

**AC** 12 (15 with *Mage Armor*)

**HPs** 55 (10d8+10)

**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	20 (+5)	9 (-1)	14 (+2)

**Saves** Dex +5, Int +8

**Skills** Arcana +8, Perception +2

**Senses** passive Perception 12

**Languages** Common, any one other language

**Innate Spellcasting: *Mage Armor* (3/day ☐☐☐).** Action to cast, touch, 8 hours. The unarmored target's base AC becomes 13 + its Dex modifier.

**Innate Spellcasting: *Scorching Ray* (3/day ☐☐☐).** Action to cast, 120', instantaneous. The blastseeker hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+6) that does 2d6 fire damage.

**Innate Spellcasting: *Banishment* (1/day ☐).** 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.

**Innate Spellcasting: *Cone of Cold* (1/day ☐).** Action to cast, 60' cone originating from the blastseeker, instantaneous. Each creature in the cone takes 8d8 cold damage (DC 16 Con save for half damage).

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

**Innate Spellcasting: *Fireball* (1/day ☐).** 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.

**Innate Spellcasting: *Ice Storm* (1/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 16 Dex save for half damage), and the area becomes difficult terrain until the end of the blastseeker's next turn.

**Teleportative Overcast (recharge ☐☐☐).** After casting a spell, the blastseeker can add a random effect that lasts until the end of its next turn: **1-3.** The blastseeker and creatures it can see within 30' swap places via magical teleportation. **4-6.** The blastseeker and each creature within 10' must succeed on a DC 16 Con save or take 11 (2d10) thunder damage.

### ACTIONS

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

## NPC: BLASTSEEKER, GALVANIC

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

AC 13

HPs 52 (8d8+16)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	19 (+4)	10 (+0)	13 (+1)

Saves Dex +6

Skills Acrobatics +6, Arcana +7, Perception +3

Senses passive Perception 13

Languages Common, Primordial, any one other language

**Innate Spellcasting: Levitate (3/day □□□).** Action to cast, 60', concentration up to 10 minutes. The target creature or object rises 20' and if a creature can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.

**Innate Spellcasting: Lightning Bolt (3/day □□□).** Action to cast, 100' long, 5' wide line originating from the blastseeker, instantaneous. Each creature in the line takes 8d6 lightning damage (DC 15 Dex save for half damage).

**Innate Spellcasting: Thunderwave (3/day □□□).** Action to cast, 15' cube from the blastseeker, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 15 Con save for half damage and no push. Unsecured objects are pushed 10' and the spell creates a thunderclap that can be heard for 300'.

**Innate Spellcasting: Banishment (1/day □).** 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.

**Innate Spellcasting: Stoneskin (1/day □).** Action to cast, touch, concentration up to 1 hour. The target has resistance to nonmagical bludgeoning, piercing, and slashing weapon damage.

**Leap.** The blastseeker can use a bonus action to fly 10' without provoking opportunity attacks.

**Overcast (recharge ☒☒☒).** When the blastseeker casts *Lightning Bolt* or *Thunderwave*, it can add a random effect that lasts until the end of its next turn: **Odd.** The blastseeker takes 9 (2d8) force damage. **Even.** The spell deals an extra 9 (2d8) force damage to each target that fails its save.

**Storm.** When the blastseeker casts *Lightning Bolt* or *Thunderwave*, all other creatures within 10' take 3 lightning damage each.

### ACTIONS

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

## NPC: ENEZESKU, OBZEDAT GHOST

Medium undead, lawful evil  
CR 8 (3,900 XP)

**AC** 14 (natural armor) plus 1 for each other obzedat ghost within 30'

**HPs** 110 (20d8+20)

**Speed** 0', fly 30' (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	18 (+4)	20 (+5)	17 (+3)

**Saves** Int +7, Wis +8

**Skills** Insight +8, Perception +8

**Resistances** acid, cold, fire, lightning, thunder; nonmagical bludgeoning, piercing, and slashing

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60', passive Perception 18

**Languages** Common, Druidic

**Ethereal Vision.** The ghost can see 60' into the Ethereal Plane when on the Material Plane, and vice versa.

**Incorporeal Movement.** The ghost can move through other creatures and objects as if they were difficult terrain, taking 5 (1d10) force damage if it ends its turn inside an object.

**Innate Spellcasting: Chill Touch (at will).** Action to cast, 120', instantaneous. The ghost makes a ranged spell attack (+8) doing 1d8 necrotic damage and prevents the target from regaining HPs until the start of the ghost's next turn. If the target is undead, the target has disadvantage on attacks until the end of the ghost's next turn.

**Innate Spellcasting: Ray of Enfeeblement (at will).** Action to cast, 60', concentration up to 1 minute. The ghost makes a ranged spell attack (+8) 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 16 Con save to end the spell.

**Innate Spellcasting: Sanctuary (1/day □).** Bonus action to cast, 30', 1 minute. Any creature that tries to attack the target creature must succeed on a DC 16 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.

**Innate Spellcasting: Spirit Guardians (1/day □).** Action to cast, self (15' radius), concentration up to 10 minutes. The ghost calls forth fiendish spirits that can't stray more than 15' from the ghost. At casting, the ghost chooses any number of creatures not to affect. An affected creature's speed is halved and it takes 4d8 necrotic damage when it enters the area for the first time (DC 16 Wis save for half damage).

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

### ACTIONS

**Touch. Melee Weapon Attack:** +8 to hit, reach 5', one creature. Hit: 18 (4d8) necrotic damage, and the ghost regains HPs equal to half that damage. The target must succeed on a DC 13 Con save or its HP maximum is reduced by the damage taken until it takes a long rest, dying if its HP maximum reaches 0.

**Summon.** The ghost summons the other four Obzedat ghosts who appear in a unoccupied spaces within 30' at the start of the ghost's next turn.

### LEGENDARY ACTIONS

If five Obzedat ghosts are all within 30' of one another, they can collectively take 3 legendary actions one at a time at the end of another creature's turn, regaining ones spent at the start of the turn of the Obzedat ghost with the highest initiative.

**Obedience.** A target that all the Obzedat ghosts can see must succeed on a DC 16 Wis save be unable to take actions or reactions, and have its speed reduced to 0 (unable to increase) until the end of the target's next turn.

**Spirits (3 actions).** The Obzedat ghosts conjure 1d6 indentured spirits, which appear within 60' of at least one of them.

