

One-Stop Stat Blocks: Dragon Heist for 5th Edition Dungeons & Dragons*

Last modified: 9/4/2019 8:24:00 AM

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ASSASSIN, HUNTER

Medium humanoid (half-orc), neutral evil
CR 8 (3,900 XP)

AC 17 (+2 leather armor)
HPs 153 (18d8+72)
Speed 30'

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

Saves Wis +5, Cha +5

Skills Athletics +7, Intimidation +5, Stealth +7, Survival +5

Senses darkvision 60', passive Perception 12

Languages Common, Orc

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

1st 3rd

2nd

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

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

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

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

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

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

Dispel Magic (3rd). Action to cast, 120', instantaneous. The assassin dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For higher-level spells, the assassin must succeed on a Cha (+2) check (DC 10+level of the effect).

ACTIONS

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

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

Longbow. Ranged Weapon Attack: +7 to hit, range 150'/600', one target. Hit: 11 (2d6+4) piercing damage.

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

BARD

Medium humanoid (any race), any alignment
CR 2 (450 XP)

AC 15 (chain shirt)
HPs 44 (8d8+8)
Speed 30'

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

Saves Dex +4, Wis +3
Skills Acrobatics +4, Perception +5, Performance +6
Senses passive Perception 15
Languages any two languages

Song of Rest. During a short rest, the bard and anyone that can hear the bard's singing regains an extra 1d6 HP when spending hit dice.

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

1st
2nd

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

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

Vicious Mockery (cantrip). Action to cast, 60', instantaneous. A creature the bard can see, and that can hear the bard, must make a DC 12 Wis save or take 1d4 psychic damage and have disadvantage on its next attack before the end of its next turn.

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

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

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

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

Thunderwave (1st). Action to cast, 15' cube from the bard, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 12 Con save for half damage and no push). Unsecured objects are pushed 10' and the spell creates a thunderclap that can be heard for 300'. The damage increases by 1d8 for every level above 1st at which it is cast.

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

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

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

ACTIONS

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

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

BARD NEGOTIATOR

Medium humanoid (elf), neutral
CR 6 (2,300 XP)

AC 15 (chain shirt)
HPs 82 (15d8+15)
Speed 30'

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 12 (+1) | 16 (+3) | 12 (+1) | 17 (+3) |

Saves Dex +5, Cha +6

Skills Arcana +6, History +6, Insight +4, Persuasion +4, Performance +6

Senses darkvision 60', passive Perception 14

Languages Common, Draconic, Dwarvish, Elvish

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

Spellcasting: 12th-level, Cha-based, DC 14, +6 to hit

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

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

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

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

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

Cure Wounds (1st). Action to cast, touch, instantaneous. The bard heals a creature 1d8+3 HPs. The healing increases by 1d8 for every slot above 1st used to cast the spell.

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

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

Crown of Madness (2nd). Action to cast, 120', concentration up to 1 minute. One humanoid must succeed on a DC 14 Wis save or be charmed by the bard. The bard chooses a creature other than the target against whom the target must use its action on each of its turns (before moving) to make a melee attack. If no valid targets are available, the target may act normally. The spell ends if the bard doesn't use its action to sustain the spell or if the target successfully saves at the end of its turn.

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

Suggestion (2nd). Action to cast, 30', concentration up to 8 hours). The bard 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.

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

Sending (3rd). Action to cast, unlimited, 1 round. The bard 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.

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.

Compulsion (4th). 1 minute, self, instantaneous. Creatures the bard can see and that can hear the bard must make a DC 14 Cha save or be charmed (unless immune). Until the spell ends, the bard can make a charmed target use as much of its movement as possible to move horizontally, after which it can repeat the save to end the effect. The target can take its action before or after the movement, and while the movement can be made to provoke opportunity attacks, it can't otherwise compel a harmful path.

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

Polymorph (4th). Action to cast, 60', concentration up to 1 hour. The bard transforms the target into a new form unless the target succeeds at a DC 14 Wis save. The new form can be a beast of a challenge level no greater than the level of the target, and the target assumes the HPs of that form. The target is limited by its new form, being unable to wield weapons, cast spells, speak, etc. if the new form prohibits it. If the spell ends or the target's new form drops to 0 HPs, it reverts to its true form, with damage it took carrying over to its HP total prior to the polymorph.

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 bard for the duration of the spell. If the target is fighting the bard or its allies, the target has advantage on the save. While the target is charmed, the bard may telepathically command it, which the target does its best to obey. The commands can be simple and generic. The bard can use an action to limit the creature only to the actions the bard commands. Each time the target takes damage, it may attempt a DC 14 Wis save to end the spell.

Greater Restoration (5th). Action to cast, touch, instantaneous. The bard 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 HP maximum.

Otto's Irresistible Dance (6th). Action to cast, 30', concentration up to 1 minute. A target creature that can be charmed uses all its movement to dance without leaving its space and has disadvantage on Dex saves and attacks. Other creatures have advantage on attacks against it. As an action, the target can make a DC 14 Wis save to end the effect.

ACTIONS

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

DROW GUNSLINGER

Medium humanoid (elf), neutral evil
CR 2 (1,100 XP)

AC 18 (studded leather, shield)
HPs 84 (13d8+26)
Speed 30'

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 18 (+4) | 14 (+2) | 11 (+0) | 13 (+1) | 14 (+2) |

Saves Dex +6, Con +4, Wis +3
Skills Perception +3, Stealth +8
Senses darkvision 120', passive Perception 11
Languages Elvish, Undercommon

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

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, as is any creature that fails 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.

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

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5', one target. Hit: 7 (1d6+4) piercing damage.

