

# **One-Stop Stat Blocks: A Bestiary for 5th Edition Dungeons & Dragons\***

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<b>ANGEL: DEVA</b>		<b>CR 10</b>			
<i>Medium celestial, lawful good</i>		5,900 XP			
<b>Armor Class</b> 17 (natural armor)					
<b>Hit Points</b> 136 (16d8+64)					
<b>Speed</b> 30', fly 90'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)
<b>Saves</b> Wis +9, Cha +9					
<b>Skills</b> Insight +9, Perception +9					
<b>Resistances</b> radiant; bludgeoning, piercing, and slashing from nonmagical weapons					
<b>Condition Immunities</b> charmed, exhaustion, frightened					
<b>Senses</b> darkvision 120', passive Perception 19					
<b>Languages</b> all, telepathy 120'					
<p><b>Angelic Weapons.</b> The deva's weapon attacks are magical and do an extra 6d8 radiant damage (included).</p> <p><b>Magic Resistance.</b> The deva has advantage on saves against spells and other magical effects.</p> <p><b>Innate Spellcasting: Detect Evil and Good (at will).</b> Action to cast, self, concentration up to 10 minutes. The deva 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.</p> <p><b>Innate Spellcasting: Commune (1/day ☐).</b> One minute to cast, self, 1 minute. The deva can ask up to three questions of its deity, answerable as "yes," "no," or "unclear," for which it receives a correct answer.</p> <p><b>Innate Spellcasting: Raise Dead (1/day ☐).</b> One hour to cast, touch, instantaneous. The deva 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.</p>					
<b>ACTIONS</b>					
<b>Multiattack.</b> The deva makes two melee attacks.					
<b>Mace. Melee Weapon Attack:</b> +8 to hit, reach 5', one creature. Hit: 7 (1d6+4) bludgeoning damage plus 27 (6d8) radiant damage.					
<b>Healing Touch (3/day ☐☐☐).</b> The deva touches another creature, magically restoring 20 (4d8+2) hit points and freeing it from any curse, disease, poison, blindness, or deafness.					
<b>Change Shape.</b> The deva polymorphs into a humanoid or beast that has a challenge rating equal to or less than is own, or returns to its true form. The deva retains its game statistics and ability to speak, but its AC, movement modes, Str, Dex, and special senses become that of the new form, but it gains its statistics and capabilities (except class features, legendary actions, and lair actions).					

<b>ANGEL: PLANETAR</b>		<b>CR 16</b>	
<i>Large celestial, lawful good</i>		15,000 XP	
<b>Armor Class</b> 19 (natural armor)			
<b>Hit Points</b> 200 (16d10+112)			
<b>Speed</b> 40', fly 120'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
24 (+7)	20 (+5)	24 (+7)	19 (+4)
<b>WIS</b>	<b>CHA</b>		
22 (+6)	25 (+7)		
<b>Saves</b> Con +12, Wis +11, Cha +12			
<b>Skills</b> Perception +11			
<b>Resistances</b> radiant; bludgeoning, piercing, and slashing from nonmagical weapons			
<b>Condition Immunities</b> charmed, exhaustion, frightened			
<b>Senses</b> truesight 120', passive Perception 21			
<b>Languages</b> all, telepathy 120'			
<b>Angelic Weapons.</b> The planetar's weapon attacks are magical and do an extra 7d8 radiant damage (included).			
<b>Divine Awareness.</b> The planetar knows if it hears a lie.			
<b>Magic Resistance.</b> The planetar has advantage on saves against spells and other magical effects.			
<b>Innate Spellcasting: Detect Evil and Good (at will).</b> Action to cast, self only, concentration up to 1 hour. The planetar 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.			
<b>Innate Spellcasting: Invisibility (at will).</b> Action to cast, self only, concentration up to 1 hour. The planetar and its equipment become invisible until it attacks or casts a spell.			
<b>Innate Spellcasting: Blade Barrier (3/day ☐☐☐).</b> Action to cast, 90', concentration up to 10 minutes. The planetar makes a wall of magical blades, either 100' long, 20' high, and 5' thick; or ringed up to 60' in diameter, 20' high, and 5' thick. The wall provides 3/4 cover and is difficult terrain. When a creature enters, or starts its turn within, the wall's area, the creature takes 6d10 slashing damage (Dex save DC 20 for half).			
<b>Innate Spellcasting: Dispel Evil and Good (3/day ☐☐☐).</b> Action to cast, self only, concentration up to 1 minute. Celestials, elementals, fey, fiends, and undead have disadvantage on attacks against the planetar. The spell ends early if the planetar 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 +12 against a celestial, elemental, fey, fiend, or undead, which then makes a Cha save DC 20 to avoid being returned to its home plane).			
<b>Innate Spellcasting: Flame Strike (3/day ☐☐☐).</b> 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 20 Dex save for half damage).			

**Innate Spellcasting: Raise Dead (3/day ☐☐☐).** One hour to cast, touch, instantaneous. The planetar 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.

**Innate Spellcasting: Commune (1/day ☐).** One minute to cast, self, 1 minute. The planetar can ask up to three questions of its deity, answerable as "yes," "no," or "unclear," for which it receives a correct answer.

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

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

**Innate Spellcasting: Insect Plague (1/day ☐).** 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 volume or ends its turn there.

## ACTIONS

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

**Greatsword. Melee Weapon Attack:** +12 to hit, reach 5', one creature. Hit: 21 (4d6+7) slashing damage plus 31 (7d8) radiant damage.

**Healing Touch (4/day ☐☐☐☐).** The planetar touches another creature, magically restoring 30 (6d8+3) hit points and freeing it from any curse, disease, poison, blindness, or deafness.

<b>ANGEL: SOLAR</b>						<b>CR 21</b>
<i>Large celestial, lawful good</i>						33,000 XP
<b>Armor Class</b> 21 (natural armor)						
<b>Hit Points</b> 243 (18d10+144)						
<b>Speed</b> 50', fly 150'						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)	
<b>Saves</b> Int +14, Wis +14, Cha +17						
<b>Skills</b> Perception +14						
<b>Resistances</b> radiant; bludgeoning, piercing, and slashing from nonmagical weapons						
<b>Damage Immunities</b> necrotic, poison						
<b>Condition Immunities</b> charmed, exhaustion, frightened, poisoned						
<b>Senses</b> truesight 120', passive Perception 24						
<b>Languages</b> all, telepathy 120'						
<b>Angelic Weapons.</b> The solar's weapon attacks are magical and do an extra 8d8 radiant damage (included).						
<b>Divine Awareness.</b> The solar knows if it hears a lie.						
<b>Magic Resistance.</b> The solar has advantage on saves against spells and other magical effects.						
<b>Innate Spellcasting: Detect Evil and Good (at will).</b> Action to cast, self only, concentration up to 1 hour. The solar 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.						
<b>Innate Spellcasting: Invisibility (at will).</b> Action to cast, self only, concentration up to 1 hour. The solar and its equipment become invisible until it attacks or casts a spell.						
<b>Innate Spellcasting: Blade Barrier (3/day □□□).</b> Action to cast, 90', concentration up to 10 minutes. The solar makes a wall of magical blades, either 100' long, 20' high, and 5' thick; or ringed up to 60' in diameter, 20' high, and 5' thick. The wall provides 3/4 cover and is difficult terrain. When a creature enters, or starts its turn within, the wall's area, the creature takes 6d10 slashing damage (Dex save DC 25 for half).						
<b>Innate Spellcasting: Dispel Evil and Good (3/day □□□).</b> Action to cast, self only, concentration up to 1 minute. Celestials, elementals, fey, fiends, and undead have disadvantage on attacks against the solar. The spell ends early if the solar 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 +12 against a celestial, elemental, fey, fiend, or undead, which then makes a Cha save DC 25 to avoid being returned to its home plane).						
<b>Innate Spellcasting: Resurrection (3/day □□□).</b> One hour to cast, touch, instantaneous. The solar brings back to life a willing and able creature dead for no more than 1 century, neutralizing any nonmagical poisons and diseases that affected the creature at death, replacing lost limbs, and closing all mortal wounds.						

**Innate Spellcasting: Commune (1/day □).** One minute to cast, self, 1 minute. The solar can ask up to three questions of its deity, answerable as "yes," "no," or "unclear," for which it receives a correct answer.

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

**Multiaction.** The solar makes two greatsword attacks.

**Greatsword. Melee Weapon Attack:** +15 to hit, reach 5', one creature. Hit: 25 (5d6+8) slashing damage plus 36 (8d8) radiant damage.

**Slaying Longbow. Ranged Weapon Attack:** +13 to hit, range 150'/600', one target. Hit: 19 (3d8+6) piercing damage plus 36 (8d8) radiant damage. If the target has 100 hit points or fewer, it must succeed on a DC 15 Con save or die.

**Flying Sword.** The solar releases its greatsword to hover in an unoccupied space within 5' of it. As a bonus action, the solar can mentally command it to fly 50' and either make one attack against a target or return to the solar. An attack against the sword is treated as an attack against the solar.

**Healing Touch (4/day □□□□).** The solar touches another creature, magically restoring 40 (8d8+4) hit points and freeing it from any curse, disease, poison, blindness, or deafness.

## LEGENDARY ACTIONS

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

**Teleport.** The solar and its equipment teleports up to 120' to an unoccupied square it can see.

**Searing Burst.** Each creature of the solar's choice within a 10' radius takes 14 (4d6) fire damage and 14 (4d6) radiant damage (DC 23 Dex save for half damage).

**Blinding Gaze.** One creature within 30' that can see the solar must succeed on a DC 15 Con save or be blinded until magic (e.g., lesser restoration) removes the blindness.

<b>AZER</b>		<b>CR 2</b>			
<i>Medium elemental, lawful neutral</i>		450 XP			
<b>Armor Class</b> 17 (natural armor, shield)					
<b>Hit Points</b> 39 (6d6+12)					
<b>Speed</b> 30'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)
<b>Saves</b> Con +4					
<b>Damage Immunities</b> fire, poison					
<b>Condition Immunities</b> poisoned					
<b>Senses</b> passive Perception 11					
<b>Languages</b> Ignan					
<p><b>Heated Body.</b> A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.</p> <p><b>Heated Weapons.</b> When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).</p> <p><b>Illumination.</b> The azer sheds bright light in a 10' radius and dim light for an additional 10'.</p> <p><b>Innate Spellcasting: Fire Bolt (at will).</b> Action to cast, 120', instantaneous. The azer hurls a mote of fire, making a ranged spell attack. +2 to hit, 5 (1d10) fire damage. An unattended flammable object hit by the spell catches fire.</p>					
<b>ACTIONS</b>					
<p><b>Warhammer.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5', one target. Hit: 7 (1d8+3) bludgeoning damage, or 8 (1d10+3) bludgeoning damage if used with two hands, plus 3 (1d6) fire damage.</p>					

<b>CAMBION</b>		<b>CR 5</b>			
<i>Medium fiend, any evil alignment</i>		<i>1,800 XP</i>			
<b>Armor Class</b> 19 (scale mail)					
<b>Hit Points</b> 82 (11d8+33)					
<b>Speed</b> 30', fly 60'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)
<b>Saves</b> Str +7, Con +6, Int +5, Cha +6					
<b>Skills</b> Deception +6, Intimidation +6, Perception +4, Stealth +7					
<b>Resistances</b> cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons					
<b>Senses</b> darkvision 60', passive Perception 14					
<b>Languages</b> Abyssal, Common, Infernal					
<p><b>Fiendish Blessing.</b> The Cambion's AC includes its Cha bonus.</p> <p><b>Innate Spellcasting: <i>Alter Self</i> (3/day □□□).</b> Action to cast, self, concentration up to 1 hour. The cambion uses an action to take or change into of three forms: Aquatic adaptation (can breathe water and has swim speed 30'); change appearance (change form to another medium, humanoid creature); or natural weapons (gain natural weapons, reach 5', +8 to hit, 1d6+1 damage).</p> <p><b>Innate Spellcasting: <i>Command</i> (3/day □□□).</b> Action to cast, 60', 1 round. The cambion speaks one command word to a target. If the target fails a DC 14 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions).</p> <p><b>Innate Spellcasting: <i>Detect Magic</i> (3/day □□□).</b> Action to cast, self, concentration up to 10 minutes. The cambion can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.</p> <p><b>Innate Spellcasting: <i>Plane Shift</i> (1/day □).</b> Action to cast, self only, instantaneous. The cambion transports to another plane, taking itself to a general location of the its choosing.</p>					
<b>ACTIONS</b>					
<b>Multiattack.</b> The cambion makes two melee attacks or uses Fire Ray twice.					
<b>Spear.</b> <i>Melee or Ranged Weapon Attack:</i> +7 to hit, reach 5' or range 20'/60', one creature. Hit: 11 (2d6+4) piercing damage, or 13 (2d8+4) piercing damage if used with two hands as a melee weapon, plus 7 (2d6) fire damage.					
<b>Fire Ray.</b> <i>Ranged Spell Attack:</i> +7 to hit, range 120', one creature. Hit: 17 (5d6) fire damage.					
<b>Fiendish Charm.</b> One humanoid the cambion can see within 30' must succeed on a DC 14 Wis save or be magically charmed for 1 day.					



<b>COUATL</b>		<b>CR 4</b>			
<i>Medium celestial, lawful good</i>		1,100 XP			
<b>Armor Class</b> 19 (natural armor)					
<b>Hit Points</b> 97 (13d8+39)					
<b>Speed</b> 30', fly 90'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)
<b>Saves</b> Con +5, Wis +7, Cha +6					
<b>Resistances</b> radiant					
<b>Damage Immunities</b> psychic; bludgeoning, piercing, and slashing from nonmagical weapons					
<b>Senses</b> truesight 120', passive Perception 15					
<b>Languages</b> all, telepathy 120'					
<b>Magic Weapons.</b> The couatl's weapon attacks are magical.					
<b>Shielded Mind.</b> The couatl is immune to scrying and any effect that would sense its emotions, read its thoughts, or detect its location.					
<b>Innate Spellcasting: Detect Evil and Good (at-will).</b> Action to cast, self, concentration up to 10 minutes. The couatl 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.					
<b>Innate Spellcasting: Detect Magic (at-will).</b> Action to cast, self, concentration up to 10 minutes. The couatl 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.					
<b>Innate Spellcasting: Detect Thoughts (at-will).</b> Action to cast, self, concentration up to 1 minute. The couatl 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 couatl can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 14 Wis save, the couatl 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 couatl to end the effect.					
<b>Innate Spellcasting: Bless (3/day □□□).</b> Action to cast, 30', concentration up to 1 minute. The couatl blesses up to three targets. Whenever a target makes an attack roll or a save, the target can roll a d4 and add it to the roll.					
<b>Innate Spellcasting: Create Food and Water (3/day □□□).</b> Action to cast, 30', instantaneous. The couatl creates 45 pounds of food and 30 gallons of water, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food spoils after 24 hours, but the water doesn't go bad.					
<b>Innate Spellcasting: Cure Wounds (3/day □□□).</b> Action to cast, touch, instantaneous. The couatl touches a creature and heals it 1d8+4 hit points.					

<b>Innate Spellcasting: Lesser Restoration (3/day □□□).</b> Action to cast, touch, instantaneous. The couatl touches a creature and ends either a disease or one of the following conditions: blinded, deafened, paralyzed, or poisoned.								
<b>Innate Spellcasting: Protection from Poison (3/day □□□).</b> Action to cast, touch, 1 hour. The couatl touches a creature. If currently poisoned, the poison is neutralized. For the duration of the spell, the target has advantages on saves vs. poison and has resistance to poison damage.								
<b>Innate Spellcasting: Sanctuary (3/day □□□).</b> Bonus action to cast, 30', 1 minute. The couatl wards a creature within range against attack. Any creature that tries to attack the warded target must succeed on a DC 14 Wis save or else choose a new target (or lose the attack). The spell does not protect the target from area effects. If the target attacks or affects an enemy, the spell ends.								
<b>Innate Spellcasting: Shield (3/day □□□).</b> Reaction to a hit on the couatl, self, 1 round. Until the start of its next turn, the couatl has an AC of 24, including against the triggering attack, and has immunity to magic missile.								
<b>Innate Spellcasting: Dream (1/day □).</b> 1 minute, special, 8 hours. The couatl enters the dreams of a sleeping target on the same plane of existence, and can communicate with it. If creating a nightmare, the target must make a DC 14 Wis save or it will not gain the benefit of the rest and will take 3d6 psychic damage upon waking. If the couatl has a body part of the target, the target makes the save with disadvantage.								
<b>Innate Spellcasting: Greater Restoration (1/day □).</b> Action to cast, touch, instantaneous. The couatl can reduce the target's exhaustion level by one, or end one of the following: one effect that charmed or petrified it, a curse or cursed attunement, a reduction in ability score, an effect decreasing its hit point maximum.								
<b>Innate Spellcasting: Scrying (1/day □).</b> 10 minutes to cast, self, concentration up to 10 minutes. The couatl can see and hear a creature on the same plane of existence that fails a DC 14 Wis save, modified by how familiar the couatl is with the target, and the nature of its connection, as follows:								
<table border="1"> <thead> <tr> <th>Knowledge</th> <th>Save Modifier</th> </tr> </thead> <tbody> <tr> <td>Secondhand (heard of)</td> <td>+5</td> </tr> <tr> <td>Firsthand (have met)</td> <td>+0</td> </tr> <tr> <td>Familiar (know well)</td> <td>-5</td> </tr> </tbody> </table>	Knowledge	Save Modifier	Secondhand (heard of)	+5	Firsthand (have met)	+0	Familiar (know well)	-5
Knowledge	Save Modifier							
Secondhand (heard of)	+5							
Firsthand (have met)	+0							
Familiar (know well)	-5							
<table border="1"> <thead> <tr> <th>Connection</th> <th>Save Modifier</th> </tr> </thead> <tbody> <tr> <td>Likeness or picture</td> <td>-2</td> </tr> <tr> <td>Possession or garment</td> <td>-4</td> </tr> <tr> <td>Body part, lock of hair, etc.</td> <td>-10</td> </tr> </tbody> </table>	Connection	Save Modifier	Likeness or picture	-2	Possession or garment	-4	Body part, lock of hair, etc.	-10
Connection	Save Modifier							
Likeness or picture	-2							
Possession or garment	-4							
Body part, lock of hair, etc.	-10							
On a failed save, an invisible sensor manifests within 10' of the target, following it as it moves. Instead, the couatl can target a place, in which case the sensor doesn't move.								



## ACTIONS

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5', one creature. Hit: 8 (1d6+5) piercing damage, and the target must succeed on a DC 13 Con save or be poisoned for 24 hours. Until the poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

**Constrict.** *Melee Weapon Attack:* +6 to hit, reach 10', one medium or smaller creature. Hit: 10 (2d6+3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

**Change Shape.** The couatl polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice). In a new form, the couatl retains its fame statistics and ability to speak, but its AC, movement modes, Str, Dex, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but it lacks. If the new form has a bite attack, the couatl can use its bite in that form.

<b>CYCLOPS</b>		<b>CR 6</b>			
<i>Huge giant, chaotic neutral</i>		<i>2,300 XP</i>			
<b>Armor Class</b> 14 (natural armor)					
<b>Hit Points</b> 138 (12d12+60)					
<b>Speed</b> 30'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)
<b>Senses</b> passive Perception 8					
<b>Languages</b> Common					
<p><b>Poor Depth Perception.</b> The cyclops has disadvantage on any attack roll on a target more than 30' away.</p> <p><b>Evil Eye.</b> At the start of its turn, the cyclops designates a single target as its quarry, or moves its quarry to another target. The cyclops has advantage on its first attack roll each round against its quarry.</p>					
<b>ACTIONS</b>					
<p><b>Multiattack.</b> The cyclops makes two greatclub attacks.</p> <p><b>Greatclub.</b> <i>Melee Weapon Attack:</i> +9 to hit, reach 10', one creature. Hit: 22 (3d8+9) bludgeoning damage.</p> <p><b>Rock.</b> <i>Ranged Weapon Attack:</i> +9 to hit, range 30'/120', one creature. Hit: 39 (6d10+6) bludgeoning damage.</p>					

**DEATH KNIGHT***Medium undead, chaotic evil***CR 17**

18,000 XP

**Armor Class** 20 (plate, shield)**Hit Points** 180 (19d8+95)**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

**Saves** Dex +6, Wis +9, Cha +10**Damage Immunities** necrotic, poison**Condition Immunities** exhaustion, frightened, poisoned**Senses** darkvision 120', passive Perception 13**Languages** Abyssal, Common**Magic Resistance.** The death knight has advantage on saves against spells and other magical effects.**Marshal Undead.** Unless the death knight is incapacitated, it and undead creatures of its choice within 60' of it have advantage on saves against features that turn undead.**Undead Nature.** Death knights don't require air, food, drink, or sleep.**Spellcasting:** 19th-level, Cha-based, DC 18, +10 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"/>
2nd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5th	<input type="checkbox"/> <input type="checkbox"/>
3rd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

**Command (1st).** Action to cast, 60', 1 round. The death knight 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). The death knight can add another target for each slot level above 1st used to cast it.**Compelled Duel (1st).** Bonus action to cast, 30', concentration up to 1 minute. One target creature within 30' that the death knight can see must make a DC 18 Wis save or have disadvantage against attack rolls against creatures other than the death knight. The target must make a DC 18 Wis save in order to move more than 30' from the death knight. If the target succeeds, its movement isn't restricted for the rest of the turn. The spell ends if the death knight attacks (weapon or spell) a creature other than the target, or an ally of the death knight attacks (weapon or spell) the target.**Searing Smite (1st).** Bonus action to cast, self, concentration up to 1 minute. The next time the death knight hits a creature with a melee weapon attack during the spell's duration, it does an extra [slot level]d6 of fire damage and ignites the target. At the start of each of its turns, the target must make a DC 18 Con save to end the spell or take 1d6 fire damage. Another creature may spend an action to put out the flames and end the spell.**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. The death knight targets a humanoid within range, who must make a DC 18 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 the death knight uses to cast this spell, it may target an additional target.**Magic Weapon (2nd).** Bonus action to cast, touch, concentration up to 1 hour. The death knight touches a nonmagical weapon, conferring upon it an attack and damage bonus equal to one-half the slot level used to cast the spell.**Dispel Magic (3rd).** Action to cast, 120', instantaneous. The death knight dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For spells of 4th level or higher, the death knight must succeed on a Cha ability check (DC is 10+level of the effect).**Elemental Weapon (3rd).** Action to cast, touch, concentration up to 1 hour. The death knight touches a nonmagical weapon, conferring upon it an attack bonus of +1 and extra damage of acid, cold, fire, lightning or thunder (chosen at casting) of 1d4. If cast using a 5th-level spell slot, the attack bonus is +2 and the extra damage is 2d4.**Banishment (4th).** Action to cast, 60', concentration up to 1 minute. The target must succeed on a DC 18 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.**Staggering Smite (4th).** Bonus action to cast, self, concentration up to 1 minute. The next time the death knight hits a creature with a melee weapon attack, it deals an extra 4d6 psychic damage. If the target fails a DC 18 Wis save, it has disadvantage on attack rolls and ability checks, and can't take reactions until the end of its next turn.**Destructive Wave, necrotic (5th).** Action to cast, 30', instantaneous. Each creature within 30' takes 5d6 thunder damage and 5d6 necrotic damage and be knocked prone (DC 18 Con save for half damage and not knocked prone).**ACTIONS****Multiattack.** The death knight makes three longsword attacks.**Longsword. Melee Weapon Attack:** +11 to hit, reach 5', one target. Hit: 14 (2d8+5) slashing damage, or 16 (2d10+5) slashing damage if used with two hands, plus 22 (5d8) necrotic damage.

**Hellfire Orb (1/day).** The death knight hurls a magical ball of fire that explodes at a point it can see within 120' of it. Each creature in a 20'-radius sphere centered on that point takes 35 (10d6) fire damage and 35 (10d6) necrotic damage (DC 18 Dex save for half damage). The sphere spreads around corners.

#### REACTIONS

**Parry.** The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

<b>DEMON: BARLGURA</b>		<b>CR 5</b>			
<i>Large fiend (demon), chaotic evil</i>		<i>1,800 XP</i>			
<b>Armor Class</b> 15 (natural armor)					
<b>Hit Points</b> 68 (8d10+24)					
<b>Speed</b> 40', climb 40'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)
<b>Saves</b> Dex +5, Con +6					
<b>Skills</b> Perception +5, Stealth +5					
<b>Resistances</b> cold, fire, lightning					
<b>Damage Immunities</b> poison					
<b>Condition Immunities</b> poisoned					
<b>Senses</b> blindsight 30', darkvision 120', passive Perception 15					
<b>Languages</b> Abyssal, telepathy 120'					
<p><b>Innate Spellcasting: Entangle (1/day ☐).</b> Action to cast, 90', concentration up to 1 minute. The barlgura 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 13 Str save or be restrained until the spell ends. The restrained creature may use an action to reattempt the save.</p> <p><b>Innate Spellcasting: Phantasmal Force (1/day ☐).</b> Action to cast, 120', concentration up to 1 minute. A target creature (neither undead nor a construct) must make a DC 13 Intelligence save or have an image placed in its mind. The target may make a DC 13 Investigation check to realize the image is an illusion. While affected, the target is so convinced that the illusion is real that it can take damage from it. Each round on the barlgura's turn, the target takes 1d6 psychic damage if within 5' of the illusion.</p> <p><b>Innate Spellcasting: Disguise Self (2/day ☐☐).</b> Action to cast, self, 1 hour. The barlgura makes itself and its belongings look different: 1 foot shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the barlgura is disguised, a creature may spend its action to inspect its appearance or make a DC 13 Investigation check.</p> <p><b>Innate Spellcasting: Invisibility, self only (2/day ☐☐).</b> Action to cast, self, concentration up to 1 hour. The barlgura and its possessions become invisible until it attacks or casts a spell.</p>					
<b>ACTIONS</b>					
<b>Multiattack.</b> The barlgura makes one bite attack and two fist attacks.					
<b>Bite. Melee Weapon Attack:</b> +7 to hit, reach 5', one creature. Hit: 14 (3d6+4) piercing damage.					
<b>Fist. Melee Weapon Attack:</b> +7 to hit, reach 5', one creature. Hit: 12 (1d10+7) bludgeoning damage.					

<b>DEMON: GLABREZU</b>		<b>CR 9</b>			
<i>Large fiend (demon), chaotic evil</i>		5,000 XP			
<b>Armor Class</b> 17 (natural armor)					
<b>Hit Points</b> 157 (15d10+75)					
<b>Speed</b> 40'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)
<b>Saves</b> Str +9, Con +9, Wis +7, Cha +7					
<b>Resistances</b> cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons					
<b>Damage Immunities</b> poison					
<b>Condition Immunities</b> poisoned					
<b>Senses</b> truesight 120', passive Perception 13					
<b>Languages</b> Abyssal, telepathy 120'					
<b>Magic Resistance.</b> The glabrezu has advantage on saves against spells and other magical effects.					
<b>Innate Spellcasting: Darkness (at will).</b> Action to cast, 60', concentration up to 10 minutes. The glabrezu spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the glabrezu is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.					
<b>Innate Spellcasting: Detect Magic (at will).</b> Action to cast, self, concentration up to 10 minutes. The glabrezu 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.					
<b>Innate Spellcasting: Dispel Magic (at will).</b> Action to cast, 120', instantaneous. The glabrezu dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the glabrezu must succeed on a Cha ability check (DC is 10+level of the effect).					
<b>Innate Spellcasting: Confusion (1/day ☐).</b> Action to cast, 90', concentration up to 1 minute. Each creature in a 10'-radius sphere centered on a point within range must succeed on a DC 16 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 and 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.					
<b>d10</b>	<b>Behavior</b>				
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: Fly (1/day ☐).** Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

**Innate Spellcasting: Power Word Stun (1/day ☐).** Action to cast, 60', instantaneous. If a target within range has less than 150 hp, it is stunned. Otherwise, the spell has no effect. The target may make a DC 16 Con save at the end of each of its turns to end the effect.

## ACTIONS

**Multiattack.** The glabrezu makes four attacks: two with pincers and two with fists. Alternatively, it makes two attacks with its pincers and casts one spell.

**Pincer. Melee Weapon Attack:** +9 to hit, reach 10', one creature. Hit: 21 (3d10+5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each one of which can grapple only one target.

**Fist. Melee Weapon Attack:** +7 to hit, reach 5', one creature. Hit: 9 (2d6+2) bludgeoning damage.

<b>DEMON: YOCHLOL</b>		<b>CR 10</b>	
<i>Medium fiend (demon), chaotic evil</i>		5,900 XP	
<b>Armor Class</b> 15 (natural armor)			
<b>Hit Points</b> 136 (16d8+64)			
<b>Speed</b> 30', climb 30 ft.			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
15 (+2)	14 (+2)	18 (+4)	13 (+1)
<b>WIS</b>	<b>CHA</b>		
15 (+2)	15 (+2)		
<b>Saves</b> Dex +6, Int +5, Wis +6, Cha +6			
<b>Skills</b> Deception +10, Insight +6			
<b>Resistances</b> cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons			
<b>Damage Immunities</b> poison			
<b>Condition Immunities</b> poisoned			
<b>Senses</b> darkvision 120', passive Perception 12			
<b>Languages</b> Abyssal, Elvish, Undercommon			
<b>Magic Resistance.</b> The yochlol has advantage on saves against spells and other magical effects.			
<b>Shapechanger.</b> The yochlol can use an action to polymorph itself (but not its equipment) into the form of a female drow, giant spider, or its natural form. Its stats remain unchanged.			
<b>Web Walker.</b> The yochlol ignores the effects of webs on its movement.			
<b>Innate Spellcasting: Detect Thoughts (at will).</b> Action to cast, self, concentration up to 1 minute. The yochlol 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 yochlol can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 14 Wis save, the yochlol 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 yochlol to end the effect.			
<b>Innate Spellcasting: Web (at will).</b> Action to cast, 60', concentration up to 1 hour. The yochlol 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 yochlol's next turn. The webs create difficult terrain. Each creature that starts its turn in the webs or enters them during its turn must make a DC 14 Dex save of be restrained. A creature so restrained may make a DC 14 Str save as an action to break free. Any 5'-cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to a creature starting its turn in the fire.			

