

One-Stop Stat Blocks: A Bestiary for Tales of the Yawning Portal As Adapted for 5th Edition Dungeons & Dragons*

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

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

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

Innate Spellcasting: Dimension Door (1/day □). Action to cast, 50', instantaneous. The barghest can teleport itself, anything it can carry, an adjacent willing creature the barghest's size or smaller, and anything that creature can carry to a place within range. If the place is already occupied, both the barghest and the other creature (if any) take 4d6 force damage and aren't teleported.

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

ACTIONS

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

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

CONJURER			CR 6		
Medium humanoid (any race), any alignment			2,300 XP		
Armor Class 12 (15 with mage armor)					
Hit Points 40 (9d8)					
Speed 30'					
STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)
Saves Int + 6, Wis +4					
Skills Arcana +6, History +6					
Senses passive Perception 11					
Languages any four languages					
<p>Benign Teleportation: As a bonus action, the conjurer teleports 30' to an unoccupied square the conjurer can see. If targeting a square occupied by a Medium or Small creature, they switch places. This ability recharges when the conjurer casts a conjuration spell of 1st level or higher (<u>underlined below</u>).</p>					
<p>Spellcasting: 9th-level, Int-based, DC 14, +6 to hit</p>					
1st	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3rd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5th	<input type="checkbox"/> <input type="checkbox"/>
2nd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4th	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
<p>Acid Splash (cantrip). Action to cast, 60', instantaneous. The conjurer hurls a large bead of acid at one creature or two creatures within 5' of one another. Each target must make a DC 14 Dex save or take 2d6 acid damage.</p>					
<p>Mage Hand (cantrip). Action to cast, 30', 1 minute. The conjurer creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.</p>					
<p>Poison Spray (cantrip). Action to cast, 10', instantaneous. The target creature must make a DC 14 Con save or take 2d12 poison damage.</p>					
<p>Prestidigitation (cantrip). Action to cast, 60', 1 hour. The conjurer creates one of six minor effects: a harmless sensory effect; lighting or snuffing a small flame; cleaning or soiling an object no larger than a cubic foot; chilling, warming, or flavoring up to 1 cubic foot of nonliving material for 1 hour; coloring or marking an object or surface for 1 hour; or creating a nonmagical trinket or illusion that can fit in its hand that lasts until the end of the conjurer's next turn. If cast more than once, the conjurer can have up to three effects occurring simultaneously.</p>					
<p>Mage Armor (1st). Action to cast, touch, 8 hours. The conjurer's base AC becomes 15.</p>					
<p>Magic Missile (1st). Action to cast, 120', instantaneous. The conjurer creates a number of darts equal to 2 + the spell slot used to cast it. A dart deals 1d4+1 force damage, each targeting the same or different creatures.</p>					

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

Cloud of Blades (2nd). Action to cast, 60', concentration up to 1 minute. The conjurer fills a 5' cube with magical blades. A creature entering, or starting its turn in, the area takes 4d4 slashing damage, plus 2d4 for each spell slot above 2nd used to cast it.

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

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

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

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

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

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

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

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

ACTIONS

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

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

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

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

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

ACTIONS

Multiattack. The dark wight attacks twice with Dark Bolt.

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

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

ENCHANTER			CR 5		
Medium humanoid (any race), any alignment			1,800 XP		
Armor Class 12 (15 with mage armor)					
Hit Points 40 (9d8)					
Speed 30'					
STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)
Saves Int + 6, Wis +4					
Skills Arcana +6, History +6					
Senses passive Perception 11					
Languages any four languages					
<p>Spellcasting: 9th-level, Int-based, DC 14, +6 to hit</p> <p>1st <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 3rd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 5th <input type="checkbox"/><input type="checkbox"/> 2nd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 4th <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Friends (cantrip). Action to cast, self, concentration up to 1 minute. The enchanter has advantage on Cha checks directed at one non-hostile creature. When the spell ends, the creature becomes hostile.</p> <p>Mage Hand (cantrip). Action to cast, 30', 1 minute. The enchanter creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.</p> <p>Mending (cantrip). 1 minute, touch, instantaneous. The enchanter repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.</p> <p>Message (cantrip). Action to cast, 120', 1 round. The enchanter can whisper a message to a creature within range only the creature can hear, and the creature can similarly respond. The spell is blocked by magical silence, 1' of stone, 1" of metal, a thin sheet of lead, or 3' of wood.</p> <p>Charm Person (1st). Action to cast, 30', 1 hour. If the target creature fails a DC 14 Wis save (made with advantage if currently fighting the enchanter), the target is charmed until the spell ends or the enchanter attacks it. The enchanter can add another target for each slot level above 1st used to cast it.</p> <p>Mage Armor (1st). Action to cast, touch, 8 hours. The conjurer's base AC becomes 15.</p> <p>Magic Missile (1st). Action to cast, 120', instantaneous. The conjurer creates a number of darts equal to 2 + the spell slot used to cast it. A dart deals 1d4+1 force damage, each targeting the same or different creatures.</p>					