Poisonous Pistol. *Ranged Weapon Attack:* +6 to hit, range 30'/90', one target. Hit: 9 (1d10+4) piercing damage and 11 (2d10) poison damage.

DROW SWASHBUCKLER

Medium humanoid (elf), chaotic neutral
CR 15 (13,000 XP)

AC 24

HPs 123 (19d8+38)

Speed 30'

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 22 (+6) | 14 (+2) | 20 (+5) | 16 (+3) | 19 (+4) |

Saves Dex +11, Wis +8

Skills Acrobatics +11, Athletics +6, Deception +14, Perception +8, Sleight of Hand +11, Stealth +16

Senses darkvision 120', passive Perception 18

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

Defense. The drow's AC includes its Cha modifier while wearing light or no armor and using no shield.

Evasion. If the drow is not incapacitated and subjected to an effect that allows a Dex save to take only half damage, the drow instead takes no damage if successful and only half damage if not.

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

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, as is any creature that fails a DC 17 Dex save to avoid the effect. If outlined, attacks against the target have advantage, and the target can't benefit from being invisible.

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.

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

Sneak Attack (1/turn). The drow deals an extra 24 (7d6) damage when it has advantage on a target and hits it with a weapon attack, or when the target is within 5' of an ally of the drow that isn't incapacitated and the drow doesn't have disadvantage on the attack.

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

ACTIONS

Multiattack. The drow attacks thrice with *Rapier* or twice with *Flying Dagger*.

Rapier. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 13 (1d8+9) piercing damage.

Flying Dagger. Ranged Weapon Attack: +11 to hit, range 20'/60', one target. Hit: 8 (1d4+6) piercing damage.

LEGENDARY ACTIONS

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

Detect. The drow moves up to its speed without provoking opportunity attacks.

Attack (2 actions). The drow attacks once with *Rapier* or twice with *Flying Dagger*.

Trembling Palm (recharge 1). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: The target is reduced to 9 HPs (DC 18 Con save to instead take 55 (10d10) necrotic damage).

Heal (recharge after a long rest). The monk regains 60 HPs.

REACTIONS

Deflect. In response to being hit by a ranged weapon attack, the monk deflects the missile and reduces the damage taken by 1d10+27. If the damage is reduced to 0, the monk catches the missile if it's small enough to hold in one hand and the monk has a hand free.

Feather Fall. The monk reduces bludgeoning damage from falling by 100.

LEGENDARY ACTIONS

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

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

Unarmed Strike (2 actions). The monk attacks once with *Unarmed Strike*.

Invisibility (3 actions). The monk becomes invisible until it attacks, it casts a spell, or the end of its next turn (whichever is soonest).

MAGE, GNOME

Small humanoid (gnome), neutral evil
CR 6 (2,300 XP)

AC 12 (15 with *Mage Armor*)
HPs 72 (16d6+16)
Speed 25'

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 12 (+1) | 17 (+3) | 12 (+1) | 15 (+2) |

Saves Int +6, Wis +4
Skills Arcana +6, History +6, Perception +4, Performance +5
Senses darkvision 60', passive Perception 14
Languages Abyssal, Common, Gnomish, Undercommon

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

1st 3rd 5th
2nd 4th

Fire Bolt (cantrip). Action to cast, 120', instantaneous. The wizard makes a ranged spell attack (+6) doing 11 (2d10) fire damage. An unattended flammable object hit by the spell catches fire.

Light (cantrip). Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 14 Dex save.

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

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

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

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

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

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

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

Suggestion (2nd). Action to cast, 30', concentration up to 8 hours). The wizard 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.

Counterspell (2nd). Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The wizard automatically stops the target spell if it is of the same or lower level than the slot the wizard uses to cast this spell. Otherwise, the wizard stops the target spell with a successful Int (+3) check (DC 10+the target spell's level).

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

Greater Invisibility (4th). Action to cast, touch, concentration up to 1 minute. The target creature and its equipment 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.

MONK GRANDMASTER

Medium humanoid (human), lawful good
CR 16 (15,000 XP)

AC 22

HPs 137 (25d8+25)

Speed 60'

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 24 (+7) | 13 (+1) | 14 (+2) | 21 (+5) | 14 (+2) |

Saves Str +5, Dex +12

Skills Athletics +5, Religion +7

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 15

Languages all spoken languages

Defense. The monk's AC includes its Wis modifier while wearing no armor and using no shield.

Evasion. If the monk is not incapacitated and subjected to an effect that allows a Dex save to take only half damage, the monk instead takes no damage if successful and only half damage if not.

Magic Strikes. The monk's *Unarmed Strike* is magical.

Spellcasting: 5th-level, Wis-based, DC 18, +10 to hit

1st 2nd 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.

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 18 Dex save.

Sacred Flame (cantrip). The monk attacks a target it can see. The target must succeed on a DC 18 Dex check or take 2d8 radiant damage.

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

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

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

Sanctuary (1st). Bonus action to cast, 30', 1 minute. Any creature that tries to attack the target creature must succeed on a DC 18 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.

Calm Emotions (2nd). Action to cast, 60', concentration up to 1 minute. Each humanoid within range must make a DC 18 Cha save. If it fails, the monk 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.

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

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

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

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

Sending (3rd). Action to cast, unlimited, 1 round. The monk 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.

ACTIONS

Multiattack. The monk attacks thrice with *Unarmed Strike*, *Dart*, or both.

Unarmed Strike. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 12 (1d10+7) bludgeoning damage. If the target is a creature, the monk can apply one of the following additional effects: The target must succeed on a DC 18 Str save or drop one item it's holding (monk's choice); the target must succeed on a DC 18 Dex save or be knocked prone; the target must succeed on a DC 18 Con save or be stunned until the end of the monk's next turn.