**Innate Spellcasting: Dominate Person (1/day ☐).** Action to cast, 60', concentration up to 1 minute. The humanoid target must make a DC 14 Wis save or be charmed by the yochlol for the duration of the spell. If the target is fighting the yochlol or its allies, the target has advantage on the save. While the target is charmed, the yochlol may telepathically command it, which the target does its best to obey. The commands can be simple and generic. The yochlol can use an action to limit the creature only to the actions the yochlol commands. Each time the target takes damage, it may attempt a DC 14 Wis save to end the spell.

## ACTIONS

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

**Slam (or Bite in spider form).** *Melee Weapon Attack:* +6 to hit, reach 5' (10' in demon form), one target. Hit: 9 (2d6+2) bludgeoning (piercing in spider form) damage plus 24 (7d6) poison damage.

**Mist Form.** The yochlol transforms itself and its equipment it carries into toxic mist, or returns to its true form. While in mist form, the yochlol is incapacitated, can't speak, has a flying speed of 30', can hover, and can pass through any space that isn't airtight. It has advantage on Str, Dex, and Con saves and is immune to nonmagical damage. While in mist form, the yochlol can occupy a creature's space. Each time a creature starts its turn with the yochlol in its space, the creature must succeed on a DC 14 Con save or be poisoned and incapacitated until the start of its next turn.



<b>DEVIL: BEARDED DEVIL</b>		<b>CR 3</b>	
<i>Medium fiend (devil), lawful evil</i>		700 XP	
<b>Armor Class</b> 13 (natural armor)			
<b>Hit Points</b> 52 (8d8+16)			
<b>Speed</b> 30'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
16 (+3)	15 (+2)	15 (+2)	9 (-1)
<b>WIS</b>	<b>CHA</b>		
11 (+0)	11 (+0)		
<b>Saves</b> Str +5, Con +4, Wis +2			
<b>Resistances</b> cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered			
<b>Damage Immunities</b> fire, poison			
<b>Condition Immunities</b> poisoned			
<b>Senses</b> darkvision 120', passive Perception 10			
<b>Languages</b> Infernal, telepathy 120'			
<b>Devil's Sight.</b> Magical darkness does not impede the bearded devil's darkvision.			
<b>Magic Resistance.</b> The bearded devil has advantage on saves against spells and other magical effects.			
<b>Steadfast.</b> The bearded devil can't be frightened while it can see an allied creature within 30' of it.			
<b>Innate Spellcasting: Hold Person (2/day □□).</b> Action to cast, 60', concentration up to 1 minute. A humanoid target (not undead) within range must make a DC 10 Wis save or be paralyzed. The target may repeat the save at the end of each of its turns.			
<b>ACTIONS</b>			
<b>Multiattack.</b> The bearded devil makes two melee attacks: one with its beard and one with its glaive.			
<b>Beard. Melee Weapon Attack:</b> +5 to hit, reach 5', one creature. Hit: 6 (1d8+2) piercing damage, and the target must succeed on a DC 12 Con save or be poisoned for 1 minute. While poisoned, the target can't regain hit points, and it can repeat the save at the end of each of its turns.			
<b>Glaive. Melee Weapon Attack:</b> +5 to hit, reach 10', one target. Hit: 8 (1d10+3) slashing damage. If the target is a creature other than an undead or construct, it must succeed on a DC 12 Con save or lose 5 (1d10) hit points at the start of each of its turns. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can use an action to close the wound with a DC 12 Medicine check. Magical healing closes the wound.			

<b>DEVIL: BONE DEVIL</b>		<b>CR 9</b>	
<i>Large fiend (devil), lawful evil</i>		5,000 XP	
<b>Armor Class</b> 19 (natural armor)			
<b>Hit Points</b> 142 (15d10+60)			
<b>Speed</b> 40', fly 40'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
18 (+4)	16 (+3)	18 (+4)	13 (+1)
<b>WIS</b>	<b>CHA</b>		
14 (+2)	16 (+3)		
<b>Saves</b> Int +5, Wis +6, Cha +7			
<b>Skills</b> Deception +7, Insight +6			
<b>Resistances</b> cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered			
<b>Damage Immunities</b> fire, poison			
<b>Condition Immunities</b> poisoned			
<b>Senses</b> darkvision 120', passive Perception 12			
<b>Languages</b> Infernal, telepathy 120'			
<b>Devil's Sight.</b> Magical darkness does not impede the bone devil's darkvision.			
<b>Magic Resistance.</b> The bone devil has advantage on saves against spells and other magical effects.			
<b>Steadfast.</b> The bearded devil can't be frightened while it can see an allied creature within 30' of it.			
<b>Innate Spellcasting: Cone of Cold (1/day □).</b> Action to cast, 60' cone originating from the devil, instantaneous. Each creature in the cone takes 8d8 cold damage (DC 14 Con save for half damage).			
<b>ACTIONS</b>			
<b>Multiattack.</b> The bone devil makes either three melee attacks (two with its claws and one with its sting) or two melee attacks (one with its hooked polearm and one with its sting).			
<b>Claw. Melee Weapon Attack:</b> +8 to hit, reach 10', one target. Hit: 8 (1d8+4) slashing damage.			
<b>Sting. Melee Weapon Attack:</b> +8 to hit, reach 10', one target. Hit: 13 (2d8+4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Con save or be poisoned for 1 minute. The target can repeat the save at the end of each of its turns.			
<b>Hooked Polearm. Melee Weapon Attack:</b> +8 to hit, reach 10', one target. Hit: 17 (2d12+4) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the devil can't use its polearm on another target.			

<b>DEVIL: PIT FIEND</b>		<b>CR 20</b>	
<i>Large fiend (devil), lawful evil</i>		25,000 XP	
<b>Armor Class</b> 19 (natural armor)			
<b>Hit Points</b> 300 (24d10+168)			
<b>Speed</b> 30', fly 60'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
26 (+8)	14 (+2)	24 (+7)	22 (+6)
<b>WIS</b>	<b>CHA</b>		
18 (+4)	24 (+7)		
<b>Saves</b> Dex +8, Con +13, Wis +10			
<b>Resistances</b> cold; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered			
<b>Damage Immunities</b> fire, poison			
<b>Condition Immunities</b> poisoned			
<b>Senses</b> truesight 120', passive Perception 14			
<b>Languages</b> Infernal, telepathy 120'			
<p><b>Fear Aura.</b> Unless the pit fiend is incapacitated, any hostile creature that starts its turn within 20' of the pit fiend must make a DC 21 Wis save or be frightened until the start of its next turn. If a creature's save is successful, it's immune to the pit fiend's aura for 24 hours.</p> <p><b>Magic Resistance.</b> The pit fiend has advantage on saves against spells and other magical effects.</p> <p><b>Magic Weapon.</b> The pit fiend's weapon attacks are magical.</p> <p><b>Innate Spellcasting: Detect Magic (at will).</b> Action to cast, self, concentration up to 10 minutes. The pit fiend can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.</p> <p><b>Innate Spellcasting: Fireball (at will).</b> Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 21 Dex save for half damage). The fire spreads around corners.</p>			

**Innate Spellcasting: Hold Monster (3/day ☐☐☐).** Action to cast, 90', concentration up to 1 minute. The pit fiend targets a creature within range, who must make a DC 21 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.

**Innate Spellcasting: Wall of Fire (3/day ☐☐☐).** Action to cast, 120', concentration up to 1 minute. On a solid surface within range, the pit fiend creates a wall of fire 60' long, 20' high, and 1' thick, or a 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 21 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.

## ACTIONS

**Multiattack.** The pit fiend makes either four attacks: One with its bite, one with its claw, one with its mace, and one with its tail.

**Bite. Melee Weapon Attack:** +14 to hit, reach 5', one target. Hit: 32 (7d6+8) piercing damage. The target must succeed on a DC 21 Con save or be poisoned. While poisoned in this way, the target can't regain hit points and takes 21 (6d6) poison damage at the start of each of its turns. The target can repeat the save at the end of each of its turns.

**Claw. Melee Weapon Attack:** +14 to hit, reach 10', one target. Hit: 30 (5d8+8) slashing damage.

**Mace. Melee Weapon Attack:** +14 to hit, reach 10', one target. Hit: 25 (5d6+8) piercing damage plus 21 (6d6) fire damage.

**Tail. Melee Weapon Attack:** +14 to hit, reach 10', one target. Hit: 40 (6d10+8) bludgeoning damage.

<b>DRIDER</b>		<b>CR 6</b>			
<i>Large monstrosity, chaotic evil</i>		<i>2,300 XP</i>			
<b>Armor Class</b> 19 (natural armor)					
<b>Hit Points</b> 123 (13d10+52)					
<b>Speed</b> 30', climb 30'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)
<b>Skills</b> Perception +5, Stealth +9					
<b>Senses</b> darkvision 120', passive Perception 15					
<b>Languages</b> Elvish, Undercommon					
<b>Fey Ancestry.</b> The drider has advantage on saves against being charmed, and magic can't put the drider to sleep.					
<b>Spider Climb.</b> The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.					
<b>Sunlight Sensitivity.</b> While in sunlight, the drider has disadvantage on attack rolls and Perception checks that rely on sight.					
<b>Web Walk.</b> The drider ignores move restrictions based on webs.					
<b>Innate Spellcasting: Dancing Lights (at will).</b> Action to cast, 120', concentration up to 1 minute. The drider 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 drider can move them up to 60' to a spot within range.					
<b>Innate Spellcasting: Darkness (1/day ☐).</b> Action to cast, 60', concentration up to 10 minutes. The drider spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the drider is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.					
<b>Innate Spellcasting: Faerie Fire (1/day ☐).</b> 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 13 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.					
<b>ACTIONS</b>					
<b>Multiattack.</b> The drider makes three attacks: either with its longsword or longbow. It can replace one with its bite.					
<b>Bite.</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 5', one creature. Hit: 2 (1d4) piercing damage plus 9 (2d8) poison damage.					
<b>Longsword.</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 5', one target. Hit: 7 (1d8+3) slashing damage or 8 (1d10+3) slashing damage if used with two hands.					
<b>Longbow.</b> <i>Ranged Weapon Attack:</i> +6 to hit, range 150'/600', one target. Hit: 7 (1d8+3) piercing damage plus 4 (1d8) poison damage.					

<b>DRYAD</b>		<b>CR 1</b>			
<i>Medium fey, neutral</i>		200 XP			
<b>Armor Class</b> 11 (16 with barkskin)					
<b>Hit Points</b> 22 (5d8)					
<b>Speed</b> 30'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)
<b>Skills</b> Perception +4, Stealth +5					
<b>Senses</b> darkvision 60', passive Perception 14					
<b>Languages</b> Elvish, Sylvan					
<p><b>Magic Resistance.</b> The dryad has advantage on saves against spells and other magical effects.</p> <p><b>Speak with Beasts and Plants.</b> The dryad can communicate with beasts and plants as if they shared a language.</p> <p><b>Tree Stride.</b> Once on her turn, the dryad can use 10' of her movement to step magically into one Large or larger living tree within her reach and emerge from a second Large or larger living tree within 60' of the first tree, appearing in an unoccupied space within 5' of the second tree.</p> <p><b>Innate Spellcasting: Druidcraft (at will).</b> Action to cast, 30', instantaneous. The dryad can predict the weather, create an illusory, nature-based sensory effect, or snuff out a campfire.</p> <p><b>Innate Spellcasting: Entangle (3/day ☐☐☐).</b> 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 14 Str save or be restrained until the spell ends. The restrained creature may use an action to reattempt the save.</p>					

<p><b>Innate Spellcasting: Goodberry (1/day ☐☐☐).</b> Action to cast, touch, instantaneous. The dryad conjures up to 10 berries, which last 24 hours. A creature can use an action to eat a berry, which restores 1 hit point and provides sustenance for 1 day.</p> <p><b>Innate Spellcasting: Pass Without Trace (at will).</b> Action to cast, self only, concentration up to 1 hour. The dryad and each creature of its choice within range have a +10 bonus to Stealth checks and can't be tracked except by magical means.</p> <p><b>Innate Spellcasting: Barkskin (1/day ☐).</b> Action to cast, touch, concentration up to 1 hour. The target's AC is at least 16.</p> <p><b>Innate Spellcasting: Shillelagh (1/day ☐).</b> Bonus action to cast, touch, 1 minute. The dryad may use its Wis rather than Str for melee attack rolls with its quarterstaff, and the damage die is d8. The weapon becomes magical if not already.</p>
<p><b>ACTIONS</b></p> <p><b>Club. Melee Weapon Attack:</b> +2 to hit (+6 with shillelagh), reach 5', one target. Hit: 2 (1d4) bludgeoning damage or 8 (1d8+4) with shillelagh.</p> <p><b>Fey Charm.</b> The dryad targets a humanoid or beasts within 30' that she can see. If the target can see the dryad, it must succeed on a DC 14 Wis save or be magically charmed, viewing the dryad as a trusted friend. The target can repeat the save if the dryad or its allies do anything harmful to the target. Otherwise, the effect lasts 2 hours or until the dryad dies. The dryad can have only one humanoid and up to three beasts charmed at a time.</p>

<b>ELF: DROW</b>		<b>CR ¼</b>	
<i>Medium humanoid (elf), neutral evil</i>		50 XP	
<b>Armor Class</b> 15 (chain shirt)			
<b>Hit Points</b> 13 (3d8)			
<b>Speed</b> 30'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
10 (+0)	14 (+2)	10 (+0)	11 (+0)
<b>WIS</b>	<b>CHA</b>		
11 (+0)	12 (+1)		
<b>Skills</b> Perception +2, Stealth +4			
<b>Senses</b> darkvision 120', passive Perception 12			
<b>Languages</b> Elvish, Undercommon			
<p><b>Fey Ancestry.</b> The drow has advantage on saves against being charmed, and magic can't put the drow to sleep.</p> <p><b>Sunlight Sensitivity.</b> While in sunlight, the drow has disadvantage on attack rolls and Perception checks that rely on sight.</p> <p><b>Innate Spellcasting: Dancing Lights (at will).</b> Action to cast, 120', concentration up to 1 minute. The drow 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 drow can move them up to 60' to a spot within range.</p> <p><b>Innate Spellcasting: Darkness (1/day □).</b> Action to cast, 60', concentration up to 10 minutes. The drow spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the drow is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.</p> <p><b>Innate Spellcasting: Faerie Fire (1/day □).</b> 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 13 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.</p>			
<b>ACTIONS</b>			
<p><b>Shortsword.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5', one target. Hit: 5 (1d6+2) piercing damage.</p> <p><b>Hand Crossbow.</b> <i>Ranged Weapon Attack:</i> +4 to hit, range 30'/120', one target. Hit: 5 (1d6+2) piercing damage, and the target must succeed on a DC 13 Con save or be poisoned for 1 hour. If the save fails by 5 or more, the target is unconscious while poisoned. The target wakes up if it is damaged or if someone uses an action to awaken the target.</p>			

<b>ELF: DROW ELITE WARRIOR</b>		<b>CR 5</b>	
<i>Medium humanoid (elf), neutral evil</i>		1,800 XP	
<b>Armor Class</b> 18 (studded leather, shield)			
<b>Hit Points</b> 71 (11d8+22)			
<b>Speed</b> 30'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
13 (+1)	18 (+4)	14 (+2)	11 (+0)
<b>WIS</b>	<b>CHA</b>		
13 (+1)	12 (+1)		
<b>Saves</b> Dex +7, Con +5, Wis +4			
<b>Skills</b> Perception +4, Stealth +10			
<b>Senses</b> darkvision 120', passive Perception 14			
<b>Languages</b> Elvish, Undercommon			
<p><b>Fey Ancestry.</b> The drow has advantage on saves against being charmed, and magic can't put the drow to sleep.</p> <p><b>Sunlight Sensitivity.</b> While in sunlight, the drow has disadvantage on attack rolls and Perception checks that rely on sight.</p> <p><b>Innate Spellcasting: Dancing Lights (at will).</b> Action to cast, 120', concentration up to 1 minute. The drow 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 drow can move them up to 60' to a spot within range.</p> <p><b>Innate Spellcasting: Darkness (1/day □).</b> Action to cast, 60', concentration up to 10 minutes. The drow spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the drow is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.</p> <p><b>Innate Spellcasting: Faerie Fire (1/day □).</b> 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 13 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.</p> <p><b>Innate Spellcasting: Levitate (1/day □).</b> Action to cast, self only, concentration up to 10 minutes. The drow rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.</p>			
<b>ACTIONS</b>			
<p><b>Multiattack.</b> The drow makes two shortsword attacks.</p> <p><b>Shortsword.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5', one target. Hit: 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.</p> <p><b>Hand Crossbow.</b> <i>Ranged Weapon Attack:</i> +4 to hit, range 30'/120', one target. Hit: 5 (1d6+2) piercing damage, and the target must succeed on a DC 13 Con save or be poisoned for 1 hour. If the save fails by 5 or more, the target is unconscious while poisoned. The target wakes up if it is damaged or if someone uses an action to awaken the target.</p>			
<b>REACTIONS</b>			
<p><b>Parry.</b> The drow adds 3 to its AC against one melee attack that would hit it. The drow must see the attacker and be wielding a melee weapon.</p>			

<b>ELF: DROW MAGE</b>		<b>CR 7</b>	
Medium humanoid (elf), neutral evil		2,900 XP	
<b>Armor Class</b> 12 (15 with mage armor)			
<b>Hit Points</b> 45 (10d8)			
<b>Speed</b> 30'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
9 (-1)	14 (+2)	10 (+0)	17 (+3)
<b>WIS</b>	<b>CHA</b>		
13 (+1)	12 (+1)		
<b>Skills</b> Arcana +6, Deception +5, Perception +4, Stealth +5			
<b>Senses</b> darkvision 120', passive Perception 14			
<b>Languages</b> Elvish, Undercommon			
<b>Fey Ancestry.</b> The drow has advantage on saves against being charmed, and magic can't put the drow to sleep.			
<b>Sunlight Sensitivity.</b> While in sunlight, the drow has disadvantage on attack rolls and Perception checks that rely on sight.			
<b>Innate Spellcasting: Dancing Lights (at will).</b> Action to cast, 120', concentration up to 1 minute. The drow 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 drow can move them up to 60' to a spot within range.			
<b>Innate Spellcasting: Darkness (1/day □).</b> Action to cast, 60', concentration up to 10 minutes. The drow spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the drow is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.			
<b>Innate Spellcasting: Faerie Fire (1/day □).</b> 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 12 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.			
<b>Innate Spellcasting: Levitate (1/day □).</b> Action to cast, self only, concentration up to 10 minutes. The drow rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.			
<b>Spellcasting:</b> 10th-level, Int-based, DC 14, +6 to hit			
1st	□□□□	4th	□□□□
2nd	□□□	5th	□□
3rd	□□□		
<b>Mage Hand (cantrip).</b> Action to cast, 30', 1 minute. The drow 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.			
<b>Minor Illusion (cantrip).</b> Action to cast, 30', 1 minute. The drow 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.			

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

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

**Mage Armor (1st).** Action to cast, touch, 8 hours. The drow's base AC becomes 15.

**Magic Missile (1st).** Action to cast, 120', instantaneous. The drow 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 drow, self, 1 round. Until the start of its next turn, the drow has an AC of 17, including against the triggering attack, and has immunity to magic missile.

**Witch Bolt (1st).** Action to cast, 30', concentration up to 1 minute. Make a ranged The drow makes a ranged spell attack (+6 to hit). On a hit, the target takes 1d12 lightning damage per spell slot used to cast the spell. On each of the drow's turns, the drow can use its action to deal 1d12 lightning damage to the target automatically.

**Alter Self (2nd).** Action to cast, self, concentration up to 1 hour. The drow uses an action to take or change into of three forms: Aquatic adaptation (can breathe water and has swim speed 30'); change appearance (change form to another medium, humanoid creature); or natural weapons (gain natural weapons, reach 5', +8 to hit, 1d6+1 damage).

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

**Web (2nd).** Action to cast, 60', concentration up to 1 hour. The drow 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 drow's next turn. The webs create difficult terrain. Each creature that starts its turn in the webs or enters them during its turn must make a DC 14 Dex save or be restrained. A creature so restrained may make a DC 14 Str save as an action to break free. Any 5'-cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to a creature starting its turn in the fire.

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

**Lightning Bolt (3rd).** Action to cast, 100' line from self, instantaneous. Each creature in a 100' long, 5' wide line originating from the drow takes damage equal to 8d6 plus 1d6 per level of the slot used to cast the spell (9d6 at 4th level, etc.; DC 14 Dex save for half damage).



**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.

**Greater Invisibility (4th).** Action to cast, touch, concentration up to 1 minute. The drow or a creature it touches (and their possessions) become invisible until the spell ends.

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

## ACTIONS

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

**Summon Demon (1/day □).** The drow magically summons a quasit or attempts to summon a shadow demon with a 50% chance of success. The demon appears in an unoccupied space within 60' of the drow and can't summon other demons. It remains for 10 minutes, until the drow dies, or until the drow dismisses it as an action.



**ELF: DROW PRIESTESS OF LOLTH****CR 8**

Medium humanoid (elf), neutral evil

3,900 XP

**Armor Class** 16 (scale mail)**Hit Points** 71 (13d8+13)**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

**Saves** Con +4, Wis +6, Cha +7**Skills** Insight +6, Perception +6, Religion +4, Stealth +5**Senses** darkvision 120', passive Perception 16**Languages** Elvish, Undercommon

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

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls and Perception checks that rely on sight.

**Innate Spellcasting: Dancing Lights (at will).** Action to cast, 120', concentration up to 1 minute. The drow 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 drow can move them up to 60' to a spot within range.

**Innate Spellcasting: Darkness (1/day ☐).** Action to cast, 60', concentration up to 10 minutes. The drow spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the drow 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: Faerie Fire (1/day ☐).** Action to cast, 60', concentration up to 1 minute. Each object in a 20' cube within range is outlined in light. A creature in the cube may make a DC 15 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.

**Innate Spellcasting: Levitate (1/day ☐).** Action to cast, self only, concentration up to 10 minutes. The drow rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.

**Spellcasting:** 10th-level, Wis-based, DC 14, +6 to hit

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

**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.

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

**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 drow stabilizes a living creature that has 0 hit points. The spell has no effect on constructs or undead.

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

**Animal Friendship (1st).** Action to cast, 30', 24 hours. A beast the drow can see within range, having an Int of 3 or less, must make a DC 14 Wis save or be charmed for the duration of the spell. If the drow or one of her allies harms the animal, the spell ends.

**Cure Wounds (1st).** Action to cast, touch, instantaneous. The drow touches a creature and heals it for [slot level]d8 + 4 of hit point damage.

**Detect Poison and Disease (1st).** Action to cast, self only, concentration up to 10 minutes. The drow can sense the presence and location of poisons, poisonous creatures, and diseases, identifying the type in each case. The spell is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of dirt or wood.

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

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

**Protection from Poison (2nd).** Action to cast, touch, 1 hour. The drow touches a creature. If currently poisoned, the poison is neutralized. For the duration of the spell, the target has advantages on saves v. poison and has resistance to poison damage.

**Web (2nd).** Action to cast, 60', concentration up to 1 hour. The drow 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 drow's next turn. The webs create difficult terrain. Each creature that starts its turn in the webs or enters them during its turn must make a DC 14 Dex save or be restrained. A creature so restrained may make a DC 14 Str save as an action to break free. Any 5'-cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to a creature starting its turn in the fire.

**Conjure Animals (3rd).** Action to cast, 60', concentration up to 1 hour. The drow summons on 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 hit points or the spell ends. The animals are friendly, follow commands, and act on their own initiative. If cast as a 5th-level spell, the drow can double the number of creatures she can cast.

**Dispel Magic (3rd).** Action to cast, 120', instantaneous. The drow dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For spells of 4th level or higher, the drow must succeed on a Cha ability check (DC is 10+level of the effect).

**Divination (4th).** Action to cast, self only, instantaneous. The drow 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.

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

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

**Mass Cure Wounds (5th).** Action to cast, 60', instantaneous. The drow heals up to six creatures in a 30'-radius cube 3d8+3 hit points. Constructs and undead are unaffected.

## ACTIONS

**Multiattack.** The drow makes two scourge attacks.

**Scourge. Melee Weapon Attack:** +5 to hit, reach 5', one target. Hit: 5 (1d6+2) piercing damage plus 17 (5d6) poison damage.

**Summon Demon (1/day □).** The drow magically summons a yochlol with a 30% chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the demon appears in an unoccupied space within 60' of the drow and can't summon other demons. It remains for 10 minutes, until the drow dies, or until the drow dismisses it as an action.

<b>ETTIN</b>		<b>CR 4</b>			
<i>Large giant, chaotic evil</i>		<i>1,100 XP</i>			
<b>Armor Class</b> 12 (natural armor)					
<b>Hit Points</b> 85 (10d10+30)					
<b>Speed</b> 40'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)
<b>Skills</b> Perception +4					
<b>Senses</b> darkvision 60', passive Perception 14					
<b>Languages</b> Giant, Orc					
<p><b>Two Heads.</b> The ettin has advantage on Perception checks and saves against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.</p> <p><b>Wakeful.</b> When one of the ettin's heads is asleep, the other is awake.</p>					
<b>ACTIONS</b>					
<p><b>Multiattack.</b> The ettin makes two attacks: one with its battleaxe, and one with its morningstar.</p> <p><b>Battleaxe.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5', one target. Hit: 14 (2d8+5) slashing damage.</p> <p><b>Morningstar.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5', one target. Hit: 14 (2d8+5) piercing damage.</p> <p><b>Rock.</b> <i>Ranged Weapon Attack:</i> +5 to hit, range 60'/120', one target. Hit: 5 (3d10+6) bludgeoning damage.</p>					

EMPYREAN						CR 23
<i>Huge celestial (titan), chaotic good or neutral evil</i>						50,000 XP
<b>Armor Class</b> 22 (natural armor)						
<b>Hit Points</b> 313 (19d12+190)						
<b>Speed</b> 50', fly 50', swim 50'						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
30 (+10)	21 (+5)	30 (+10)	21 (+5)	22 (+6)	27 (+8)	
<b>Saves</b> Str +17, Int +12, Wis +13, Cha +15						
<b>Skills</b> Insight +13, Persuasion +15						
<b>Immunities</b> bludgeoning, piercing, and slashing from nonmagical weapons						
<b>Senses</b> truesight 120', passive Perception 16						
<b>Languages</b> all						
<b>Challenge</b> 23 (32,500 XP)						
<b>Innate Spellcasting: Greater Restoration (at will).</b> Action to cast, touch, instantaneous. The empyrean can reduce the target's exhaustion level by one, or end on of the following: one effect that charmed or petrified it, a curse or cursed attunement, a reduction in ability score, an effect decreasing its hit point maximum.						
<b>Innate Spellcasting: Pass Without Trace (at will).</b> Action to cast, self only, concentration up to 1 hour. The empyrean and each creature of its choice within range have a +10 bonus to Stealth checks and can't be tracked except by magical means.						
<b>Innate Spellcasting: Water Breathing (at will).</b> Action to cast, 30', 24 hours. Up to ten willing creatures of the empyrean's choice are granted the ability to breath underwater.						
<b>Innate Spellcasting: Water Walk (at will).</b> Action to cast, 30', 1 hour. Up to ten willing creatures of the empyrean's choice are granted the ability to walk across any liquid as if it were harmless solid ground. If submerged in a liquid, a target is carried to the surface of the liquid at a speed of 60'/round.						
<b>Innate Spellcasting: Commune (1/day□).</b> One minute to cast, self, 1 minute. The empyrean can ask up to three questions of its deity, answerable as "yes," "no," or "unclear," for which it receives a correct answer.						
<b>Innate Spellcasting: Dispel Evil and Good (1/day□).</b> Action to cast, self only, concentration up to 1 minute. Celestials, elementals, fey, fiends, and undead have disadvantage on attacks against the empyrean. The spell ends early if the empyrean 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 +15 against a celestial, elemental, fey, fiend, or undead, which then makes a Cha save DC 23 to avoid being returned to its home plane).						

**Innate Spellcasting: Earthquake (1/day□).** Action to cast, 500', concentration up to 1 minute. For the duration, earth tremors flow through a 100'-radius circle centered on the target point. The area becomes difficult terrain, and each creature on the ground must make a DC 23 Con save or lose concentration. At the end of each of the empyrean's turn, each creature on the ground must make a DC 23 Dex save or fall prone. At the DM's discretion, 1d6 fissures may open, each 1d10x10' deep, 10' wide, and stretching across the affected area. A creature standing on an opening fissure must make a DC 23 Dex save of fall in.