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

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

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

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

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

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

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

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

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

ACTIONS

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

REACTIONS

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

EVOKER						CR 9
<i>Medium humanoid (any race), any alignment</i>						5,000 XP
Armor Class 12 (15 with mage armor)						
Hit Points 66 (12d8+12)						
Speed 30'						
STR	DEX	CON	INT	WIS	CHA	
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)	
Saves Int + 7, Wis +5						
Skills Arcana +7, History +7						
Senses passive Perception 11						
Languages any four languages						
<p>Sculpt Spells. When casting an evocation spell (underlined below) that affects others the evoker can see, the evoker can chose a number of them equal to 1 + the spell's level to automatically save against the spell's effects, taking no damage on a successful save.</p> <p>Spellcasting: 12th-level, Int-based, DC 15, +7 to hit</p> <p>1st <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 3rd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 5th <input type="checkbox"/><input type="checkbox"/> 2nd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 4th <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 6th <input type="checkbox"/></p> <p><u>Fire Bolt (cantrip).</u> Action to cast, 120', instantaneous. The evoker hurls a mote of fire, making a ranged spell attack. +9 to hit, 16 (3d10) fire damage. An unattended flammable object hit by the spell catches fire.</p> <p><u>Light (cantrip).</u> Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 15 Dex save.</p> <p><u>Prestidigitation (cantrip).</u> Action to cast, 60', 1 hour. The evoker creates one of six minor effects: a harmless sensory effect; lighting or snuffing a small flame; cleaning or soiling an object no larger than a cubic foot; chilling, warming, or flavoring up to 1 cubic foot of nonliving material for 1 hour; coloring or marking an object or surface for 1 hour; or creating a nonmagical trinket or illusion that can fit in its hand that lasts until the end of the evoker's next turn. If cast more than once, the evoker can have up to three effects occurring simultaneously.</p> <p><u>Ray of Frost (cantrip).</u> Action to cast, 60', instantaneous. The evoker makes a ranged spell attack (+7 to hit). On a hit, the target takes 9 (2d8) cold damage, and its speed is reduced to 10' until the start of the evoker's next turn.</p> <p><u>Burning Hands (1st).</u> Action to cast, 15' cone originating from the evoker, instantaneous. A 15' cone of flame shoots forth from the evoker's outstretched fingertips. Each creature within the cone takes 5d6 fire damage (Con save DC 15 for half damage). An unattended, flammable object hit by the spell is set afire.</p> <p><u>Mage Armor (1st).</u> Action to cast, touch, 8 hours. The evoker's base AC becomes 15.</p>						

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

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

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

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

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

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

Lightning Bolt (3rd). Action to cast, 100' line from self, instantaneous. Each creature in a 100' long, 5' wide line originating from the evoker takes damage equal to 8d6 plus 1d6 per level of the slot used to cast the spell (9d6 at 4th level, etc.; DC 15 Dex save for half damage).

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

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

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

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

Fist: The hand attacks (+7 to hit) a target within 5' for 4d8 force damage.

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

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

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

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

Chain Lighting (5th). Action to cast, 150', instantaneous. The evoker shoots a bolt of lightning at a target (creature or object), which then splits into up to three bolts that attack up to three other targets within 30' of the original target. No more than one bolt can strike a single target. Each target takes 10d8 lightning damage (DC 15 Dex save for half damage). If cast at 6th level, up to four bolts leap from the original target.