Dart. *Ranged Weapon Attack:* +12 to hit, range 20'/60', one target. Hit: 9 (1d4+7) piercing damage.

Trembling Palm (recharge 1). *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. Hit: The target is reduced to 9 HPs (DC 18 Con save to instead take 55 (10d10) necrotic damage).

Heal (recharge after a long rest). The monk regains 60 HPs.

REACTIONS

Deflect. In response to being hit by a ranged weapon attack, the monk deflects the missile and reduces the damage taken by 1d10+27. If the damage is reduced to 0, the monk catches the missile if it's small enough to hold in one hand and the monk has a hand free.

Feather Fall. The monk reduces bludgeoning damage from falling by 100.

LEGENDARY ACTIONS

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

Detect. The monk moves up to its speed without provoking opportunity attacks.

Unarmed Strike (2 actions). The monk attacks once with *Unarmed Strike*.

Invisibility (3 actions). The monk becomes invisible until it attacks, it casts a spell, or the end of its next turn (whichever is soonest).

NOBLE SPY

Medium humanoid (elf), chaotic good
CR 9 (5,000 XP)

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

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 13 (+1) | 18 (+4) | 15 (+2) | 17 (+3) |

Saves Int +8, Wis +6

Skills Arcana +8, Deception +7, History +8, Persuasion +7

Senses darkvision 60', passive Perception 12

Languages Common, Draconic, Dwarvish, Elvish, Halfling

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

Protective Ward. The spy has a magical ward with 30 HP. When the spy takes damage, the ward takes it instead. If the ward is reduced to 0 HP, the spy takes the spill-over damage. When the spy casts a protection spell of 1st-level or higher (underlined), the ward regains HP equal to 2x the spell level.

Spellcasting: 13th-level, Int-based, DC 16, +8 to hit

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

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

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

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

Ray of Frost (cantrip). Action to cast, 60', instantaneous. The spy makes a ranged spell attack (+8 to hit). On a hit, the target takes 3d8 cold damage, and its speed is reduced to 10' until the start of the spy's next turn.

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

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

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

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

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

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

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

Fireball (3rd). Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 16 Dex save for half damage). The fire spreads around corners. When cast using a spell slot higher than 3rd, the spell does an extra 1d8 damage per level of the slot.

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

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

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

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

Flesh to Stone (6th). Action to cast, 60', concentration up to 1 minute. If the target's body is made of flesh, it must make a DC 16 Con save or be restrained. At the end of each of its turns, the target must make another Con save. If successful thrice, the spell ends. If it fails thrice, it's turned to stone and petrified for the duration. If the target is broken while petrified, it suffers a similar deformity when it reverts. If the spy maintains its concentration for the entire minute, the target is petrified until the condition is removed.

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

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

Demise. 10d10 necrotic damage (DC 16 Con save for half).
Dissent. DC 16 Con save or the target bickers and argues for 1 minute (incapable of meaningful communication and disadvantage on attacks and ability checks).

Dread. DC 16 Wis save or frightened for 1 minute, dropping whatever it's holding and moving at least 30' away from the object per turn if able.

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

Lunacy. DC 16 Int save or insane for 1 minute (no actions, can't understand what others say, can't read, speaks unintelligibly, and moves erratically under the control of the DM).

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

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

Stun. DC 16 Wis save stunned for 1 minute.

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

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

On Target: The targets appear at the intended location.

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

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

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

ACTIONS

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

PRIEST, FINANCIER

Medium humanoid (dwarf), neutral evil
CR 8 (3,900 XP)

AC 18 (plate)
HPs 117 (18d8+36)
Speed 25'

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 10 (+0) | 14 (+2) | 11 (+0) | 17 (+3) | 13 (+1) |

Saves Con +5, Wis +6

Skills Intimidation +4, Religion +3

Resistances poison

Senses darkvision 60', passive Perception 13

Languages Common, Dwarvish

Gastric Resilience. The priest has advantage on saves against being poisoned.

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

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Light (cantrip). Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 14 Dex save.

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

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

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

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

Guiding Bolt (1st). Action to cast, 120', 1 round. The priest makes a ranged spell attack (+6) against a target. On a hit, the target takes 4d6 radiant damage, and the next attack against the target before the end of the priest's next turn has advantage. The damage increases by 1d6 per slot level above 1st used to cast it.

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

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

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

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

Hold Person (2nd). Action to cast, 60', concentration up to 1 minute. A humanoid within range must make a DC 14 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect. For each slot level above 2nd level used to cast this spell, it may target an additional target.

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 priest 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 priest may move the weapon up to 20' and attack a creature within 5' of the weapon.

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

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

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

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

Spirit Guardians (3rd). Action to cast, self (15' radius), concentration up to 10 minutes. The 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 14 Wis save for half damage).

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

Banishment (4th). Action to cast, 60', concentration up to 1 minute. The target must succeed on a DC 14 Cha save or be sent to another plane of existence. If the target is not from the plane of existence in which the spell is cast, and the spell doesn't end before 1 minute expires, the target doesn't return. Otherwise, the target returns to the space from which it disappeared, or the closest possible unoccupied square. The priest can add another target for each slot level above 4th used to cast it.

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

Guardian of Faith (4th). Action to cast, 30', 8 hours. The priest conjures a Large, spectral guardian that occupies a space the priest can see. Any creature that moves within 10' of the guardian takes 20 radiant damage (DC 14 Dex save for half damage).

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

Flame Strike (5th). Action to cast, 60', instantaneous. Each creature in a 10'-radius, 40'-high cylinder centered on a point within range takes 4d6 fire damage and 4d6 radiant damage (DC 14 Dex save for half damage). Either the fire or radiant damage (priest's choice) increases by 1d6 for each slot level above 5th used to cast it.