**Innate Spellcasting: Fire Storm (1/day□).** Action to cast, 150', instantaneous. The empyrean creates 10 10' cubes placed anywhere within range as long as each cube connects to at least one other cube. Any creature in the area takes 7d10 fire damage (DC 23 Dex save to halve the damage). The cubes ignite unattended flammable objects.

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

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

**Magic Weapon.** The empyrean's weapon attacks are magical.

## ACTIONS

**Maul. Melee Weapon Attack:** +17 to hit, reach 10', one target. Hit: 43 (6d10+10) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Con save or be stunned until the end of the empyrean's next turn.

**Bolt. Ranged Weapon Attack:** +15 to hit, range 600', one target. Hit: 36 (6d10+3) damage of one of the following types (empyrean's choice): acid, cold, fire, force, lightning, radiant, or thunder.

## LEGENDARY ACTIONS

**Attack.** The empyrean makes one attack.

**Boister.** Until the end of the empyrean's next turn, all non-hostile creatures within 120' of the empyrean can't be charmed or frightened, and gain advantage on ability checks and saves.

**Trembling Strike.** The empyrean strikes the ground with its maul. All other creatures on the ground within 60' must succeed on a DC 25 Str save or fall prone.

<b>FAERIE DRAGON (RED, ORANGE, OR YELLOW)</b> <b>CR 1</b>					
<i>Tiny dragon, chaotic good</i> <span style="float: right;">200 XP</span>					
<b>Armor Class</b> 15 (natural armor)					
<b>Hit Points</b> 14 (4d4+4)					
<b>Speed</b> 10', fly 60'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
3 (-4)	20 (+5)	13 (+1)	14 (+2)	12 (+1)	16 (+3)
<b>Skills</b> Arcane +4, Perception +3, Stealth +7					
<b>Senses</b> darkvision 60', passive Perception 13					
<b>Languages</b> Draconic, Sylvan					
<b>Superior Invisibility.</b> As a bonus action, the dragon can magically turn invisible until its concentration breaks. Any equipment the dragon wears or carries is also invisible.					
<b>Limited Telepathy.</b> Using telepathy, the dragon can magically communicate with any other faerie dragon within 60'.					
<b>Magic Resistance.</b> The dragon has advantage on saves against spells and other magical effects.					
<b>Innate Spellcasting: Dancing Lights (1/day ☐).</b> Action to cast, 120', concentration up to 1 minute. The dragon 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 dragon can move them up to 60' to a spot within range.					
<b>Innate Spellcasting: Mage Hand (1/day ☐).</b> Action to cast, 30', 1 minute. The dragon 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.					

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

**Innate Spellcasting: Color Spray (orange, yellow) (1/day ☐).** Action to cast, self (15' cone), 1 round. This spell blinds 6d10 hit points of creatures in ascending order of their current totals (ignoring creatures that are blind or unconscious).

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

## ACTIONS

**Bite. Melee Weapon Attack:** +7 to hit, reach 5', one creature. Hit: 1 piercing damage.

**Euphoria Breath (Recharge Ⓢ:Ⓢ:Ⓢ).** The dragon targets one creature within 5' with euphoria gas. The target must make a DC 11 Wis save or, for one minute, may not take reactions and must roll a d6 at the start of its turn to determine its actions. On a 1-4, the target takes no action or bonus action, and uses all movement to move in a random direction. On a 5-6, the target doesn't move and takes no action, being able only to reattempt its save to end the effect.

**FAERIE DRAGON (GREEN, BLUE, INDIGO, VIOLET) CR 2***Tiny dragon, chaotic good*

450 XP

**Armor Class** 15 (natural armor)**Hit Points** 14 (4d4+4)**Speed** 10', fly 60'

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

**Skills** Arcane +4, Perception +3, Stealth +7**Senses** darkvision 60', passive Perception 13**Languages** Draconic, Sylvan

**Superior Invisibility.** As a bonus action, the dragon can magically turn invisible until its concentration breaks. Any equipment the dragon wears or carries is also invisible.

**Limited Telepathy.** Using telepathy, the dragon can magically communicate with any other faerie dragon within 60'.

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

**Innate Spellcasting: Dancing Lights (1/day ☐).** Action to cast, 120', concentration up to 1 minute. The dragon 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 dragon can move them up to 60' to a spot within range.

**Innate Spellcasting: Mage Hand (1/day ☐).** Action to cast, 30', 1 minute. The dragon 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.

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

**Innate Spellcasting: Color Spray (1/day ☐).** Action to cast, self (15' cone), 1 round. This spell blinds 6d10 hit points of creatures in ascending order of their current totals (ignoring creatures that are blind or unconscious).

**Innate Spellcasting: Mirror Image (1/day ☐).** Action to cast, self, 1 minute. Three illusory duplicates of the dragon appear, moving with the dragon. Each time a creature targets the dragon, 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: Suggestion (1/day ☐).** Action to cast, 30', concentration up to 8 hours). The dragon makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 13 Wis save, it must follow the suggestion.

**Innate Spellcasting: Major Image (blue, indigo, violet) (1/day ☐).** Action to cast, 120', concentration up to 10 minutes. The dragon creates an image no larger than a 20' cube and complete with appropriate smells, sounds, and (harmless) temperature. A creature using an action to examine the illusion can pierce it with a successful DC 13 Investigation check, but otherwise is fooled by the image.

**Innate Spellcasting: Hallucinatory Terrain (indigo, violet) (1/day ☐).** 10 minutes to cast, 300', 24 hours. The dragon makes a 150' cube of terrain appear, smell, and feel like different natural terrain. If distinguishable by touch, a creature entering the terrain can pierce the illusion. Otherwise, upon inspection the creature can pierce it with a successful DC 13 Investigation check.

**Innate Spellcasting: Polymorph (violet) (1/day ☐).** 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 13 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 hit points 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 hit points, it reverts to its true form, with damage it took carrying over to its hit point total prior to the polymorph.

**ACTIONS**

**Bite. Melee Weapon Attack:** +7 to hit, reach 5', one creature. Hit: 1 piercing damage.

**Euphoria Breath (Recharge ☼☼☼).** The dragon targets one creature within 5' with euphoria gas. The target must make a DC 11 Wis save or, for one minute, may not take reactions and must roll a d6 at the start of its turn to determine its actions. On a 1-4, the target takes no action or bonus action, and uses all movement to move in a random direction. On a 5-6, the target doesn't move and takes no action, being able only to reattempt its save to end the effect.



<b>FLAME SKULL</b>		<b>CR 4</b>			
<i>Tiny undead, neutral evil</i>		<i>1,100 XP</i>			
<b>Armor Class</b> 13					
<b>Hit Points</b> 40 (9d4+18)					
<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>
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)
<b>Skills</b> Arcana +5, Perception +2					
<b>Resistances</b> lightning, necrotic, piercing					
<b>Damage Immunities</b> cold, fire, poison					
<b>Condition Immunities</b> charmed, frightened, paralyzed, poisoned, prone					
<b>Senses</b> darkvision 60', passive Perception 12					
<b>Languages</b> Common					
<p><b>Illumination.</b> The flameskull sheds light, either dim (15' radius) or bright (15' radius, with dim 15' beyond that). It can switch between the two as an action.</p> <p><b>Magic Resistance.</b> The flameskull has advantage on saves against spells and other magical effects.</p> <p><b>Rejuvenation.</b> If the flameskull is reduced to 0 hit points, it regains them all within 1 hour unless its remains are either sprinkled with holy water or are subject to a dispel magic or remove curse spell.</p> <p><b>Spellcasting:</b> 5th-level, Int-based, DC 13, +5 to hit</p> <p>1st <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/>      3rd <input type="checkbox"/></p> <p>2nd <input type="checkbox"/><input type="checkbox"/></p> <p><b>Mage Hand (cantrip).</b> Action to cast, 30', 1 minute. The flameskull creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.</p> <p><b>Magic Missile (1st).</b> Action to cast, 120', instantaneous. The flameskull 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.</p> <p><b>Blur (2nd).</b> Action to cast, self, concentration up to 1 minute. Creatures relying on sight have disadvantage to hit the flameskull.</p> <p><b>Fireball (3rd).</b> Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 13 Dex save for half damage). The fire spreads around corners.</p>					
<b>ACTIONS</b>					
<b>Multiattack.</b> The flameskull makes two Fire Ray attacks.					
<b>Fire Ray.</b> <i>Ranged Weapon Attack:</i> +5 to hit, range 30', one target. Hit: 10 (3d6) fire damage.					



<b>GENIE: DAO</b>		<b>CR 11</b>			
<i>Large elemental, neutral evil</i>		7,200 XP			
<b>Armor Class</b> 18 (natural armor)					
<b>Hit Points</b> 187 (15d10+105)					
<b>Speed</b> 30', burrow 30', fly 30'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
23 (+6)	12 (+1)	24 (+7)	12 (+1)	13 (+1)	14 (+2)
<b>Saves</b> Int +5, Wis +5, Cha +6					
<b>Condition Immunities</b> petrified					
<b>Skills</b> Perception +4, Stealth +10					
<b>Senses</b> darkvision 120', passive Perception 11					
<b>Languages</b> Terran					
<b>Earth Glide.</b> The dao can burrow through nonmagical, unworked earth and stone. While doing so, the dao leaves such material undisturbed.					
<b>Elemental Demise.</b> If the dao dies, its body disintegrates into crystalline powder, leaving behind equipment it was wearing or carrying.					
<b>Sure-Footed.</b> The dao has advantage on Str and Dex saves made against effects that would knock it prone.					
<b>Innate Spellcasting: Move Earth (3/day ☐☐☐).</b> Action to cast, 120', concentration up to 2 hours. The dao 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 dao 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).					
<b>Innate Spellcasting: Passwall (3/day ☐☐☐).</b> Action to cast, 30', 1 hour. The dao opens a passage in a surface made of plaster, stone, or wood up to 5' wide, 8' tall, and 20' deep, without creating instability. If anyone is in the passage when the spell ends, they're harmlessly ejected.					
<b>Innate Spellcasting: Tongues (3/day ☐☐☐).</b> 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.					
<b>Innate Spellcasting: Conjure Earth Elemental (1/day ☐).</b> 1 minute to cast, 90', concentration up to 1 hour. The dao conjures a CR 5 (or lower) earth elemental, appearing in an unoccupied square within 10' of the dao. The elemental disappears when it drops to 0 hp. The elemental is friendly to the dao and obeys its commands. It has its own initiative. If the dao's concentration is broken, the dao loses control over the elemental.					

**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 hit points. 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: Invisibility (1/day ☐).** Action to cast, self only, concentration up to 1 hour. The dao and its equipment become invisible until it attacks or casts a spell.

**Innate Spellcasting: Phantasmal Killer (1/day ☐).** Action to cast, 120', concentration up to 1 minute. The target must make a DC 14 Wis save or become frightened for the duration due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must the Wis save or take 4d10 psychic damage. On a successful save, the spell ends.

**Innate Spellcasting: Plane Shift (1/day ☐).** Action to cast, touch, instantaneous. The dao and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the dao's choosing. Alternatively, the dao can banish with a melee spell attack (+6) a creature that fails to make a DC 14 Cha save.

**Innate Spellcasting: Wall of Stone (1/day ☐).** Action to cast, 120', concentration up to 10 minutes. The dao creates a wall of stone consisting of 10 contiguous 10' by 10' panels 6" thick, or 10' by 20' panels 3" thick. Each creature whose space is targeted is pushed to one side of the wall (the dao's choice). If a creature would be entirely enclosed, it may make a DC 14 Dex save, on a success using its reaction to move its speed such that it's not confined. The wall need not rest on a solid surface but must connect and merge with solid stone at each end. Each panel has AC 15 and 30 hp/inch of thickness. If reduced to 0 hp, a panel is destroyed. If the spell is maintained for the entire 10 minutes, it becomes permanent and cannot be dispelled.

## ACTIONS

**Multiattack.** The dao makes two fist attacks or two maul attacks.

**Fist. Melee Weapon Attack:** +10 to hit, reach 5', one target. Hit: 30 (4d8+12) bludgeoning damage.

**Maul. Melee Weapon Attack:** +10 to hit, reach 5', one target. Hit: 27 (6d6+6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Str check or fall prone.

<b>GENIE: DJINNI</b>		<b>CR 11</b>	
Large elemental, chaotic good		7,200 XP	
<b>Armor Class 17</b> (natural armor)			
<b>Hit Points 161</b> (14d10+84)			
<b>Speed 30'</b> , fly 90'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
21 (+5)	15 (+2)	22 (+6)	15 (+2)
<b>WIS</b>	<b>CHA</b>		
16 (+3)	20 (+5)		
<b>Saves</b> Dex +6, Wis +7, Cha +9			
<b>Damage Immunities</b> lightning, thunder			
<b>Senses</b> darkvision 120', passive Perception 13			
<b>Languages</b> Auran			
<p><b>Elemental Demise.</b> If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the genie was carrying.</p> <p><b>Innate Spellcasting: Detect Evil and Good (at will).</b> Action to cast, self, concentration up to 10 minutes. The djinni 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.</p> <p><b>Innate Spellcasting: Detect Magic (at will).</b> Action to cast, self, concentration up to 10 minutes. The djinni can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.</p> <p><b>Innate Spellcasting: Thunderwave (at will).</b> Action to cast, 15' cube from the djinni, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 17 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: Create Food and Water (3/day ☐☐☐).</b> Action to cast, 30', instantaneous. The djinni creates 45 pounds of food and 30 gallons of water, enough to sustain up to fifteen humanoid or five steeds for 24 hours. The food spoils after 24 hours, but the water doesn't go bad. The djinni can create wine instead of water.</p> <p><b>Innate Spellcasting: Tongues (3/day ☐☐☐).</b> 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.</p> <p><b>Innate Spellcasting: Wind Walk (3/day ☐☐☐).</b> 1 minute to cast, 30', 8 hours. The djinni and up to 10 willing creatures its can see within range assume the form of cloud wisps. Each creature has a fly speed of 300' and resistance to damage from nonmagical weapons. While in cloud form, each creature may use its action to take only the dash action or to spend 1 minute reverting to its customary form. Until the spell ends, the creature may spend 1 minute to revert back to the cloud form. If a creature is flying in cloud form when the spell ends, it descends safely at 60'/round for 1 minute. If it doesn't reach the ground, it falls the remaining distance as normal.</p>			

<p><b>Innate Spellcasting: Conjure Air Elemental (1/day ☐).</b> 1 minute, 90', concentration up to 1 hour. The djinni conjures a CR 5 (or lower) air elemental, appearing in an unoccupied square within 10' of the djinni. The elemental disappears when it drops to 0 hp. The elemental is friendly to the dao and obeys its commands. It has its own initiative. If the djinni's concentration is broken, the djinni loses control over the elemental.</p> <p><b>Innate Spellcasting: Creation (1/day ☐).</b> 1 minute to cast, 30', special duration. The djinni 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).</p> <table border="1"> <thead> <tr> <th>Material</th> <th>Duration</th> </tr> </thead> <tbody> <tr> <td>Vegetable matter</td> <td>1 day</td> </tr> <tr> <td>Stone or crystal</td> <td>12 hours</td> </tr> <tr> <td>Precious metals</td> <td>1 hour</td> </tr> <tr> <td>Gems</td> <td>10 minutes</td> </tr> <tr> <td>Adamantium or mithral</td> <td>1 minute</td> </tr> </tbody> </table> <p><b>Innate Spellcasting: Gaseous Form (1/day ☐).</b> 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 hit points. The target has only a fly speed (10'); can enter and occupy a space occupied by another creature; has resistance to nonmagical damage; and has advantage on Str, Dex, and Con saves. The target can pass through small holes but treats liquids as solid surfaces.</p> <p><b>Innate Spellcasting: Invisibility (1/day ☐).</b> Action to cast, self only, concentration up to 1 hour. The djinni and its equipment become invisible until it attacks or casts a spell.</p> <p><b>Innate Spellcasting: Major Image (1/day ☐).</b> Action to cast, 120', concentration up to 1 minute. The target must make a DC 14 Wis save or become frightened for the duration due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must the Wis save or take 4d10 psychic damage. On a successful save, the spell ends.</p> <p><b>Innate Spellcasting: Plane Shift (1/day ☐).</b> Action to cast, touch, instantaneous. The djinni and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the djinni's choosing. Alternatively, the djinni can banish with a melee spell attack (+6) a creature that fails to make a DC 14 Cha save.</p>		Material	Duration	Vegetable matter	1 day	Stone or crystal	12 hours	Precious metals	1 hour	Gems	10 minutes	Adamantium or mithral	1 minute
Material	Duration												
Vegetable matter	1 day												
Stone or crystal	12 hours												
Precious metals	1 hour												
Gems	10 minutes												
Adamantium or mithral	1 minute												
<p><b>ACTIONS</b></p> <p><b>Multiattack.</b> The djinni makes three scimitar attacks.</p> <p><b>Scimitar.</b> <i>Melee Weapon Attack:</i> +9 to hit, reach 5', one target. Hit: 24 (4d8+6) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).</p> <p><b>Create Whirlwind.</b> The djinni creates a 5' radius, 30' tall cylinder of swirling air within 120' (concentration to maintain). Any other creature entering it must make a DC 18 Str save or be restrained. The djinni can move it up to 60' as an action, taking restrained creatures with it. A DC 18 Str check is necessary to break free or help another to break free.</p>													

<b>GENIE: EFREETI</b>		<b>CR 11</b>	
<i>Large elemental, neutral evil</i>		7,200 XP	
<b>Armor Class 17</b> (natural armor)			
<b>Hit Points 200</b> (16d10+112)			
<b>Speed 40'</b> , fly 60'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
22 (+6)	12 (+1)	24 (+7)	16 (+3)
<b>WIS</b>	<b>CHA</b>		
15 (+2)	16 (+3)		
<b>Saves</b> Int +7, Wis +6, Cha +7			
<b>Damage Immunities</b> fire			
<b>Senses</b> darkvision 120', passive Perception 12			
<b>Languages</b> Ignan			
<p><b>Elemental Demise.</b> If the efreeti dies, its body disintegrates in a flash of fire and a puff of smoke, leaving behind equipment it was wearing or carrying.</p> <p><b>Innate Spellcasting: Detect Magic (at will).</b> Action to cast, self, concentration up to 10 minutes. The efreeti can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.</p> <p><b>Innate Spellcasting: Enlarge/Reduce (3/day ☐☐☐).</b> Action to cast, 30', concentration up to 1 minute. The efreeti chooses a creature (DC 15 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 increases 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: Tongues (3/day ☐☐☐).</b> 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.</p> <p><b>Innate Spellcasting: Conjure Fire Elemental (1/day ☐).</b> 1 minute, 90', concentration up to 1 hour. The efreeti conjures a CR 5 (or lower) fire elemental, appearing in an unoccupied square within 10' of the efreeti. The elemental disappears when it drops to 0 hp. The elemental is friendly to the efreeti and obeys its commands. It has its own initiative. If the efreeti's concentration is broken, the efreeti loses control over the elemental.</p>			

**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 hit points. 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: Invisibility (1/day ☐).** Action to cast, self only, concentration up to 1 hour. The efreeti and its equipment become invisible until it attacks or casts a spell.

**Innate Spellcasting: Major Image (1/day ☐).** Action to cast, 120', concentration up to 1 minute. The target must make a Wis save or become frightened for the duration due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must the Wis save or take 4d10 psychic damage. On a successful save, the spell ends.

**Innate Spellcasting: Plane Shift (1/day ☐).** Action to cast, touch, instantaneous. The efreeti and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the efreeti's choosing. Alternatively, the efreeti can banish with a melee spell attack (+6) a creature that fails to make a DC 14 Cha save.

**Innate Spellcasting: Wall of Fire (1/day ☐).** Action to cast, 120', concentration up to 1 minute. The efreeti creates a wall of fire resting on a solid surface. The wall can be up to 60' long, 20' high, and 1' thick, or a ringed wall up to 20' in diameter, 20' high, and 1' thick. Each creature whose space is targeted takes 5d8 fire damage (DC 15 Dex save for half damage). Additionally, one side of the wall (efreeti's choice) deals 5d8 fire damage to each creature that ends its turn within 10' on that side, or to any creature ending its turn inside a wall for the first time.

## ACTIONS

**Multiattack.** The efreeti makes two scimitar attacks or uses Hurl Flame twice.

**Scimitar.** *Melee Weapon Attack:* +10 to hit, reach 5', one target.  
Hit: 23 (4d8+5) slashing damage plus 7 (2d6) fire damage.

**Hurl Flame.** *Ranged Spell Attack:* +7 to hit, range 120', one target.  
Hit: 27 (6d6+6) fire damage.

<b>GENIE: MARID</b>		<b>CR 11</b>	
<i>Large elemental, chaotic neutral</i>		7,200 XP	
<b>Armor Class 17</b> (natural armor)			
<b>Hit Points 229</b> (17d10+136)			
<b>Speed 30'</b> , fly 60', swim 90'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
22 (+6)	12 (+1)	26 (+8)	18 (+4)
<b>WIS</b>	<b>CHA</b>		
17 (+3)	18 (+4)		
<b>Saves</b> Dex +5, Wis +7, Cha +8			
<b>Damage Resistances</b> acid, cold, lightning			
<b>Senses</b> blindsight 30', darkvision 120', passive Perception 13			
<b>Languages</b> Aquan			
<b>Amphibious.</b> The marid can breathe both air and water.			
<b>Elemental Demise.</b> If the marid dies, its body disintegrates into a burst of water and foam, leaving behind equipment it was wearing or carrying.			
<b>Innate Spellcasting: Create or Destroy Water (at will).</b> Action to cast, 30', instantaneous. The marid can create up to 10 gallons of clean water in an open container; cause rain in a 30' cube, extinguishing open flames; destroy up to 10 gallons of water in an open container; or destroy fog in a 30' cube within range.			
<b>Innate Spellcasting: Detect Evil and Good (at will).</b> Action to cast, self, concentration up to 10 minutes. The marid 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.			
<b>Innate Spellcasting: Detect Magic (at will).</b> Action to cast, self, concentration up to 10 minutes. The marid 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.			
<b>Innate Spellcasting: Fog Cloud (at will).</b> Action to cast, 120', concentration up to 1 hour. The marid 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.			
<b>Innate Spellcasting: Purify Food and Drink (at will).</b> Action to cast, 10', instantaneous. All food in a 5'-radius sphere is purified and freed from poison and disease.			
<b>Innate Spellcasting: Tongues (3/day ☐☐☐).</b> 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.			
<b>Innate Spellcasting: Water Breathing (3/day ☐☐☐).</b> Action to cast, 30', 24 hours. Up to ten willing creatures of the marid's choice are granted the ability to breath underwater.			
<b>Innate Spellcasting: Water Walk (3/day ☐☐☐).</b> Action to cast, 30', 1 hour. Up to ten willing creatures of the marid's choice are granted the ability to walk across any liquid as if it were harmless solid ground. If submerged in a liquid, a target is carried to the surface of the liquid at a speed of 60'/round.			

<b>Innate Spellcasting: Conjure Water Elemental (1/day ☐).</b> 1 minute, 90', concentration up to 1 hour. The marid conjures a CR 5 (or lower) water elemental, appearing in an unoccupied square within 10' of the marid. The elemental disappears when it drops to 0 hp. The elemental is friendly to the marid and obeys its commands. It has its own initiative. If the marid's concentration is broken, the marid loses control over the elemental.
<b>Innate Spellcasting: Control Water (1/day ☐).</b> 1 minute, 90', concentration up to 1 hour. The marid controls water in a cube up to 100' per side. The marid can choose any of the following effects, switching from one to the other, or repeating the current one, as an action. <b>Flood:</b> The marid 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). <b>Redirect Flow:</b> The marid causes flowing water to move in the direction of its choosing, even if the direction is unintuitive. <b>Whirlpool:</b> The marid 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 16 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 16 Str save for half damage and not being caught). A caught creature can escape with a DC 16 Str (Athletics) check, which is made at disadvantage.
<b>Innate Spellcasting: Gaseous Form (1/day ☐).</b> 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 hit points. 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.
<b>Innate Spellcasting: Invisibility (1/day ☐).</b> Action to cast, self only, concentration up to 1 hour. The marid and its equipment become invisible until it attacks or casts a spell.
<b>Innate Spellcasting: Plane Shift (1/day ☐).</b> Action to cast, touch, instantaneous. The marid and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the marid's choosing. Alternatively, the marid can banish with a melee spell attack (+8) a creature that fails to make a DC 16 Cha save.
<b>ACTIONS</b>
<b>Multiattack.</b> The marid makes two trident attacks.
<b>Trident.</b> <i>Melee or Ranged Weapon Attack:</i> +10 to hit, reach 5' or range 20'/60', one target. Hit: 19 (3d6+6) piercing damage, or 21 (3d6+8) piercing damage if used with two hands to make in melee.
<b>Water Jet.</b> The marid shoots a water jet 60' long and 5' wide. Each creature in the line takes 21 (6d6) bludgeoning damage and (if Huge or smaller) is pushed 10' and knocked prone (DC 16 Dex save for half damage and no push).



GIANT: CLOUD GIANT						CR 9
<i>Huge giant, neutral evil</i>						5,000 XP
Armor Class 14 (natural armor)						
Hit Points 200 (16d12+96)						
Speed 40'						
STR	DEX	CON	INT	WIS	CHA	
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)	
Saves Con +10, Wis +7, Cha +7						
Skills Insight +7, Perception +7						
Senses passive Perception 17						
Languages Common, Giant						
<p><b>Keen Smell.</b> The giant has advantage on Perception checks that rely on smell.</p> <p><b>Innate Spellcasting: Detect Magic (at will).</b> Action to cast, self, concentration up to 10 minutes. The giant can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.</p> <p><b>Innate Spellcasting: Fog Cloud (at will).</b> Action to cast, 120', concentration up to 1 hour. The giant creates a 20'-radius sphere centered on a point within range. Its area is heavily obscured. The fog spreads around corners, and it is dispersed by a wind of at least 10 mph.</p> <p><b>Innate Spellcasting: Light (at will).</b> Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 15 Dex save.</p> <p><b>Innate Spellcasting: Feather Fall (3/day ☐☐☐).</b> Reaction to cast when the giant or a creature within 60' of the giant falls, 60', 1 minute. The giant chooses up to five falling creatures within range and slows their decent to 60' per round. If the target lands before the spell ends, it takes no falling damage.</p> <p><b>Innate Spellcasting: Fly (3/day ☐☐☐).</b> 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.</p> <p><b>Innate Spellcasting: Misty Step (3/day ☐☐☐).</b> Bonus action to cast, self, instantaneous. The giant teleports up to 30' to an unoccupied space it can see.</p>						

**Innate Spellcasting: Telekinesis (3/day ☐☐☐).** Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the giant can manipulate a creature or object. **Creature.** The giant makes a +7 spell attack contested by the creature's Str check. If successful, the giant moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the giant can maintain the grip or repeat the contest. **Object.** The giant moves up to 1,000 lbs. 30' in any direction. If the object is attended, the giant must succeed at the contest above against the attending creature. The giant may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

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

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

**Innate Spellcasting: Gaseous Form (1/day ☐).** Action to cast, touch, concentration up to 1 hour. A willing, corporeal target transforms into a cloud until the spell ends or the target drops to 0 hit points. 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.

## ACTIONS

**Multiattack.** The giant makes two morningstar attacks.

**Morningstar. Melee Weapon Attack:** +12 to hit, reach 10', one target. Hit: 35 (4d8+8) bludgeoning damage.

**Rock. Ranged Weapon Attack:** +9 to hit, range 60'/240', one target. Hit: 33 (5d10+6) bludgeoning damage.

**Create Beanstalk.** The giant can create an immobile beanstalk 10' in diameter and up to 1 mile tall. It may be climbed without a climb check, though speed penalties still apply as normal. The beanstalk is permanent until dispelled by the giant as an Action, or dispelled by a Dispel Magic or similar spell.

<b>GIANT: FIRE GIANT</b>		<b>CR 9</b>			
<i>Huge giant, lawful evil</i>		5,000 XP			
<b>Armor Class</b> 18 (plate armor) <b>Hit Points</b> 162 (13d12+78) <b>Speed</b> 30'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)
<b>Saves</b> Dex +3, Con +10, Cha +5 <b>Skills</b> Athletics +11, Perception +6 <b>Damage Immunities</b> Fire <b>Senses</b> passive Perception 16 <b>Languages</b> Giant					
<p><b>Innate Spellcasting: <i>Burning Hands</i> (2/day ☐☐).</b> Action to cast, 15' cone originating from the giant, instantaneous. A 15' cone of flame shoots forth from the giant's outstretched fingertips. Each creature within the cone takes 5d6 fire damage (Con save DC 13 for half damage). An unattended, flammable object hit by the spell is set afire.</p>					
<b>ACTIONS</b>					
<p><b>Multiattack.</b> The giant makes two greatsword attacks.</p> <p><b>Greatsword.</b> <i>Melee Weapon Attack:</i> +11 to hit, reach 10', one target. Hit: 28 (6d6+7) slashing damage.</p> <p><b>Rock.</b> <i>Ranged Weapon Attack:</i> +11 to hit, range 60'/240', one target. Hit: 29 (4d10+7) bludgeoning damage.</p>					

<b>GIANT: FROST GIANT</b>		<b>CR 8</b>			
<i>Huge giant, neutral evil</i>		3,900 XP			
<b>Armor Class</b> 15 (patchwork armor) <b>Hit Points</b> 138 (12d12+60) <b>Speed</b> 40'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)
<b>Saves</b> Con +8, Wis +3, Cha +4 <b>Skills</b> Athletics +9, Perception +3 <b>Damage Immunities</b> Cold <b>Senses</b> passive Perception 13 <b>Languages</b> Giant					
<b>Innate Spellcasting:</b> <i>Icy Spray</i> (2/day ☐☐). Action to cast, 15' cone originating from the giant, instantaneous. A 15' cone of ice shoots forth from the giant's outstretched fingertips. Each creature within the cone takes 4d6 cold damage (Con save DC 12 for half damage). An unattended object hit by the spell is restrained, requiring a DC 12 Str check to dislodge it.					
<b>ACTIONS</b>					
<b>Multiattack.</b> The giant makes two greataxe attacks.					
<b>Greataxe.</b> <i>Melee Weapon Attack:</i> +9 to hit, reach 10', one target. Hit: 25 (3d12+6) slashing damage.					
<b>Rock.</b> <i>Ranged Weapon Attack:</i> +9 to hit, range 60'/240', one target. Hit: 28 (4d10+6) bludgeoning damage.					