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

ACTIONS

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

ILLUSIONIST						CR 3
Medium humanoid (any race), any alignment						700 XP
Armor Class 12 (15 with mage armor)						
Hit Points 38 (7d8+7)						
Speed 30'						
STR	DEX	CON	INT	WIS	CHA	
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)	
Saves Int + 5, Wis +2						
Skills Arcana +5, History +5						
Senses passive Perception 10						
Languages any four languages						
Displacement: As a bonus action, the illusionist can impose disadvantage on attack rolls against the illusionist until the illusionist takes damage, is incapacitated, or has a speed of 0'. This ability recharges when the illusionist casts an illusion of 1st level or higher (underlined below).						
Spellcasting: 7th-level, Int-based, DC 13, +5 to hit						
1st <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 3rd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						
2nd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 4th <input type="checkbox"/>						
Dancing Lights (cantrip). Action to cast, 120', concentration up to 1 minute. The illusionist creates four torch-sized motes of light within range, or one in the form of a Medium humanoid. The lights shed 10' of dim light. As a bonus action, the illusionist can move them up to 60' to a spot within range.						
Mage Hand (cantrip). Action to cast, 30', 1 minute. The illusionist creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.						
Minor Illusion (cantrip). Action to cast, 30', 1 minute. The illusionist creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 13 Investigation check.						
Poison Spray (cantrip). Action to cast, 10', instantaneous. The target creature must make a DC 13 Con save or take 2d12 poison damage.						
Color Spray (1st). Action to cast, self (15' cone), 1 round. This spell blinds 6d10 hit points of creatures in ascending order of their current totals (ignoring creatures that are blind or unconscious).						
Disguise Self (1st). Action to cast, self, 1 hour. The illusionist makes itself and its belongings look different: 1 foot shorter or taller; thin, fat, or in between; but bipedal. The disguise will not hold up to inspection. To discern that the illusionist is disguised, a creature may spend its action to inspect its appearance or make a DC 13 Investigation check.						
Mage Armor (1st). Action to cast, touch, 8 hours. The illusionist's base AC becomes 15.						

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

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

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

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

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

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

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

ACTIONS

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

NECROMANCER						CR 9
Medium humanoid (any race), any alignment						5,000 XP
Armor Class 12 (15 with mage armor)						
Hit Points 66 (12d8+12)						
Speed 30'						
STR	DEX	CON	INT	WIS	CHA	
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)	
Saves Int + 7, Wis +5						
Skills Arcana +7, History +7						
Senses passive Perception 11						
Languages any four languages						
<p>Grim Harvest (1/turn). When then necromancer kills a creature (not a construct or undead) with a spell of 1st level or greater, the necromancer regains hit points equal to twice the spell's level, or thrice the spell's level if it is a necromancy spell.</p> <p>Spellcasting: 12th-level, Int-based, DC 15, +7 to hit</p> <p>1st <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 3rd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 5th <input type="checkbox"/><input type="checkbox"/> 2nd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 4th <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 6th <input type="checkbox"/></p> <p>Chill Touch (cantrip). Action to cast, 120', instantaneous. The necromancer makes a ranged spell attack (+7) doing 2d8 necrotic damage, and prevents the target from regaining hit points until the start of the necromancer's next turn. If the target is undead, the target has disadvantage on attack rolls until the end of the necromancer's next turn.</p> <p>Dancing Lights (cantrip). Action to cast, 120', concentration up to 1 minute. The necromancer creates four torch-sized motes of light within range, or one in the form of a Medium humanoid. The lights shed 10' of dim light. As a bonus action, the necromancer can move them up to 60' to a spot within range.</p> <p>Mage Hand (cantrip). Action to cast, 30', 1 minute. The necromancer creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.</p> <p>Mending (cantrip). 1 minute, touch, instantaneous. The necromancer repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.</p> <p>False Life (1st). Action to cast, self, 1 hour. The necromancer gains 1d4+4 temporary hit points (+5 for each additional casting level above 1st).</p> <p>Mage Armor (1st). Action to cast, touch, 8 hours. The necromancer's base AC becomes 15.</p> <p>Ray of Sickness (1st). Action to cast, 60', instantaneous. The necromancer makes a ranged spell attack (+7). On a hit, the target takes [slot level +1]d8 of damage. If the target fails a DC 15 Con save, it's poisoned until the end of the necromancer's next turn.</p>						

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

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

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

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

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

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

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

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

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

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

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

Fist: The hand attacks (+7 to hit) a target within 5' for 4d8 force damage.