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

Hold Monster (5th). Action to cast, 90', concentration up to 1 minute. The priest targets a creature within range, who must make a DC 14 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect.

ACTIONS

Multiattack. The priest makes two melee attacks.

Maul. Melee Weapon Attack: +4 to hit, reach 5', one target. Hit: 8 (2d6+1) bludgeoning damage.

Treasure Hunter (3/day ☐☐☐). The priest magically pinpoints precious metals and stones within 60'.

PRIEST OF ASMODEUS

Medium humanoid (half-elf), lawful evil
CR 10 (5,900 XP)

AC 15 (*Glamoured Studded Leather, Ring of Protection*)
HPs 97 (15d8+30)
Speed 30'

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 13 (+1) | 14 (+2) | 16 (+3) | 17 (+3) | 18 (+4) |

Saves Con +6, Wis +7
Skills History +7, Insight +7, Persuasion +8, Religion +7
Damage Immunities poison
Damage Immunities poisoned
Senses darkvision 60', passive Perception 13
Languages Common, Draconic, Elvish, Infernal

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

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

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

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

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

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

Thaumaturgy (cantrip). Action to cast, 30', up to 1 minute. The 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.

Charm Person (1st). Action to cast, 30', 1 hour. If the target humanoid fails a DC 15 Wis save (made with advantage if currently fighting the priest), the target is charmed until the spell ends or the priest attacks it. The priest can add another target for each slot level above 1st used to cast it.

Command (1st). Action to cast, 60', 1 round. The priest speaks one command word to a target. If the target fails a DC 15 Wis save, the target must obey. Example command words are approach, drop (item), flee, grovel (go prone), and halt (take no actions). The priest 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 priest 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 priest makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the bard is disguised, a creature may spend its action to inspect its appearance or make a DC 15 Investigation check.

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

Sanctuary (1st). Bonus action to cast, 30', 1 minute. Any creature that tries to attack the target creature must succeed on a DC 15 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.

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

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.

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

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

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

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

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

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

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

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

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

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

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

Freedom of Movement (4th). Action to cast, touch, 1 hour. The target creature 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.

Polymorph (4th). Action to cast, 60', concentration up to 1 hour. The priest transforms the target into a new form unless the target succeeds at a DC 15 Wis save. The new form can be a beast of a challenge level no greater than the level of the target, and the target assumes the HPs of that form. The target is limited by its new form, being unable to wield weapons, cast spells, speak, etc. if the new form prohibits it. If the spell ends or the target's new form drops to 0 HPs, it reverts to its true form, with damage it took carrying over to its HP total prior to the polymorph.

Dominate Person (5th). Action to cast, 60', concentration up to 1 minute. The humanoid target must make a DC 15 Wis save or be charmed by the priest for the duration of the spell. If the target is fighting the priest or its allies, the target has advantage on the save. While the target is charmed, the priest may telepathically command it, which the target does its best to obey. The commands can be simple and generic. The priest can use an action to limit the creature only to the actions the priest commands. Each time the target takes damage, it may attempt a DC 15 Wis save to end the spell.

Flame Strike (5th). Action to cast, 60', instantaneous. Each creature in a 10'-radius, 40'-high cylinder centered on a point within range takes 4d6 fire damage and 4d6 radiant damage (DC 15 Dex save for half damage). Either the fire or radiant damage (priest's choice) increases by 1d6 for each slot level above 5th used to cast it.

Modify Memory (5th). Action to cast, 30', concentration up to 1 minute. A creature the priest sees makes a DC 15 Wis save (with advantage if fighting the priest). On failure, the creature is charmed, incapacitated, and unaware of its surroundings other than what the priest says. If it takes damage or is targeted by a spell, the spell ends, and its memories aren't modified. While charmed, the target's memory of an event (10 minute duration or less from within the last 24 hours; 7 days if cast at 6th level; 30 days at 7th level, 1 year at 8th level) can be erased, recalled perfectly, altered, or replaced by the priest's audible description, which must be understood and must be logical. The memories take hold when the spell ends. A *Remove Curse* or *Greater Restoration* restores the memory.

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 (DC 15 Con save for half damage). A creature must make a save if it enters the sphere or ends its turn there. The damage increases by 1d10 per slot level above 5th used to cast it.

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

Divine Word (7th). Bonus action to cast, 30', instantaneous. The priest chooses any number of creatures it can see within range. Each must make a DC 15 Cha save or suffer an effect based on its current HP: 50 or fewer, deafened for 1 minute; 40 or fewer, deafened and blinded for 10 minutes; 30 or fewer, blinded, deafened, and stunned for 1 hour; 20 or fewer, killed. If the target is a celestial, elemental, fey, or fiend, it's returned to its plane of origin and can't be returned for 24 hours absent a *Wish* spell.

Earthquake (8th). 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 15 Con save or lose concentration. At the end of each of the priest's turns, each creature on the ground must make a DC 15 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 15 Dex save or fall in.

ACTIONS

Multiattack. The priest attacks twice with *Rapier*.

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

Invisibility (2/day). The priest becomes invisible until it attacks, casts a spell, or until the end of its next turn.

Magic Rod (1/day). Each creature within 120' must succeed on a DC 15 Wis save or be charmed for 8 hours or until harmed by the priest or one of the priest's allies.

Summon. A barbed devil allied to the priest appears in an unoccupied space within 30', remaining for 1 minute, until the priest dies, or until the priest dismisses it as an action. The devil can't summon another devil.