<b>GIANT: HILL GIANT</b>		<b>CR 5</b>			
<i>Huge giant, chaotic evil</i>		<i>1,800 XP</i>			
<b>Armor Class</b> 13 (natural armor)					
<b>Hit Points</b> 105 (10d12+40)					
<b>Speed</b> 40'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)
<b>Skills</b> Perception +2					
<b>Senses</b> passive Perception 12					
<b>Languages</b> Giant					
<b>ACTIONS</b>					
<b>Multiattack.</b> The giant makes two greatclub attacks.					
<b>Greatclub.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 15', one target. Hit: 18 (3d8+5) bludgeoning damage.					
<b>Rock.</b> <i>Ranged Weapon Attack:</i> +8 to hit, range 60'/240', one target. Hit: 21 (3d10+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Str save or fall prone.					

<b>GIANT: STONE GIANT</b>		<b>CR 7</b>			
<i>Huge giant, neutral</i>		<i>2,900 XP</i>			
<b>Armor Class</b> 17 (natural armor)					
<b>Hit Points</b> 126 (11d12+55)					
<b>Speed</b> 40'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)
<b>Skills</b> Perception +2					
<b>Senses</b> passive Perception 12					
<b>Languages</b> Giant					
<p><b>Stone Camouflage.</b> The giant has advantage on Stealth checks made to hide in rocky terrain.</p> <p><b>Innate Spellcasting: Thorn Whip (1/day ☐).</b> Action to cast, 30', instantaneous. The giant makes a melee spell attack (+1). On a hit, the creature takes 2d6 piercing damage and is pulled 10' closer to the giant.</p>					
<b>ACTIONS</b>					
<p><b>Multiattack.</b> The giant makes two greatclub attacks.</p> <p><b>Greatclub. Melee Weapon Attack:</b> +9 to hit, reach 10', one target. Hit: 19 (3d8+6) bludgeoning damage.</p> <p><b>Rock. Ranged Weapon Attack:</b> +9 to hit, range 60'/240', one target. Hit: 28 (4d10+6) bludgeoning damage.</p>					
<b>REACTIONS</b>					
<p><b>Rock Catching.</b> With a successful DC 10 Dex save, the giant can catch a rock or similar object hurled at it and take no damage.</p>					

<b>GIANT: STORM GIANT</b>		<b>CR 13</b>	
<i>Huge giant, chaotic good</i>		10,000 XP	
<b>Armor Class</b> 16 (scale armor)			
<b>Hit Points</b> 230 (20d12+100)			
<b>Speed</b> 50', swim 50'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
29 (+9)	14 (+2)	20 (+5)	16 (+3)
<b>WIS</b>	<b>CHA</b>		
18 (+4)	18 (+4)		
<b>Saves</b> Str +14, Con +10, Wis +9, Cha +9			
<b>Skills</b> Arcana +8, Athletics +14, History +8, Perception +9			
<b>Damage Resistances</b> Cold			
<b>Damage Immunities</b> lightning, thunder			
<b>Senses</b> passive Perception 19			
<b>Languages</b> Common, Giant			
<b>Amphibious.</b> The giant can breathe both air and water.			
<b>Innate Spellcasting: Detect Magic (at will).</b> Action to cast, self, concentration up to 10 minutes. The giant can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.			
<b>Innate Spellcasting: Feather Fall (at will).</b> Reaction to cast when the giant or a creature within 60' of the giant falls, 60', 1 minute. The giant chooses up to five falling creatures within range and slows their decent to 60' per round. If the creature lands before the spell ends, it takes no falling damage.			
<b>Innate Spellcasting: Levitate (at will).</b> Action to cast, self only, concentration up to 10 minutes. The drow rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.			
<b>Innate Spellcasting: Light (at will).</b> Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 15 Dex save.			

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

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

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

**ACTIONS**

**Multiattack.** The giant makes two greatsword attacks.

**Greatsword. Melee Weapon Attack:** +14 to hit, reach 10', one target. Hit: 30 (9d6+9) slashing damage.

**Rock. Ranged Weapon Attack:** +14 to hit, range 60'/240', one target. Hit: 35 (4d12+9) bludgeoning damage.

**Lightning Strike (Recharge ☐:☐☐).** The giant hurls a lightning bolt at a point it can see within 50'. Each creature within 10' takes 54 (12d8) lightning damage (DC 17 Dex save for half damage).

<b>GITHYANKI KNIGHT</b>		<b>CR 8</b>			
<i>Medium humanoid (gith), lawful evil</i>		3,900 XP			
<b>Armor Class</b> 18 (plate armor)					
<b>Hit Points</b> 91 (14d8+28)					
<b>Speed</b> 30'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	14 (+2)	15 (+2)	14 (+2)	14 (+2)	15 (+2)
<b>Saves</b> Con +5, Int +5, Wis +5					
<b>Senses</b> passive Perception 12					
<b>Languages</b> Gith					
<p><b>Innate Spellcasting: Mage Hand (at will).</b> Action to cast, 30', 1 minute. The githyanki creates an invisible hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.</p> <p><b>Innate Spellcasting: Jump (3/day ☐☐☐).</b> Action to cast, touch, 1 minute. The target creature's jump distance is tripled until the spell ends.</p> <p><b>Innate Spellcasting: Misty Step (3/day ☐☐☐).</b> Bonus action to cast, self, instantaneous. The githyanki teleports up to 30' to an unoccupied space it can see.</p> <p><b>Innate Spellcasting: Nondetection (3/day ☐☐☐).</b> Action to cast, touch, 8 hours. The githyanki can't be targeted by divination magic or perceived through scrying.</p> <p><b>Innate Spellcasting: Tongues (3/day ☐☐☐).</b> 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.</p> <p><b>Innate Spellcasting: Plane Shift (1/day ☐).</b> Action to cast, self only, instantaneous. The githyanki transports to another plane, taking itself to a general location of the its choosing.</p> <p><b>Innate Spellcasting: Telekinesis (1/day ☐).</b> Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the githyanki can manipulate a creature or object. <b>Creature.</b> The githyanki makes a +5 spell attack contested by the creature's Str check. If successful, the githyanki moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the githyanki can maintain the grip or repeat the contest. <b>Object.</b> The githyanki moves up to 1,000 lbs. 30' in any direction. If the object is attended, the githyanki must succeed at the contest above against the attending creature. The githyanki may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.</p>					
<b>ACTIONS</b>					
<b>Multiattack.</b> The githyanki makes two silver greatsword attacks.					

**Silver Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5', one target. Hit: 13 (2d6+6) slashing damage, plus 10 (3d6) psychic damage. This a magic weapon attack. On a critical hit against a target in an astral body (as with the Astral Projection spell), the githyanki can cut the target's silvery cord instead of dealing damage.

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

<b>GITHYANKI WARRIOR</b>		<b>CR 3</b>			
<i>Medium humanoid (gith), lawful evil</i>		700 XP			
<b>Armor Class</b> 17 (half-plate armor)					
<b>Hit Points</b> 49 (9d8+9)					
<b>Speed</b> 30'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
15 (+2)	14 (+2)	12 (+1)	13 (+1)	13 (+1)	10 (+0)
<b>Saves</b> Con +3, Int +3, Wis +3					
<b>Senses</b> passive Perception 11					
<b>Languages</b> Gith					
<p><b>Innate Spellcasting: Mage Hand (at will).</b> Action to cast, 30', 1 minute. The githyanki creates an invisible hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.</p> <p><b>Innate Spellcasting: Jump (3/day ☐☐☐).</b> Action to cast, touch, 1 minute. The target creature's jump distance is tripled until the spell ends.</p> <p><b>Innate Spellcasting: Misty Step (3/day ☐☐☐).</b> Bonus action to cast, self, instantaneous. The githyanki teleports up to 30' to an unoccupied space it can see.</p> <p><b>Innate Spellcasting: Nondetection (3/day ☐☐☐).</b> Action to cast, touch, 8 hours. The githyanki can't be targeted by divination magic or perceived through scrying.</p>					
<b>ACTIONS</b>					
<b>Multiattack.</b> The githyanki makes two greatsword attacks.					
<b>Greatsword. Melee Weapon Attack:</b> +4 to hit, reach 5', one target. Hit: 9 (2d6+2) slashing damage, plus 7 (2d6) psychic damage.					
<b>Dart. Ranged Weapon Attack:</b> +4 to hit, range 20'/60', one target. Hit: 4 (1d4+2) piercing damage.					

**GITHZERAI ZERTH**

Medium humanoid (gith), lawful neutral

**CR 6**

2,300 XP

**Armor Class** 17**Hit Points** 84 (13d8+26)**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	16 (+3)	17 (+3)	12 (+1)

**Saves** Str +4, Dex +7, Int +6, Wis +6**Skills** Arcana +6, Insight +6, Perception +6**Senses** passive Perception 14**Languages** Gith

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

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

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

**Innate Spellcasting: See Invisibility (3/day □□□).** Bonus action to cast, self, instantaneous. The githzerai can see invisible creatures as if they were visible, and can see ethereal creatures as ghostly, translucent figures.

**Innate Spellcasting: Shield (3/day □□□).** Reaction to a hit on the githzerai, self, 1 round. Until the start of its next turn, the githzerai has an AC of 22, including against the triggering attack, and has immunity to magic missile.

**Innate Spellcasting: Phantasmal Killer (1/day □).** Action to cast, 120', concentration up to 1 minute. The target must make a DC 14 Wis save or become frightened for the duration due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must the Wis save or take 4d10 psychic damage. On a successful save, the spell ends.

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

**Psychic Defense.** While the githzerai is wearing no armor and wielding no shield, its AC includes its Wis modifier.

**ACTIONS**

**Multiattack.** The githzerai makes two unarmed strikes.

**Unarmed Strike.** *Melee Weapon Attack:* +4 to hit, reach 5', one target. Hit: 6 (1d8+2) bludgeoning damage, plus 9 (2d8) psychic damage. This is a magic weapon attack.

**Shuriken.** *Ranged Weapon Attack:* +4 to hit, range 20'/60', one target. Hit: 10 (2d4+5) piercing damage.

<b>GITHZERAI MONK</b>		<b>CR 2</b>	
<i>Medium humanoid (gith), lawful neutral</i>		450 XP	
<b>Armor Class 14</b>			
<b>Hit Points 38 (7d8+7)</b>			
<b>Speed 30'</b>			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
12 (+1)	15 (+2)	12 (+1)	13 (+1)
<b>WIS</b>	<b>CHA</b>		
14 (+2)	10 (+0)		
<b>Saves</b> Str +3, Dex +4, Int +3, Wis +4			
<b>Skills</b> Insight +4, Perception +4			
<b>Senses</b> passive Perception 14			
<b>Languages</b> Gith			
<p><b>Innate Spellcasting: Mage Hand (at will).</b> Action to cast, 30', 1 minute. The githzerai creates an invisible hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.</p> <p><b>Innate Spellcasting: Feather Fall (3/day ☐☐☐).</b> Reaction to cast when the githzerai or a creature within 60' of the githzerai falls, 60', 1 minute. The githzerai chooses up to five falling creatures within range and slows their decent to 60' per round. If the creature lands before the spell ends, it takes no falling damage.</p> <p><b>Innate Spellcasting: Jump (3/day ☐☐☐).</b> Action to cast, touch, 1 minute. The target creature's jump distance is tripled until the spell ends.</p> <p><b>Innate Spellcasting: See Invisibility (3/day ☐☐☐).</b> Bonus action to cast, self, instantaneous. The githzerai can see invisible creatures as if they were visible, and can see ethereal creatures as ghostly, translucent figures.</p> <p><b>Innate Spellcasting: Shield (3/day ☐☐☐).</b> Reaction to a hit on the githzerai, self, 1 round. Until the start of its next turn, the githzerai has an AC of 19, including against the triggering attack, and has immunity to magic missile.</p> <p><b>Psychic Defense.</b> While the githzerai is wearing no armor and wielding no shield, its AC includes its Wis modifier.</p>			
<b>ACTIONS</b>			
<b>Multiattack.</b> The githzerai makes two unarmed strikes.			
<p><b>Unarmed Strike.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5', one target. Hit: 6 (1d8+2) bludgeoning damage, plus 9 (2d8) psychic damage. This is a magic weapon attack.</p> <p><b>Shuriken.</b> <i>Ranged Weapon Attack:</i> +4 to hit, range 20'/60', one target. Hit: 10 (2d4+5) piercing damage.</p>			



<b>GNOME: DEEP GNOME (SVIRFNEBLIN)</b>		<b>CR ½</b>			
<i>Small humanoid (gnome), neutral good</i>		100 XP			
<b>Armor Class</b> 15 (chain shirt) <b>Hit Points</b> 16 (3d6+6) <b>Speed</b> 20'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)
<b>Skills</b> Investigation +3, Perception +2, Stealth +4 <b>Senses</b> darkvision 120', passive Perception 12 <b>Languages</b> Gnomish, Terran, Undercommon					
<p><b>Gnome Cunning.</b> The gnome has advantage on Int, Wis, and Cha saves against magic.</p> <p><b>Stone Camouflage.</b> The gnome has advantage on Stealth checks made to hide in rocky terrain.</p> <p><b>Innate Spellcasting: Nondetection (at will).</b> Action to cast, touch, 8 hours. The gnome can't be targeted by divination magic or perceived through scrying.</p> <p><b>Innate Spellcasting: Blindness/Deafness (1/day ☐).</b> Action to cast, 30', 1 minute. A creature within range that the gnome can see is either blinded or deafened on a failed DC 11 Con save. At the end of each of its turns, the target may attempt the save again to negate the spell.</p> <p><b>Innate Spellcasting: Blur (1/day ☐).</b> Action to cast, self, concentration up to 1 minute. Any creature that relies on sight and cannot see through illusions has disadvantage on attacks against the gnome.</p> <p><b>Innate Spellcasting: Disguise Self (1/day ☐).</b> Action to cast, self, 1 hour. The gnome makes itself and its belongings look different: 1 foot shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the gnome is disguised, a creature may spend its action to inspect its appearance or make a DC 11 Investigation check.</p>					
<b>ACTIONS</b>					
<p><b>War Pick. Melee Weapon Attack:</b> +4 to hit, reach 5', one target. Hit: 6 (1d8+2) piercing damage.</p> <p><b>Poisoned Dart. Ranged Weapon Attack:</b> +4 to hit, range 30'/120', one target. Hit: 4 (1d4+2) piercing damage, and the target must succeed on a DC 12 Con save or be poisoned for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.</p>					

<b>HAG: GREEN HAG</b>		<b>CR 3</b>			
<i>Medium fey, neutral evil</i>		700 XP			
<b>Armor Class</b> 17 (natural armor) <b>Hit Points</b> 82 (11d8+33) <b>Speed</b> 30'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)
<b>Skills</b> Arcana +3, Deception +4, Perception +4, Stealth +3 <b>Senses</b> darkvision 60', passive Perception 14 <b>Languages</b> Common, Draconic, Sylvan					
<p><b>Amphibious.</b> The hag can breathe air and water.</p> <p><b>Mimicry.</b> The hag can mimic animals sounds and humanoid voices. A creature that hears the sound can pierce the illusion with a successful DC 14 Insight check.</p> <p><b>Innate Spellcasting: Dancing Lights (at will).</b> Action to cast, 120', concentration up to 1 minute. The hag 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 hag can move them up to 60' to a spot within range.</p> <p><b>Innate Spellcasting: Minor Illusion (at will).</b> Action to cast, 30', 1 minute. The hag creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 14 Investigation check.</p> <p><b>Innate Spellcasting: Vicious Mockery (at will).</b> Action to cast, 60', Instantaneous. The hag spews enchanting insults at a target creature that can hear the hag. The target must make a DC 14 Wis check or take 1d4 damage and have disadvantage on the next attack roll it makes before the end of its next turn.</p>					
<b>ACTIONS</b>					
<p><b>Claws. Melee Weapon Attack:</b> +6 to hit, reach 5', one target. Hit: 13 (2d8+4) slashing damage.</p> <p><b>Illusory Appearance.</b> The hag covers herself, as well as anything she's wearing or carrying, with a magical illusion that makes her look like another Medium humanoid creature until she uses a bonus action to dismiss the effect or dies. Physical inspection pierces the illusion, but visual inspection requires a DC 20 Investigation check.</p> <p><b>Invisible Passage.</b> The hag and her carried and worn belongings turn invisible until she attacks or casts a spell, or until her concentration ends. While invisible, she leaves no evidence of her passage, so magic is required to track her.</p>					

<b>HAG: NIGHT HAG</b>						<b>CR 5</b>
<i>Medium fey, neutral evil</i>						<i>1,800 XP</i>
<b>Armor Class</b> 17 (natural armor)						
<b>Hit Points</b> 112 (15d8+45)						
<b>Speed</b> 30'						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)	
<b>Skills</b> Deception +7, Insight +6, Perception +6, Stealth +6						
<b>Damage Resistances</b> cold; fire; bludgeoning, piercing, and slashing from nonmagical, nonsilvered weapons.						
<b>Condition Immunities</b> charmed						
<b>Senses</b> darkvision 120', passive Perception 16						
<b>Languages</b> Abyssal, Common, Infernal, Primordial						
<b>Magic Resistance.</b> The hag has advantage on saves against spells and other magical effects.						
<b>Innate Spellcasting: Detect Magic (at will).</b> Action to cast, self, concentration up to 10 minutes. The hag 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.						
<b>Innate Spellcasting: Magic Missile (at will).</b> Action to cast, 120', instantaneous. The hag creates three darts. A dart deals 1d4+1 force damage, each targeting the same or different creatures.						
<b>Innate Spellcasting: Plane Shift (1/day ☐).</b> Action to cast, self only, instantaneous. The hag transports to another plane, taking itself to a general location of the its choosing.						
<b>Innate Spellcasting: Ray of Enfeeblement (1/day ☐).</b> Action to cast, 60', concentration up to 1 minute. The hag makes a ranged spell attack (+6) 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 14 Con save to end the spell.						

**Innate Spellcasting: Sleep (1/day ☐).** Action to cast, 90', 1 minute. The hag affects 5d8 hit points worth of creatures within 20' of a point within range. Creatures are selected in ascending order of their remaining hit points, starting with the creature having the lowest current total. When a creature is affected, subtract its total hit points from the amount affected by the spell, then proceed to the next creature. A creature's hit points must be equal or less than the remaining total for the creature to be affected.

#### ACTIONS

**Claws (only when in Hag form).** *Melee Weapon Attack:* +7 to hit, reach 5', one target. Hit: 13 (2d8+4) slashing damage.

**Change Shape.** The hag (and anything she's carrying or wearing) polymorphs into a Small or Medium female humanoid, or back into her true form, retaining the same statistics in each form, and reverting to her true form if she dies.

**Etherealness.** The hag enters the Ethereal Plane or returns to the Material Plane. The hag must have a heartstone in her possession to do so.

**Nightmare Haunting (1/day ☐).** While on the Ethereal Plane, the hag touches a sleeping humanoid on the Material Plane (unless the target is protected by a Protection from Evil or Magic Circle spell), causing horrible visions as long as the contact persists. If these visions last for more than one hour, the target gains no benefit from the rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies. If the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by a Greater Restoration spell or similar magic.

## HAG COVENS

Three hags can form a coven, sharing these spells and spell slots:

**Spellcasting:** 12th-level, Int-based

**Night Hag:** DC 15, +7 to hit

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

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

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

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

**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. The hag targets a humanoid within range, who must make a 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 the hag uses to cast this spell, it may target an additional target.

**Locate Object (2nd).** Action to cast, self, concentration up to 10 minutes. The hag 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 hag knows the direction and speed. The hag must have seen the object in the past from a distance of no more than 30'.

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

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

**Lightning Bolt (3rd).** Action to cast, 100' line from self, instantaneous. Each creature in a 100' long, 5' wide line originating from the hag takes damage equal to 8d6 plus 1d6 per additional level of the slot used to cast the spell (9d6 at 4th level, etc.; Dex save for half damage).

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

**Polymorph (4th).** Action to cast, 60', concentration up to 1 hour. The hag transforms the target into a new form unless the target succeeds at a 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 hit points 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 hit points, it reverts to its true form, with damage it took carrying over to its hit point total prior to the polymorph.

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

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

**Eyebite (6th).** Action to cast, self, concentration up to 1 minute. One creature within 60' that the hag can see must succeed on a Wis save or be affected by one of the following effects for the duration (hag's choice): asleep (unconscious until taking damage or awoken by a creature using an action), panicked (frightened by the hag; must use Dash to move safely away, the effect ending if the target moves 60' away, or sickened (disadvantage on saves and ability checks, making new save at the end of each of its turns). Until the spell ends, on each of the hag's turns, she can use an action to target another creature that hasn't already succeeded on a save against this casting of eyebite.

**KUO-TOA: ARCHPRIEST****CR 6**

Medium humanoid (kuo-toa), neutral evil

2,300 XP

**Armor Class 13** (natural armor)**Hit Points 97** (13d8+39)**Speed 30'**, swim 30'

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	14 (+2)	16 (+3)	13 (+1)	16 (+3)	14 (+2)

**Skills** Perception +9, Religion +6**Senses** darkvision 120', passive Perception 19**Languages** Undercommon**Amphibious.** The kuo-toa can breathe air and water.**Outherworldly Perception.** The kuo-toa can sense the presence of any creature within 30' of it that is invisible or on the Ethereal Plane, and can pinpoint such a creature that is moving.**Slippery.** The kuo-toa has advantage on ability checks and saves made to escape a grapple.**Sunlight Sensitivity.** While in sunlight, the kuo-toa has disadvantage on attack rolls and Perception checks that rely on sight.**Spellcasting:** 10th-level, Wis-based, DC 14, +6 to hit

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

**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.**Sacred Flame (cantrip).** Action to cast, 60', 1 hour. The kuo-toa attacks a target it can see. The target must succeed on a DC 14 Dex check or take 2d8 radiant damage.**Thaumaturgy (cantrip).** Action to cast, 30', up to 1 minute. The kuo-toa 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 kuo-toa's own eyes. If cast more than once, the kuo-toa can have up to three effects occurring simultaneously.**Detect Magic (1st).** Action to cast, self, concentration up to 10 minutes. The kuo-toa 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.**Sanctuary (1st).** Bonus action to cast, 30', 1 minute. The kuo-toa wards a creature within range against attack. Any creature that tries to attack the warded target must succeed on a DC 14 Wis save or else choose a new target (or lose the attack). The spell does not protect the target from area effects. If target attacks or affects an enemy, the spell ends.**Shield of Faith (1st).** Bonus action to cast, 60', concentration up to 10 minutes. A target creature gains a +2 bonus to AC for the duration of the spell.**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. The kuo-toa targets a humanoid within range, who must make a DC 18 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 the kuo-toa uses to cast this spell, it may target an additional target.**Spiritual Weapon (2nd).** Bonus action to cast, 60', 1 minute. The kuo-toa creates a ghostly weapon and makes a melee spell attack (+6) against a creature within 5' of the weapon. On a hit, the target takes 1d8+3 force damage. As a bonus action on subsequent turns, the kuo-toa may move the weapon up to 20' and attack a creature within 5' of the weapon. For each slot level above 2nd level the kuo-toa uses to cast this spell, it does an extra 1d8 damage on a hit.**Spirit Guardians (3rd).** Action to cast, self (15' radius), concentration up to 10 minutes. The kuo-toa calls forth fiendish spirits that can't stray more than 15' from the kuo-toa. At casting, the kuo-toa chooses any number of creatures not to affect. An affected creature's speed is halved and it takes 3d8 necrotic damage when it enters the area for the first time (DC 14 Wis save for half damage). If cast using a 4th level spell slot, the kuo-toa does an extra 1ds8 damage on a hit.**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.**Control Water (4th).** Ten minutes to cast, self (5-mile radius), concentration up to 8 hours. The kuo-toa must have a clear path to the sky. The giant can change precipitation, temperature, and wind every 1d4x10 minutes, moving one of those characteristics up or down on the following table:

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

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

**Mass Cure Wounds (5th).** Action to cast, 60', instantaneous. The kuo-toa heals up to six creatures in a 30'-radius cube 3d8+3 hit points. Constructs and undead are unaffected.

**Scrying (5th).** 10 minutes to cast, self, concentration up to 10 minutes. The kuo-toa can see and hear a creature on the same plane of existence that fails a DC 14 Wis save, modified by how familiar the kuo-toa is with the target, and the nature of its connection, as follows:

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

<b>Connection</b>	<b>Save Modifier</b>
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 kuo-toa can target a place, in which case the sensor doesn't move.

## ACTIONS

**Multiattack.** The kuo-toa makes two melee attacks.

**Scepter.** *Melee Weapon Attack:* +6 to hit, reach 5', one target. Hit: 6 (1d6+3) bludgeoning damage plus 14 (4d6) lightning damage.