## INDENTURED SPIRIT

Medium undead, any alignment  
CR 1 (200 XP)

**AC** 11

**HPs** 13 (3d8)

**Speed** 0', fly 40' (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	11 (+0)

**Resistances** acid, fire, lightning, thunder; nonmagical bludgeoning, piercing, and slashing

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** passive Perception 11

**Languages** the languages it knew in life

**Incorporeal.** The spirit can move through other creatures and objects as difficult terrain, taking 5 (1d10) force damage if ending its turn inside an object.

### ACTIONS

**Touch. Melee Weapon Attack:** +3 to hit, reach 5', one target. Hit: 10 (3d6) necrotic damage.



## NPC: FAUTOMNI, OBZEDAT GHOST

Medium undead, lawful evil CR 8 (3,900 XP)					
<b>AC</b> 14 (natural armor) plus 1 for each other obzedat ghost within 30'					
<b>HPs</b> 110 (20d8+20)					
<b>Speed</b> 0', fly 30' (hover)					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
10 (+0)	10 (+0)	13 (+1)	18 (+4)	20 (+5)	17 (+3)
<b>Saves</b> Int +7, Wis +8					
<b>Skills</b> Insight +8, Perception +8					
<b>Resistances</b> acid, cold, fire, lightning, thunder; nonmagical bludgeoning, piercing, and slashing					
<b>Damage Immunities</b> necrotic, poison					
<b>Condition Immunities</b> charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained					
<b>Senses</b> darkvision 60', passive Perception 18					
<b>Languages</b> Common, Druidic					
<b>Ethereal Vision.</b> The ghost can see 60' into the Ethereal Plane when on the Material Plane, and vice versa.					
<b>Fortitude.</b> If damage reduces the ghost to 0 HPs, unless the damage is radiant or from a critical hit, it can make a Con save (DC 5 + the damage taken). On a success, the ghost drops to 1 HP instead.					
<b>Incorporeal Movement.</b> The ghost can move through other creatures and objects as if they were difficult terrain, taking 5 (1d10) force damage if it ends its turn inside an object.					
<b>Innate Spellcasting: Chill Touch (at will).</b> Action to cast, 120', instantaneous. The ghost makes a ranged spell attack (+8) doing 1d8 necrotic damage and prevents the target from regaining HPs until the start of the ghost's next turn. If the target is undead, the target has disadvantage on attacks until the end of the ghost's next turn.					
<b>Innate Spellcasting: Sanctuary (1/day □).</b> Bonus action to cast, 30', 1 minute. Any creature that tries to attack the target creature must succeed on a DC 16 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.					
<b>Innate Spellcasting: Spirit Guardians (1/day □).</b> Action to cast, self (15' radius), concentration up to 10 minutes. The ghost calls forth fiendish spirits that can't stray more than 15' from the ghost. At casting, the ghost chooses any number of creatures not to affect. An affected creature's speed is halved and it takes 4d8 necrotic damage when it enters the area for the first time (DC 16 Wis save for half damage).					

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

### ACTIONS

**Touch. Melee Weapon Attack:** +8 to hit, reach 5', one creature. Hit: 18 (4d8) necrotic damage, and the ghost regains HPs equal to half that damage. The target must succeed on a DC 13 Con save or its HP maximum is reduced by the damage taken until it takes a long rest, dying if its HP maximum reaches 0.

**Summon.** The ghost summons the other four Obzedat ghosts who appear in a unoccupied spaces within 30' at the start of the ghost's next turn.

### LEGENDARY ACTIONS

If five Obzedat ghosts are all within 30' of one another, they can collectively take 3 legendary actions one at a time at the end of another creature's turn, regaining ones spent at the start of the turn of the Obzedat ghost with the highest initiative.

**Obedience.** A target that all the Obzedat ghosts can see must succeed on a DC 16 Wis save be unable to take actions or reactions, and have its speed reduced to 0 (unable to increase) until the end of the target's next turn.

**Spirits (3 actions).** The Obzedat ghosts conjure 1d6 indentured spirits, which appear within 60' of at least one of them.

### INDENTURED SPIRIT

Medium undead, any alignment CR 1 (200 XP)					
<b>AC</b> 11					
<b>HPs</b> 13 (3d8)					
<b>Speed</b> 0', fly 40' (hover)					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	11 (+0)
<b>Resistances</b> acid, fire, lightning, thunder; nonmagical bludgeoning, piercing, and slashing					
<b>Damage Immunities</b> cold, necrotic, poison					
<b>Condition Immunities</b> charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained					
<b>Senses</b> passive Perception 11					
<b>Languages</b> the languages it knew in life					
<b>Incorporeal.</b> The spirit can move through other creatures and objects as difficult terrain, taking 5 (1d10) force damage if ending its turn inside an object.					
<b>ACTIONS</b>					
<b>Touch. Melee Weapon Attack:</b> +3 to hit, reach 5', one target. Hit: 10 (3d6) necrotic damage.					



## NPC: KARLOV, OBZEDAT GHOST

Medium undead, lawful evil CR 8 (3,900 XP)					
AC 14 (natural armor) plus 1 for each other obzedat ghost within 30'					
HPs 110 (20d8+20)					
Speed 0', fly 30' (hover)					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	18 (+4)	20 (+5)	17 (+3)
Saves Int +7, Wis +8					
Skills Insight +8, Perception +8					
Resistances acid, cold, fire, lightning, thunder; nonmagical bludgeoning, piercing, and slashing					
Damage Immunities necrotic, poison					
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained					
Senses darkvision 60', passive Perception 18					
Languages Common, Druidic					
<b>Ethereal Vision.</b> The ghost can see 60' into the Ethereal Plane when on the Material Plane, and vice versa.					
<b>Incorporeal Movement.</b> The ghost can move through other creatures and objects as if they were difficult terrain, taking 5 (1d10) force damage if it ends its turn inside an object.					
<b>Innate Spellcasting: Chill Touch (at will).</b> Action to cast, 120', instantaneous. The ghost makes a ranged spell attack (+8) doing 1d8 necrotic damage and prevents the target from regaining HPs until the start of the ghost's next turn. If the target is undead, the target has disadvantage on attacks until the end of the ghost's next turn.					
<b>Innate Spellcasting: Sanctuary (1/day □).</b> Bonus action to cast, 30', 1 minute. Any creature that tries to attack the target creature must succeed on a DC 16 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.					
<b>Innate Spellcasting: Spirit Guardians (1/day □).</b> Action to cast, self (15' radius), concentration up to 10 minutes. The ghost calls forth fiendish spirits that can't stray more than 15' from the ghost. At casting, the ghost chooses any number of creatures not to affect. An affected creature's speed is halved, and it takes 4d8 necrotic damage when it enters the area for the first time (DC 16 Wis save for half damage).					
<b>Legendary Resistances (3/day □□□).</b> If the ghost fails a save, it can choose to succeed.					