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

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

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

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

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

ACTIONS

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

OOZE MASTER						CR 10
<i>Huge undead, lawful evil</i>						5,900 XP
Armor Class 9 (natural armor)						
Hit Points 138 (12d12+60)						
Speed 30', climb 30'						
STR	DEX	CON	INT	WIS	CHA	
16 (+3)	1 (-5)	20 (+5)	17 (+3)	10 (+0)	16 (+3)	
Saves Int + 7, Wis +4						
Skills Arcana +7, Insight +4						
Resistances lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons						
Damage Immunities acid, cold, poison						
Condition Immunities blinded, charmed, deafened, exhausted, frightened, paralyzed, poisoned, prone						
Senses blindsight 120', passive Perception 10						
Languages any four languages						
<p>Corrosive Form: A creature that touches or hits the ooze master with a melee attack within 5' takes 9 (2d8) acid damage. A nonmagical weapon that hits the ooze master takes a permanent, cumulative -1 penalty to damage rolls, and is destroyed if the penalty becomes -5. Non-magical ammunition is destroyed after inflicting damage. The ooze master can eat through 2" of nonmagical wood or metal in 1 round.</p> <p>Instinctive Attack: When the ooze master casts a spell with a casting time of 1 action, it can use pseudopod as a bonus action.</p> <p>Undead Nature: The ooze master doesn't require air, food, drink, or sleep.</p> <p>Spider Climb: The ooze master can climb difficult surfaces, including upside down, without making an ability check.</p> <p>Spellcasting: 9th-level, Int-based, DC 15, +7 to hit</p> <p>1st <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 3rd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 5th <input type="checkbox"/> 2nd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 4th <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Acid Splash (cantrip). Action to cast, 60', instantaneous. The ooze master hurls a large bead of acid at one creature or two creatures within 5' of one another. Each target must make a DC 14 Dex save or take 2d6 acid damage.</p> <p>Friends (cantrip). Action to cast, self, concentration up to 1 minute. The ooze master has advantage on Cha checks directed at one non-hostile creature. When the spell ends, the creature becomes hostile.</p> <p>Mage Hand (cantrip). Action to cast, 30', 1 minute. The enchanter creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.</p> <p>Poison Spray (cantrip). Action to cast, 10', instantaneous. The target creature must make a DC 15 Con save or take 2d12 poison damage.</p>						

Charm Person (1st). Action to cast, 30', 1 hour. If the target creature fails a DC 15 Wis save (made with advantage if currently fighting the ooze master), the target is charmed until the spell ends or the ooze master attacks it. The ooze master 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 ooze master can detect the presence of magic within 30' of it. The ooze master can use an action to see an aura around the source and detect its school of magic. This ability is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

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

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

Acid Arrow (2nd). Action to cast, 90', instantaneous. The ooze master makes a ranged spell attack (+7) against a target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the target takes half if the initial damage and no other damage. Both damage expressions increase by 1d4 for each spell level above 1st used to cast the spell.

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

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

Fear (3rd). Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 15 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the ooze master as safely as possible. If the creature ends its turn without the ooze master in sight, the creature may repeat the Wis save.

Fear (3rd). Action to cast, self only, concentration up to 1 minute. Each creature within a 30' cone must make a DC 15 Wis save or drop what it's holding and be frightened. On its turn, a frightened creature must take the Dash action and move away from the ooze master as safely as possible. If the creature ends its tu'rn without the ooze master in sight, the creature may repeat the Wis save.

Slow (3rd). Action to cast, 120', concentration up to 1 minute. Up to six creatures in a 40' cube must succeed on a DC 15 Wis save or be affected. They take -2 penalty to AC and Dex saves and can't take reactions. On its turn, an affected target can take either an Action or Bonus Action, not both, and can't make more than one melee or ranged attack during its turn. If an affected target attempts to cast a spell with a casting time of 1 action, on a d20 roll of 11 or higher, the spell doesn't take effect until the target's next turn, and the target must use it's action on the next turn to complete the spell. An affected target repeats its save at the end of its turn.

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

Black Tentacles (4th). Action to cast, 90', concentration up to 1 minute. A 20' square space becomes difficult terrain. When a creature enters the area for the first time or starts its turn there, it must succeed on a DC 15 Dex save or be restrained until the spell ends. A creature already restrained at the start of its turn takes 3d6 bludgeoning damage. A restrained creature can use its action to make a DC 15 Str or Dex save to free itself.