**Unarmed Strike.** *Melee Weapon Attack:* +6 to hit, reach 5', one target. Hit: 5 (1d4+3) bludgeoning damage.

<b>KUO-TOA: WHIP</b>		<b>CR 1</b>	
<i>Medium humanoid (kuo-toa), neutral evil</i>		200 XP	
<b>Armor Class</b> 11 (natural armor) <b>Hit Points</b> 65 (10d8+20) <b>Speed</b> 30', swim 30'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
14 (+2)	10 (+0)	14 (+2)	12 (+1)
<b>WIS</b>	<b>CHA</b>		
14 (+2)	11 (+0)		
<b>Skills</b> Perception +6, Religion +4 <b>Senses</b> darkvision 120', passive Perception 16 <b>Languages</b> Undercommon			
<p><b>Amphibious.</b> The kuo-toa can breathe air and water.</p> <p><b>Outherworldly Perception.</b> The kuo-toa can sense the presence of any creature within 30' of it that is invisible or on the Ethereal Plane, and can pinpoint such a creature that is moving.</p> <p><b>Slippery.</b> The kuo-toa has advantage on ability checks and saves made to escape a grapple.</p> <p><b>Sunlight Sensitivity.</b> While in sunlight, the kuo-toa has disadvantage on attack rolls and Perception checks that rely on sight.</p> <p><b>Spellcasting:</b> 10th-level, Wis-based, DC 14, +6 to hit</p> <p>1st <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p> <p><b>Sacred Flame (cantrip).</b> Action to cast, 60', 1 hour. The kuo-toa attacks a target it can see. The target must succeed on a DC 14 Dex check or take 2d8 radiant damage.</p> <p><b>Thaumaturgy (cantrip).</b> Action to cast, 30', up to 1 minute. The kuo-toa 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 kuo-toa's own eyes. If cast more than once, the kuo-toa can have up to three effects occurring simultaneously.</p> <p><b>Bane (1st).</b> Action to cast, 30', concentration up to 1 minute. Up to three creatures the kuo-toa can see must make Cha saves. On a failed save, a target must subtract 1d4 from each attack roll or save it makes until the spell ends.</p> <p><b>Shield of Faith (1st).</b> 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.</p>			
<b>ACTIONS</b>			
<p><b>Multiattack.</b> The kuo-toa makes two attacks: one with its bite and one with its pincer staff.</p> <p><b>Bite. Melee Weapon Attack:</b> +4 to hit, reach 5', one target. Hit: 4 (1d4+2) piercing damage.</p> <p><b>Pincer Staff. Melee Weapon Attack:</b> +4 to hit, reach 10', one target. Hit: 5 (1d6+2) piercing damage. If the target is Medium or smaller, it's grappled (escape DC 14).</p>			



<b>LAMIA</b>						<b>CR 4</b>															
<i>Large monstrosity, chaotic good</i>						<i>1,100 XP</i>															
<b>Armor Class</b> 13 (natural armor)																					
<b>Hit Points</b> 97 (13d10+26)																					
<b>Speed</b> 30'																					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>																
16 (+3)	13 (+1)	15 (+2)	14 (+2)	15 (+2)	16 (+3)																
<b>Skills</b> Deception +7, Insight +4, Stealth +3																					
<b>Senses</b> darkvision 60', passive Perception 12																					
<b>Languages</b> Abyssal, Common																					
<p><b>Innate Spellcasting: Disguise Self (at will).</b> Action to cast, self, 1 hour. The lamia makes itself and its belongings look different: 1 foot shorter or taller; thin, fat, or in between; but humanoid. The disguise will not hold up to inspection. To discern that the lamia is disguised, a creature may spend its action to inspect its appearance or make a DC 13 Investigation check.</p> <p><b>Innate Spellcasting: Major Image (at will).</b> Action to cast, 120', concentration up to 1 minute. The target must make a DC 13 Wis save or become frightened for the duration due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must the Wis save or take 4d10 psychic damage. On a successful save, the spell ends.</p> <p><b>Innate Spellcasting: Charm Person (1/day ☐).</b> Action to cast, 30', 1 hour. If the target creature fails a DC 13 Wis save (made with advantage if currently fighting the lamia), the target is charmed until the spell ends or the lamia attacks it.</p> <p><b>Innate Spellcasting: Mirror Image (1/day ☐).</b> Action to cast, self, 1 minute. Three illusory duplicates of the lamia appear, moving with the lamia. Each time a creature targets the lamia, 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.</p> <p><b>Innate Spellcasting: Scrying (1/day ☐).</b> 10 minutes to cast, self, concentration up to 10 minutes. The lamia can see and hear a creature on the same plane of existence that fails a DC 13 Wis save, modified by how familiar the lamia is with the target, and the nature of its connection, as follows:</p> <table border="1"> <thead> <tr> <th>Knowledge</th> <th>Save Modifier</th> </tr> </thead> <tbody> <tr> <td>Secondhand (heard of)</td> <td>+5</td> </tr> <tr> <td>Firsthand (have met)</td> <td>+0</td> </tr> <tr> <td>Familiar (know well)</td> <td>-5</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Connection</th> <th>Save Modifier</th> </tr> </thead> <tbody> <tr> <td>Likeness or picture</td> <td>-2</td> </tr> <tr> <td>Possession or garment</td> <td>-4</td> </tr> <tr> <td>Body part, lock of hair, etc.</td> <td>-10</td> </tr> </tbody> </table> <p>On a failed save, an invisible sensor manifests within 10' of the target, following it as it moves. Instead, the lamia can target a place, in which case the sensor doesn't move.</p>						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
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																				

<p><b>Innate Spellcasting: Suggestion (1/day ☐).</b> Action to cast, 30', concentration up to 8 hours). The lamia makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 13 Wis save, it must follow the suggestion.</p> <p><b>Innate Spellcasting: Geas (1/day ☐).</b> 1 minute to cast, 60', 30 days. A creature within range that can understand the lamia and that the lamia can see must succeed on a DC 13 Wis save or be compelled to perform a service or refrain from an action for the duration. Each time it acts in a manner contrary to the requirement, it takes 5d10 psychic damage.</p> <p><b>ACTIONS</b></p> <p><b>Multiattack.</b> The lamia makes three attacks: one with its claws, and one with either its dagger or its Intoxicating Touch.</p> <p><b>Claws. Melee Weapon Attack:</b> +5 to hit, reach 5', one target. Hit: 14 (2d10+3) slashing damage.</p> <p><b>Dagger. Melee Weapon Attack:</b> +5 to hit, reach 5', one target. Hit: 5 (1d4+3) piercing damage.</p> <p><b>Intoxicating Touch. Melee Spell Attack:</b> +5 to hit, reach 5', one creature. Hit: The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wis saves and all ability checks.</p>
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<b>LICH</b>						<b>CR 21</b>
<i>Medium undead, any evil</i>						33,000 XP
<b>Armor Class</b> 17 (natural armor)						
<b>Hit Points</b> 135 (18d8+54)						
<b>Speed</b> 30', swim 30'						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)	
<b>Saves</b> Con +10, Int +12, Wis +9						
<b>Skills</b> Arcana +18, History +12, Insight +9, Perception +9						
<b>Damage Resistances</b> cold, lightning, necrotic						
<b>Damage Immunities</b> poison; bludgeoning, piercing, and slashing from nonmagical weapons						
<b>Condition Immunities</b> charmed, exhaustion, frightened, paralyzed, poisoned						
<b>Senses</b> truesight 120', passive Perception 19						
<b>Languages</b> Common plus up to five other languages						
<b>Legendary Resistance (3/day)</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> . If the lich fails a saving throw, it can choose to succeed instead.						
<b>Rejuvenation.</b> If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all of its hit points and becoming active again. The new body appears within 5 feet of the phylactery.						
<b>Turn Resistance.</b> The lich has advantage on saves against any effect that turns undead.						
<b>Spellcasting:</b> 18th-level, Int-based, DC 20, +12 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"/> <input type="checkbox"/>	8th	<input type="checkbox"/>	
3rd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6th	<input type="checkbox"/>	9th	<input type="checkbox"/>	
<b>Mage Hand (cantrip).</b> 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.						
<b>Prestidigitation (cantrip).</b> 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.						
<b>Ray of Frost (cantrip).</b> Action to cast, 60', instantaneous. The lich makes a ranged spell attack (+12 to hit). On a hit, the target takes 4d8 cold damage, and its speed is reduced to 10' until the start of the lich's next turn.						
<b>Detect Magic (1st).</b> Action to cast, self, concentration up to 10 minutes. The lich 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 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.

**Shield (1st).** Reaction to a hit on the lich, self, 1 round. Until the start of its next turn, the lich has an AC of 22, including against the triggering attack, and immunity to magic missile.

**Thunderwave (1st).** Action to cast, 15' cube from the lich, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 17 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.

**Detect Thoughts (2nd).** Action to cast, self, concentration up to 1 minute. The lich 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 lich can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 20 Wis save, the lich 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 lich to end the effect.

**Invisibility (2nd).** Action to cast, self, concentration up to 1 hour. The lich and its possessions become invisible until it attacks or casts a spell.

**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.

**Mirror Image (2nd).** Action to cast, self, 1 minute. Three illusory duplicates of the lich appear, moving with the lich. Each time a creature targets the lich, 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.

**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.

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

**Dispel Magic (3rd).** Action to cast, 120', instantaneous. The lich dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For spells of 4th level or higher, the lich must succeed on a Cha ability check (+3; DC is 10+level of the effect).

**Fireball (3rd).** Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 21 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.

**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.

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

**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.

**Scrying (5th).** 10 minutes to cast, self, concentration up to 10 minutes. The lich can see and hear a creature on the same plane of existence that fails a DC 20 Wis save, modified by how familiar the lich 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 lich can target a place, in which case the sensor doesn't move.

**Disintegrate (6th).** Action to cast, 60', instantaneous. A creature must make a DC 20 Dex save or take 10d6+40 force damage. If this reduces the target to 0 hit points, 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.

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

**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.

**Plane Shift (7th).** Action to cast, touch, instantaneous. The lich and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the lich's choosing. Alternatively, the lich can banish with a melee spell attack (+12) a creature that fails to make a DC 20 Cha save.

**Dominate Monster (8th).** Action to cast, 60', concentration up to 1 hour. A target creature must succeed on a DC 20 Wis save or be charmed by the lich 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 lich to issue simple commands. If the lich uses an action to do so, the creature may be given detail commands, including using the lich's reaction as its own. Each time it takes damage, the target may attempt a new save to end the spell.

**Power Word Stun (8th).** Action to cast, 60', instantaneous. The lich stuns a creature it can see within range if it has 150 hit points or fewer. The target may make a DC 20 Con save at the end of each of its turns to end the effect.

**Power Word Kill (9th).** Action to cast, 60', instantaneous. The lich kills a creature it can see within range if it currently has 100 hit points or fewer.

## ACTIONS

**Paralyzing Touch.** *Melee Weapon Attack:* +12 to hit, reach 5', one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Con save or be paralyzed for 1 minute. The target can repeat the save at the end of each of its turns.

## 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.

**Paralyzing Touch (costs 2 actions).** The lich uses that action.

**Frightening Gaze (costs 2 actions).** One creature the lich can see within 10' of it must succeed on a DC 18 Wis save or become frightened for 1 minute. The target may make another save at the end of each of its turn, gaining immunity for 24 hours on a success.

**Disrupt Life (costs 3 actions).** Each living creature within 20' of the lich takes 21 (6d6) necrotic damage (DC 18 Con save for half damage).

<b>LIZARDFOLK SHAMAN</b>						<b>CR 2</b>
<i>Medium humanoid (lizardfolk), neutral</i>						450 XP
<b>Armor Class 13</b> (natural armor)						
<b>Hit Points 27</b> (5d8+5)						
<b>Speed 30'</b> , swim 30'						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (-1)	
<b>Skills</b> Perception +4, Stealth +4, Survival +6						
<b>Senses</b> passive Perception 14						
<b>Languages</b> Draconic						
<p><b>Hold Breath.</b> The lizardfolk can hold its breath for 15 minutes.</p> <p><b>Spellcasting (lizardfolk form only):</b> 5th-level, Wis-based, DC 12, +4 to hit</p> <p>1st <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 3rd <input type="checkbox"/><input type="checkbox"/></p> <p>2nd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p><b>Druidcraft (cantrip).</b> Action to cast, 30', instantaneous. The lizardfolk can predict the weather, create an illusory, nature-based sensory effect, or snuff out a campfire.</p> <p><b>Produce Flame (cantrip).</b> Action to cast, self, 10 minutes. The lizardfolk produces a flame that sheds bright light in 10' radius, and dim light 10' beyond that. Instead, the flame can be hurled 30' at a creature with a ranged spell attack (+4) for 2d8 fire damage on a hit.</p> <p><b>Thornwhip (cantrip).</b> Action to cast, 30', instantaneous. The lizardfolk makes a melee spell attack (+4). On a hit, the creature takes 2d6 piercing damage and is pulled 10' closer to the lizardfolk.</p> <p><b>Entangle (1st).</b> Action to cast, 90', concentration up to 1 minute. The lizardfolk 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 12 Str save or be restrained until the spell ends. The restrained creature may use an action to reattempt the save.</p> <p><b>Fog Cloud (1st).</b> Action to cast, 120', concentration up to 1 hour. The lizardfolk 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>Heat Metal (2nd).</b> Action to cast, 60', concentration up to 1 minute. Any creature in physical contact with a targeted, manufactured, metal object takes 2d8 fire damage. Until the spell ends, the lizardfolk can use a bonus action to cause the damage again. If the object is carried, the creature carrying it must succeed on a DC 12 Con save or drop the object. If it doesn't, the creature has disadvantage on attack rolls and ability checks until the start of the lizardfolk's next turn.</p>						

**Spike Growth (2nd).** Action to cast, 150', concentration up to 10 minutes. The ground in a 20' radius centered on a point within range becomes difficult terrain. When a creature moves into or within the area, it takes 2d4 piercing damage for each 5' it moves. Any creature unable to see the area at the time of spellcasting must make a DC 12 Perception check to recognize it as hazardous.

**Conjure Animals (reptiles only) (3rd).** Action to cast, 90', concentration up to 1 minute. The lizardfolk summons on CR2 beast, two CR 1 beasts, four CR ½ beasts, or eight CR ¼ beasts with their own initiative. They obey the lizardfolk's orders (no action to issue orders) but otherwise simply defend themselves.

**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.

## ACTIONS

**Multiattack (lizardfolk form only).** The lizardfolk makes one bite attack and one claw attack.

**Bite. Melee Weapon Attack:** +4 to hit, reach 5', one target. Hit: 5 (1d6+2) piercing damage, or 7 (1d10+2) piercing damage in crocodile form. If in crocodile form, a Large or smaller creature is grappled (escape DC 12) and is restrained.

**Claw. Melee Weapon Attack:** +4 to hit, reach 5', one target. Hit: 4 (1d4+2) slashing damage.

**Change Shape (Recharges after Short or Long Rest).** The lizardfolk magically polymorphs into a crocodile for up to 1 hour, retaining the same statistics except that its size is now Large. It can revert to true form as a bonus action, and automatically does so if it dies.

<b>MEPHIT: DUST MEPHIT</b>						<b>CR ½</b>
<i>Small elemental, neutral evil</i>						<i>100 XP</i>
<b>Armor Class</b> 12						
<b>Hit Points</b> 17 (5d6)						
<b>Speed</b> 30', fly 30'						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)	
<b>Skills</b> Perception +2, Stealth +4						
<b>Damage Vulnerabilities</b> fire						
<b>Damage Immunities</b> poison						
<b>Condition Immunities</b> poisoned						
<b>Senses</b> darkvision 60', passive Perception 11						
<b>Languages</b> Auran, Terran						
<p><b>Death Burst.</b> When the mephit dies, it explodes in a burst of dust. Each creature within 5' of it must succeed on a DC 10 Con save or be blinded for 1 minute. An affected creature can repeat the save at the end of each turn to end the effect early.</p> <p><b>Innate Spellcasting: Sleep (1/day ☐).</b> Action to cast, 90', 1 minute. The mephit affects 5d8 hit points worth of creatures within 20' of a point within range. Creatures are selected in ascending order of their remaining hit points, starting with the creature having the lowest current total. When a creature is affected, subtract its total hit points from the amount affected by the spell, then proceed to the next creature. A creature's hit points must be equal or less than the remaining total for the creature to be affected.</p>						
<b>ACTIONS</b>						
<p><b>Claws. Melee Weapon Attack:</b> +4 to hit, reach 5', one creature. Hit: 4 (1d4+2) slashing damage.</p> <p><b>Blinding Breath (Recharge ☹️).</b> The mephit breathes a 15' cone of blinding dust. Each creature in that area must succeed on a DC 10 Dex save or be blinded for 1 minute. An affected creature can repeat the save at the end of each turn to end the effect early.</p>						

<b>MEPHIT: ICE MEPHIT</b>						<b>CR ½</b>
<i>Small elemental, neutral evil</i>						<i>100 XP</i>
<b>Armor Class 11</b>						
<b>Hit Points 21 (6d6)</b>						
<b>Speed 30', fly 30'</b>						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)	
<b>Skills</b> Perception +2, Stealth +3						
<b>Damage Vulnerabilities</b> bludgeoning, fire						
<b>Damage Immunities</b> cold, poison						
<b>Condition Immunities</b> poisoned						
<b>Senses</b> darkvision 60', passive Perception 12						
<b>Languages</b> Aquan, Auran						
<b>Death Burst.</b> When the mephit dies, it explodes in a burst of dust. Each creature within 5' of it takes 4 (1d8) slashing damage (DC 10 Dex save for half damage).						
<b>False Appearance.</b> When the mephit is motionless, it is indistinguishable from an ordinary shard of ice.						
<b>Innate Spellcasting: Fog Cloud (1/day ☐).</b> Action to cast, 120', concentration up to 1 hour. The mephit 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.						
<b>ACTIONS</b>						
<b>Claws. Melee Weapon Attack:</b> +3 to hit, reach 5', one creature. Hit: 3 (1d4+1) slashing damage plus 2 (1d4) cold damage.						
<b>Frost Breath (Recharge 1/1).</b> The mephit breathes a 15' cone of cold air. Each creature takes 5 (2d4) cold damage (DC 10 Dex save for half damage).						



<b>MEPHIT: MAGMA MEPHIT</b>						<b>CR ½</b>
<i>Small elemental, neutral evil</i>						<i>100 XP</i>
<b>Armor Class 11</b>						
<b>Hit Points 22</b> (5d6+5)						
<b>Speed 30'</b> , fly 30'						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)	
<b>Skills</b> Stealth +3						
<b>Damage Vulnerabilities</b> cold						
<b>Damage Immunities</b> fire, poison						
<b>Condition Immunities</b> poisoned						
<b>Senses</b> darkvision 60', passive Perception 10						
<b>Languages</b> Ignan, Terran						
<b>Death Burst.</b> When the mephit dies, it explodes in a burst of lava. Each creature within 5' takes 7 (2d6) fire damage (DC 11 Dex save for half damage).						
<b>False Appearance.</b> When the mephit is motionless, it is indistinguishable from an ordinary pile of magma.						
<b>Innate Spellcasting: Heat Metal (1/day ☐).</b> Action to cast, 60', concentration up to 1 minute. Any creature in physical contact with a targeted, manufactured, metal object takes 2d8 fire damage. Until the spell ends, the mephit can use a bonus action to cause the damage again. If the object is carried, the creature carrying it must succeed on a DC 12 Con save or drop the object. If it doesn't, the creature has disadvantage on attack rolls and ability checks until the start of the mephit's next turn.						
<b>ACTIONS</b>						
<b>Claws. Melee Weapon Attack:</b> +3 to hit, reach 5', one creature. Hit: 3 (1d4+1) slashing damage plus 2 (1d4) fire damage.						
<b>Fire Breath (Recharge ☐☐).</b> The mephit breathes a 15' cone of fire. Each creature within 5' takes 7 (2d6) fire damage (DC 11 Dex save for half damage).						



<b>MEPHIT: MUD MEPHIT</b>						<b>CR ¼</b>
<i>Small elemental, neutral evil</i>						<i>50 XP</i>
<b>Armor Class 11</b>						
<b>Hit Points 27 (6d6+6)</b>						
<b>Speed 20', fly 20', swim 20'</b>						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)	
<b>Skills</b> Stealth +3						
<b>Damage Immunities</b> poison						
<b>Condition Immunities</b> poisoned						
<b>Senses</b> darkvision 60', passive Perception 10						
<b>Languages</b> Aquan, Terran						
<b>Death Burst.</b> When the mephit dies, it explodes in a burst of sticky mud. Each creature within 5' of it must succeed on a DC 11 Dex save or be restrained until the end of the creature's next turn.						
<b>False Appearance.</b> When the mephit is motionless, it is indistinguishable from an ordinary mound of mud.						
<b>ACTIONS</b>						
<b>Fists.</b> <i>Melee Weapon Attack:</i> +3 to hit, reach 5', one creature. Hit: 4 (1d6+1) bludgeoning damage.						
<b>Mud Breath (Recharge [1]).</b> The mephit breathes mud onto one creature within 5' of it. If the target is Medium or smaller, it must succeed on a DC 11 Dex save or be restrained for 1 minute. A creature may attempt the save at the end of each of its turns to end the effect.						

<b>MEPHIT: SMOKE MEPHIT</b>						<b>CR ¼</b>
<i>Small elemental, neutral evil</i>						<i>50 XP</i>
<b>Armor Class</b> 12						
<b>Hit Points</b> 22 (5d6+5)						
<b>Speed</b> 30', fly 30'						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
6 (-2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	
<b>Skills</b> Perception +2, Stealth +4						
<b>Damage Immunities</b> fire, poison						
<b>Condition Immunities</b> poisoned						
<b>Senses</b> darkvision 60', passive Perception 12						
<b>Languages</b> Auran, Ignan						
<b>Death Burst.</b> When the mephit dies, it leaves behind a cloud of smoke, filling a 5'-radius sphere centered on its space lasting 1 minute. The sphere is heavily obscured but is dispersed by any wind.						
<b>Innate Spellcasting: Dancing Lights (1/day ☐).</b> Action to cast, 120', concentration up to 1 minute. The mephit 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 mephit can move them up to 60' to a spot within range.						
<b>ACTIONS</b>						
<b>Claws.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5', one creature. Hit: 4 (1d4+2) slashing damage.						
<b>Cinder Breath (Recharge Ⓜ).</b> The mephit breathes a 15' cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dex save or be blinded until the end of the mephit's next turn.						

<b>MEPHIT: STEAM MEPHIT</b>						<b>CR ¼</b>
<i>Small elemental, neutral evil</i>						<i>50 XP</i>
<b>Armor Class</b> 10						
<b>Hit Points</b> 21 (6d6)						
<b>Speed</b> 30', fly 30'						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)	
<b>Damage Immunities</b> fire, poison						
<b>Condition Immunities</b> poisoned						
<b>Senses</b> darkvision 60', passive Perception 10						
<b>Languages</b> Aquan, Ignan						
<b>Death Burst.</b> When the mephit dies, it explodes in a cloud of steam. Each creature within 5' of it must succeed on a DC 10 Dex save or take 4 (1d8) fire damage.						
<b>Innate Spellcasting: Blur (1/day ☐).</b> Action to cast, self, concentration up to 1 minute. Creatures relying on sight have disadvantage to hit the mephit.						
<b>ACTIONS</b>						
<b>Claws.</b> <i>Melee Weapon Attack:</i> +2 to hit, reach 5', one creature. Hit: 2 (1d4) slashing damage plus 2 (1d4) fire damage.						
<b>Steam Breath (Recharge ☹☹).</b> The mephit breathes a 15' cone of scorching steam. Each creature takes 4 (1d8) fire damage (DC 10 Dex save for half damage).						

<b>MIND FLAYER</b>						<b>CR 7</b>
<i>Small aberration, lawful evil</i>						<i>2,900 XP</i>
<b>Armor Class</b> 15 (breastplate)						
<b>Hit Points</b> 71 (13d8+13)						
<b>Speed</b> 30'						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)	
<b>Saves</b> Int +7, Wis +6, Cha +6						
<b>Skills</b> Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4						
<b>Senses</b> darkvision 120', passive Perception 16						
<b>Languages</b> Deep Speech, Undercommon, telepathy 120'						
<b>Magic Resistance.</b> The mind flayer has advantage on saving throws against spells and other magical effects.						
<b>Innate Spellcasting: Detect Thoughts (at will).</b> Action to cast, self, concentration up to 1 minute. The mind flayer can focus on any target creature within 30' of it (Int >3, and knows a language) and read its surface thoughts. As an action, the mind flayer can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 15 Wis save, the mind flayer 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 mind flayer to end the effect.						
<b>Innate Spellcasting: Levitate (at will).</b> Action to cast, self only, concentration up to 10 minutes. The mind flayer rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.						

<b>Innate Spellcasting: Dominate Monster (1/day ☐).</b> Action to cast, 60', concentration up to 1 hour. A target creature must succeed on a DC 15 Wis save or be charmed by the mind flayer for the spell's duration. While charmed and on the same plane as the mind flayer, the target can be telepathically ordered by the mind flayer to issue simple commands. If the mind flayer uses an action to do so, the creature may be given detail commands, including using the mind flayer's reaction as its own. Each time it takes damage, the target may attempt a new save to end the spell.
<b>Innate Spellcasting: Plane Shift (1/day ☐).</b> Action to cast, self only, instantaneous. The mind flayer transports to another plane, taking itself to a general location of its choosing.
<b>ACTIONS</b>
<b>Tentacles. Melee Weapon Attack:</b> +7 to hit, reach 5', one creature. Hit: 15 (2d10+4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Int save or be stunned until the grapple ends.
<b>Extract Brain. Melee Weapon Attack:</b> +7 to hit, reach 5', one incapacitated humanoid currently grappled by the mind flayer. Hit: 55 (10d10) piercing damage. If the target is reduced to 0 hit points, the target dies.
<b>Mind Blast (Recharge ☼☼☼).</b> Each creature in a 60' cone emanating from the mind flayer must succeed on a DC 15 Int save or take 22 (4d8+4) psychic damage and be stunned for 1 minute. A creature may repeat the save at the end of each of its turns to end the effect.

<b>MIND FLAYER ARCANIST</b>						<b>CR 8</b>
<i>Small aberration, lawful evil</i>						<i>3,900 XP</i>
<b>Armor Class</b> 15 (breastplate)						
<b>Hit Points</b> 71 (13d8+13)						
<b>Speed</b> 30'						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)	
<b>Saves</b> Int +7, Wis +6, Cha +6						
<b>Skills</b> Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4						
<b>Senses</b> darkvision 120', passive Perception 16						
<b>Languages</b> Deep Speech, Undercommon, telepathy 120'						
<b>Magic Resistance.</b> The mind flayer has advantage on saving throws against spells and other magical effects.						
<b>Innate Spellcasting: Detect Thoughts (at will).</b> Action to cast, self, concentration up to 1 minute. The mind flayer can focus on any target creature within 30' of it (Int >3, and knows a language) and read its surface thoughts. As an action, the mind flayer can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 15 Wis save, the mind flayer 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 mind flayer to end the effect.						
<b>Innate Spellcasting: Levitate (at will).</b> Action to cast, self only, concentration up to 10 minutes. The mind flayer rises 20' and can change its altitude 20' as movement. It can move horizontally by grabbing a nearby fixed object, essentially climbing.						
<b>Innate Spellcasting: Dominate Monster (1/day ☐).</b> Action to cast, 60', concentration up to 1 hour. A target creature must succeed on a DC 15 Wis save or be charmed by the mind flayer for the spell's duration. While charmed and on the same plane as the mind flayer, the target can be telepathically ordered by the mind flayer to issue simple commands. If the mind flayer uses an action to do so, the creature may be given detail commands, including using the mind flayer's reaction as its own. Each time it takes damage, the target may attempt a new save to end the spell.						
<b>Innate Spellcasting: Plane Shift (1/day ☐).</b> Action to cast, self only, instantaneous. The mind flayer transports to another plane, taking itself to a general location of its choosing.						
<b>Spellcasting:</b> 10th-level, Int-based, DC 15, +7 to hit						
1st	☐☐☐☐	4th	☐☐☐			
2nd	☐☐☐	5th	☐☐			
3rd	☐☐☐					
<b>Dancing Lights (cantrip).</b> Action to cast, 120', concentration up to 1 minute. The mind flayer 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 mind flayer can move them up to 60' to a spot within range.						

**Blade Ward (cantrip).** Action to cast, self, concentration up to 10 minutes. The mind flayer creates a wall of magical blades providing  $\frac{3}{4}$  cover to those behind it, and representing difficult terrain. The wall can be 100' long, 20' high, and 5' thick; or a ring 60' in diameter, 20' high, and 5' thick. When a creature enters the wall for a first time on a turn or starts its turn there, it takes 6d10 slashing damage (DC 15 Dex save for half damage).

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

**Shocking Grasp (cantrip).** Action to cast, 30', instantaneous. The mind flayer makes a melee spell attack (+7) with advantage if the target creature is wearing metal armor. On a hit, the target takes 1d8 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 mind flayer 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.

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

**Shield (1st).** Reaction to a hit on the couatl, self, 1 round. Until the start of its next turn, the mind flayer has an AC of 20, including against the triggering attack, and has immunity to magic missile.

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

**Blur (2nd).** Action to cast, 90', 1 minute. Action to cast, self, concentration up to 1 minute. Creatures relying on sight have disadvantage to hit the mind flayer.

**Invisibility (2nd).** Action to cast, self only, concentration up to 1 hour. The mind flayer and its equipment become invisible until it attacks or casts a spell.

**Ray of Enfeeblement (2nd).** Action to cast, 60', concentration up to 1 minute. The mind flayer makes a ranged spell attack (+5) against a target creature. On a hit, the target deals only half damage with weapon attacks that use Str until the spell ends. At the end of each of its turns, the target can attempt a DC 15 Con save to end the spell.

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

**Lightning Bolt (3rd).** Action to cast, 100' line 5' wide, instantaneous. Each creature in the line takes 8d6 lightning damage (DC 15 Dex save for half damage). The damage increases by 1d6 per slot level above 3rd used to cast it.

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

**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 15 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 and the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

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

**Hallucinatory Terrain (4th).** 10 minutes to cast, 300', 24 hours. The mind flayer makes a 150' cube of terrain appear, smell, and feel like different natural terrain. If distinguishable by touch, a creature entering the terrain can pierce the illusion. Otherwise, upon inspection the creature can pierce it with a successful DC 15 Investigation check.

**Wall of Force (5th).** Action to cast, 120', concentration up to 10 minutes. A wall of force ¼' 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.

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

## ACTIONS

**Tentacles. Melee Weapon Attack:** +7 to hit, reach 5', one creature. Hit: 15 (2d10+4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Int save or be stunned until the grapple ends.

**Extract Brain. Melee Weapon Attack:** +7 to hit, reach 5', one incapacitated humanoid currently grappled by the mind flayer. Hit: 55 (10d10) piercing damage. If the target is reduced to 0 hit points, the target dies.

**Mind Blast (Recharge ⓧⓧⓧ).** Each creature in a 60' cone emanating from the mind flayer must succeed on a DC 15 Int save or take 22 (4d8+4) psychic damage and be stunned for 1 minute. A creature may repeat the save at the end of each of its turns to end the effect.

<b>MUMMY LORD</b>		<b>CR 15</b>	
<i>Medium undead, lawful evil</i>		13,000 XP	
<b>Armor Class</b> 17 (natural armor)			
<b>Hit Points</b> 97 (13d8+39)			
<b>Speed</b> 20'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
18 (+4)	10 (+0)	17 (+3)	11 (+0)
<b>WIS</b>	<b>CHA</b>		
18 (+4)	16 (+3)		
<b>Saves</b> Con +8, Int +5, Wis +9, Cha +8			
<b>Skills</b> History +5, Religion +5			
<b>Damage Vulnerabilities</b> fire			
<b>Damage Immunities</b> necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons			
<b>Condition Immunities</b> charmed, exhaustion, frightened, paralyzed, poisoned			
<b>Senses</b> darkvision 60', passive Perception 14			
<b>Languages</b> The languages it knew in life.			
<b>Magic Resistance.</b> The mummy lord has advantage on saves against spells and other magical effects.			
<b>Rejuvenation.</b> If its heart is intact, a destroyed mummy lord gains a new body in 24 hours, regaining all of its hit points and becoming active again. The new body appears within 5 feet of the mummy lord's heart.			
<b>Spellcasting:</b> 10th-level, Wis-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"/>
2nd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5th	<input type="checkbox"/> <input type="checkbox"/>
3rd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6th	<input type="checkbox"/>
<b>Sacred Flame (cantrip).</b> Action to cast, 60', 1 hour. The mummy lord attacks a target it can see. The target must succeed on a DC 17 Dex check or take 2d8 radiant damage.			
<b>Thaumaturgy (cantrip).</b> Action to cast, 30', Up to 1 minute. The mummy lord 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 mummy lord's own eyes. If cast more than once, the mummy lord can have up to three effects occurring simultaneously.			
<b>Command (1st).</b> Action to cast, 60', 1 round. The mummy lord speaks one command word to a target. If the target fails a DC 17 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions). The mummy lord can add another target for each slot level above 1st used to cast it.			
<b>Guiding Bolt (1st).</b> Action to cast, 120', 1 round. The mummy lord makes a ranged spell attack (+9) 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.			