**Vigor.** When the ghost regains HPs, it has advantage on attacks it makes on its next turn.

### ACTIONS

**Touch. Melee Weapon Attack:** +8 to hit, reach 5', one creature. Hit: 18 (4d8) necrotic damage, and the ghost regains HPs equal to half that damage. The target must succeed on a DC 13 Con save or its HP maximum is reduced by the damage taken until it takes a long rest, dying if its HP maximum reaches 0.

**Summon.** The ghost summons the other four Obzedat ghosts who appear in a unoccupied spaces within 30' at the start of the ghost's next turn.

### LEGENDARY ACTIONS

If five Obzedat ghosts are all within 30' of one another, they can collectively take 3 legendary actions one at a time at the end of another creature's turn, regaining ones spent at the start of the turn of the Obzedat ghost with the highest initiative.

**Obedience.** A target that all the Obzedat ghosts can see must succeed on a DC 16 Wis save be unable to take actions or reactions, and have its speed reduced to 0 (unable to increase) until the end of the target's next turn.

**Spirits (3 actions).** The Obzedat ghosts conjure 1d6 indentured spirits, which appear within 60' of at least one of them.

## INDENTURED SPIRIT

Medium undead, any alignment CR 1 (200 XP)					
AC 11					
HPs 13 (3d8)					
Speed 0', fly 40' (hover)					
STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	11 (+0)
Resistances acid, fire, lightning, thunder; nonmagical bludgeoning, piercing, and slashing					
Damage Immunities cold, necrotic, poison					
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained					
Senses passive Perception 11					
Languages the languages it knew in life					
<b>Incorporeal.</b> The spirit can move through other creatures and objects as difficult terrain, taking 5 (1d10) force damage if ending its turn inside an object.					
<b>ACTIONS</b>					
<b>Touch. Melee Weapon Attack:</b> +3 to hit, reach 5', one target. Hit: 10 (3d6) necrotic damage.					

## NPC: VULIEV, OBZEDAT GHOST

Medium undead, lawful evil  
CR 8 (3,900 XP)

**AC** 14 (natural armor) plus 1 for each other obzedat ghost within 30'

**HPs** 110 (20d8+20)

**Speed** 0', fly 30' (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	18 (+4)	20 (+5)	17 (+3)

**Saves** Int +7, Wis +8

**Skills** Insight +8, Perception +8

**Resistances** acid, cold, fire, lightning, thunder; nonmagical bludgeoning, piercing, and slashing

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60', passive Perception 18

**Languages** Common, Druidic

**Ethereal Vision.** The ghost can see 60' into the Ethereal Plane when on the Material Plane, and vice versa.

**Incorporeal Movement.** The ghost can move through other creatures and objects as if they were difficult terrain, taking 5 (1d10) force damage if it ends its turn inside an object.

**Innate Spellcasting: Chill Touch (at will).** Action to cast, 120', instantaneous. The ghost makes a ranged spell attack (+8) doing 1d8 necrotic damage and prevents the target from regaining HPs until the start of the ghost's next turn. If the target is undead, the target has disadvantage on attacks until the end of the ghost's next turn.

**Innate Spellcasting: Misty Step (at will).** Bonus action to cast, self, instantaneous. The ghost teleports up to 30' to an unoccupied space it can see.

**Innate Spellcasting: Sanctuary (1/day □).** Bonus action to cast, 30', 1 minute. Any creature that tries to attack the target creature must succeed on a DC 16 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.

**Innate Spellcasting: Spirit Guardians (1/day □).** Action to cast, self (15' radius), concentration up to 10 minutes. The ghost calls forth fiendish spirits that can't stray more than 15' from the ghost. At casting, the ghost chooses any number of creatures not to affect. An affected creature's speed is halved and it takes 4d8 necrotic damage when it enters the area for the first time (DC 16 Wis save for half damage).

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

### ACTIONS

**Touch. Melee Weapon Attack:** +8 to hit, reach 5', one creature. Hit: 18 (4d8) necrotic damage, and the ghost regains HPs equal to half that damage. The target must succeed on a DC 13 Con save or its HP maximum is reduced by the damage taken until it takes a long rest, dying if its HP maximum reaches 0.

**Summon.** The ghost summons the other four Obzedat ghosts who appear in a unoccupied spaces within 30' at the start of the ghost's next turn.

### LEGENDARY ACTIONS

If five Obzedat ghosts are all within 30' of one another, they can collectively take 3 legendary actions one at a time at the end of another creature's turn, regaining ones spent at the start of the turn of the Obzedat ghost with the highest initiative.

**Obedience.** A target that all the Obzedat ghosts can see must succeed on a DC 16 Wis save be unable to take actions or reactions, and have its speed reduced to 0 (unable to increase) until the end of the target's next turn.

**Spirits (3 actions).** The Obzedat ghosts conjure 1d6 indentured spirits, which appear within 60' of at least one of them.

## INDENTURED SPIRIT

Medium undead, any alignment  
CR 1 (200 XP)

**AC** 11

**HPs** 13 (3d8)

**Speed** 0', fly 40' (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	11 (+0)

**Resistances** acid, fire, lightning, thunder; nonmagical bludgeoning, piercing, and slashing

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** passive Perception 11

**Languages** the languages it knew in life

**Incorporeal.** The spirit can move through other creatures and objects as difficult terrain, taking 5 (1d10) force damage if ending its turn inside an object.

### ACTIONS

**Touch. Melee Weapon Attack:** +3 to hit, reach 5', one target. Hit: 10 (3d6) necrotic damage.

## NPC: XIL, OBZEDAT GHOST

Medium undead, lawful evil  
CR 8 (3,900 XP)

**AC** 14 (natural armor) plus 1 for each other obzedat ghost within 30'

**HPs** 110 (20d8+20)

**Speed** 0', fly 30' (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	18 (+4)	20 (+5)	17 (+3)

**Saves** Int +7, Wis +8

**Skills** Insight +8, Perception +8

**Resistances** acid, cold, fire, lightning, thunder; nonmagical bludgeoning, piercing, and slashing

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60', passive Perception 18

**Languages** Common, Druidic

**Death Throes.** When the ghost is reduced to 0 HPs, each creature within 5' takes 14 (4d6) necrotic damage (DC 16 Con save for half damage).