Confusion (4th). Action to cast, 90', concentration up to 1 minute. Each creature in a 10'-radius sphere centered on a point within range must succeed on a DC 15 Wis save or be affected. An affected creature can't take reactions and must roll 1d10 and the start of each turn to determine its action. The creature may make a new save at the end of each of its turns to end the effect.

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

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

ACTIONS

Pseudopod. Melee Weapon Attack: +7 to hit, reach 10', one target. Hit: 13 (3d6+3) bludgeoning damage plus 10 (3d6) acid damage.

REACTIONS

Instinctive Charm. A visible attacker (not immune to charm) within 30' that targets the ooze master must make a DC 15 Wis save or attack the creature closest to it. On a successful save, a creature is immune to Instinctive Charm for 24 hours.

SHARWYN HUCRELE						CR 1/2
<i>Medium humanoid (human), neutral evil</i>						100 XP
Armor Class 16 (<i>Barkskin</i> trait)						
Hit Points 13 (2d8+4)						
Speed 30'						
STR	DEX	CON	INT	WIS	CHA	
11 (+0)	13 (+1)	14 (+2)	16 (+3)	14 (+2)	9 (-1)	
Skills Arcana +5, Insight +4, Persuasion +1						
Senses passive Perception 12						
Languages Common, Draconic, Goblin						
Barkskin. Sharwyn's AC is at least 16.						
Special Equipment. Sharwyn's spellbook includes Detect Magic and Silent Image in addition to the spells listed below.						
Tree Thrall. If the Gulthias Tree dies, Sharwyn dies 24 hours later.						
Spellcasting: 1st-level, Int-based, DC 13, +5 to hit						
1st <input type="checkbox"/> <input type="checkbox"/>						
Light (cantrip). Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 13 Dex save.						
Prestidigitation (cantrip). Action to cast, 60', 1 hour. Sharwyn 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 Sharwyn's next turn. If cast more than once, Sharwyn can have up to three effects occurring simultaneously.						

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

Magic Missile (1st). Action to cast, 120', instantaneous. Sharwyn creates 3 magic darts. A dart deals 1d4+1 force damage, each targeting the same or different creatures.

Shield (1st). Reaction to a hit on Sharwyn, self, 1 round. Until the start of its next turn, Sharwyn has an AC of 18, including against the triggering attack, and has immunity to magic missile.

Sleep (1st level). Action to cast, 90', 1 minute. Sharwyn rolls 5d8. The total rolled is how many hit points of creatures affected, starting with the creature with the lowest current hit points. An affected creature falls asleep until the spell ends, the creature takes damage, or someone within uses an Action to rouse the creature. Undead and creatures immune to charm are immune.

ACTIONS

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

SIREN		CR 3			
<i>Medium fey, chaotic good</i>		700 XP			
Armor Class 14					
Hit Points 38 (7d8+7)					
Speed 30' , swim 30'					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	13 (+1)	14 (+2)	16 (+3)
Skills Medicine +4, Nature +4, Stealth +6, Survival +4					
Senses darkvision 60', passive Perception 12					
Languages Common, Elvish, Sylvan					
<p>Amphibious. The siren can breathe air and water.</p> <p>Magic Resistance. The siren has advantage on saves against spells and other magical effects.</p> <p>Innate Spellcasting: Charm Person (1/day ☐). Action to cast, 30', 1 hour. If the target creature fails a DC 13 Wis save (made with advantage if currently fighting the siren), the target is charmed until the spell ends or the siren attacks it.</p> <p>Innate Spellcasting: Fog Cloud (1/day ☐). Action to cast, 120', concentration up to 1 hour. The siren creates a 20'-radius sphere centered on a point within range. Its area is heavily obscured. The fog spreads around corners, and it is dispersed by a wind of at least 10 mph.</p> <p>Innate Spellcasting: Greater Invisibility (1/day ☐). Action to cast, touch, concentration up to 1 minute. The siren or a creature it touches (and their possessions) become invisible until the spell ends.</p> <p>Innate Spellcasting: Polymorph (1/day ☐). Action to cast, self only, concentration, up to 1 hour. The siren transforms into a new form. The new form can be a beast of a challenge level no greater than level 3, and the siren assumes the hit points of that form. The siren 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 siren's new form drops to 0 hit points, the siren reverts to its true form, with damage it took carrying over to its hit point total prior to the polymorph.</p>					
ACTIONS					
<p>Shortsword. Melee Weapon Attack: +6 to hit, reach 5', one target. Hit: 7 (1d6+4) piercing damage.</p> <p>Stupefying Touch. A creature within 5' of the siren must succeed on a DC 13 Int save or take 13 (3d6+3) psychic damage and be stunned until the start of the Siren's next turn.</p>					