WIZARD, APPRENTICE

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

AC 10

HPs 9 (2d8)

Speed 30'

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 14 (+2) | 10 (+0) | 11 (+0) |

Skills Arcana +4, History +4

Senses passive Perception 10

Languages any one language (usually Common)

Spellcasting: 1st-level, Int-based, DC 12, +4 to hit

1st

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

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

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

Burning Hands (1st). Action to cast, 15' cone originating from the wizard, instantaneous. Each creature within the cone takes 3d6 fire damage (Con save DC 12 for half damage). An unattended, flammable object hit by the spell is set afire. For each slot above 1st used to cast this spell, the damage increases by 1d6.

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

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

ACTION

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

WIZARD CLONE

Medium humanoid (human), lawful evil
CR 13 (10,000 XP)

AC 19 (Robe of the Archmagi, Staff of Power)
HPs 126 (23d8+23)
Speed 30'

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 12 (+1) | 23 (+6) | 15 (+2) | 16 (+3) |

Saves Str +2, Dex +4, Con +3, Int +13, Wis +9, Cha +5
Skills Arcana +11, History +11
Senses darkvision 60', passive Perception 12
Languages Common, Draconic, Goblin, Infernal, Orc, Undercommon

Magic Resistance. The wizard has advantage on saves against spells and other magical effects while wearing its cloak.

Spellcasting: 18th-level, Int-based, DC 21, +15 to hit

| | | | | | |
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| 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 wizard makes a ranged spell attack (+15) doing 22 (4d10) fire damage. An unattended flammable object hit by the spell catches fire.

Light (cantrip). Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 21 Dex save.

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

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

Shocking Grasp (cantrip). Action to cast, 30', instantaneous. The wizard makes a melee spell attack (+15) 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 wizard 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 unarmored target's base AC becomes 13 + its Dex modifier.

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

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

Detect Thoughts (2nd). Action to cast, self, concentration up to 1 minute. The wizard 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 wizard can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 21 Wis save, the wizard 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 wizard to end the effect.

Mirror Image (2nd). Action to cast, self, 1 minute. Three illusory duplicates of the wizard appear, moving with the wizard. Each time a creature targets the wizard, 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 wizard 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 wizard automatically stops the target spell if it is of the same or lower level than the slot the wizard uses to cast this spell. Otherwise, the wizard stops the target spell with a successful Int (+6) check (DC 10+the target spell's level).

Lightning Bolt (3rd). Action to cast, 100' long, 5' wide line originating from the wizard, instantaneous. Each creature in the line takes lightning damage equal to 8d6 and 1d6 per additional level of the slot used to cast the spell (DC 21 Dex save for half damage).

Sending (3rd). Action to cast, unlimited, 1 round. The wizard 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.

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

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

Polymorph (4th). Action to cast, 60', concentration up to 1 hour. The wizard transforms the target into a new form unless the target succeeds at a DC 21 Wis save. The new form can be a beast of a challenge level no greater than the level of the target, and the target assumes the HPs of that form. The target is limited by its new form, being unable to wield weapons, cast spells, speak, etc. if the new form prohibits it. If the spell ends or the target's new form drops to 0 HPs, it reverts to its true form, with damage it took carrying over to its HP total prior to the polymorph.

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

Fist: The hand attacks (+15 to hit) a target within 5' for 4d8 force damage.

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

Grasp: The hand attempts to grab a Huge or smaller target within 5' (with advantage v. Medium or smaller targets). While grasping a target, the wizard may use a bonus action to inflict 2d6+6 bludgeoning damage.

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

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

Scrying (5th). 10 minutes to cast, self, concentration up to 10 minutes. The wizard can see and hear a creature on the same plane of existence that fails a DC 21 Wis save, modified by how familiar the wizard 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 wizard 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 1/4' thick appears anywhere within range, not necessarily resting on a solid surface. It can manifest as a semispherical dome up to 10' in radius, or as a flat surface consisting of 10 contiguous 10'x10' panels. Nothing on its plane of existence nor on the Ethereal Plane may pass it, and it blocks spells. *Dispel Magic* does not affect it, but *Disintegrate* destroys it instantly.

Flesh to Stone (6th). Action to cast, 60', concentration up to 1 minute. If the target's body is made of flesh, it must make a DC 21 Con save or be restrained. At the end of each of its turns, the target must make another Con save. If successful thrice, the spell ends. If it fails thrice, it's turned to stone and petrified for the duration. If the target is broken while petrified, it suffers a similar deformity when it reverts. If the wizard maintains its concentration for the entire minute, the target is petrified until the condition is removed.

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

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 wizard's next turn and is permanently under the wizard's control.

Simulacrum (7th). 12 hours, self only, until dispelled. The wizard creates a magical duplicate of itself but with an AC 12, without *Magic Resistance*, without the *Staff* action, and without spell slots of 6th level or higher. It has a CR of 8 (3,900 XP). The duplicate obeys the wizard's spoken commands, acting on the wizard's initiative.

Feeblemind (8th). Action to cast, 150', instantaneous. One target creature takes 4d6 psychic damage. On a failed DC 21 Int save, the target's Int and Cha become 1, rendering it mentally incapacitated other than identifying its friends, following them, and protecting them. The target can repeat the save in 30-day intervals to end the effect. The spell can also be ended by *Greater Restoration*, *Heal*, or *Wish*.

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.