**Ethereal Vision.** The ghost can see 60' into the Ethereal Plane when on the Material Plane, and vice versa.

**Incorporeal Movement.** The ghost can move through other creatures and objects as if they were difficult terrain, taking 5 (1d10) force damage if it ends its turn inside an object.

**Innate Spellcasting: Chill Touch (at will).** Action to cast, 120', instantaneous. The ghost makes a ranged spell attack (+8) doing 1d8 necrotic damage and prevents the target from regaining HPs until the start of the ghost's next turn. If the target is undead, the target has disadvantage on attacks until the end of the ghost's next turn.

**Innate Spellcasting: Sanctuary (1/day □).** Bonus action to cast, 30', 1 minute. Any creature that tries to attack the target creature must succeed on a DC 16 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.

**Innate Spellcasting: Spirit Guardians (1/day □).** Action to cast, self (15' radius), concentration up to 10 minutes. The ghost calls forth fiendish spirits that can't stray more than 15' from the ghost. At casting, the ghost chooses any number of creatures not to affect. An affected creature's speed is halved and it takes 4d8 necrotic damage when it enters the area for the first time (DC 16 Wis save for half damage).

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

### ACTIONS

**Touch. Melee Weapon Attack:** +8 to hit, reach 5', one creature. Hit: 18 (4d8) necrotic damage, and the ghost regains HPs equal to half that damage. The target must succeed on a DC 13 Con save or its HP maximum is reduced by the damage taken until it takes a long rest, dying if its HP maximum reaches 0.

**Summon.** The ghost summons the other four Obzedat ghosts who appear in a unoccupied spaces within 30' at the start of the ghost's next turn.

### LEGENDARY ACTIONS

If five Obzedat ghosts are all within 30' of one another, they can collectively take 3 legendary actions one at a time at the end of another creature's turn, regaining ones spent at the start of the turn of the Obzedat ghost with the highest initiative.

**Obedience.** A target that all the Obzedat ghosts can see must succeed on a DC 16 Wis save be unable to take actions or reactions, and have its speed reduced to 0 (unable to increase) until the end of the target's next turn.

**Spirits (3 actions).** The Obzedat ghosts conjure 1d6 indentured spirits, which appear within 60' of at least one of them.

## INDENTURED SPIRIT

Medium undead, any alignment  
CR 1 (200 XP)

**AC** 11

**HPs** 13 (3d8)

**Speed** 0', fly 40' (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	11 (+0)

**Resistances** acid, fire, lightning, thunder; nonmagical bludgeoning, piercing, and slashing

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** passive Perception 11

**Languages** the languages it knew in life

**Incorporeal.** The spirit can move through other creatures and objects as difficult terrain, taking 5 (1d10) force damage if ending its turn inside an object.

### ACTIONS

**Touch. Melee Weapon Attack:** +3 to hit, reach 5', one target. Hit: 10 (3d6) necrotic damage.

## NPC: RAKDOS

*Huge fiend (demon), chaotic evil*  
CR 24 (62,000 XP)

**AC** 20 (natural armor)  
**HPs** 300 (24d12+144)  
**Speed** 40', fly 80'

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	14 (+3)	18 (+4)	30 (+10)

**Saves** Str +15, Con +13, Wis +11, Cha +17  
**Skills** Intimidation +17, Performance +17, Persuasion +17  
**Resistances** necrotic; nonmagical bludgeoning, piercing, and slashing  
**Damage Immunities** fire, poison  
**Condition Immunities** charmed, exhaustion, frightened, poisoned  
**Senses** truesight 120', passive Perception 14  
**Languages** Abyssal, Common

**Captivating.** Any creature that starts its turn within 30' must make a DC 25 Wis save. On failure, the creature becomes charmed by the demon for 1 minute or until the creature is farther than 30' from it. On success, the creature becomes immune to *Captivating* for 24 hours.

**Cruelty.** When a creature the demon can see within 60' is reduced to 0 HPs, the demon gains 25 temporary HPs.

**Innate Spellcasting: Hellish Rebuke (at will).** Reaction to cast, 60', instantaneous. A creature the demon can see that damaged it takes 6d10 fire damage (DC 25 Dex save for half damage).

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

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

**Magic Weapons.** The demon's weapon attacks are magical.

### ACTIONS

**Multiattack.** The demon attacks twice with twice, with either attack being either *Scythe* or *Claws*.

**Claws.** *Melee Weapon Attack:* +15 to hit, reach 10', one target. Hit: 17 (2d8+8) slashing.

**Scythe.** *Melee Weapon Attack:* +15 to hit, reach 10', one target. Hit: 24 (3d10+8) slashing damage and 13 (3d8) fire damage.

### LEGENDARY ACTIONS

The demon can take 3 legendary actions, only one at a time and only at the end of another creature's turn, regaining spent actions at the start of its turn.

**Sadism.** Each creature within 60' that is the demon's ally or is charmed by him must use its reaction to move up to half its speed towards the closest creature it can see and make one melee attack against that creature if able to do so.

**Scythe (2 actions).** The demon attacks with *Scythe*.

**Pain Touch (3 actions).** The demon attacks with *Claws* against once creature within 10'. The target must succeed on a DC 25 Con save or be poisoned for 1 minute and being unable to maintain concentration on a spell or other effect. The creature can repeat the save at the end of its turns to end the effect.

## NPC: BLOOD WITCH

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

AC 12 (15 with *Mage Armor*)

HPs 78 (12d8+24)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	13 (+1)	9 (-1)	19 (+4)

**Saves** Wis +2, Cha +7

**Skills** Arcana +4, Intimidation +7, Perception +2, Stealth +5

**Resistances** psychic

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

**Languages** Abyssal, any one other language (usually Common)

**Dance.** The witch can use a bonus action to cause one creature cursed by *Hex* within 30' to make a DC 15 Cha save. On failure, the creature must use its reaction to move up to 30' in a direction of the witch's choice.

**Innate Spellcasting: *Alter Self* (at will).** Action to cast, self, concentration up to 1 hour. The witch 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).

**Innate Spellcasting: *Detect Magic* (at will).** Action to cast, self, concentration up to 10 minutes. The witch 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: *Eldritch Blast* (at will).** Action to cast, 300', instantaneous. The witch makes three ranged spell attacks (+5) against one or two targets, each doing 1d10 force damage.