TARUL VAR		CR 13													
Medium undead, neutral evil		10,000 XP													
Armor Class 16 (natural armor)															
Hit Points 105 (14d8+42)															
Speed 30'															
STR	DEX	CON	INT												
11 (+0)	16 (+3)	16 (+3)	19 (+4)												
WIS	CHA														
14 (+2)	16 (+3)														
Saves Con +8, Int +9, Wis +7															
Skills Arcana +9, History +9, Insight +7, Perception +7															
Damage Resistances cold, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons															
Damage Immunities poison															
Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned															
Senses darkvision 60', passive Perception 17															
Languages Abyssal, Common, Infernal, Primordial, Thayan															
<p>Focused Conjunction. While Tarul Var is concentrating on a conjuration spell (underlined below), his concentration cannot be broken by taking damage.</p> <p>Legendary Resistance (3/day <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/>). If Tarul Var fails a saving throw, he can choose to succeed instead.</p> <p>Rejuvenation. If Tarul Var is destroyed but his phylactery is not, he gains a new body in 1d10 days, regaining all of his hit points and becoming active again. The new body appears within 5 feet of the phylactery.</p> <p>Turn Resistance. Tarul Var has advantage on saves against any effect that turns undead.</p> <p>Undead Nature: Tarul Var doesn't require air, food, drink, or sleep.</p> <p>Spellcasting: 18th-level, Int-based, DC 17, +9 to hit</p> <table style="width: 100%; border: none;"> <tr> <td>1st</td><td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> <td>4th</td><td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> </tr> <tr> <td>2nd</td><td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> <td>5th</td><td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> </tr> <tr> <td>3rd</td><td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> <td>6th</td><td><input type="checkbox"/></td> </tr> </table> <p>Fire Bolt (cantrip). Action to cast, 120', instantaneous. Tarul Var hurls a mote of fire, making a ranged spell attack, +9 to hit, 16 (3d10) fire damage. An unattended flammable object hit by the spell catches fire.</p> <p>Mage Hand (cantrip). Action to cast, 30', 1 minute. Tarul Var creates a ghost-like hand that can be controlled with an action. It can manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, etc.</p> <p>Minor Illusion (cantrip). Action to cast, 30', 1 minute. Tarul Var creates a sound or image of an object (not both). An object must be no larger than a 5' cube. A creature can determine it's an illusion with a DC 17 Investigation check.</p>				1st	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4th	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2nd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5th	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3rd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6th	<input type="checkbox"/>
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Prestidigitation (cantrip). Action to cast, 60', 1 hour. Tarul Var 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 Tarul Var's next turn. If cast more than once, Tarul Var can have up to three effects occurring simultaneously.

Ray of Frost (cantrip). Action to cast, 60', instantaneous. Tarul Var makes a ranged spell attack (+9 to hit). On a hit, the target takes 4d8 cold damage, and its speed is reduced to 10' until the start of Tarul Var's next turn.

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

Magic Missile (1st). Action to cast, 120', instantaneous. Tarul Var 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 Tarul Var, self, 1 round. Until the start of his next turn, Tarul Var has an AC of 21, including against the triggering attack, and immunity to magic missile.

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

Detect Thoughts (2nd). Action to cast, self, concentration up to 1 minute. Tarul Var can focus on any target creature within 30' of it (Int >3, and knows a language) and read its surface thoughts. As an action, Tarul Var can shift focus to another creature or probe deeper into the target's mind. If the target fails a DC 17 Wis save, Tarul Var 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 Tarul Var to end the effect.

Flaming Sphere (2nd). Action to cast, 60', concentration up to 1 minute. Tarul Var conjures a 5'-radius ball of fire. Any creature that ends its turn within 5' of the ball takes 2d6 fire damage (DC 17 Dex save for half damage). As a bonus action, Tarul Var can move the ball up to 30' to repeat the attack on a target. It can clear 5' barriers and 10' jumps, it ignites unattended flammable objects, sheds bright light 20', and sheds dim light for another 20'.