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

**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. The mummy lord targets a humanoid within range, who 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 the mummy lord uses 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.

**Spiritual Weapon (2nd).** Bonus action to cast, 60', 1 minute. The mummy lord creates a ghostly weapon and makes a melee spell attack (+9) against a creature within 5' of the weapon. On a hit, the target takes 1d8+3 force damage. As a bonus action on subsequent turns, the mummy lord may move the weapon up to 20' and attack a creature within 5' of the weapon. For each slot level above 2nd level the mummy lord uses to cast this spell, it does an extra 1d8 damage on a hit.

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

**Dispel Magic (3rd).** Action to cast, 120', instantaneous. The mummy lord dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For spells of 4th level or higher, the mummy lord must succeed on a Cha ability check (+3; DC is 10+level of the effect).

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

**Guardian of Faith (4th).** Action to cast, 30', 8 hours. The mummy lord conjures a Large, spectral guardian that occupies a space the mummy lord can see. Any creature that moves within 10' of the guardian takes 20 radiant damage (DC 17 Dex save for half damage).



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

**Confusion.** An affected creature can't take reactions and must roll 1d10 and 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.

**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 volume or ends its turn there. The damage increases by 1d10 per slot level above 5th used to cast it.

**Harm (6th).** Action to cast, 60', instantaneous. A target creature takes 14d6 necrotic damage (DC 17 Con save for half damage), leaving the target with at least 1 hit point remaining. If the target failed the save, for 1 hour the target's maximum hit points is reduced to the amount of damage it took.

## ACTIONS

**Multiattack.** The mummy lord uses its Dreadful Gaze and makes one attack with its Rotting Fists.

**Rotting Fists.** *Melee Weapon Attack:* +9 to hit, reach 5', one target. Hit: 14 (3d6+4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Con save or be cursed with mummy rot. A cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapses. If the curse reduces the target's hit point maximum to 0, the target dies. The curse lasts until removed by appropriate magic.

**Dreadful Glare.** A creature within 60' that the mummy lord can see must succeed on a DC 16 Wis save or become frightened until the end of the mummy's next turn. If the target fails the save by 5 or more, it's also paralyzed during that time. A target that succeeds on the save is immune to the Dreadful Gaze of all mummies and mummy lords for 24 hours.

## LEGENDARY ACTIONS

The mummy lord 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.

**Attack.** The mummy lord makes one attack with its Rotting Fist or uses its Dreadful Gaze.

**Blinding Dust.** Each creature within 5' of the mummy lord must succeed on a DC 16 Con save or be blinded until the end of the creature's next turn.

**Blasphemous Word (costs 2 actions).** Each non-undead creature within 10' of the mummy lord that can hear it must succeed on a DC 16 Con save or be stunned until the end of the mummy lord's next turn.

**Channel Negative Energy (costs 2 actions).** Creatures within 60' of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

**Whirlwind of Sand (costs 2 actions).** The mummy lord transforms into a whirlwind of sand, moving up to 60', then reverting to its normal form. While in whirlwind form, it's immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned.

**NAGA: BONE NAGA (GUARDIAN)****CR 4**

Large undead, lawful evil

1,100 XP

**Armor Class** 15 (natural armor)**Hit Points** 58 (9d10+9)**Speed** 30'

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

**Damage Immunities** poison**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned**Senses** darkvision 60', passive Perception 12**Languages** Common, plus one other language.**Spellcasting:** 5th-level, Wis-based, DC 12, +4 to hit1st  3rd 2nd 

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

**Sacred Flame (cantrip).** Action to cast, 60', 1 hour. The naga attacks a target it can see. The target must succeed on a DC 12 Dex check or take 2d8 radiant damage.

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

**Command (1st).** Action to cast, 60', 1 round. The naga speaks one command word to a target. If the target fails a DC 12 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions). The naga can add another target for each slot level above 1st used to cast it.

**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.

**Calm Emotions (2nd).** Action to cast, 60', concentration up to 1 minute. Each humanoid within range must make a DC 12 Cha save. If it fails, the naga 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. The naga targets a humanoid within range, who must make a DC 12 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 the naga uses to cast this spell, it may target an additional target.

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

**ACTIONS**

**Bite. Melee Weapon Attack:** +5 to hit, reach 10', one creature. Hit: 10 (2d6+3) piercing damage plus 10 (3d6) poison damage.

**NAGA: BONE NAGA (SPIRIT)****CR 4***Large undead, lawful evil*

1,100 XP

**Armor Class** 15 (natural armor)**Hit Points** 58 (9d10+9)**Speed** 30'

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

**Damage Immunities** poison**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned**Senses** darkvision 60', passive Perception 12**Languages** Common, plus one other language.**Spellcasting:** 5th-level, Int-based, DC 12, +4 to hit

1st  3rd   
 2nd

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

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

**Ray of Frost (cantrip).** Action to cast, 60', instantaneous. The naga makes a ranged spell attack (+4 to hit). On a hit, the target takes 2d8 cold damage, and its speed is reduced to 10' until the start of the naga's next turn.

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

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

**Detect Thoughts (2nd).** Action to cast, self, concentration up to 1 minute. The naga 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 naga can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 12 Wis save, the naga 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 naga to end the effect.

**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. The naga targets a humanoid within range, who must make a DC 12 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 the naga uses to cast this spell, it may target an additional target.

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

**ACTIONS**

**Bite. Melee Weapon Attack:** +5 to hit, reach 10', one creature. Hit: 10 (2d6+3) piercing damage plus 10 (3d6) poison damage.

**NAGA: GUARDIAN NAGA****CR 10**

Large monstrosity, lawful good

5,900 XP

**Armor Class** 18 (natural armor)**Hit Points** 127 (15d10+45)**Speed** 40'

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

**Saves** Dex +8, Con +7, Int +7, Wis +8, Cha +8**Damage Immunities** poison**Condition Immunities** charmed, poisoned**Senses** darkvision 60', passive Perception 14**Languages** Celestial, Common

**Rejuvenation.** If it dies, the naga returns to life in 1d6 days with full hit points. Only a Wish spell can prevent this.

**Spellcasting:** 11th-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"/>

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

**Sacred Flame (cantrip).** Action to cast, 60', 1 hour. The naga attacks a target it can see. The target must succeed on a DC 16 Dex check or take 2d8 radiant damage.

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

**Command (1st).** Action to cast, 60', 1 round. The naga speaks one command word to a target. If the target fails a DC 16 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions). The naga can add another target for each slot level above 1st used to cast it.

**Cure Wounds (1st).** Action to cast, touch, instantaneous. The naga touches a creature and heals it 1d8+4 hit points. The healing increases by 1d8 for every slot above 1st used to cast the spell.

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

**Calm Emotions (2nd).** Action to cast, 60', concentration up to 1 minute. Each humanoid within range must make a DC 16 Cha save. If it fails, the naga 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. The naga targets a humanoid within range, who must make a DC 16 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 the naga uses to cast this spell, it may target an additional target.

**Bestow Curse (3rd).** Action to cast, touch, concentration up to 1 minute. The target creature must succeed on a DC 16 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 naga; 3) the target must succeed on DC 16 Wis save at the start of each of its turns in order to act; or 4) the naga'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 naga places an invisible sensor in a place either familiar or obvious to it. The naga can either see or hear as if it was in that space, switching between hearing or seeing as an action.

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

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

**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 16 Dex save for half damage). Either the fire or radiant damage (naga's choice) increases by 1d6 for each slot level above 5th used to cast it.

**Geas (5th).** 1 minute to cast, 60', 30 days. A creature within range that can understand the naga and that the naga can see must succeed on a DC 16 Wis save or be compelled to perform a service or refrain from an action for the duration. Each time it acts in a manner contrary to the requirement, it takes 5d10 psychic damage.

**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'.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10', one creature. Hit: 8 (1d8+4) piercing damage, and the target takes 45 (10d8) poison damage (DC 15 Con save for half damage).

**Spit Poison.** *Ranged Weapon Attack:* +8 to hit, range 15'/30', one creature. Hit: The target takes 45 (10d8) poison damage (DC 15 Con save for half damage).

**NAGA: SPIRIT NAGA**

Large undead, lawful evil

**CR 8**

3,900 XP

**Armor Class** 15 (natural armor)**Hit Points** 75 (10d10+20)**Speed** 40'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

**Damage Immunities** poison**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned**Senses** darkvision 60', passive Perception 12**Languages** Common, plus one other language.**Rejuvenation.** If it dies, the naga returns to life in 1d6 days with full hit points. Only a Wish spell can prevent this.**Spellcasting:** 10th-level, Int-based, DC 14, +6 to hit

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

**Mage Hand (cantrip).** Action to cast, 30', 1 minute. The naga creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.**Minor Illusion (cantrip).** Action to cast, 30', 1 minute. The naga creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 14 Investigation check.**Ray of Frost (cantrip).** Action to cast, 60', instantaneous. The naga makes a ranged spell attack (+6 to hit). On a hit, the target takes 2d8 cold damage, and its speed is reduced to 10' until the start of the naga's next turn.**Charm Person (1st).** Action to cast, 30', 1 hour. If the target creature fails a DC 14 Wis save (made with advantage if currently fighting the naga), the target is charmed until the spell ends or the naga attacks it. The naga can add another target for each slot level above 1st used to cast it.**Detect Magic (1st).** Action to cast, self, concentration up to 10 minutes. The naga 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.**Sleep (1st).** Action to cast, 90', 1 minute. The mind flayer affects 5d8 hit points worth of creatures within 20' of a point within range. Creatures are selected in ascending order of their remaining hit points, starting with the creature having the lowest current total. When a creature is affected, subtract its total hit points from the amount affected by the spell, then proceed to the next creature. A creature's hit points must be equal or less than the remaining total for the creature to be affected. For each slot level above 1st used to cast this spell, an additional 2d8 of hit points can be affected.**Detect Thoughts (2nd).** Action to cast, self, concentration up to 1 minute. The naga 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 naga can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 14 Wis save, the naga 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 naga to end the effect.**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. The naga targets a humanoid 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. For each slot level above 2nd level the naga uses to cast this spell, it may target an additional target.**Lightning Bolt (3rd).** Action to cast, 100' line from self, instantaneous. Each creature in a 100' long, 5' wide line originating from the naga takes 5d6 lightning damage (DC 14 Dex save for half damage).**Water Breathing (3rd).** Action to cast, 30', 24 hours. Up to ten willing creatures of the naga's choice are granted the ability to breath underwater.**Blight (4th).** Action to cast, 30', instantaneous. A creature (not undead or a construct) the naga 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.**Dimension Door (4th).** Action to cast, 500', instantaneous. The naga can teleport itself, anything it can carry, an adjacent willing creature the naga's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the lich and the other creature (if any) take 4d6 force damage and aren't teleported.**Dominate Person (5th).** Action to cast, 60', concentration up to 1 minute. The humanoid target must make a DC 14 Wis save or be charmed by the naga for the duration of the spell. If the target is fighting the naga or its allies, the target has advantage on the save. While the target is charmed, the naga may telepathically command it, which the target does its best to obey. The commands can be simple and generic. The naga can use an action to limit the creature only to the actions the naga commands. Each time the target takes damage, it may attempt a DC 14 Wis save to end the spell.**ACTIONS****Bite. Melee Weapon Attack:** +7 to hit, reach 10', one creature. Hit: 7 (1d6+4) piercing damage, and the target takes 31 (7d8) poison damage (DC 13 Con save for half damage).



<b>ONI</b>		<b>CR 7</b>			
<i>Large giant, lawful evil</i>		<i>2,900 XP</i>			
<b>Armor Class</b> 16 (chain mail)					
<b>Hit Points</b> 110 (13d10+39)					
<b>Speed</b> 30', fly 30'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)
<b>Saves</b> Dex +3, Con +6, Wis +4, Cha +5					
<b>Skills</b> Arcana +5, Deception +8, Perception +4					
<b>Senses</b> darkvision 60', passive Perception 14					
<b>Languages</b> Common, Giant					
<b>Magic Weapons.</b> The oni's weapon attacks are magical.					
<b>Regeneration.</b> The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.					
<b>Innate Spellcasting: Darkness (at will).</b> Action to cast, 60', concentration up to 10 minutes. The oni spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the oni is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.					
<b>Innate Spellcasting: Invisibility (at will).</b> Action to cast, self only, concentration up to 1 hour. The oni and its equipment become invisible until it attacks or casts a spell.					
<b>Innate Spellcasting: Charm Person (1/day ☐).</b> Action to cast, 30', 1 hour. If the target creature fails a DC 13 Wis save (made with advantage if currently fighting the oni), the target is charmed until the spell ends or the oni attacks it.					
<b>Innate Spellcasting: Cone of Cold (1/day ☐).</b> Action to cast, 60' cone originating from the oni, instantaneous. Each creature in the cone takes 8d8 cold damage (DC 13 Con save for half damage).					

**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 hit points. 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: Sleep (1/day ☐).** Action to cast, 90', 1 minute. The oni affects 5d8 hit points worth of creatures within 20' of a point within range. Creatures are selected in ascending order of their remaining hit points, starting with the creature having the lowest current total. When a creature is affected, subtract its total hit points from the amount affected by the spell, then proceed to the next creature. A creature's hit points must be equal or less than the remaining total for the creature to be affected.

## ACTIONS

**Multiattack.** The oni makes two attacks, either with its claws or its glaive.

**Claw (Oni form only).** *Melee Weapon Attack:* +7 to hit, reach 5', one creature. Hit: 8 (1d8+4) slashing damage.

**Glaive.** *Melee Weapon Attack:* +7 to hit, reach 10', one creature. Hit: 15 (2d10+4) slashing damage, or 9 (1d10+4) slashing damage when in Small or Medium form.

**Change Shape.** The oni polymorphs into a Small or Medium humanoid, into a large giant, or into its real form. Other than its size, its statistics remain the same, but its glaive resizes so that it may be wielded by the oni in its current size. If it dies, the oni reverts to its true form, as does its glaive.



ORC EYE OF GRUUMSH		CR 2	
Medium humanoid (orc), chaotic evil		450 XP	
Armor Class 16 (ring mail, shield)			
Hit Points 45 (6d8+18)			
Speed 30'			
STR	DEX	CON	INT
16 (+3)	12 (+1)	16 (+3)	9 (-1)
WIS	CHA		
13 (+1)	12 (+1)		
Skills Intimidation +3, Religion +1			
Senses darkvision 60', passive Perception 11			
Languages Common, Orc			
<p><b>Aggressive.</b> As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.</p> <p><b>Gruumsh's Fury.</b> The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included below).</p> <p><b>Spellcasting:</b> 3rd-level, Wis-based, DC 11, +3 to hit</p> <p>1st <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 2nd <input type="checkbox"/><input type="checkbox"/></p> <p><b>Guidance (cantrip).</b> Action to cast, touch, 1 round. Once before the spell ends, the target may add 1d4 to an ability check of its choice.</p> <p><b>Resistance (cantrip).</b> Action to cast, touch, instantaneous. Once before the spell ends, the target can add 1d4 to a save.</p> <p><b>Thaumaturgy (cantrip).</b> Action to cast, 30', Up to 1 minute. The orc can create one of the following magical effects within range for the duration: a booming voice; flames that flicker, brighten, dim, or change color; harmless tremors; an instantaneous sound (e.g., a thunder clap); the opening or closing of an unlocked door or window; or the alteration of the orc's own eyes.</p>			

**Bless (1st).** Action to cast, 30', concentration up to 1 minute. The orc blesses up to three targets. Whenever a target makes an attack roll or a save, the target can roll a d4 and add it to the roll.

**Command (1st).** Action to cast, 60', 1 round. The orc speaks one command word to a target. If the target fails a DC 11 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions).

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

**Spiritual Weapon (2nd).** Bonus action to cast, 60', 1 minute. The orc creates a ghostly spear and makes a melee spell attack (+3) against a creature within 5' of the weapon. On a hit, the target takes 1d8+3 force damage. As a bonus action on subsequent turns, the orc may move the weapon up to 20' and attack a creature within 5' of the weapon.

## ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5' or range 20'/60', one creature. Hit: 11 (1d8+1d6+3) piercing damage, or 12 (2d8+3) piercing damage if used two-handed for a melee attack.

<b>PIXIE</b>		<b>CR ¼</b>											
<i>Tiny fey, neutral good</i>		50 XP											
<b>Armor Class</b> 15 (ring mail, shield)													
<b>Hit Points</b> 1 (1d4-1)													
<b>Speed</b> 10', fly 30'													
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>										
2 (-4)	20 (+5)	8 (-1)	10 (+0)										
<b>WIS</b>	<b>CHA</b>												
14 (+2)	15 (+2)												
<b>Skills</b> Perception +4, Stealth +7													
<b>Senses</b> passive Perception 14													
<b>Languages</b> Sylvan													
<p><b>Magic Resistance.</b> The pixie has advantage on saving throws against spells and other magical effects.</p> <p><b>Innate Spellcasting: Druidcraft (at will).</b> Action to cast, 30', instantaneous. The pixie can predict the weather, create an illusory, nature-based sensory effect, or snuff out a campfire.</p> <p><b>Innate Spellcasting: Confusion (1/day ☐).</b> 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 12 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 and 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.</p> <table border="1"> <thead> <tr> <th>d10</th> <th>Behavior</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Creature takes no action and uses all movement to move in a random direction.</td> </tr> <tr> <td>2-6</td> <td>Creature doesn't move or take actions.</td> </tr> <tr> <td>7-8</td> <td>Creature uses action to make a melee attack against a randomly determined target. If no target is within reach, the creature does nothing.</td> </tr> <tr> <td>9-10</td> <td>The creature can act and move normally.</td> </tr> </tbody> </table> <p><b>Innate Spellcasting: Dancing Lights (1/day ☐).</b> Action to cast, 120', concentration up to 1 minute. The pixie 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 pixie can move them up to 60' to a spot within range.</p> <p><b>Innate Spellcasting: Detect Evil and Good (1/day ☐).</b> Action to cast, self, concentration up to 10 minutes. The pixie 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.</p> <p><b>Innate Spellcasting: Detect Thoughts (1/day ☐).</b> Action to cast, self, concentration up to 1 minute. The pixie can focus on any target creature within 30' of it (Int &gt;3, and knows a language) and read its surface thoughts. As an action, the pixie can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 12 Wis save, the pixie 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 pixie to end the effect.</p>				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.
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: Dispel Magic (1/day ☐).** Action to cast, 120', instantaneous. The pixie dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the pixie must succeed on a Cha ability check (DC is 10+level of the effect).

**Innate Spellcasting: Entangle (1/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 14 Str save or be restrained until the spell ends. The restrained creature may use an action to reattempt the save.

**Innate Spellcasting: Fly (1/day ☐).** Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

**Innate Spellcasting: Phantasmal Force (1/day ☐).** Action to cast, 120', concentration up to 1 minute. A target creature (neither undead nor a construct) must make a DC 12 Intelligence save or have an image placed in its mind. The target may make a DC 12 Investigation check to realize the image is an illusion. While affected, the target is so convinced that the illusion is real that it can take damage from it. Each round on the pixie's turn, the target takes 1d6 psychic damage if within 5' of the illusion.

**Innate Spellcasting: Polymorph (1/day ☐).** Action to cast, 60', concentration up to 1 hour. The pixie transforms the target into a new form unless the target succeeds at a DC 12 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 hit points 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 hit points, it reverts to its true form, with damage it took carrying over to its hit point total prior to the polymorph.

**Innate Spellcasting: Sleep (1/day ☐).** Action to cast, 90', 1 minute. The pixie affects 5d8 hit points worth of creatures within 20' of a point within range. Creatures are selected in ascending order of their remaining hit points, starting with the creature having the lowest current total. When a creature is affected, subtract its total hit points from the amount affected by the spell, then proceed to the next creature. A creature's hit points must be equal or less than the remaining total for the creature to be affected.

## ACTIONS

**Superior Invisibility.** The pixie can magically turn invisible until its concentration breaks. Any equipment the pixie wears or carries is also invisible.

RAKSHASA		CR 13	
<i>Medium fiend, lawful evil</i>		10,000 XP	
<b>Armor Class</b> 16 (natural armor) <b>Hit Points</b> 110 (13d8+52) <b>Speed</b> 40'			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
14 (+2)	17 (+3)	18 (+4)	13 (+1)
<b>WIS</b>	<b>CHA</b>		
16 (+3)	20 (+5)		
<b>Skills</b> Deception +10, Insight +8 <b>Damage Vulnerabilities</b> piercing from magic weapons wielded by good creatures <b>Damage Immunities</b> bludgeoning, piercing, and slashing from nonmagical weapons <b>Senses</b> darkvision 60', passive Perception 13 <b>Languages</b> Common, Infernal			
<b>Limited Magic Immunity.</b> The rakshasa is immune to spells of 6th level or lower unless it wishes to be affected or detected. It has advantage on saving throws against all other spells and magical effects.			
<b>Innate Spellcasting: Detect Thoughts (at will).</b> Action to cast, self, concentration up to 1 minute. The rakshasa 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 rakshasa can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 18 Wis save, the rakshasa 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 rakshasa to end the effect.			
<b>Innate Spellcasting: Disguise Self (at will).</b> Action to cast, self, 1 hour. The rakshasa makes itself and its belongings look different: 1 foot shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the rakshasa is disguised, a creature may spend its action to inspect its appearance or make a DC 18 Investigation check.			
<b>Innate Spellcasting: Mage Hand (at will).</b> Action to cast, 30', 1 minute. The rakshasa 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.			
<b>Innate Spellcasting: Minor Illusion (at will).</b> Action to cast, 30', 1 minute. The rakshasa 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 18 Investigation check.			
<b>Innate Spellcasting: Charm Person (3/day □□□).</b> Action to cast, 30', 1 hour. If the target creature fails a DC 18 Wis save (with advantage if currently fighting the rakshasa), the target is charmed until the spell ends or the rakshasa attacks it.			
<b>Innate Spellcasting: Detect Magic (3/day □□□).</b> Action to cast, self, concentration up to 10 minutes. The rakshasa 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: Invisibility (3/day □□□).** Action to cast, self only, concentration up to 1 hour. The rakshasa and its equipment become invisible until it attacks or casts a spell.

**Innate Spellcasting: Major Image (3/day □□□).** Action to cast, 120', concentration up to 1 minute. The target must make a DC 18 Wis save or become frightened for the duration due to the illusory manifestation of its nightmares. At the start of each of its turns, the target must the Wis save or take 4d10 psychic damage. On a successful save, the spell ends.

**Innate Spellcasting: Suggestion (3/day □□□).** Action to cast, 30', concentration up to 8 hours). The rakshasa 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: Dominate Person (1/day □).** Action to cast, 60', concentration up to 1 minute. The humanoid target must make a DC 18 Wis save or be charmed by the rakshasa for the duration of the spell. If the target is fighting the rakshasa or its allies, the target has advantage on the save. While the target is charmed, the rakshasa may telepathically command it, which the target does its best to obey. The commands can be simple and generic. The rakshasa can use an action to limit the creature only to the actions the rakshasa commands. Each time the target takes damage, it may attempt a DC 18 Wis save to end the spell.

**Innate Spellcasting: Fly (1/day □).** Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

**Innate Spellcasting: Plane Shift (1/day □).** Action to cast, touch, instantaneous. The rakshasa and up to 8 willing creatures who link hands in a circle transport to another plane, taking the creatures to a general location of the rakshasa's choosing. Alternatively, the rakshasa can banish with a melee spell attack (+10) a creature that fails to make a DC 18 Cha save.

**Innate Spellcasting: True Seeing (1/day □).** Action to cast, touch, 1 hour. A touched creature has truesight, sees secret doors hidden by magic, and can see into the Ethereal Plane up to 120'.

## ACTIONS

**Multiattack.** The rakshasa makes two claw attacks.

**Claw. Melee Weapon Attack:** +7 to hit, reach 5', one target. Hit: 9 (2d6+2) slashing damage, and if the target is a creature, it's cursed until the curse is lifted by, for example, a Remove Curse spell. The curse manifests as horrible imagery or dreams accompanying either a short or long rest. As a result, the target gains no benefits from such rests.

<b>SAHUAGIN PRIESTESS</b>						<b>CR 2</b>
<i>Medium humanoid (sahuagin), lawful evil</i>						450 XP
<b>Armor Class</b> 12 (natural armor)						
<b>Hit Points</b> 33 (6d8+6)						
<b>Speed</b> 30', swim 40'						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
13 (+1)	11 (+0)	12 (+1)	12 (+1)	14 (+2)	13 (+1)	
<b>Skills</b> Perception +6, Religion +3						
<b>Senses</b> darkvision 120', passive Perception 16						
<b>Languages</b> Sahuagin						
<b>Blood Frenzy.</b> The sahuagin has advantage on melee attack rolls against any creature that isn't at full hit points.						
<b>Limited Amphibiousness.</b> The sahuagin can breathe air and water but needs to be submerged at least once every 4 hours to avoid suffocation.						
<b>Shark Telepathy.</b> The sahuagin can magically command any shark within 120' using limited telepathy.						
<b>Spellcasting:</b> 6th-level, Wis-based, DC 12, +4 to hit						
1st <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2nd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 3rd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						
<b>Guidance (cantrip).</b> Action to cast, touch, 1 round. Once before the spell ends, the target may add 1d4 to an ability check of its choice.						
<b>Thaumaturgy (cantrip).</b> Action to cast, 30', Up to 1 minute. The sahuagin 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 sahuagin's own eyes.						
<b>Bless (1st).</b> Action to cast, 30', concentration up to 1 minute. The sahuagin blesses up to three targets. Whenever a target makes an attack roll or a save, the target can roll a d4 and add it to the roll.						
<b>Detect Magic (1st).</b> Action to cast, self, concentration up to 10 minutes. The sahuagin 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.						

<b>Guiding Bolt (1st).</b> Action to cast, 120', 1 round. The sahuagin lord 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 sahuagin's next turn has advantage. The damage increases by 1d6 per slot level above 1st used to cast it.
<b>Hold Person (2nd).</b> Action to cast, 60', concentration up to 1 minute. The sahuagin targets a humanoid within range, who must make a DC 12 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 gains an additional target.
<b>Spiritual Weapon (2nd).</b> Bonus action to cast, 60', 1 minute. The sahuagin creates a ghostly trident and makes a melee spell attack (+4) against a creature within 5' of the weapon. On a hit, the target takes 1d8+3 force damage. As a bonus action on subsequent turns, the sahuagin may move the weapon up to 20' and attack a creature within 5' of the weapon. For each slot level above 2nd level the sahuagin uses to cast this spell, it does an extra 1d8 damage on a hit.
<b>Mass Healing Word (3rd).</b> Bonus action to cast, 60', instantaneous. Up to six creatures the sahuagin can see regain 1d4+2 hit points. The spell has no effect on constructs or undead creatures.
<b>Tongues (3rd).</b> 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.
<b>ACTIONS</b>
<b>Mutliattack.</b> The sahuagin makes three attacks: one bite and two claws.
<b>Bite. Melee Weapon Attack:</b> +3 to hit, reach 5', one target. Hit: 3 (1d4+1) piercing damage.
<b>Claws. Melee Weapon Attack:</b> +3 to hit, reach 5', one target. Hit: 3 (1d4+1) slashing damage.

<b>SLAAD: GREEN SLAAD</b>						<b>CR 8</b>
<i>Large aberration (shapechanger), chaotic neutral</i>						<i>3,900 XP</i>
<b>Armor Class 16</b> (natural armor)						
<b>Hit Points 127</b> (15d10+45)						
<b>Speed 30'</b>						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)	
<b>Skills</b> Arcana +3, Perception +2						
<b>Damage Resistances</b> acid, cold, fire, lightning, thunder						
<b>Senses</b> blindsight 30', darkvision 60', passive Perception 12						
<b>Languages</b> Slaad, telepathy 60'						
<p><b>Shapechanger.</b> The slaad can use its action to polymorph into a Small and Medium humanoid, or back into its true form. Its statistics, other than size, are the same in each form. Any equipment it is wearing or carrying isn't transformed, and it reverts to its true upon death.</p> <p><b>Magic Resistance.</b> The slaad has advantages on saves against spells and other magic effects.</p> <p><b>Regeneration.</b> If it has at least 1 hit point at the start of its turn, the slaad regains 10 hit points.</p> <p><b>Innate Spellcasting: Detect Magic (at will).</b> Action to cast, self, concentration up to 10 minutes. The slaad can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.</p> <p><b>Innate Spellcasting: Detect Thoughts (at will).</b> Action to cast, self, concentration up to 1 minute. The slaad can focus on any target creature within 30' of it (Int &gt;3, and knows a language) and read its surface thoughts. As an action, the slaad can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 18 Wis save, the slaad 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 slaad to end the effect.</p> <p><b>Innate Spellcasting: Mage Hand (at will).</b> Action to cast, 30', 1 minute. The slaad creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.</p> <p><b>Innate Spellcasting: Fear (2/day ☐☐).</b> Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 12 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the slaad as safely as possible. If the creature ends its turn without the slaad in sight, the creature may repeat the Wis save.</p> <p><b>Innate Spellcasting: Invisibility (2/day ☐☐).</b> Action to cast, self only, concentration up to 1 hour. The slaad and its equipment become invisible until it attacks or casts a spell.</p>						

**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 12 Dex save for half damage). The fire spreads around corners.

## ACTIONS

**Mutliattack.** The slaad makes three attacks: one bite and two with either its claws or its staff. The slaad may instead use Hurl Flame twice.