**Innate Spellcasting: *False Life* (at will).** Action to cast, self, 1 hour. The witch gains 1d4+4 temporary HPs.

**Innate Spellcasting: *Levitate* (at will).** Action to cast, self only, concentration up to 10 minutes. The witch 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, self only, 8 hours. The witch's base AC becomes 15.

**Innate Spellcasting: *Hellish Rebuke* (3/day □□□).** Reaction to cast, 60', instantaneous. A creature the witch can see that damaged it takes 2d10 fire damage (DC 15 Dex save for half damage).

**Innate Spellcasting: *Hex* (3/day □□□).** Bonus action to cast, 90', concentration up to 1 hour. The witch designates a creature as hexed. The witch 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 witch chooses. If the target drops to 0 HP, the witch can use a bonus action to designate a new hexed creature.

**Innate Spellcasting: *Scorching Ray* (3/day □□□).** Action to cast, 120', instantaneous. The witch hurls five streams of fire at up to three targets within range. Each is a ranged spell attack (+7) that does 2d6 fire damage.

**Innate Spellcasting: *Circle of Death* (1/day □).** Action to cast, 180', instantaneous. Each creature in a 60'-radius sphere takes 8d6 necrotic damage (DC 20 Con save for half).

**Innate Spellcasting: *Enthrall* (1/day □).** Action to cast, 60', 1 minute. Creatures of the witch's choice within range that can hear it make a DC 15 Wis save. Creatures immune to charm automatically succeed, and creatures fighting the witch have advantage. On failure, the target has disadvantage on Perception checks to perceive any creature other than the witch until the spell ends, until it can no longer hear the witch, or the witch is incapacitated.

**Innate Spellcasting: *Suggestion* (1/day □).** Action to cast, 60', 24 hours). The witch 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.

### ACTIONS

**Multiattack.** The witch attacks once with *Longsword* and once with *Shortsword*.

**Longsword. Melee Weapon Attack:** +6 to hit, reach 5', one target. Hit: 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used two-handed.

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



## NPC: RAKDOS LAMPOONER

Medium humanoid (any race), chaotic evil  
CR 2 (450 XP)

AC 12 (leather armor)

HPs 78 (12d8+24)

Speed 30'

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

Skills Deception +6, Performance +6

Senses passive Perception 9

Languages Common, any one other language

**Spellcasting:** 4th-level, Cha-based, DC 14, +6 to hit

1st ☐☐☐☐ 2nd ☐☐☐

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

**Minor Illusion (cantrip).** Action to cast, 30', 1 minute. The lampooner 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.

**Vicious Mockery (cantrip).** Action to cast, 60', Instantaneous. The lampooner spews enchanting insults at a target creature that can hear the lampooner. The target must make a DC 14 Wis check or take 1d4 damage and have disadvantage on the next attack it makes before the end of its next turn.

**Bane (1st level).** Action to cast, 30', concentration up to 1 minute. Up to three creatures the lampooner 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.

**Dissonant Whispers (1st).** Action to cast, 60', instantaneous. A single target (not currently deaf) takes 3d6 psychic damage and must use its reaction, if available, to move away from the lampooner without entering obviously dangerous ground (DC 14 Wis save for half damage with no forced movement). The damage increases by 1d6 for each level above 1st at which the spell is cast.

**Silent Image (1st).** Action to cast, 60', concentration up to 10 minutes. The lampooner creates the image of a visible phenomenon no larger than a 15' cube, not accompanied by sound, smell, or other sensory effects. The lampooner 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.

**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 14 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.

**Thunderwave (1st).** Action to cast, 15' cube from the lampooner, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 14 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'. When cast using a spell slot higher than 1st, the spell does an extra 1d8 damage per level of the slot.

**Crown of Madness (2nd).** Action to cast, 120', concentration up to 1 minute. One humanoid must succeed on a DC 14 Wis save or be charmed by the lampooner. The lampooner 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 lampooner doesn't use its action to sustain the spell or if the target successfully saves at the end of its turn.

**Enthrall (2nd).** Action to cast, 60', 1 minute. Creatures of the lampooner's choice within range that can hear it make a DC 14 Wis save. Creatures immune to charm automatically succeed, and creatures fighting the witch have advantage. On failure, the target has disadvantage on Perception checks to perceive any creature other than the lampooner until the spell ends, until it can no longer hear the lampooner, or the lampooner is incapacitated.

**Suggestion (2nd).** Action to cast, 60', 24 hours). The lampooner makes a one or two sentence reasonable suggestion to up to twelve creatures that can understand it. Each target that fails a DC 14 Wis save must follow the suggestion.

## ACTIONS

**Club. Melee Weapon Attack:** +2 to hit, reach 5', one target. Hit: 2 (1d4) bludgeoning damage.



## RAKDOS CARNIVAL

### LAIR ACTIONS

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

- Four jets of flame 20'-tall cylinder with a 5'-radius erupt from the ground at up to four points in the carnival, lasting for 1 minute or until this action is used again. Each creature in a cylinder when it first appears, or starting its turn there, takes 10 (3d6) fire damage (DC 15 Dex save for half damage).
- Torture implements appear for a moment affecting 1d6 random creatures in a 20' cube. Each target must succeed on a DC 15 Dex save or take 9 (2d8) force damage.
- **Confusion (4th)**. Action to cast, centered on any point in the carnival, concentration up to 1 minute. Each creature in a 20'-radius sphere centered on a point within the carnival must succeed on a DC 15 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.

### AREA EFFECTS

If all the members of the carnival die or leave the area, the effects end immediately.

- When a creature outside the carnival sees or hears it, the creature must succeed on a DC 15 Wis save or use its movement each round to move toward the carnival. It can repeat the save at the end of each of its turns, ending the effect on a success. On a successful save, the creature becomes immune to this effect for 24 hours.
- If a creature attempts to leave the carnival, the creature must succeed on a DC 15 Cha save or instead move toward the center of the carnival. On a successful save, the creature becomes immune to this effect for 24 hours.

## NPC: TROSTANI

Large fey, neutral good  
CR 18 (20,000 XP)

AC 17 (natural armor)  
HPs 252 (24d10+120)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	16 (+3)	30 (+10)	25 (+7)

**Saves** Con +11, Wis +16, Cha +13

**Skills** Arcana +9, Insight +16, Nature +9, Perception +16, Persuasion +13

**Condition Immunities** charmed, grappled

**Senses** darkvision 120', passive Perception 26

**Languages** Common, Druidic, Elven, Sylvan

**Innate Spellcasting: Dispel Magic (at will).** Action to cast, 120', instantaneous. The fey 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 fey must succeed on a Wis (+10) check (DC 10+level of the effect).