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

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

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

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

Fireball (3rd). Action to cast, 150', instantaneous. Each creature in a 20'-radius sphere centered on a point within range takes 8d6 fire damage (DC 17 Dex save for half damage). The fire spreads around corners. When cast using a spell slot higher than 3rd, the spell does an extra 1d8 damage per level of the slot.

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

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

Cloudkill (5th). Action to cast, 120', concentration up to 10 minutes. Tarul Var conjures a 20'-radius sphere of fog. When a creature enters the sphere or starts its turn there it takes 5d8 poison damage (DC 17 Con save for half damage). The fog rolls away from Tarul Var at a rate of 10' per round. The damage increases by 1d8 per slot used above 5th level.

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

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

ACTIONS

Paralyzing Touch. *Melee Weapon Attack:* +9 to hit, reach 5', one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 17 Con save or be paralyzed for 1 minute. The target can repeat the save at the end of each of its turns.

Benign Transposition. Tarul Var teleports up to 30' to an unoccupied space he can see, or if occupied by a willing Medium or Small creature, swap places. This ability recharges after a long rest or Tarul Var casts a conjuration spell of 1st level or higher.

LEGENDARY ACTIONS

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

Cantrip. The lich casts a cantrip.

Paralyzing Touch (costs 2 actions). Tarul Var uses that action.

Frightening Gaze (costs 2 actions). One creature Tarul Var can see within 10' of it must succeed on a DC 17 Wis save or become frightened for 1 minute. The target may make another save at the end of each of its turn, gaining immunity for 24 hours on a success.

THAYAN APPRENTICE						CR 2
<i>Medium humanoid (human), any non-good alignment</i>						450 XP
Armor Class 12 (15 with <i>Mage Armor</i>)						
Hit Points 27 (5d8+5)						
Speed 30'						
STR	DEX	CON	INT	WIS	CHA	
10 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)	11 (+0)	
Skills Arcana +4						
Senses passive Perception 11						
Languages Common, Thayan						
Doomvault Devotion. Within the Doomvault, the apprentice has advantage on saves against charm and being frightened.						
Spellcasting: 4th-level, Int-based, DC 12, +4 to hit						
1st <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2nd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						
Fire Bolt (cantrip). Action to cast, 120', instantaneous. The apprentice hurls a mote of fire, making a ranged spell attack, +4 to hit, 16 (3d10) fire damage. An unattended flammable object hit by the spell catches fire.						
Mage Hand (cantrip). Action to cast, 30', 1 minute. The apprentice 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 apprentice creates one of six minor effects: a harmless sensory effect; lighting or snuffing a small flame; cleaning or soiling an object no larger than a cubic foot; chilling, warming, or flavoring up to 1 cubic foot of nonliving material for 1 hour; coloring or marking an object or surface for 1 hour; or creating a nonmagical trinket or illusion that can fit in its hand that lasts until the end of the apprentice's next turn. If cast more than once, the apprentice can have up to three effects occurring simultaneously.						
Shocking Grasp (cantrip). Action to cast, 30', instantaneous. The apprentice makes a melee spell attack (+4) with advantage if the target creature is wearing metal armor. On a hit, the target takes 1d8 lightning damage and can't take reactions until the end of its next turn.						

Burning Hands (1st level). Action to cast, 15' cone originating from the apprentice, instantaneous. A 15' cone of flame shoots forth from the apprentice's outstretched fingertips. Each creature within the cone takes 5d6 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 apprentice 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 apprentice's base AC becomes 15.

Shield (1st). Reaction to a hit on apprentice, self, 1 round. Until the start of its next turn, apprentice has an AC of 18, including against the triggering attack, and has immunity to magic missile.

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

Scorching Ray (2nd). Action to cast, 120', instantaneous. The apprentice hurls three streams of fire at up to three targets within range. Each is a ranged spell attack (+4) that does 2d6 fire damage. The apprentice can hurl an additional stream for each level over 2nd at which the spell is cast.