Imprisonment (9th). 1 minute, 30', until dispelled. A target creature must make a DC 21 Wis save or be bound. If the target makes the save, it is immune to the spell if cast again by the wizard. While bound, the target doesn't need to breathe, eat, or drink; it doesn't age; and divination magic can't find or perceive it. The binding can be dispelled only by a *Dispel Magic* cast at 9th level, but otherwise continues until a reasonable, tangibly-stated condition (specified at casting) comes to pass. The binding takes one of the following forms, useable only once each at a time. **Burial:** The target is entombed far beneath the earth in a magical force sphere just large enough to contain it. Nothing can pass through the sphere, nor can any creature use magical travel to get into or out of it. **Chaining:** The target is restrained by heavy chains, and it can't move or be moved by any means, until the spell ends. **Prison:** The target is transported to a demiplane that is warded against magical travel. **Bejeweled:** The target shrinks to 1" height and imprisoned inside a gem made indestructible by the spell. Only light can pass through the gem normally, allowing the target to see out and other creatures to see in. Nothing else can pass through, even if using magical travel. **Sleep:** The target falls asleep and can't be awoken.

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

ACTIONS

Fist. Melee Weapon Attack: +6 to hit, reach 5', one target. Hit: 4 (1d4+2) bludgeoning damage.

Staff. Melee Weapon Attack: +7 to hit, reach 5', one target. Hit: 5 (1d6+2) bludgeoning damage, or 6 (1d8+2) bludgeoning damage if used two-handed. The wizard can expend 1 charge from the staff to deal an extra 3 (1d6) force damage. When encountering the wizard, the staff has 2d10 charges available.

WIZARD, HISTORIAN

Medium humanoid (human), chaotic good
CR 1/4 (50 XP)

AC 11

HPs 31 (7d8)

Speed 30'

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 12 (+1) | 10 (+0) | 15 (+2) | 11 (+0) | 16 (+3) |

Saves Con +2, Wis +2

Skills Animal Handling +4, Arcana +4, Deception +5, History +4, Insight +2, Investigation +4, Perception +2, Performance +7, Persuasion +7, Sleight of Hand +3, Survival +2

Senses passive Perception 12

Languages Common, Dwarvish, Elvish

Spellcasting: 1st-level, Int-based, DC 12, +4 to hit

1st

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

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

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

Burning Hands (1st). Action to cast, 15' cone originating from the wizard, instantaneous. Each creature within the cone takes 3d6 fire damage (Con save DC 12 for half damage). An unattended, flammable object hit by the spell is set afire.

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

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

ACTION

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

WIZARD INVESTIGATOR

Medium humanoid (human), lawful good
CR 2 (450 XP)

AC 10 (13 with *Mage Armor*)
HPs 24 (7d8-7)
Speed 30'

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|---------|---------|---------|
| 9 (-1) | 10 (+0) | 9 (-1) | 17 (+3) | 15 (+2) | 11 (+0) |

Saves Int +5, Wis +4

Skills Arcana +5, Insight +6, Investigation +7, Perception +4

Senses passive Perception 14

Languages Common, Draconic, Dwarvish, Halfling

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

1st 3rd
2nd 4th

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

Light (cantrip). Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 13 Dex save.

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

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

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

Identify (1st). 1 minute to cast, touch, instantaneous. The wizard 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 wizard learns what spells currently affect it.

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

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

Detect Thoughts (2nd). Action to cast, self, concentration up to 1 minute. The wizard 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 wizard can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 13 Wis save, the wizard 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 wizard to end the effect.

Suggestion (2nd). Action to cast, 30', concentration up to 8 hours). The wizard 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.

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

Sending (3rd). Action to cast, unlimited, 1 round. The wizard 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.

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

Otiluke's Resilient Sphere (4th). Action to cast, 30', concentration up to 1 minute. A creature or object Large size or smaller (DC 13 Dex save if unwilling) is enclosed in a spherical barrier impassable by physical or magical effects. An enclosed creature can push on the barrier to roll it, and a creature outside can pick it up and move it. *Disintegrate* destroys the barrier without harming its contents.

ACTIONS

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

WIZARD OF ASMODEUS

Medium humanoid (human), lawful evil
CR 5 (1,800 XP)

AC 12 (15 with *Mage Armor*)
HPs 45 (10d8)
Speed 30'

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 11 (+0) | 17 (+3) | 12 (+1) | 15 (+2) |

Saves Int +6, Wis +4
Skills Arcana +6, History +6, Insight +4, Persuasion +5
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Common, Draconic, Elvish, Infernal

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

1st 3rd 5th
2nd 4th

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

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

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

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

Charm Person (1st). Action to cast, 30', 1 hour. If the target humanoid fails a DC 14 Wis save (made with advantage if currently fighting the wizard), the target is charmed until the spell ends or the wizard attacks it. The wizard can add another target for each slot level above 1st used to cast it.

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

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

Hold Person (2nd). Action to cast, 60', concentration up to 1 minute. A humanoid within range must make a DC 14 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect. For each slot level above 2nd level used to cast this spell, it may target an additional target.

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

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

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

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

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

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

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

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

Hold Monster (5th). Action to cast, 90', concentration up to 1 minute. The wizard targets a creature within range, who must make a DC 14 Wis save or be paralyzed for the duration. The target may make a save at the end of each of its turns to end the spell's effect.

ACTIONS

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

WIZARD NOBLE

Medium humanoid (human), chaotic good
CR 17 (18,000 XP)

AC 18 (Robe of the Archmagi)

HPs 228 (24d8+120)

Speed 30'

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

Saves Int + 11, Wis +11

Skills Arcana +17, History +17, Insight +11, Perception +11, Persuasion +10

Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 60', passive Perception 21

Languages Common, Draconic, Dwarvish, Elvish, Giant, Infernal

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

Spellcasting: 19th-level, Int-based, DC 21, +13 to hit

| | | | | | |
|-----|--|-----|--|-----|--------------------------|
| 1st | At will | 4th | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | 7th | <input type="checkbox"/> |
| 2nd | At will | 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"/> <input type="checkbox"/> | 9th | <input type="checkbox"/> |

Light (cantrip). Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 21 Dex save.