**Innate Spellcasting: Druidcraft (at will).** Action to cast, 30', instantaneous. The fey can predict the weather, create an illusory, nature-based sensory effect, or snuff out a campfire.

**Innate Spellcasting: Bless (3/day □□□).** Action to cast, 30', concentration up to 1 minute. The fey blesses up to three targets. Whenever a target makes an attack or a save, the target can roll a d4 and add it to the roll.

**Innate Spellcasting: Conjure Animals (3/day □□□).** Action to cast, 60', concentration up to 1 hour. The fey summons one CR 2 beast, two CR 1 beasts, four CR 1/2 beasts, or eight 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, but otherwise simply defend themselves.

**Innate Spellcasting: Giant Insect (3/day □□□).** Action to cast, 30', concentration up to 10 minutes. The fey transforms up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms, all of which obey the fey, for the duration, until they drop to 0 HP, or the fey uses an action to dismiss them.

**Innate Spellcasting: Moonbeam (3/day □□□).** 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 (DC 24 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 fey can use its action to move the cylinder up to 60' in any direction.

**Innate Spellcasting: Plant Growth (3/day □□□).** 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.

**Innate Spellcasting: Spike Growth (3/day □□□).** 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 24 Perception check to recognize it as hazardous.

**Innate Spellcasting: Suggestion (3/day □□□).** Action to cast, 30', concentration up to 8 hours. The fey makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 24 Wis save, it must follow the suggestion.

**Innate Spellcasting: Conjure Fey (1/day □).** 1 minute, 90', concentration up to 1 hour. The fey summons a fey spirit in the form of a beast of CR 6 or lower to an unoccupied space the fey can see. The beast is friendly to the fey and its allies and has its own initiative. It obeys the fey'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 fey's concentration is broken, the beast becomes hostile to the fey and its allies, can't be dismissed, and disappears 1 hour after being summoned.

**Innate Spellcasting: Mass Cure Wounds (1/day □).** Action to cast, 60', instantaneous. The fey heals up to six creatures in a 30'-radius sphere 3d8+10 HPs. Constructs and undead are unaffected.

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

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

**Magic Weapons.** The fey's weapon attacks are magical.

**Speak with Beasts and Plants.** The fey can communicate with beasts and plants as if they knew a common language.

**Tree Stride.** Once on its turn, the fey can use 10' of movement to step magically into one living tree within reach and emerge from a second living tree within 60' of the first tree, appearing in an unoccupied space within 5' of the second tree. Both trees must be Large or larger.

<b>ACTIONS</b>
<p><b>Multiattack.</b> The fey attacks once with <i>Constrict</i>, once with <i>Touch</i>, and once a spell with a casting time of 1 action.</p> <p><b>Constrict.</b> <i>Melee Weapon Attack:</i> +11 to hit, reach 5', one creature. Hit: 15 (3d6+5) bludgeoning damage, and the target is grappled (escape DC 19) and restrained. The fey can grapple no more than three targets at a time.</p> <p><b>Touch.</b> <i>Melee Spell Attack:</i> +16 to hit, reach 5', one creature. Hit: 23 (3d8+10) radiant damage, and the fey can suppress the magic abilities of one of target's visible magic items as long as it isn't an artifact.</p> <p><b>Wrath (recharge ☐☐☐).</b> The fey selects a point it can see within 60'. Each creature in a 30' cube centered on that point takes 21 (6d6) bludgeoning damage and 21 (6d6) slashing damage (DC 24 Dex save for half damage).</p>
<b>LEGENDARY ACTIONS</b>
<p>The fey can take 3 legendary actions, only one at a time and only at the end of another creature's turn, regaining spent actions at the start of its turn.</p> <p><b>Advantage.</b> The fey makes one melee attack at advantage.</p> <p><b>Cast.</b> The fey casts <i>Dispel Magic</i>.</p> <p><b>Health.</b> The fey grants 20 temporary HPs to another creature within 120'.</p> <p><b>Suggest (costs 2 actions).</b> The fey casts <i>Suggestion</i>, which counts as one of its daily uses.</p> <p><b>Guardians (costs 3 actions).</b> The fey animates one or two trees it can see within 120', becoming Awakened Trees for 1 minute or until the fey uses a bonus action to end the effect. These trees understand Druidic and obey the fey's spoken commands but can't speak. If the fey issues no commands, the trees do nothing but follow the fey and take the Dodge action.</p>

## NPC: HORNCALLER

<i>Medium humanoid (any race), lawful good</i> CR 1 (200 XP)					
<b>AC</b> 13 (hide armor) <b>HPs</b> 252 (24d10+120) <b>Speed</b> 30'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
19 (+4)	14 (+2)	20 (+5)	16 (+3)	30 (+10)	25 (+7)
<b>Saves</b> Con +11, Wis +16, Cha +13 <b>Skills</b> Arcana +9, Insight +16, Nature +9, Perception +16, Persuasion +13 <b>Condition Immunities</b> charmed, grappled <b>Senses</b> darkvision 120', passive Perception 26 <b>Languages</b> Common, Druidic, Elven, Sylvan					
<p><b>Innate Spellcasting: Bless (1/day ☐ ).</b> Action to cast, 30', concentration up to 1 minute. The horncaller blesses up to three targets. Whenever a target makes an attack or a save, the target can roll a d4 and add it to the roll.</p> <p><b>Innate Spellcasting: Conjure Animals (1/day ☐ ).</b> Action to cast, 60', concentration up to 1 hour. The horncaller summons one CR 2 beast, two CR 1 beasts, four CR 1/2 beasts, or eight 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, but otherwise simply defend themselves.</p> <p><b>Speak with Beasts.</b> The fey can communicate with beasts as if they knew a common language.</p>					
<b>ACTIONS</b>					
<p><b>Multiattack.</b> The horncaller attacks twice with <i>Staff</i> and once with <i>Beast</i>.</p> <p><b>Staff.</b> <i>Melee Weapon Attack:</i> +3 to hit, reach 5', one target. Hit: 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) bludgeoning damage if used two-handed.</p> <p><b>Beast.</b> One beast the horncaller can see within 30' that can hear the horncaller uses its reaction to make one melee attack against a target the horncaller can see.</p>					

## NPC: ZEGANA

Medium humanoid (merfolk), lawful neutral  
CR 16 (15,000 XP)

AC 16 (natural armor)  
HPs 130 (20d8+40)  
Speed 30', swim 40'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	20 (+5)	18 (+4)	16 (+3)

**Saves** Int +10, Wis +9  
**Skills** Insight +9, Nature +10, Perception +9  
**Resistances** cold, poison  
**Condition Immunities** charmed, frightened  
**Senses** darkvision 60', passive Perception 19  
**Languages** Common, Elvish, Merfolk

**Amphibious.** The merfolk can breathe air and water.

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

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

**Spellcasting:** 15th-level, Int-based, DC 18, +10 to hit

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3rd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6th	<input type="checkbox"/>		

**Acid Splash (cantrip).** Action to cast, 60', instantaneous. The merfolk hurls a large bead of acid at one creature or two creatures within 5' of one another. Each target must make a DC 18 Dex save or take 3d6 acid damage.