ACTIONS

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

TRANSMUTER		CR 5			
Medium humanoid (any race), any alignment		1,800 XP			
Armor Class 12 (15 with mage armor)					
Hit Points 40 (9d8)					
Speed 30'					
STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)
Saves Int + 6, Wis +4					
Skills Arcana +6, History +6					
Senses passive Perception 11					
Languages any four languages					
<p>Transmuter's Stone: The transmuter carries a magic stone that grants its bearer one of the following effects:</p> <ul style="list-style-type: none"> ➤ Darkvision 60' ➤ +10' speed while unencumbered ➤ Proficiency with Con saves ➤ Resistance to acid, cold, fire, lighting, or thunder damage <p>If the Transmuter is carrying the stone and casts a transmutation spell (underlined below), the effect of the stone can be changed.</p> <p>Spellcasting: 9th-level, Int-based, DC 14, +6 to hit</p> <p>1st <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 3rd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 5th <input type="checkbox"/> 2nd <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> 4th <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p> <p>Light (cantrip). Action to cast, touch, 1 hour. Until the spell ends, an object or creature touched, which must be no larger than 10' in any dimension, sheds bright light (of any color the giant chooses) in a 20' radius, and dim light for an additional 20'. A hostile creature targeted by the spell may avoid it with a DC 14 Dex save.</p> <p>Mending (cantrip). 1 minute, touch, instantaneous. The transmuter repairs a single break or tear in an object, as long as the damage is less than 1' in any dimension.</p> <p>Prestidigitation (cantrip). Action to cast, 60', 1 hour. The transmuter creates one of six minor effects: a harmless sensory effect; lighting or snuffing a small flame; cleaning or soiling an object no larger than a cubic foot; chilling, warming, or flavoring up to 1 cubic foot of nonliving material for 1 hour; coloring or marking an object or surface for 1 hour; or creating a nonmagical trinket or illusion that can fit in its hand that lasts until the end of the evoker's next turn. If cast more than once, the transmuter can have up to three effects occurring simultaneously.</p> <p>Ray of Frost (cantrip). Action to cast, 60', instantaneous. The transmuter makes a ranged spell attack (+6 to hit). On a hit, the target takes 9 (2d8) cold damage, and its speed is reduced to 10' until the start of the transmuter's next turn.</p> <p>Chromatic Orb (1st). Action to cast, 90', instantaneous. The transmuter tosses a sphere of acid, cold, fire, lightning, poison, or thunder energy, making a ranged spell attack (+6) against a creature. The sphere inflicts 3d8 damage of that type, plus 1d8 for each slot above 1st used to cast the spell.</p>					

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

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

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

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

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

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

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

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

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

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

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

ACTIONS

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

YUSDRAYL						CR 1
<i>Small humanoid (kobold), lawful evil</i>						200 XP
Armor Class 12 (15 with <i>Mage Armor</i>)						
Hit Points 16 (3d6+6)						
Speed 30'						
STR	DEX	CON	INT	WIS	CHA	
8 (-1)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	16 (+3)	
Skills Arcana +2, Insight +2, Stealth +4						
Senses darkvision 60', passive Perception 10						
Languages Common, Draconic						
Pack Tactics. Yusdrayl has advantage on all attack rolls against a creature that is have at least one of Yusdrayl's (not incapacitated) allies adjacent to it.						
Sunlight Sensitivity. While in sunlight, Yusdrayl has disadvantage on all attack rolls and Wisdom (Perception) rolls that rely on sight.						
Spellcasting: 2nd-level, Cha-based, DC 13, +5 to hit						
1st <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						
Mage Hand (cantrip). Action to cast, 30', 1 minute. Yusdrayl 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. Yusdrayl 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 Yusdrayl's next turn. If cast more than once, Yusdrayl can have up to three effects occurring simultaneously.						

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

Shocking Grasp (cantrip). Action to cast, 30', instantaneous. Yusdrayl makes a melee spell attack (+5) with advantage if the target creature is wearing metal armor. On a hit, the target takes 1d8 lightning damage and can't take reactions until the end of its next turn.

Burning Hands (1st level). Action to cast, 15' cone originating from Yusdrayl, instantaneous. A 15' cone of flame shoots forth from Yusdrayl's outstretched fingertips. Each creature within the cone takes 5d6 fire damage (Con save DC 13 for half damage). An unattended, flammable object hit by the spell is set afire.

Chromatic Orb (1st). Action to cast, 90', instantaneous. Yusdrayl throws an orb of either acid, cold, fire, lightning, poison, or thunder, making a ranged spell attack (+5). If struck, the target creature takes 3d8 damage of that type.

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

ACTIONS

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