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THE FACTOTUM

THE FACTOTUM

Level	Proficiency Bonus	Spell Level	Features	Inspiration Points
1st	+2	—	Inspiration, Cunning Insight, Jack of All Trades	2
2nd	+2	—	Expertise, Cunning Knowledge	3
3rd	+2	—	Brains over Brawn, Cunning Defense	3
4th	+2	1	Ability Score Improvement, Cunning Strike, Arcane Dilettante (1 spell)	3
5th	+3	2	Opportunistic Piety, Arcane Dilettante (2 spells)	4
6th	+3	2	Fighting Training, Omniglot	4
7th	+3	2	Arcane Dilettante (3 spells)	4
8th	+3	2	Ability Score Improvement, Expertise	5
9th	+4	3	Cunning Surge	5
10th	+4	3	Arcane Dilettante (4 spells)	5
11th	+4	3	Cunning Talent, Cunning Breach	6
12th	+4	3	Ability Score Improvement, Arcane Dilettante (5 spells)	6
13th	+5	4	Cunning Dodge	6
14th	+5	4	Arcane Dilettante (6 spells), Expertise	7
15th	+5	4	Trap Analysis, Opportunistic Piety (short rest)	7
16th	+5	4	Use Magic Device, Ability Score Improvement	7
17th	+6	5	Arcane Dilettante (7 spells)	8
18th	+6	5	Cunning Movement, Arcane Dilettante (8 spells)	8
19th	+6	5	Ability Score Improvement, Cunning Perfection	8
20th	+6	5	Cunning Brilliance	10

CLASS FEATURES

As a factotum, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per factotum level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per factotum level after 1st

PROFICIENCIES

Armor: Light armor, shields

Weapons: Simple and martial weapons

Tools: Three of your choice

Saving Throws: Dexterity, Intelligence

Skills: Choose any four

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- One martial weapon of your choice
- (a) a shortbow and quiver of 20 arrows or (b) a simple weapon or (c) a shield
- A pack of your choice
- Leather armor and three tools of your choice

INSPIRATION

You have a body of random knowledge that fuels your abilities. You can spend these points to gain various bonuses. When you roll initiative, or if you spend 1 minute recharging by exercising, solving puzzles, reading, or otherwise engaged in light activity, your inspiration points are set to the amount in the Inspiration Points table.

CUNNING INSIGHT

Before making an attack roll or damage roll you can spend 1 inspiration point to gain a bonus on the roll equal to your Intelligence modifier. Cunning insight does not require an action, and you can use it as often as you wish during your turn or others' turns—provided that you have the inspiration points to spend, but only once per roll.

JACK OF ALL TRADES

You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

EXPERTISE

At 2nd level, choose two of your skill or tool proficiencies, or one of each. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 8th level and again at 14th level, you can choose two more of your proficiencies (in skills or with tools) to gain this benefit.

CUNNING KNOWLEDGE

Starting at 2nd level, when making an skill check or tool ability check, you can spend 1 inspiration point to gain a bonus on the check equal to 1 + half your factotum level, rounded down. You can use this ability once per day for a particular skill or tool. For example, if you use cunning knowledge to gain a bonus on a Stealth check, you cannot use the ability to improve other Stealth checks for the rest of the day, though you can use it on different skills.

BRAINS OVER BRAWN

At 3rd level, you can use your Intelligence bonus in place of your Strength or Dexterity bonus on Strength and Dexterity checks.

CUNNING DEFENSE

At 3rd level, you can spend 1 inspiration point to gain your Intelligence bonus on a single saving throw or as AC against a single attack. You can spend these points multiple times per turn, but only once per save or attack.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

CUNNING STRIKE

Starting at 4th level, you gain the ability to pick out weaknesses in your enemies. You can spend 1 or more inspiration points to gain 1d6 points of sneak attack damage per inspiration point spent until the start of your next turn, up to a maximum of the damage a rogue of your level would gain. The damage only applies if sneak attack would and only applies to one attack per turn; see the Rogue class for details.

ARCANE DILETTANTE

When you reach 4th level, you gain a basic understanding of magic. By waving your hands around you can produce an effect that looks like a spell. This has two benefits:

1. You can cast any cantrip from any list by spending 1 inspiration point, but a specific cantrip only once per day.
2. You can choose one spell of 1st level or higher from the wizard list to prepare. You can cast each spell by spending 1 inspiration point, but can only cast a specific spell once per day. Additionally, you can only prepare one spell of the highest level you have available to cast.

Your spellcasting ability is Intelligence. Your spell attack bonus is your Intelligence modifier plus your proficiency bonus, and your spell save DC is 8+Intelligence modifier+proficiency bonus.