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

Minor Illusion (at will). Action to cast, 30', 1 minute. The wizard 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 21 Investigation check.

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

Ray of Frost (cantrip). Action to cast, 30', instantaneous. The wizard makes a melee spell attack (+13) 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 wizard 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.

Disguise Self (1st). Action to cast, self, 1 hour. The wizard makes itself and its belongings look different: 1' shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the wizard is disguised, a creature may spend its action to inspect its appearance or make a DC 21 Investigation check.

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

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

Detect Thoughts (2nd). Action to cast, self, concentration up to 1 minute. The wizard 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 wizard can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 21 Wis save, the wizard 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 wizard to end the effect.

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

Misty Step (2nd). Bonus action to cast, self, instantaneous. The wizard 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 wizard automatically stops the target spell if it is of the same or lower level than the slot the wizard uses to cast this spell. Otherwise, the wizard stops the target spell with a successful Int (+5) check (DC 10+the target spell's level).

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

Sending (3rd). Action to cast, unlimited, 1 round. The wizard 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.

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 21 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 wizard 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 target creature and its equipment become invisible until the spell ends.

Otiluke's Resilient Sphere (4th). Action to cast, 30', concentration up to 1 minute. A creature or object Large size or smaller (DC 21 Dex save if unwilling) is enclosed in a spherical barrier impassable by physical or magical effects. An enclosed creature can push on the barrier to roll it, and a creature outside can pick it up and move it. *Disintegrate* destroys the barrier without harming its contents.

Cone of Cold (5th). Action to cast, 60' cone originating from the wizard, instantaneous. Each creature in the cone takes 8d8 cold damage and 1d8 per additional level of the slot used to cast the spell (DC 21 Con save for half damage).

Geas (5th). 1 minute to cast, 60', 30 days. A creature within range that can understand the wizard and that the wizard can see must succeed on a DC 21 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.

Rary's Telepathic Bond (5th). Action to cast, 30', 1 hour. The wizard forms a telepathic link with up to eight willing creatures with an Int of at least 3. Each creature is linked to the others and can communicate anywhere on the same plane, even without a common language.

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

Mass Suggestion (6th). Action to cast, 60', 24 hours). The wizard makes a one or two sentence reasonable suggestion to up to twelve creatures that can understand it. Each target that fails a DC 21 Wis save must follow the suggestion.

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

Fire: 10d6 fire damage (DC 21 Dex save for half damage)

Acid: 10d6 acid damage (DC 21 Dex save for half damage)

Lightning: 10d6 lightning damage (DC 21 Dex save for half damage)

Poison: 10d6 poison damage (DC 21 Dex save for half damage)

Cold: 10d6 cold damage (DC 21 Dex save for half damage)

Petrification: DC 21 Dex save or restrained. The target then makes DC 21 Con saves at the end of each of its turns. If succeeding thrice before failing thrice, the spell ends, but if failing thrice, the target is petrified.

Banished: DC 21 Dex save or blinded. At the start of the wizard's next turn, the target makes a DC 21 Wis save. If successful, the spell ends. Otherwise, the target is no longer blinded but is transported to another plane of the DM's choosing.

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

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

On Target: The targets appear at the intended location.

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

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

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

Feeblemind (8th). Action to cast, 150', instantaneous. One target creature takes 4d6 psychic damage. On a failed DC 21 Int save, the target's Int and Cha become 1, rendering it mentally incapacitated other than identifying its friends, following them, and protecting them. The target can repeat the save in 30-day intervals to end the effect. The spell can also be ended by *Greater Restoration*, *Heal*, or *Wish*.

Power Word Stun (8th). Action to cast, 60', instantaneous. The wizard stuns a creature it can see within range if it has 150 HPs or fewer. The target may make a DC 21 Con save at the end of each of its turns to end the effect.

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

ACTIONS

Multiattack. The wizard attacks thrice with *Hair* and *Longsword* in any combination.

Hair. *Melee Weapon Attack:* +11 to hit, reach 5', one target. Hit: 7 (2d6) force damage, and the target must succeed on a DC 19 Con save or be paralyzed for 1 minute, repeating the save at the end of each of its turns to end the effect on itself.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5', one target. Hit: 5 (1d8+1) slashing damage, or 6 (1d10+1) slashing damage if used two-handed, and 7 (2d6) fire damage.

Spellfire (recharges after a long rest). The wizard gains one of the following benefits until using an action to remove it: The ability to breathe underwater, survive without food and water, immunity to magic that would ascertain her thoughts, truthfulness, alignment, or creature type, or resistance to cold damage and immunity to harm caused by temperatures as low as -50°F. In addition, the wizard has these additional action options while under this effect:

Cure Wounds (1st). Action to cast, touch, instantaneous. The wizard heals a creature 1d8+5 HPs and has a 1 in 6 chance that the effects of *Spellfire* cease.

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

Stream of Fire. Each creature and unattended object in a 60' line 5' wide, or in a 30' cone (wizard's choice) takes 26 (4d12) fire damage (creatures: DC 21 Dex save for half damage). The wizard has a 1 in 2 chance that the effects of *Spellfire* cease.

WIZARD, STAFF

Medium humanoid (human), lawful neutral
CR 13 (10,000 XP)

AC 14 (Staff; 17 with Mage Armor)

HPs 126 (23d8+23)

Speed 30'

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 14 (+2) | 12 (+1) | 20 (+5) | 11 (+0) | 16 (+3) |

Saves Str +2, Dex +4, Con +3, Int +12, Wis +7, Cha +5

Skills Arcana +10, History +10

Senses darkvision 60', passive Perception 12

Languages Common, Dwarvish, Elvish, Giant, Halfling, Undercommon

Magic Resistance. The wizard has advantage on saves against spells and other magical effects while wearing its cloak.