**Bite (slaad form only).** *Melee Weapon Attack:* +7 to hit, reach 5', one target. Hit: 14 (3d6+4) piercing damage.

**Claws (slaad form only).** *Melee Weapon Attack:* +7 to hit, reach 5', one target. Hit: 11 (2d6+4) slashing damage.

**Staff.** *Melee Weapon Attack:* +7 to hit, reach 5', one target. Hit: 14 (3d6+4) slashing damage.

**Hurl Flame.** *Ranged Weapon Attack:* +4 to hit, ranged 60', one target. Hit: 10 (1d6) fire damage, and flammable objects not being worn or carried are ignited.

## SLAAD ENCOUNTERS

In many cases, I find published encounters lacking. After all, they can't all be winners. It's tough to make every combat interesting and memorable. Taking inspiration from the 4th edition skill challenge with a blue slaad, one thing I like to do is throw in a slaad that's overpowered for the group. The slaad acts randomly according to the following chart.

d6 roll	Action
1	The slaad views the PCs as enemies and attacks them.
2	The slaad views the PCs as allies, attacking their enemies.
3	The slaad views all creatures as enemies and does its best to attack as many of them as possible (e.g., casting fireball such that it hits the most creatures).
4	The slaad refuses to believe either the PCs or their enemies exist, and moves its speed in a random direction.
5	The slaad becomes suicidal and attacks itself.
6	The slaad is overcome with emotion and takes no action except to laugh, cry, etc.



<b>SLAAD: GRAY SLAAD</b>		<b>CR 9</b>	
<i>Medium aberration (shapechanger), chaotic neutral</i>		5,000 XP	
<b>Armor Class 18</b> (natural armor)			
<b>Hit Points 127</b> (17d8+51)			
<b>Speed 30'</b>			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
17 (+3)	17 (+3)	16 (+3)	13 (+1)
<b>WIS</b>	<b>CHA</b>		
8 (-1)	14 (+2)		
<b>Skills</b> Arcana +5, Perception +6			
<b>Damage Resistances</b> acid, cold, fire, lightning, thunder			
<b>Senses</b> blindsight 60', darkvision 60', passive Perception 16			
<b>Languages</b> Slaad, telepathy 60'			
<p><b>Shapechanger.</b> The slaad can use its action to polymorph into a Small and Medium humanoid, or back into its true form. Its statistics, other than size, are the same in each form. Any equipment it is wearing or carrying isn't transformed, and it reverts to its true upon death.</p> <p><b>Magic Resistance.</b> The slaad has advantages on saves against spells and other magic effects.</p> <p><b>Magic Resistance.</b> The slaad's attacks are magical.</p> <p><b>Regeneration.</b> If it has at least 1 hit point at the start of its turn, the slaad regains 10 hit points.</p> <p><b>Innate Spellcasting: Detect Magic (at will).</b> Action to cast, self, concentration up to 10 minutes. The slaad can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.</p> <p><b>Innate Spellcasting: Detect Thoughts (at will).</b> Action to cast, self, concentration up to 1 minute. The slaad can focus on any target creature within 30' of it (Int &gt;3, and knows a language) and read its surface thoughts. As an action, the slaad can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 18 Wis save, the slaad 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 slaad to end the effect.</p> <p><b>Innate Spellcasting: Invisibility (at will).</b> Action to cast, self only, concentration up to 1 hour. The slaad and its equipment become invisible until it attacks or casts a spell.</p> <p><b>Innate Spellcasting: Mage Hand (at will).</b> Action to cast, 30', 1 minute. The slaad creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.</p>			

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

**Innate Spellcasting: Fear (2/day □□).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 12 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the slaad as safely as possible. If the creature ends its turn without the slaad in sight, the creature may repeat the Wis save.

**Innate Spellcasting: Fireball (2/day □□).** Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 12 Dex save for half damage). The fire spreads around corners.

**Innate Spellcasting: Fly (2/day □□).** Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

**Innate Spellcasting: Tongues (2/day □□).** 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.

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

## ACTIONS

**Mutliattack.** The slaad makes three attacks: one bite and two with either its claws or its greatsword.

**Bite (slaad form only).** *Melee Weapon Attack:* +7 to hit, reach 5', one target. Hit: 10 (2d6+3) piercing damage.

**Claws (slaad form only).** *Melee Weapon Attack:* +7 to hit, reach 5', one target. Hit: 14 (2d10+3) slashing damage.

**Greatsword.** *Melee Weapon Attack:* +7 to hit, reach 5', one target. Hit: 14 (3d6+4) slashing damage.

<b>SLAAD: DEATH SLAAD</b>						<b>CR 10</b>
<i>Medium aberration (shapechanger), chaotic neutral</i>						5,900 XP
<b>Armor Class 18</b> (natural armor)						
<b>Hit Points 170</b> (20d8+80)						
<b>Speed 30'</b>						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)	
<b>Skills</b> Arcana +6, Perception +8						
<b>Damage Resistances</b> acid, cold, fire, lightning, thunder						
<b>Senses</b> blindsight 60', darkvision 60', passive Perception 18						
<b>Languages</b> Slaad, telepathy 60'						
<p><b>Shapechanger.</b> The slaad can use its action to polymorph into a Small and Medium humanoid, or back into its true form. Its statistics, other than size, are the same in each form. Any equipment it is wearing or carrying isn't transformed, and it reverts to its true upon death.</p> <p><b>Magic Resistance.</b> The slaad has advantages on saves against spells and other magic effects.</p> <p><b>Magic Resistance.</b> The slaad's attacks are magical.</p> <p><b>Regeneration.</b> If it has at least 1 hit point at the start of its turn, the slaad regains 10 hit points.</p> <p><b>Innate Spellcasting: Detect Magic (at will).</b> Action to cast, self, concentration up to 10 minutes. The slaad can detect the presence of magic within 30' of it. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.</p> <p><b>Innate Spellcasting: Detect Thoughts (at will).</b> Action to cast, self, concentration up to 1 minute. The slaad can focus on any target creature within 30' of it (Int &gt;3, and knows a language) and read its surface thoughts. As an action, the slaad can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 18 Wis save, the slaad 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 slaad to end the effect.</p> <p><b>Innate Spellcasting: Invisibility (at will).</b> Action to cast, self only, concentration up to 1 hour. The slaad and its equipment become invisible until it attacks or casts a spell.</p> <p><b>Innate Spellcasting: Mage Hand (at will).</b> Action to cast, 30', 1 minute. The slaad creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.</p>						

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

**Innate Spellcasting: Fear (2/day ☐☐).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 12 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the slaad as safely as possible. If the creature ends its turn without the slaad in sight, the creature may repeat the Wis save.

**Innate Spellcasting: Fireball (2/day ☐☐).** Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 12 Dex save for half damage). The fire spreads around corners.

**Innate Spellcasting: Fly (2/day ☐☐).** Action to cast, touch, concentration up to 10 minutes. A willing creature gains a fly speed of 60'. When the spell ends, the target falls if it's still airborne.

**Innate Spellcasting: Tongues (2/day ☐☐).** 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.

**Innate Spellcasting: Cloudkill (1/day ☐).** Action to cast, 120', concentration up to 10 minutes. The slaad 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 slaad at a rate of 10' per round.

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

## ACTIONS

**Mutliattack.** The slaad makes three attacks: one bite and two with either its claws or its greatsword.

**Bite (slaad form only).** *Melee Weapon Attack:* +9 to hit, reach 5', one target. Hit: 14 (2d8+5) piercing damage.

**Claws (slaad form only).** *Melee Weapon Attack:* +9 to hit, reach 5', one target. Hit: 16 (2d10+5) slashing damage.

**Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5', one target. Hit: 15 (3d6+5) slashing damage.



**SPHINX: ANDROSPHINX****CR 17**

Large monstrosity, lawful neutral

18,000 XP

**Armor Class** 17 (natural armor)**Hit Points** 199 (19d10+95)**Speed** 40', fly 60'

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	16 (+3)	18 (+4)	23 (+6)

**Saves** Dex + 6, Con +11, Int +9, Wis +10**Skills** Arcana +9, Perception +10, Religion +15**Damage Immunities** psychic; bludgeoning, piercing, and slashing from nonmagical weapons**Condition Immunities** charmed, frightened**Senses** truesight 120', passive Perception 20**Languages** Common, Sphinx

**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.

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

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

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

**Sacred Flame (cantrip).** Action to cast, 60', 1 hour. The sphinx attacks a target it can see. The target must succeed on a DC 18 Dex check or take 3d8 radiant damage.

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

**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 18 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.

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

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

**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 18 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.

**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 spells of 4th level or higher, the sphinx must succeed on a Cha ability check (+6; 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.

**Banishment (4th).** Action to cast, 60', concentration up to 1 minute. The target must succeed on a DC 18 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 sphinx can add another target for each slot level above 4th used to cast it.

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

**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 18 Dex save for half damage). Either the fire or radiant damage (sphinx's choice) increases by 1d6 for each slot level above 5th used to cast it.

**Greater Restoration (6th).** Action to cast, touch, instantaneous. The sphinx can reduce the target's exhaustion level by one, or end on of the following: one effect that charmed or petrified it, a curse or cursed attunement, a reduction in ability score, an effect decreasing its hit point maximum.

**Heroes' Feast (7th).** 10 minutes to cast, 30', instantaneous. The sphinx brings forth a feast requiring 1 hour to consume. An hour later, up to 12 creatures are cured of all diseases and poisons; and for 24 hours are immune to poison and being frightened, make Wis saves with advantage, have their maximum hit points increased by 2d10, and gain that number of hit points immediately.

## ACTIONS

**Multiattack.** The sphinx makes two claw attacks.

**Claw. Melee Weapon Attack:** +12 to hit, reach 5', one target. Hit: 17 (2d10+6) slashing damage.

**Roar (3/day ☐☐☐).** The sphinx emits a magic roar, which varies each time it roars between long rests. Each creature within 500' must make a save. **First roar:** On a failed DC 18 Wis save, the creature is frightened for 1 minute. At the end of each of its turns, it may repeat the save. **Second roar:** On a failed DC 18 Wis save, the creature is deafened and frightened for 1 minute, but if already frightened is also paralyzed. At the end of each of its turns, it may repeat the save. **Third roar:** The creature takes 44 (8d10) thunder damage and is knocked prone (DC 18 Con save for half damage and not being knocked prone).

## 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.

**Claw Attack.** The sphinx makes one claw attack.

**Teleport (costs 2 actions).** The sphinx and its equipment magically teleports up to 120' to an unoccupied space it can see.

**Cast a Spell (costs 3 actions).** The sphinx casts a spell using a spell slot as normal.

## LAIR ACTIONS

On initiative 20 (losing ties), the sphinx can take a lair action to cause one of the following magical effects (an effect recharges after a short or long rest).

- Every creature in the lair must reroll initiative, though the sphinx may choose not to reroll.
- Every creature in the lair must succeed on a DC 15 Con save or become 1d20 years older or younger (sphinx's choice), but never younger than 1 year old. A greater restoration spell or similar magic can restore the creature to its proper age.
- Everything within the lair is moved up to 10 years forward or backward in time (sphinx's choice). Only the sphinx is immediately aware of this change. A wish spell can return the caster and up to 7 other creatures chosen by the caster to their normal time.
- The sphinx and up to 7 other creatures in its lair it can see to another plane of existence. While it can't use lair actions once it leaves, the sphinx can use a bonus action to return with up to 7 creatures.

**SPHINX: GYNOSPHINX****CR 11**

Large monstrosity, lawful neutral

7,200 XP

**Armor Class** 17 (natural armor)**Hit Points** 136 (16d10+48)**Speed** 40', fly 60'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

**Skills** Arcana +12, History +12, Perception +8, Religion +8**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons**Condition Immunities** charmed, frightened**Senses** truesight 120', passive Perception 18**Languages** Common, Sphinx

**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.

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

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

1st  3rd  5th   
 2nd  4th

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

**Minor Illusion (cantrip).** Action to cast, 30', 1 minute. The sphinx 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 17 Investigation check.

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

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

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

**Shield (1st).** Reaction to a hit on the sphinx, self, 1 round. Until the start of its next turn, the sphinx has an AC of 22, including against the triggering attack, and immunity to magic missile.

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

**Locate Object (2nd).** Action to cast, self, concentration up to 10 minutes. The sphinx 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 sphinx knows the direction and speed. The sphinx must have seen the object in the past from a distance of no more than 30'.

**Suggestion (2nd).** Action to cast, 30', concentration up to 8 hours). The sphinx makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 17 Wis save, it must follow the suggestion.

**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 spells of 4th level or higher, the sphinx must succeed on a Cha ability check (+4; DC is 10+level of the effect).

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

**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.

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

**Greater Invisibility (4th).** Action to cast, touch, concentration up to 1 minute. The sphinx or a creature it touches (and their possessions) become invisible until the spell ends.

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

## ACTIONS

**Multiattack.** The sphinx makes two claw attacks.

**Claw. Melee Weapon Attack:** +8 to hit, reach 5', one target. Hit: 13 (2d8+4) slashing damage.

## 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.

**Claw Attack.** The sphinx makes one claw attack.

**Teleport (costs 2 actions).** The sphinx and its equipment magically teleports up to 120' to an unoccupied space it can see.

**Cast a Spell (costs 3 actions).** The sphinx casts a spell using a spell slot as normal.

## LAIR ACTIONS

On initiative 20 (losing ties), the sphinx can take a lair action to cause one of the following magical effects (an effect recharges after a short or long rest).

- Every creature in the lair must reroll initiative, though the sphinx may choose not to reroll.
- Every creature in the lair must succeed on a DC 15 Con save or become 1d20 years older or younger (sphinx's choice), but never younger than 1 year old. A greater restoration spell or similar magic can restore the creature to its proper age.
- Everything within the lair is moved up to 10 years forward or backward in time (sphinx's choice). Only the sphinx is immediately aware of this change. A wish spell can return the caster and up to 7 other creatures chosen by the caster to their normal time.
- The sphinx and up to 7 other creatures in its lair it can see to another plane of existence. While it can't use lair actions once it leaves, the sphinx can use a bonus action to return with up to 7 creatures.

<b>UNICORN</b>		<b>CR 5</b>			
<i>Large celestial, lawful good</i>		1,800 XP			
<b>Armor Class 12</b>					
<b>Hit Points 67 (9d10+18)</b>					
<b>Speed 50'</b>					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)
<b>Damage Immunities</b> poison					
<b>Condition Immunities</b> charmed, paralyzed, poisoned					
<b>Senses</b> darkvision 60', passive Perception 13					
<b>Languages</b> Celestial, Elvish, Sylvan, telepathy 60'					
<p><b>Charge.</b> If the unicorn moves at least 20' in a straight line toward a target, and then hits the target with its horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Str save or fall prone.</p> <p><b>Magic Resistance.</b> The unicorn has advantage on saves against spells and other magical effects.</p> <p><b>Magic Weapons.</b> The unicorn's weapon attacks are magical.</p> <p><b>Innate Spellcasting: Detect Evil and Good (at will).</b> Action to cast, self, concentration up to 10 minutes. The unicorn 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.</p> <p><b>Innate Spellcasting: Druidcraft (at will).</b> Action to cast, 30', instantaneous. The unicorn can predict the weather, create an illusory, nature-based sensory effect, or snuff out a campfire.</p> <p><b>Innate Spellcasting: Pass Without Trace (at will).</b> Action to cast, self only, concentration up to 1 hour. The empyrean and each creature of its choice within range have a +10 bonus to Stealth checks and can't be tracked except by magical means.</p> <p><b>Innate Spellcasting: Calm Emotions (1/day □).</b> Action to cast, 60', concentration up to 1 minute. Each humanoid within range must make a DC 14 Cha save. If it fails, the unicorn 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.</p> <p><b>Innate Spellcasting: Dispel Evil and Good (1/day □).</b> Action to cast, self only, concentration up to 1 minute. Celestials, elementals, fey, fiends, and undead have disadvantage on attacks against the unicorn. 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 +12 against a celestial, elemental, fey, fiend, or undead, which then makes a Cha save DC 14 to avoid being returned to its home plane).</p>					

**Innate Spellcasting: Entangle (1/day □).** Action to cast, 90', concentration up to 1 minute. The unicorn 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.

## ACTIONS

**Multiattack.** The unicorn makes two attacks: One with its hooves and one with its horn.

**Hooves. Melee Weapon Attack:** +7 to hit, reach 5', one target. Hit: 11 (2d6+4) bludgeoning damage.

**Horn. Melee Weapon Attack:** +7 to hit, reach 5', one target. Hit: 8 (1d8+4) piercing damage.

**Healing Touch (3/day □□□).** The unicorn touches a creature and magically heals the creature 11 (2d8+2) hit points, as well as removes all diseases and neutralizes all poisons afflicting the target.

**Teleport (1/day □).** The unicorn magically teleports itself and up to 3 willing creatures it can see within 5' of it, along with any equipment they are carrying or wearing, to a location up to 1 mile away with which the unicorn is familiar.

## LEGENDARY ACTIONS

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

**Hooves.** The unicorn makes one attack with its hooves.

**Shimmering Shield (costs 2 actions).** Either the unicorn or a creature within 60' it can see gains a +2 bonus to AC until the end of the unicorn's turn.

**Heal Self (costs 3 actions).** The unicorn magically regains 11 (2d8+2) hit points.



<b>VAMPIRE</b>		<b>CR 13</b>	
<i>Medium undead (shapechanger), lawful evil</i>		10,000 XP	
<b>Armor Class 16</b> (natural armor)			
<b>Hit Points 144</b> (17d8+68)			
<b>Speed 30'</b>			
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>
18 (+4)	18 (+4)	18 (+4)	17 (+3)
<b>WIS</b>	<b>CHA</b>		
15 (+2)	18 (+4)		
<b>Saves</b> Dex +9, Wis +7, Cha +9			
<b>Skills</b> Perception +7, Stealth +9			
<b>Damage Resistances</b> necrotic; bludgeoning, piercing, and slashing from nonmagical weapons			
<b>Senses</b> darkvision 120', passive Perception 17			
<b>Languages</b> The languages it knew in life.			
<p><b>Shapechanger.</b> If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back to its true form. While in bat form, the vampire can't speak, its speeds are 5', fly 30'. Other than its size and speed, its statistics are unchanged. Anything it is wearing transforms with it, but not what it's carrying. It reverts to its true form if it dies. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a fly speed of 20', can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, but it can't pass through water. It has advantage on Str, Dex, and Con saves, and it is immune to all nonmagical damage, except the damage it takes from sunlight.</p> <p><b>Legendary Resistance (3/day</b> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/>). If the vampire fails a saving throw, it can choose to succeed instead.</p> <p><b>Misty Escape.</b> When it drops to 0 hit points outside its resting space, the vampire transforms into a cloud of mist as described above. If it can't transform, it's destroyed. While it has 0 hit points in mist form, it can't transform to its true form, and it must reach its resting place within 2 hours or be destroyed. Once there, it reverts to vampire form and is paralyzed until it regains at least 1 hit point, which it does for each hour spent there.</p> <p><b>Regeneration.</b> As long as it has at least 1 hit point and isn't in sunlight or running water, the vampire regains 20 hit points. If the vampire takes radiant damage or damage from holy water, it can't regenerate until the start of the vampire's next turn.</p> <p><b>Spider Climb.</b> The vampire can climb without making an ability check.</p> <p><b>Vampire Weakness.</b> The vampire can't enter a residence without consent of the occupants; the vampire takes 20 acid damage if it ends its turn in running water; it is paralyzed if a piercing weapon made of wood is driving into its heart while it is incapacitated in its resting place (until the weapon removed); takes 20 radiant damage when it starts its turn in sunlight; and has disadvantage on attack rolls an ability checks while in sunlight.</p>			

**Spellcasting:** 9th-level, Int-based, DC 16, +8 to hit

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

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

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

**Ray of Frost (cantrip).** Action to cast, 60', instantaneous. The vampire makes a ranged spell attack (+8 to hit). On a hit, the target takes 2d8 cold damage, and its speed is reduced to 10' until the start of the vampire's next turn.

**Comprehend Languages (1st).** Action to cast, self, 1 hour. For the duration, the vampire understands any spoken or written language, but cannot automatically decrypt coded messages.

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

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

**Detect Thoughts (2nd).** Action to cast, self, concentration up to 1 minute. The vampire 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 vampire can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 16 Wis save, the vampire 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 vampire to end the effect.

**Gust of Wind (2nd).** Action to cast, self (60' line), concentration up to 1 minute. A strong wind emanates from the vampire in a 60' line 10' wide. A creature that starts its turn in the line must succeed on a DC 16 Str save or be pushed 15' along the line.

**Animate Dead (3rd).** 1 minute to cast, 10', instantaneous. The vampire creates an undead servant. As a bonus action on each of its turns, the vampire 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 vampire loses control over a servant after 24 hours unless recasting the spell on it. The vampire 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 16 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 vampire; 3) the target must succeed on DC 16 Wis save at the start of each of its turns in order to act; or 4) the vampire's attacks and spells do an extra 1d8 necrotic damage to the target. If cast as a 4th level spell, the duration is concentration up to 10 minutes, and if cast as a 5th level spell the duration is 8 hours.

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

**Blight (4th).** Action to cast, 30', instantaneous. A creature (not undead or a construct) the vampire can see within 30' takes 8d8 necrotic damage (DC 16 Con save for half damage; plant creatures and magical plants have disadvantage on this save). The damage increases to 9d8 if cast at 5th level.

**Greater Invisibility (4th).** Action to cast, touch, concentration up to 1 minute. The vampire or a creature it touches (and their possessions) become invisible until the spell ends.

**Dominate Person (5th).** Action to cast, 60', concentration up to 1 minute. The humanoid target must make a DC 16 Wis save or be charmed by the vampire for the duration of the spell. If the target is fighting the vampire or its allies, the target has advantage on the save. While the target is charmed, the vampire may telepathically command it, which the target does its best to obey. The commands can be simple and generic. The vampire can use an action to limit the creature only to the actions the vampire commands. Each time the target takes damage, it may attempt a DC 16 Wis save to end the spell.

## ACTIONS

**Multiattack (vampire form).** The vampire makes two attacks, only one of which can be a bite attack.

**Unarmed Strike (vampire form).** *Melee Weapon Attack:* +9 to hit, reach 5', one target. Hit: 8 (1d8+4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

**Bite (vampire or bat form).** *Melee Weapon Attack:* +9 to hit, reach 5', one willing creature, or a creature grappled by the vampire, restrained, or incapacitated. Hit: 7 (1d6+4) piercing damage plus 10 (3d6) necrotic damage. The target's maximum hit points are reduced by the amount of necrotic damage taken, and the vampire regains those hit points. The reduction lasts until the target takes a long rest, but if the reduction reduces the target's maximum hit point to 0, the target dies. A humanoid killed in this way that is buried rises the next night as a vampire spawn under the control of the vampire.

**Charm.** The vampire targets one humanoid creature it can see within 30'. If the target can see the vampire, the target must succeed on a DC 17 Wis save or be charmed by the vampire for 24 hours, until the vampire dies or uses a bonus action to end the effect, or is on a different plane from the target. Each time the vampire or its allies causes harm to the target, the target may repeat the save, ending the effect early on a success.

**Summon Children (1/day ☐ when the sun has not risen).** The vampire magically calls 2d4 swarms of bats or rats, or if outdoors, 3d6 wolves, which arrive in 1d4 rounds. The beasts act as allies to the vampire, obeying its spoken commands. The beasts remain for 1 hour, or until the vampire dies or dismisses them as a bonus action.

## LEGENDARY ACTIONS

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

**Move.** The vampire moves up to its speed without provoking opportunity attacks.

**Unarmed Strike.** The vampire makes one unarmed strike.

**Bite (costs 2 actions).** The vampire makes one bite attack.



<b>YUAN-TI ABOMINATION</b>		<b>CR 7</b>			
<i>Large monstrosity, neutral evil</i>		<i>2,900 XP</i>			
<b>Armor Class</b> 15 (natural armor) <b>Hit Points</b> 127 (15d10+45) <b>Speed</b> 40'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)
<b>Skills</b> Perception +5, Stealth +6 <b>Damage Immunities</b> poison <b>Condition Immunities</b> poisoned <b>Senses</b> darkvision 60', passive Perception 15 <b>Languages</b> Abyssal, Common, Draconic					
<p><b>Shapechanger.</b> The yuan-ti can use an action to polymorph itself (but not its equipment) into the form of a Large snake, or back into its natural form. Its statistics are the same in each form. It doesn't change form if it dies.</p> <p><b>Magic Resistance.</b> The yuan-ti has advantage on saves against spells and other magical effects.</p> <p><b>Innate Spellcasting: Animal Friendship (at will).</b> Action to cast, 30', 24 hours. A snake the yuan-ti can see within range, having an Int of 3 or less, must make a DC 15 Wis save or be charmed for the duration of the spell. If the yuan-ti or one of its allies harms the animal, the spell ends.</p> <p><b>Innate Spellcasting: Suggestion (3/day ☐☐☐).</b> Action to cast, 30', concentration up to 8 hours). The yuan-ti makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 15 Wis save, it must follow the suggestion.</p> <p><b>Innate Spellcasting: Fear (1/day ☐).</b> Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 12 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the slaad as safely as possible. If the creature ends its turn without the slaad in sight, the creature may repeat the Wis save.</p>					
<b>ACTIONS</b>					
<p><b>Multiattack (Abomination Form Only).</b> The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict only once each.</p> <p><b>Bite. Melee Weapon Attack:</b> +7 to hit, reach 5', one creature. Hit: 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.</p> <p><b>Constrict. Melee Weapon Attack:</b> +7 to hit, reach 10', one target. Hit: 11 (2d6+4) bludgeoning damage, and the target is grappled (escape DC 14). Until the grapple ends, the target is restrained, and the yuan-ti can't constrict another target.</p> <p><b>Scimitar (Abomination Form Only). Melee Weapon Attack:</b> +7 to hit, reach 5', one target. Hit: 11 (2d6+4) slashing damage.</p> <p><b>Longbow (Abomination Form Only). Ranged Weapon Attack:</b> +6 to hit, range 150'/600', one target. Hit: 12 (2d8+3) piercing damage plus 10 (3d6) poison damage.</p>					

**YUAN-TI MALISON (TYPE 1)****CR 3***Medium monstrosity (shapechanger, yuan-ti) neutral evil 700 XP***Armor Class** 12 (natural armor)**Hit Points** 66 (12d8+12)**Speed** 30'

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

**Skills** Deception +5, Stealth +4**Damage Immunities** poison**Condition Immunities** poisoned**Senses** darkvision 60', passive Perception 11**Languages** Abyssal, Common, Draconic

**Shapechanger.** The yuan-ti can use an action to polymorph itself (but not its equipment) into the form of a Medium snake, or back into its natural form. Its statistics are the same in each form. It doesn't change form if it dies.

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

**Malison Type.** The yuan-ti has a human body with a snake head.

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

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

**ACTIONS**

**Multiattack (Yuan-Ti Form Only).** The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

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

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

**Longbow (Yuan-Ti Form Only). Ranged Weapon Attack:** +4 to hit, range 150'/600', one target. Hit: 6 (1d8+2) piercing damage plus 7 (2d6) poison damage.

**YUAN-TI MALISON (TYPE 2)****CR 3***Medium monstrosity (shapechanger, yuan-ti) neutral evil 700 XP***Armor Class** 12 (natural armor)**Hit Points** 66 (12d8+12)**Speed** 30'

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

**Skills** Deception +5, Stealth +4**Damage Immunities** poison**Condition Immunities** poisoned**Senses** darkvision 60', passive Perception 11**Languages** Abyssal, Common, Draconic

**Shapechanger.** The yuan-ti can use an action to polymorph itself (but not its equipment) into the form of a Medium snake, or back into its natural form. Its statistics are the same in each form. It doesn't change form if it dies.

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

**Malison Type.** The yuan-ti has a human head and body with snakes for arms.

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

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

**ACTIONS**

**Multiattack (Yuan-Ti Form Only).** The yuan-ti makes two bite attacks using its snake arms.

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

**YUAN-TI MALISON (TYPE 3)****CR 3***Medium monstrosity (shapechanger, yuan-ti) neutral evil 700 XP***Armor Class** 12 (natural armor)**Hit Points** 66 (12d8+12)**Speed** 30'

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

**Skills** Deception +5, Stealth +4**Damage Immunities** poison**Condition Immunities** poisoned**Senses** darkvision 60', passive Perception 11**Languages** Abyssal, Common, Draconic

**Shapechanger.** The yuan-ti can use an action to polymorph itself (but not its equipment) into the form of a Medium snake, or back into its natural form. Its statistics are the same in each form. It doesn't change form if it dies.

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

**Malison Type.** The yuan-ti has a human head and upper body with a snake's lower body instead of legs.

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

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

**ACTIONS**

**Multiattack (Yuan-Ti Form Only).** The yuan-ti makes two ranged attacks or two melee attacks, but can use constrict only once.

**Bite (Snake Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5', one creature. Hit: 5 (1d4+3) piercing damage plus 7 (2d6) poison damage.