The number of wizard spells you can prepare daily and the level you can prepare both increase as you gain levels, as listed in the table.

OPPORTUNISTIC PIETY

Starting at 5th level, you can tap into a flicker of divinity. Once per day, you can spend 1 inspiration point to channel divinity. You can mimic a cleric's Turn Undead (but you never destroy undead) or the level 2 channel divinity feature of any domain. After channeling once, you cannot do so again until you finish a long rest.

Alternatively, you can expend your use of channel divinity to gain a pool of healing power. With that pool, you can restore a total number of hit points equal to twice your factotum level. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. This pool lasts until you finish a long rest.

At 15th level you can channel divinity once per short or long rest.

FIGHTING TRAINING

Beginning at 6th level, you can spend 2 inspiration points to gain the benefit of one of the following fighting styles until the start of your next turn.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

UNEARTHED ARCANA

If your DM allows unearthed arcana content, the following fighting styles are also available.

MARINER (UNEARTHED ARCANA)

As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

CLOSE QUARTERS SHOOTER (UNEARTHED ARCANA)

You are trained in making ranged attack at close quarters. When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on ranged attacks.

TUNNEL FIGHTER (UNEARTHED ARCANA)

You excel at defending narrow passages, doorways, and other tight spaces. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

OMNIGLOT

Starting at 6th level, your travels have exposed you to so many cultures you can ask for a flagon of mead or a bed for the night in four hundred different languages. You can communicate basic concepts in any language. Any Charisma, Wisdom, or Intelligence checks you make to convey or understand meaning in a language you don't know are at disadvantage.

CUNNING SURGE

Starting at 9th level, you learn to push yourself when needed. By spending 3 inspiration points, you can take an extra action during your turn. You can use this ability once per turn.

CUNNING BREACH

Starting at 11th level, your broad knowledge allows you to study an opponent and gain a brief flash of insight to breach their defenses. By spending 1 inspiration point, you can ignore a single target's damage resistance and immunity for 1 round.

CUNNING TALENT

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10. Additionally, whenever you make an ability check that doesn't let you add your proficiency bonus, you can spend 2 inspiration point to treat a d20 roll of 9 or lower as a 10.

CUNNING DODGE

Starting at 13th level, your luck, reflexes, and intuition allow you to avoid an attack or spell that would otherwise defeat you. If you take damage that would reduce you to 0 hit points, you can spend 4 inspiration points as a reaction to ignore the damage. You dodge out of the way, take cover from a spell, or otherwise escape. You can't use this ability again until you finish a long rest.

TRAP ANALYSIS

At 15th level, you can analyze a trap's mechanism, system of operation, and possible weaknesses. Make an Intelligence (Investigation) check with a DC determined by your DM. On a success, you can figure out how the trap works and what it will do, and at your DM's discretion may figure out ways around it or to disable it. If you successfully disable a trap you successfully analyzed, you can add a bypass that lets you and your party around while the trap remains active for any pursuers.

USE MAGIC DEVICE

By 16th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, alignment, and level requirements on the use of magic items.

CUNNING MOVEMENT

At 18th level, your quick thinking and agility allow you to move and think quickly. You can spend 1 inspiration point to take a Bonus Action on your turn in combat. This action can be used only to take the Dash, Disengage, or Use an Object action, to make any Intelligence skill check, or to use your thieves' tools to disarm a trap or open a lock.

CUNNING PERFECTION

At 19th level, you have an uncanny knack for succeeding when you need to. If you fail an ability check, you can spend 1 inspiration point to treat the d20 roll as a 20.

Once you use this feature, you can't use it again until you finish a short or long rest.

CUNNING BRILLIANCE

At 20th level, you become the ultimate jack of all trades. Your sharp mind and keen sense of your surroundings allow you to duplicate almost any ability you witness. At the start of each day, choose three non-spellcasting class or subclass abilities. Each ability must be available to a standard character class or subclass at 10th level or lower, and must appear on the advancement table or in the text description for that class. By spending 4 inspiration points, you gain the benefits and drawbacks of one chosen ability for 1 minute. You use the ability as if your level in the relevant class equaled your factotum level. You can use each chosen class ability once per day.

For example, if you use a monk's martial arts ability, you gain all the benefits and drawbacks described under martial arts. You do not gain the benefits of flurry of blows, because that is a separate ability in the monk's class description.