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

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

**Shape Water (cantrip).** Action to cast, 30', instantaneous or 1 hour. An 5' cube area of water the merfolk can see can be manipulated as follows: Move or change the flow of water up to 5' in any direction; animate into simple shapes under the merfolk's control for 1 hour; change its color or transparency for 1 hour; or, if unoccupied, freeze it for 1 hour. No more than two non-instantaneous effects can be active by the merfolk at a time, and they can be dismissed using an action.

**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).

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

**Fog Cloud (1st).** The merfolk 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.

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

**Enlarge/Reduce (2nd).** Action to cast, 30', concentration up to 1 minute. The merfolk chooses a creature (DC 18 Con save to resist) or unattended object. A creature's possessions grow or shrink with it. If enlarged, the target doubles in size (or the maximum possible given space limitations), its weight increase by a factor of 8, it gains advantage on Str checks and Str saves, and its attacks do an extra 1d4 damage. If reduced, the target is halved in size, its weight is reduced by a factor of 8, it suffers disadvantage on Str checks and Str saves, and its attacks do 1d4 less damage (minimum damage of 1).

**Gust of Wind (2nd).** Action to cast, self (60' line), concentration up to 1 minute. A strong wind emanates from the merfolk in a 60' line 10' wide. A creature that starts its turn in the line must succeed on a DC 18 Str save or be pushed 15' along the line.

**Counterspell (3rd).** Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The merfolk automatically stops the target spell if it is of the same or lower level than the slot used to cast this spell. Otherwise, the merfolk stops the target spell with a successful Int (+5) 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.

**Slow (3rd).** Action to cast, 120', concentration up to 1 minute. Up to six creatures in a 40' cube must succeed on a DC 18 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.

**Control Water (4th).** 1 minute, 90', concentration up to 1 hour. The merfolk controls water in a cube up to 100' per side. The merfolk can choose any of the following effects, switching from one to the other, or repeating the current one, as an action. **Flood:** The merfolk causes the water level of standing water to rise by up to 20'; or, for a large body of water, create a 20'-tall wave that moves from one side to the other then crashes down, moving Huge or smaller vehicles with it (25% chance of capsizing). **Redirect Flow:** The merfolk causes flowing water to move in the direction of its choosing, even if the direction is unintuitive. **Whirlpool:** The merfolk creates a body of water at least 50' x 50' square, and 25' deep with a 25'-tall whirlpool in the center, 5' wide at the base and up to 50' wide at the top. A creature can swim away from the vortex with a DC 18 Str check. When a creature enters the vortex for the first time or starts its turn there, it takes 2d8 bludgeoning damage and is caught in the vortex (DC 18 Str save for half damage and not being caught). A caught creature can escape with a DC 18 Str (Athletics) check, which is made at disadvantage.

**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 18 Dex save for half damage), and the area becomes difficult terrain until the end of the devil's next turn. The bludgeoning damage increases by 1d8 per slot level above 4th used to cast the spell.

**Polymorph (4th).** Action to cast, 60', concentration up to 1 hour. The merfolk transforms the target into a new form unless the target succeeds at a DC 18 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.

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

**Creation (5th).** 1 minute to cast, 30', special duration. The merfolk creates a nonliving object of vegetable matter, such as rope or wood, or minerals, which is no greater in size than a 5' cube. The duration of the object depends on its material (use the shortest duration if the object consists of several materials).

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantium or mithral	1 minute

**Move Earth (6th).** Action to cast, 120', concentration up to 2 hours. The merfolk reshapes an area of dirt, sand, or clay (but not stone) up to 40' on each side, with those shapes not exceeding half of the area's largest dimension. The changes require 10 minutes to complete. At the end of each period of 10 minutes, the merfolk may choose another area to affect. Other features of the terrain react normally to the changes (e.g., a building will collapse, an avalanche could result from unstable land, plant life will move with affected land).

**Wall of Ice (6th).** Action to cast, 120', concentration up to 10 minutes. The merfolk 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).

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

**Prismatic Spray (7th).** Action to cast, self, instantaneous. Each creature in a 60' cone must roll a d8 to determine the effect upon it.

Fire: 10d6 fire damage (DC 18 Dex save for half damage)

Acid: 10d6 acid damage (DC 18 Dex save for half damage)

Lightning: 10d6 lightning damage (DC 18 Dex save for half damage)

Poison: 10d6 poison damage (DC 18 Dex save for half damage)

Cold: 10d6 cold damage (DC 18 Dex save for half damage)

Petrification: DC 18 Dex save or restrained. The target then makes DC 18 Con saves at the end of each of its turns. If succeeding thrice before failing thrice, the spell ends, but if failing thrice, the target is petrified.

Banished: DC 18 Dex save or blinded. At the start of the merfolk's next turn, the target makes a DC 18 Wis save. If successful, the spell ends. Otherwise, the target is no longer blinded but is transported to another plane of the DM's choosing.

**Control Weather (8th).** Ten minutes to cast, self (5-mile radius), concentration up to 8 hours. The merfolk must have a clear path to the sky. The merfolk 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	–

**Dominate Monster (8th).** 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 merfolk for the spell's duration. When cast as a 9th level spell, the duration is concentration up to 8 hours. While charmed and on the same plane as the lich, the target can be telepathically ordered by the merfolk to issue simple commands. If the merfolk uses an action to do so, the creature may be given detail commands, including using the merfolk's reaction as its own. Each time it takes damage, the target may attempt a new save to end the spell.