**Constrict.** *Melee Weapon Attack:* +5 to hit, reach 5', one target. Hit: 10 (2d6+3) bludgeoning damage, and the target is grappled (escape DC 13). Until the grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

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

**Longbow (Yuan-Ti Form Only).** *Ranged Weapon Attack:* +4 to hit, range 150'/600', one target. Hit: 6 (1d8+2) piercing damage plus 7 (2d6) poison damage.

<b>YUAN-TI PUREBLOOD</b>		<b>CR 1</b>	
<i>Medium humanoid (yuan-ti), neutral evil</i>		200 XP	
<b>Armor Class</b> 11 <b>Hit Points</b> 40 (9d8) <b>Speed</b> 30'			
<b>STR</b> 11 (+0)	<b>DEX</b> 12 (+1)	<b>CON</b> 11 (+0)	<b>INT</b> 13 (+1)
<b>WIS</b> 12 (+1)	<b>CHA</b> 14 (+2)		
<b>Skills</b> Deception +6, Perception +3, Stealth +3 <b>Damage Immunities</b> poison <b>Condition Immunities</b> poisoned <b>Senses</b> darkvision 60', passive Perception 13 <b>Languages</b> Abyssal, Common, Draconic			
<p><b>Magic Resistance.</b> The yuan-ti has advantage on saves against spells and other magical effects.</p> <p><b>Innate Spellcasting: Animal Friendship (at will).</b> Action to cast, 30', 24 hours. A snake the yuan-ti can see within range, having an Int of 3 or less, must make a DC 15 Wis save or be charmed for the duration of the spell. If the yuan-ti or one of its allies harms the animal, the spell ends.</p> <p><b>Innate Spellcasting: Poison Spray (3/day ☐☐☐).</b> Action to cast, 10', instantaneous. The target creature must make a DC 12 Con save or take 1d12 poison damage.</p> <p><b>Innate Spellcasting: Suggestion (3/day ☐☐☐).</b> Action to cast, 30', concentration up to 8 hours). The yuan-ti makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 12 Wis save, it must follow the suggestion.</p>			
<b>ACTIONS</b>			
<p><b>Multiattack.</b> The yuan-ti makes two melee attacks.</p> <p><b>Scimitar.</b> <i>Melee Weapon Attack:</i> +3 to hit, reach 5', one target. Hit: 4 (1d6+1) slashing damage.</p> <p><b>Shortbow.</b> <i>Ranged Weapon Attack:</i> +3 to hit, range 80'/120', one target. Hit: 4 (1d6+1) piercing damage plus 7 (2d6) poison damage.</p>			

**YUGOLOTH: ARCANALOTH****CR 12**

Medium fiend (yugoloth), neutral evil

8,400 XP

**Armor Class** 17 (natural armor)**Hit Points** 104 (16d8+32)**Speed** 40', fly 30'

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	20 (+5)	16 (+3)	17 (+3)

**Saves** Dex +5, Int +9, Wis +7, Cha +7**Skills** Arcana +13, History +9, Perception +9, Religion +7**Damage Resistances** cold, fire, lighting; bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** acid, poison**Condition Immunities** charmed, poisoned**Senses** truesight 120', passive Perception 17**Languages** all, telepathy 120'

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

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

**Innate Spellcasting: Alter Self (at will).** Action to cast, self, concentration up to 1 hour. The yugoloth 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', +4 to hit, 1d6+1 damage).

**Innate Spellcasting: Darkness (at will).** Action to cast, 60', concentration up to 10 minutes. The yugoloth spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the yugoloth 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: Heat Metal (at will).** Action to cast, 60', concentration up to 1 minute. Any creature in physical contact with a targeted, manufactured, metal object takes 2d8 fire damage. Until the spell ends, the yugoloth can use a bonus action to cause the damage again. If the object is carried, the creature carrying it must succeed on a DC 15 Con save or drop the object. If it doesn't, the creature has disadvantage on attack rolls and ability checks until the start of the yugoloth's next turn.

**Innate Spellcasting: Invisibility (at will).** Action to cast, self only, concentration up to 1 hour. The yugoloth and its equipment become invisible until it attacks or casts a spell.

**Innate Spellcasting: Magic Missile (at will).** Action to cast, 120', instantaneous. The yugoloth creates three darts. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

**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"/>				

**Fire Bolt (at will).** Action to cast, 120', instantaneous. The yugoloth hurls a mote of fire, making a ranged spell attack. +9 to hit, 16 (3d10) fire damage. An unattended flammable object hit by the spell catches fire.

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

**Minor Illusion (cantrip).** Action to cast, 30', 1 minute. The yugoloth 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 17 Investigation check.

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

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

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

**Shield (1st).** Reaction to a hit on the yugoloth, self, 1 round. Until the start of its next turn, the yugoloth has an AC of 22, including against the triggering attack, and immunity to magic missile.

**Tenser's Floating Disc (1st).** Action to cast, 30', 1 hour. The yugoloth creates a 3'-diameter circular disc of force in an unoccupied space. The disc can hold 500 lbs. If the yugoloth moves more than 20' from the disc, the disc follows it, though it can't cross an elevation change of 10' or greater.

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

**Mirror Image (2nd).** Action to cast, self, 1 minute. Three illusory duplicates of the yugoloth appear, moving with the yugoloth. Each time a creature targets the yugoloth, 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.

**Phantasmal Force (2nd).** Action to cast, 120', concentration up to 1 minute. A target creature (neither undead nor a construct) must make a DC 17 Intelligence save or have an image placed in its mind. The target may make a DC 17 Investigation check to realize the image is an illusion. While affected, the target is so convinced that the illusion is real that it can take damage from it. Each round on the yugoloth's turn, the target takes 1d6 psychic damage if within 5' of the illusion.

**Suggestion (2nd).** Action to cast, 30', concentration up to 8 hours). The yugoloth makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 17 Wis save, it must follow the suggestion.

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

**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 yugoloth as safely as possible. If the creature ends its turn without the yugoloth in sight, the creature may repeat the Wis save.

**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 17 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.

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

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

**Contact Other Plane (5th).** 1 minute to cast, self, 1 minute. The yugoloth makes a DC 15 Int save. On a failure, it takes 6d6 psychic damage and is insane until either it takes a long rest or a Greater Restoration spell is cast on it. While insane, it can't take actions or understand communications from others. On a success, an extraplanar entity gives the yugoloth one-word answers to five questions asked of it.

**Hold Monster (5th).** Action to cast, 90', concentration up to 1 minute. The yugoloth targets a creature within range, who 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.

**Chain Lightning (6th).** Action to cast, 150', instantaneous. The yugoloth launches a lightning bolt at a target and up to 3 targets within 30' of the first target. Each target takes 10d8 lightning damage (DC 17 Wis save for half damage). For each spell slot above 6th used to cast the spell, the yugoloth can hit another target.

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

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

## ACTIONS

**Claws. Melee Weapon Attack:** +7 to hit, reach 5', one target. Hit: 8 (2d4+3) slashing damage plus 10 (3d6) poison damage (DC 14 Con save for half poison damage).

**Teleport.** The yugoloth magically teleports, along with any equipment it's wearing or carrying, up to 60' to an unoccupied space it can see.



<b>YUGOLOTH: MEZZOLOTH</b>		<b>CR 5</b>			
<i>Medium fiend (yugoloth), neutral evil</i>		1,800 XP			
<b>Armor Class</b> 18 (natural armor) <b>Hit Points</b> 75 (10d8+30) <b>Speed</b> 40'					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
18 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)
<b>Skills</b> Perception +3 <b>Damage Resistances</b> cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons <b>Damage Immunities</b> acid, poison <b>Condition Immunities</b> poisoned <b>Senses</b> blindsight 60', darkvision 60', passive Perception 13 <b>Languages</b> Abyssal, Infernal, telepathy 60'					
<p><b>Magic Resistance.</b> The yugoloth has advantage on saves against spells and other magical effects.</p> <p><b>Magic Weapons.</b> The yugoloth's weapon attacks are magical.</p> <p><b>Innate Spellcasting: Darkness (at will).</b> Action to cast, 60', concentration up to 10 minutes. The yugoloth spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the yugoloth is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.</p> <p><b>Innate Spellcasting: Dispel Magic (at will).</b> Action to cast, 120', instantaneous. The yugoloth dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the yugoloth must succeed on a Cha ability check (DC is 10+level of the effect).</p> <p><b>Innate Spellcasting: Cloudkill (1/day ☐).</b> Action to cast, 120', concentration up to 10 minutes. The yugoloth conjures a 20'-radius sphere of fog. When a creature enters the sphere or starts its turn there takes 5d8 poison damage (DC 11 Con save for half damage). The fog rolls away from the yugoloth at a rate of 10' per round.</p>					
<b>ACTIONS</b>					
<p><b>Multiattack.</b> The yugoloth makes two attacks: one with its claws and one with its trident.</p> <p><b>Claws.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5', one target. Hit: 9 (2d4+4) slashing damage.</p> <p><b>Trident.</b> <i>Melee or Ranged Weapon Attack:</i> +7 to hit, reach 5' or range 20'/60', one target. Hit: 7 (1d6+4) piercing damage or 8 (1d8+4) piercing damage when held with two claws and used to make a melee attack.</p> <p><b>Teleport.</b> The yugoloth magically teleports, along with any equipment it's wearing or carrying, up to 60' to an unoccupied space it can see.</p>					

<b>YUGOLOTH: NYCALOTH</b>						<b>CR 9</b>
<i>Large fiend (yugoloth), neutral evil</i>						<i>5,000 XP</i>
<b>Armor Class</b> 18 (natural armor)						
<b>Hit Points</b> 123 (13d10+52)						
<b>Speed</b> 40', fly 60'						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
20 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	15 (+2)	
<b>Skills</b> Intimidation +6, Perception +4, Stealth +4						
<b>Damage Resistances</b> cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons						
<b>Damage Immunities</b> acid, poison						
<b>Condition Immunities</b> poisoned						
<b>Senses</b> blindsight 60', darkvision 60', passive Perception 14						
<b>Languages</b> Abyssal, Infernal, telepathy 60'						
<b>Magic Resistance.</b> The yugoloth has advantage on saves against spells and other magical effects.						
<b>Magic Weapons.</b> The yugoloth's weapon attacks are magical.						
<b>Innate Spellcasting: Darkness (at will).</b> Action to cast, 60', concentration up to 10 minutes. The yugoloth spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the yugoloth is holding. The darkness spreads around corners. The darkness dispels an area of light created by a spell of 2nd level or lower.						
<b>Innate Spellcasting: Detect Magic (at will).</b> Action to cast, self, concentration up to 10 minutes. The yugoloth 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.						
<b>Innate Spellcasting: Dispel Magic (at will).</b> Action to cast, 120', instantaneous. The yugoloth dispels any spell of level 3 or lower affecting a creature, object, or area within range. For spells of 4th level or higher, the yugoloth must succeed on a Cha ability check (DC is 10+level of the effect).						

**Innate Spellcasting: Invisibility (at will).** Action to cast, self only, concentration up to 1 hour. The yugoloth and its equipment become invisible until it attacks or casts a spell.

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

## ACTIONS

**Multiattack.** The yugoloth makes two attacks, or it makes one attack and uses Teleport before or after that attack.

**Claws. Melee Weapon Attack:** +9 to hit, reach 5', one target. Hit: 12 (2d6+5) slashing damage. If the target is a creature, it must make a DC 16 Con save or take 5 (2d4) slashing damage at the start of each of its turns from a wound. Each time the yugoloth hits a creature with such a wound, the wound's damage increases by 5 (2d4) slashing damage. The wound can be healing by any healing magic or a successful DC 13 Medicine check.

**Greataxe. Melee Weapon Attack:** +9 to hit, reach 5', one target. Hit: 18 (2d12+5) slashing damage.

**Teleport.** The yugoloth magically teleports, along with any equipment it's wearing or carrying, up to 60' to an unoccupied space it can see.

**YUGOLOTH: ULTROLOTH****CR 13**

Medium fiend (yugoloth), neutral evil

10,000 XP

**Armor Class** 19 (natural armor)**Hit Points** 153 (18d8+72)**Speed** 30', fly 60'

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	18 (+4)	15 (+2)	19 (+4)

**Skills** Intimidation +9, Perception +7, Stealth +8**Damage Resistances** cold, fire, lighting; bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** acid, poison**Condition Immunities** charmed, frightened, poisoned**Senses** truesight 120', passive Perception 17**Languages** Abyssal, Infernal, telepathy 120'**Magic Resistance.** The yugoloth has advantage on saves against spells and other magical effects.**Magic Weapons.** The yugoloth's weapon attacks are magical.**Innate Spellcasting: Alter Self (at will).** Action to cast, self, concentration up to 1 hour. The yugoloth 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', +5 to hit, 1d6+1 damage).**Innate Spellcasting: Clairvoyance (at will).** 10 minutes, 1 mile, concentration up to 10 minutes. The yugoloth places an invisible sensor in a place either familiar or obvious to it. The yugoloth can either see or hear as if it was in that space, switching between hearing or seeing as an action.**Innate Spellcasting: Darkness (at will).** Action to cast, 60', concentration up to 10 minutes. The yugoloth spreads darkness in a 15'-radius sphere centered on a point within range, an unattended object in range, or an object the yugoloth 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: Detect Magic (at will).** Action to cast, self, concentration up to 10 minutes. The yugoloth 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: Detect Thoughts (at will).** Action to cast, self, concentration up to 1 minute. The yugoloth 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 yugoloth can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 17 Wis save, the yugoloth 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 yugoloth to end the effect.**Innate Spellcasting: Invisibility (at will).** Action to cast, self only, concentration up to 1 hour. The yugoloth and its equipment become invisible until it attacks or casts a spell.**Innate Spellcasting: Suggestion (at will).** Action to cast, 30', concentration up to 8 hours). The yugoloth makes a one or two sentence reasonable suggestion to a creature that can understand it. If the target fails a DC 17 Wis save, it must follow the suggestion.**Innate Spellcasting: Dimension Door (3/day □□□).** Action to cast, 500', instantaneous. The yugoloth can teleport itself, anything it can carry, an adjacent willing creature the yugoloth's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the lich and the other creature (if any) take 4d6 force damage and aren't teleported.**Innate Spellcasting: Fear (3/day □□□).** Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 17 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must make the Dash action and move away from the yugoloth as safely as possible. If the creature ends its turn without the yugoloth in sight, the creature may repeat the Wis save.**Innate Spellcasting: Wall of Fire (3/day □□□).** Action to cast, 120', concentration up to 1 minute. On a solid surface within range, the yugoloth creates a wall of fire 60' long, 20' high, and 1' thick, or a ringed wall up to 20' high and 1' thick. Each creature entering the wall for the first time, or inside it when it's conjured, takes 5d8 fire damage (DC 17 Dex save for half damage). One side of the wall deals 5d8 fire damage to each creature ending its turn within 10' of that side or inside the wall.**Innate Spellcasting: Firestorm (1/day □).** Action to cast, 150', instantaneous. The yugoloth creates a storm of 10 contiguous 10' cubes. Each creature in the storm takes 7d10 fire damage (DC 17 Dex save for half damage). Unattended flammable objects catch fire.**Innate Spellcasting: Mass Suggestion (1/day □).** Action to cast, 60', 24 hours). The yugoloth makes a one or two sentence reasonable suggestion to up to twelve creatures that can understand it. Each target that fails a DC 17 Wis save must follow the suggestion.**ACTIONS****Multiattack.** The yugoloth can use its Hypnotic Gaze and makes three melee attacks.**Longsword. Melee Weapon Attack:** +8 to hit, reach 5', one target. Hit: 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.

**Hypnotic Gaze.** The yugoloth targets one creature it can see within 30'. If the target can see the yugoloth, it must make a DC 17 Wis save or be charmed and stunned until the end of the yugoloth's next turn. If the target saves against this effect, it's immune from this yugoloth's gaze for 24 hours.

**Teleport.** The yugoloth magically teleports, along with any equipment it's wearing or carrying, up to 60' to an unoccupied space it can see.

**NPC: ARCHMAGE****CR 12**

Medium humanoid (any race), any alignment

8,400 XP

**Armor Class** 12 (15 with mage armor)**Hit Points** 99 (18d8+18)**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

**Saves** Int +9, Wis +6**Skills** Arcana +13, History +13**Damage Resistances** damage from spells; bludgeoning, piercing, and slashing from nonmagical weapons (due to Stoneskin)**Senses** passive Perception 12**Languages** any six languages**Magic Resistance.** The archmage has advantage on saves against spells and other magical effects.**Spellcasting:** 18th-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"/> <input type="checkbox"/>	8th	<input type="checkbox"/>
3rd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6th	<input type="checkbox"/>	9th	<input type="checkbox"/>

**Fire Bolt (at will).** Action to cast, 120', instantaneous. The archmage hurls a mote of fire, making a ranged spell attack. +9 to hit, 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 17 Dex save.

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

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

**Shocking Grasp (cantrip).** Action to cast, 30', instantaneous. The archmage makes a melee spell attack (+9) 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 archmage can detect the presence of magic within 30'. It can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

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

**Mage Armor (1st).** Action to cast, touch, 8 hours. The archmage's base AC becomes 15. *Cast before combat.*

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

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

**Mirror Image (2nd).** Action to cast, self, 1 minute. Three illusory duplicates of the archmage appear, moving with the archmage. Each time a creature targets the archmage, 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.

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

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

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

**Lightning Bolt (3rd).** Action to cast, 100' line from self, instantaneous. Each creature in a 100' long, 5' wide line originating from the archmage takes damage equal to 8d6 plus 1d6 per additional level of the slot used to cast the spell (9d6 at 4th level, etc.; DC 17 Dex save for half damage).

**Banishment (4th).** Action to cast, 60', concentration up to 1 minute. The target must succeed on a DC 18 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 archmage can add another target for each slot level above 4th used to cast it.

**Fire Shield (4th).** Action to cast, self, 10 minutes. A shield of either warmth or chill gives the archmage resistance to either cold or fire respectively. If a creature within 5' hits the archmage with a melee attack, the target takes 2d8 fire or cold damage respectively. The shield sheds bright light in a 10' radius.

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

**Cone of Cold (5th).** Action to cast, 60' cone originating from the oni, instantaneous. Each creature in the cone takes 8d8 cold damage plus 1d8 per additional level of the slot used to cast the spell (DC 17 Con save for half damage).

**Scrying (5th).** 10 minutes to cast, self, concentration up to 10 minutes. The couatl can see and hear a creature on the same plane of existence that fails a DC 14 Wis save, modified by how familiar the couatl is with the target, and the nature of its connection, as follows:

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

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

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

**Wall of Force (5th).** Action to cast, 120', concentration up to 10 minutes. A wall of force ¼' 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.

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

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

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

**Time Stop (9th).** Action to cast, self, instantaneous. The archmage stops time for 1d4 +1 turns, during which the archmage may take actions normally. The spell ends if either the archmage moves 1,000' from where the spell was cast, or if the archmage affects another creature or an object carried or worn by such creature.

## ACTIONS

**Dagger. Melee Weapon Attack:** +6 to hit, reach 5' or range 20'/60', one target. Hit: 4 (1d4+2) piercing damage.



**NPC: CULT FANATIC****CR 2***Medium humanoid (any race), any non-good alignment* 450 XP**Armor Class** 13 (leather armor)**Hit Points** 33 (6d8+6)**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

**Skills** Deception +4, Persuasion +4, Religion +2**Senses** passive Perception 11**Languages** any one language (usually Common)

**Dark Devotion.** The fanatic has advantage on saves against being charmed or frightened.

**Spellcasting:** 4th-level, Wis-based, DC 11, +3 to hit

1st      
 2nd

**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 11 Dex save.

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

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

**Command (1st).** Action to cast, 60', 1 round. The fanatic speaks one command word to a target. If the target fails a DC 11 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions). The fanatic can add another target for each slot level above 1st used to cast it.

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

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

**Hold Person (2nd).** Action to cast, 60', concentration up to 1 minute. The fanatic targets a humanoid within range, who must make a DC 11 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.

**Spiritual Weapon (2nd).** Bonus action to cast, 60', 1 minute. The fanatic creates a ghostly weapon and makes a melee spell attack (+3) against a creature within 5' of the weapon. On a hit, the target takes 1d8+3 force damage. As a bonus action on subsequent turns, the fanatic may move the weapon up to 20' and attack a creature within 5' of the weapon.

**ACTIONS**

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

**Dagger. Melee or Ranged Weapon Attack:** +4 to hit, reach 5' or ranged 20'/60', one target. Hit: 4 (1d4+2) piercing damage, or 7 (1d10+2) piercing damage.

**NPC: DRUID****CR 2**

Medium humanoid (any race), any alignment

450 XP

**Armor Class** 11 (16 with barkskin)**Hit Points** 27 (8d8+5)**Speed** 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

**Skills** Medicine +4, Nature +3, Perception +4**Senses** passive Perception 14**Languages** Druidic plus any two languages**Spellcasting:** 4th-level, Wis-based, DC 12, +4 to hit1st 2nd 

**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 10' radius, and dim light 10' beyond that. Instead, the flame can be hurled 30' at a creature with a ranged spell attack (+4) for 2d8 fire damage on a hit.

**Shillelagh (cantrip).** Bonus action to cast, touch, 1 minute. The druid may use its Wis rather than Str for melee attack rolls with its quarterstaff, and the damage is 6 (1d8 + 2). The weapon becomes magical if not already.

**Entangle (1st).** Action to cast, 90', concentration up to 1 minute. The druid 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 12 Str save or be restrained until the spell ends. The restrained creature may use an action to reattempt the save.

**Longstrider (1st).** Action to cast, touch, 1 hour. The target's speed increases by 10'. If cast as a 2nd level spell, the druid can add a second target.

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

**Thunderwave (1st).** Action to cast, 15' cube from the druid, 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'. If cast as a 2nd-level spell, the thunder damage is 3d8.

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

**Barkskin (2nd).** Action to cast, touch, concentration up to 1 hour. The target's AC is at least 16.

**ACTIONS**

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit (+4 to hit with Shillelagh), reach 5', one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with Shillelagh or when wielding it two-handed.

**NPC: MAGE**

Medium humanoid (any race), any alignment

**CR 6**

2,300 XP

**Armor Class** 12 (15 with mage armor)**Hit Points** 40 (9d8)**Speed** 30'

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

**Saves** Int + 6, Wis +4**Skills** Arcana +6, History +6**Senses** passive Perception 11**Languages** any four languages**Spellcasting:** 9th-level, Int-based, DC 14, +6 to hit

1st  3rd  5th   
 2nd  4th

**Fire Bolt (cantrip).** Action to cast, 120', instantaneous. The mage hurls a mote of fire, making a ranged spell attack. +6 to hit, 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.

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

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

**Detect Magic (1st).** Action to cast, self, concentration up to 10 minutes. The mage can detect the presence of magic within 30'. 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.

**Mage Armor (1st).** Action to cast, touch, 8 hours. The mage's base AC becomes 15.

**Magic Missile (1st).** Action to cast, 120', instantaneous. The mage 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 mage, self, 1 round. Until the start of its next turn, the mage has an AC of 17, including against the triggering attack, and has immunity to magic missile.

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

**Suggestion (2nd).** 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 14 Wis save, it must follow the suggestion.

**Fireball (3rd).** Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 14 Dex save for half damage). The fire spreads around corners. When cast using a spell slot higher than 3rd, the spell does an extra 1d8 damage per level of the slot.

**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.

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

**Greater Invisibility (4th).** Action to cast, touch, concentration up to 1 minute. The mage or a creature the mage touches (and their possessions) become invisible until the spell ends.

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

**Cone of Cold (5th).** Action to cast, 60' cone originating from the mage, instantaneous. Each creature in the cone takes 8d8 cold damage (DC 14 Con save for half damage).

**ACTIONS**

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

**NPC: PRIEST****CR 2**

Medium humanoid (any race), any alignment

450 XP

**Armor Class 13** (chain shirt)**Hit Points 27** (5d8+5)**Speed 25'**

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

**Skills** Medicine +7, Persuasion +3, Religion +4**Senses** passive Perception 13**Languages** any two languages

**Divine Eminence.** As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to deal an extra 10 (3d6) magical radiant damage to a target on a hit until the end of its next turn. This extra damage increases by 1d6 for every spell slot above 1st used expended for this purpose.

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

1st  2nd   
 3rd

**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 13 Dex save.

**Sacred Flame (cantrip).** Action to cast, 60', 1 hour. The priest attacks a target it can see. The target must succeed on a DC 13 Dex check or take 1d8 radiant damage.

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

**Cure Wounds (1st).** Action to cast, touch, instantaneous. The priest touches a creature and heals it 1d8+4 hit points. The healing increases by 1d8 for every slot above 1st used to cast the spell.

**Guiding Bolt (1st).** Action to cast, 120', 1 round. The priest lord makes a ranged spell attack (+5) against a target. On a hit, the target takes 4d6 radiant damage, and the next attack against the target before the end of the priest's next turn has advantage. The damage increases by 1d6 per slot level above 1st used to cast it.

**Sanctuary (1st).** Bonus action to cast, 30', 1 minute. The priest wards a creature within range against attack. Any creature that tries to attack the warded target must succeed on a DC 13 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.

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

**Spiritual Weapon (2nd).** Bonus action to cast, 60', 1 minute. The priest creates a ghostly weapon and makes a melee spell attack (+5) against a creature within 5' of the weapon. On a hit, the target takes 1d8+3 force damage. As a bonus action on subsequent turns, the priest may move the weapon up to 20' and attack a creature within 5' of the weapon.

**Dispel Magic (3rd).** Action to cast, 120', instantaneous. The priest dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For spells of 4th level or higher, the priest must succeed on a Cha ability check (DC is 10+level of the effect).

**Spirit Guardians (3rd).** Action to cast, self (15' radius), concentration up to 10 minutes. The priest calls forth fiendish spirits that can't stray more than 15' from the priest. At casting, the priest chooses any number of creatures not to affect. An affected creature's speed is halved and it takes 3d8 necrotic damage when it enters the area for the first time (DC 13 Wis save for half damage).

**ACTIONS**

**Mace. Melee Weapon Attack:** +2 to hit, reach 5', one target. Hit: 3 (1d6) bludgeoning damage.

## APPENDIX A: LIST OF CHANGES

I made changes to several stat blocks in order to reconcile them with the table on page 274 of the *Dungeon Master's Guide, Monster Statistics by Challenge Rating*. In short, monsters over CR 5 are typically underpowered with respect to how much damage their Actions do. I suspect that the reason for this is related to the fact that the *Monster Manual* and *Dungeon Master's Guide* were released separately. While that time difference is relatively short, I suspect the two were written independently and thus aren't in sync. I also made a few changes because I found the monsters boring.

In case you want to revert these stat blocks to their original numbers and powers, here are the original stats as they appeared in the *Monster Manual*. Follow these instructions, and everything will be the same.

### Angel: Solar

Greatsword damage 22 (4d6+8) plus 27 (6d8).  
Slaying Longbow damage 15 (2d8+6) plus 27 (6d8).

### Azer

The Azer doesn't have Innate Spellcasting: Fire Bolt (at will)

### Cambion

Spear damage 7 (1d6+4) or 8 (1d8+4) plus 3 (1d6) fire  
Fire Ray damage 10 (3d6) fire

### Cyclops

The Cyclops doesn't have an Evil Eye power.

### Death Knight

Longsword damage 9 (1d8+5) or 10 (1d10+5) plus 18 (4d8)  
necrotic

### Demon: Bargua

Bite damage 11 (2d6+4)  
Fist damage 9 (1d10+4)

### Demon: Glabrezu

Pincer damage 16 (2d10+5)  
Fist damage 7 (2d4+2)

### Demon: Yochlol

Slam damage 5 (1d6+2) plus 21 (6d6) poison

### Devil: Pit Fiend

Bite damage 22 (4d6+8)  
Claw damage 17 (2d8+8)  
Mace damage 15 (2d6+8)  
Tail damage 24 (3d10+8)

### Empyrean

Maul damage 31 (6d6+10)  
Bolt damage 24 (7d6)

### Genie: Dao

Fist damage 15 (2d8+6)  
Maul damage 20 (4d6+6)

### Genie: Djinni

Scimitar damage 12 (2d6+5) plus 3 (1d6) lightning

### Genie: Efreeti

Scimitar damage 13 (2d6+6) plus 7 (2d6) fire  
Hurl Flame damage 17 (5d6) fire

### Genie: Marid

Trident damage 13 (2d6+6) or 15 (2d8+6)

### Giant: Cloud Giant

Morningstar damage 21 (3d8+8)  
Rock damage 30 (4d10+8)  
The Cloud Giant doesn't have the Create Beanstalk power.

### Giant: Fire Giant

The Fire Giant doesn't have the Burning Hands power.

### Giant: Frost Giant

The Frost Giant doesn't have the Icy Spray power.

### Giant: Hill Giant

The Hill Giant's Rock power doesn't knock the target prone.

### Giant: Stone Giant

The Stone Giant doesn't have the Thorn Whip power.

### Githyanki Warrior and Knight

The Githyankis don't have Darts.

### Githzerai Monk and Zerth

The Githzerai don't have shurikens.

### Slaad: Green

Bite damage 11 (2d6+4)  
Claw damage 7 (1d6+4)  
Staff damage 11 (2d6+4)

### Slaad: Gray

Bite damage 6 (1d6+3)  
Claws damage 8 (1d8+3)  
Greatsword 10 (2d6+3)

### Slaad: Death

Bite damage 9 (1d8+5)  
Claws damage 10 (1d10+)  
Greatsword 12 (2d6+5)