Spellcasting: 18th-level, Int-based, DC 18, +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"/> |

Fire Bolt (at will). Action to cast, 120', instantaneous. The wizard makes a ranged spell attack (+12) doing 22 (4d10) fire damage. An unattended flammable object hit by the spell catches fire.

Light (cantrip). Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 18 Dex save.

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

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

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

Detect Magic (1st). Action to cast, self, concentration up to 10 minutes. The wizard 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 wizard 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 wizard learns what spells currently affect it.

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

Thunderwave (1st). Action to cast, 15' cube from the wizard, instantaneous. Each creature within the cube takes 2d8 thunder damage and is pushed 10' (DC 18 Con save for half damage and no push). Unsecured objects are pushed 10' and the spell creates a thunderclap that can be heard for 300'. The damage increases by 1d8 for every level above 1st at which it is cast.

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

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

Web (2nd). Action to cast, 60', concentration up to 1 hour. The wizard 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 wizard'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 18 Dex save or be restrained. A creature so restrained may make a DC 18 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.

Counterspell (3rd). Reaction to cast when a creature within 60' casts a spell, 60', instantaneous. The wizard automatically stops the target spell if it is of the same or lower level than the slot the wizard uses to cast this spell. Otherwise, the wizard stops the target spell with a successful Int (+6) check (DC 10+the target spell's level).

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

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

Banishment (4th). Action to cast, 60', concentration up to 1 minute. The target must succeed on a DC 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 wizard 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 wizard resistance to either cold or fire respectively. If a creature within 5' hits the wizard 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.

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

Fist: The hand attacks (+12 to hit) a target within 5' for 4d8 force damage.

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

Grasp: The hand attempts to grab a Huge or smaller target within 5' (with advantage v. Medium or smaller targets). While grasping a target, the wizard may use a bonus action to inflict 2d6+6 bludgeoning damage.

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

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

Geas (5th). 1 minute to cast, 60', 30 days. A creature within range that can understand the wizard and that the wizard can see must succeed on a DC 18 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.

Telekinesis (5th). Action to cast, 60', concentration up to 10 minutes. Each round, as an action, the wizard can manipulate a creature or object. **Creature.** The wizard makes a +12 spell attack contested by the creature's Str check. If successful, the wizard moves the creature 30' in any direction, but not outside the range of the spell, where it remains restrained. On its turn, the wizard 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 wizard must succeed at the contest above against the attending creature. The wizard may make minor manipulations on the object, such as turning a doorknob, opening a container, etc.

Chain Lightning (6th). Action to cast, 150', instantaneous. The wizard launches a lightning bolt at a target and up to 3 targets within 30' of the first target. Each target takes 10d8 lightning damage (DC 18 Wis save for half damage). For each spell slot above 6th used to cast the spell, the wizard can hit another target.

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

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

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

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

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

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

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

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

Petrification: DC 18 Dex save or restrained. The target then makes 18 21 Con saves at the end of each of its turns. If succeeding thrice before failing thrice, the spell ends, but if failing thrice, the target is petrified.

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

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

Power Word Stun (8th). Action to cast, 60', instantaneous. The wizard stuns a creature it can see within range if it has 150 HPs or fewer. The target may make a DC 18 Con save at the end of each of its turns to end the effect.

Imprisonment (9th). 1 minute, 30', until dispelled. A target creature must make a DC 21 Wis save or be bound. If the target makes the save, it is immune to the spell if cast again by the wizard. While bound, the target doesn't need to breathe, eat, or drink; it doesn't age; and divination magic can't find or perceive it. The binding can be dispelled only by a *Dispel Magic* cast at 9th level, but otherwise continues until a reasonable, tangibly-stated condition (specified at casting) comes to pass. The binding takes one of the following forms, useable only once each at a time. **Burial:** The target is entombed far beneath the earth in a magical force sphere just large enough to contain it. Nothing can pass through the sphere, nor can any creature use magical travel to get into or out of it. **Chaining:** The target is restrained by heavy chains, and it can't move or be moved by any means, until the spell end. **Prison:** The target is transported to a demiplane that is warded against magical travel. **Bejeweled:** The target shrinks to 1" height and imprisoned inside a gem made indestructible by the spell. Only light can pass through the gem normally, allowing the target to see out and other creatures to see in. Nothing else can pass through, even if using magical travel. **Sleep:** The target falls asleep and can't be awoken.

ACTIONS

Staff. Melee Weapon Attack: +7 to hit, reach 5', one target. Hit: 5 (1d6+2) bludgeoning damage, or 6 (1d8+2) bludgeoning damage if used two-handed. The wizard can expend 1 charge from the staff to deal an extra 3 (1d6) force damage. When encountering the wizard, the staff has 2d10 charges available. The charges can be used as follows:

Animate: Activate or deactivate one animated walking statue per charge spent, which obey the wizard's telepathic commands.

Dispel Magic: Bonus action, touch with staff, instantaneous. The wizard dispels any spell of the slot level used to cast the spell (or lower) affecting a creature, object, or area within range. For higher-level spells, the priest must succeed on a Int (+5) check (DC is 10+level of the effect).

Drain Magic: Expend 1 charge on a hit against a spellcaster to expend (without casting) one spell slot of the highest spell slot it can cast.

Enchant: If casting an enchantment spell, the wizard can make an Arcana check (DC of 10 + spell level) to cast the spell without expending a spell slot.

Sentience: The staff has Int 22, Wis 15, Cha 18, hearing and darkvision to 120', and can communicate telepathically with the wizard.