## ACTIONS

**Trident.** *Melee or Ranged Weapon Attack:* +10 to hit, reach 5' or range 20'/60', one target. Hit: 12 (2d6+5) piercing damage, and each creature in a 15' cube originating from the trident's prongs takes 9 (2d8) thunder damage, or if underwater 13 (3d8) thunder damage, and is pushed 10' (DC 18 Con save for half damage and no push).

**Deluge (recharge ⏏⏏⏏⏏).** Each creature in and are up to 30' long, 10' wide, and 10' tall within 120 feet of the merfolk takes 18 (4d8) bludgeoning damage and is knocked prone (DC 18 Dex save for half damage and not prone). Unprotected flames in the area are extinguished.

## LEGENDARY ACTIONS

The merfolk can take 3 legendary actions, only one at a time and only at the end of another creature's turn, regaining spent actions at the start of its turn.

**Adaptation.** The merfolk gains resistance to either acid, fire, lightning, or thunder until the start of its next turn.

**Attack.** The merfolk attacks once with *Trident*.

**Enlarge (2 actions).** The merfolk casts enlarge/reduce on itself to enlarge without expending a spell slot.

**Deluge (3 actions).** The merfolk uses *Deluge*.



## NPC: BIOMANCER

Medium humanoid (any race), neutral good  
CR 10 (5,900 XP)

AC 17 (splint)  
HPs 110 (17d8+34)  
Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	20 (+5)	14 (+2)	15 (+2)

Saves Int +9, Wis +6  
Skills Arcana +9, Nature + +9  
Senses passive Perception 12  
Languages Common, any one other language

**Bolstering.** Any ally within 30' of the biomancer that starts its turn there regains 5 (1d10) HPs.

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

**Spellcasting:** 16th-level, Int-based, DC 17, +9 to hit

1st	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4th	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	7th	<input type="checkbox"/>
2nd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5th	<input type="checkbox"/> <input type="checkbox"/>	8th	<input type="checkbox"/>
3rd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6th	<input type="checkbox"/>		

**Acid Splash (cantrip).** Action to cast, 60', instantaneous. The biomancer 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.

**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 biomancer 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 3d12 poison damage.

**Detect Magic (1st).** Action to cast, self, concentration up to 10 minutes. The biomancer 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.

**Grease (1st).** Action to cast, 60', 1 minute. Each creature standing, entering, or ending its turn in a 10' square centered on a point within range must succeed on a DC 17 Dex save or fall prone. The area is difficult terrain.

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

**Alter Self (2nd).** Action to cast, self, concentration up to 1 hour. The biomancer 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).

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

**Enlarge/Reduce (2nd).** Action to cast, 30', concentration up to 1 minute. The biomancer chooses a creature (DC 17 Con save to resist) or unattended object. A creature's possessions grow or shrink with it. If enlarged, the target doubles in size (or the maximum possible given space limitations), its weight increase by a factor of 8, it gains advantage on Str checks and Str saves, and its attacks do an extra 1d4 damage. If reduced, the target is halved in size, its weight is reduced by a factor of 8, it suffers disadvantage on Str checks and Str saves, and its attacks do 1d4 less damage (minimum damage of 1).

**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.

**Counterspell (3rd).** Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The biomancer automatically stops the target spell if it is of the same or lower level than the slot used to cast this spell. Otherwise, the merfolk stops the target spell with a successful Int (+5) check (DC 10+the target spell's level).

**Dispel Magic (3rd).** The biomancer 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 druid must succeed on a Int (+5) ability check (DC is 10+level of the effect).

**Haste (3rd).** Action to cast, 30', concentration up to 1 minute. The biomancer 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.

**Protection from Energy (3rd).** Action to cast, touch, concentration up to 10 minutes. A willing creature has resistance to one damage type: acid, cold, fire, lightning, or thunder.

**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 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.

**Conjure Minor Elementals (4th).** 1 minute, 90', Concentration up to 1 hour. The biomancer summons one elemental of CR 2, two of CR 1, four of CR 1/2, or eight of CR 1/4, each of which disappears when it drops to 0 HPs. The elementals are friendly to the biomancer and its allies and have their own initiatives. The elementals obey the biomancer's commands (requiring no action to issue), but if no commands are issued, the elementals take no actions other than to defend themselves.

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

**Cone of Cold (5th).** Action to cast, 60' cone originating from the biomancer, instantaneous. Each creature in the cone takes 8d8 cold damage (DC 17 Con save for half damage). The damage increases by 1d8 for each level above 5th used to cast the spell.

**Creation (5th).** 1 minute to cast, 30', special duration. The biomancer creates a nonliving object of vegetable matter, such as rope or wood, or minerals, which is no greater in size than a 5' cube. The duration of the object depends on its material (use the shortest duration if the object consists of several materials).

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantium or mithral	1 minute

**Hold Monster (5th).** Action to cast, 90', concentration up to 1 minute. The deathlock 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.

**Move Earth (6th).** Action to cast, 120', concentration up to 2 hours. The biomancer reshapes an area of dirt, sand, or clay (but not stone) up to 40' on each side, with those shapes not exceeding half of the area's largest dimension. The changes require 10 minutes to complete. At the end of each period of 10 minutes, the biomancer may choose another area to affect. Other features of the terrain react normally to the changes (e.g., a building will collapse, an avalanche could result from unstable land, plant life will move with affected land).

**Wall of Ice (6th).** Action to cast, 120', concentration up to 10 minutes. The biomancer 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 17 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 17 Con save for half damage).

**Prismatic Spray (7th).** Action to cast, self, instantaneous. Each creature in a 60' cone must roll a d8 to determine the effect upon it.

Fire: 10d6 fire damage (DC 18 Dex save for half damage)

Acid: 10d6 acid damage (DC 18 Dex save for half damage)

Lightning: 10d6 lightning damage (DC 18 Dex save for half damage)

Poison: 10d6 poison damage (DC 18 Dex save for half damage)

Cold: 10d6 cold damage (DC 18 Dex save for half damage)

Petrification: DC 18 Dex save or restrained. The target then makes DC 18 Con saves at the end of each of its turns. If succeeding thrice before failing thrice, the spell ends, but if failing thrice, the target is petrified.

Banished: DC 18 Dex save or blinded. At the start of the merfolk's next turn, the target makes a DC 18 Wis save. If successful, the spell ends. Otherwise, the target is no longer blinded but is transported to another plane of the DM's choosing.

**Control Weather (8th).** Ten minutes to cast, self (5-mile radius), concentration up to 8 hours. The merfolk must have a clear path to the sky. The merfolk 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

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