SHADOWCASTER

THE SHADOWCASTER

Level	Proficiency Bonus	Features	Fundamentals Known	Mysteries Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Shadow Mysteries	3	2	2	—	—	—	—	—	—	—	—
2nd	+2	—	3	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	4	2	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	2	4	1	—	—	—	—	—	—	—
5th	+3	—	4	3	4	2	—	—	—	—	—	—	—
6th	+3	—	4	4	4	3	—	—	—	—	—	—	—
7th	+3	—	4	4	4	3	—	—	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	4	3	1	—	—	—	—	—	—
9th	+4	—	4	4	4	3	2	—	—	—	—	—	—
10th	+4	—	5	5	4	3	3	1	—	—	—	—	—
11th	+4	—	5	5	4	3	3	1	—	—	—	—	—
12th	+4	Ability Score Improvement	5	5	4	3	3	2	—	—	—	—	—
13th	+5	—	5	5	4	3	3	2	—	—	—	—	—
14th	+5	—	5	5	4	3	3	2	—	—	—	—	—
15th	+5	—	5	6	4	3	3	2	—	—	—	—	—
16th	+5	Ability Score Improvement	5	7	4	3	3	3	1	—	—	—	—
17th	+6	—	5	7	4	3	3	3	1	—	—	—	—
18th	+6	—	10	8	4	3	3	3	2	—	—	—	—
19th	+6	Ability Score Improvement	10	9	4	3	3	3	2	—	—	—	—
20th	+6	—	10	9	4	3	3	3	3	—	—	—	—

CLASS FEATURES

As a shadowcaster, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per shadowcaster level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per shadowcaster level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Dexterity, Charisma

Skills: Choose two from Arcana, Deception, History, Intimidation, Investigation, Stealth, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- One martial weapon of your choice
- (a) leather armor or (b) scale mail
- (a) a shortbow and quiver of 20 arrows or (b) a simple weapon or (c) a shield
- A pack of your choice
- Two tools of your choice

MYSTERIES

FUNDAMENTALS

ARROW OF DUSK

Evocation fundamental

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

A bolt of shadow springs from your hand to a creature or object within range, draining vitality where it strikes. Make a ranged spell attack against the target. On a hit, the target takes 2d4 cold or necrotic damage (your choice). If you score a critical hit, you roll damage dice three times, instead of twice. This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

BLACK CANDLE

Evocation fundamental

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 1 minute

You alter the ambient light within a 20-foot sphere within range. At your option, it becomes bright light, dim light, or darkness. You can choose to make the light or darkness magical or nonmagical, at your option. Creatures with darkvision can see through nonmagical darkness as normal. The fundamental ends if you cast it again or dismiss it as an action.

CAUL OF SHADOW

Abjuration fundamental

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

You grant yourself resistance to cold or necrotic damage (your choice). As a bonus action, you can switch resistances.

LIQUID NIGHT

Conjuration fundamental

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

The shadows around your hand seem to weep, leaving a small puddle of dark tears.

You create a quantity of ink great enough for you to write approximately one page of text. It is not of sufficient quality to scribe spells. In darkness or shadowy illumination, the ink glows with light that has the brightness of a candle. The light can be colored as you like. Water splashed on the ink causes it to wash away and cease glowing, but otherwise the ink continues to glow indefinitely.

MYSTIC REFLECTIONS

Divination fundamental

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

SHADOW HOOD

Illusion fundamental

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

You send swirling tendrils and bursts of mystic shadow towards one creature within range. It must succeed on a Wisdom saving throw or have disadvantage on Perception checks for the duration.

SIGHT OBSCURED

Illusion fundamental

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 minute

You place a cloak of shadows and silence on one willing creature you touch, masking it from detection. For the duration, the creature has a +5 bonus to Dexterity (Stealth) checks and Dexterity (Sleight of Hand) checks.

UMBRAL HAND

Conjuration fundamental

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 50 pounds.

WIDENED EYES

Divination fundamental

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

You apply a filter of shadow that channels and enhances incoming light to a willing creature you touch. That creature gains darkvision for the duration of the spell.

1ST LEVEL

BEND PERSPECTIVE

1st-level divination

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

You send your vision through shadows and into planar reflections, altering your point of view. For the duration, you view the world as if you were standing in a different spot within 30 feet. You cannot see through solid objects. However, you can look around corners or over barriers, obtain a bird's-eye view of your area, and so on. You can switch back and forth between your own eyes and an alternate viewpoint as a bonus action.

CARPET OF SHADOW

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 10 minutes

The ground becomes rough and hazardous, the real floor superimposed with irregular terrain of the Plane of Shadow. You place ten 5-foot-by-5-foot panels. Each panel lies flat against the floor, like a carpet, and must be contiguous with another panel. All areas covered by a panel become difficult terrain.

LIFE FADES

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d6 necrotic damage and must succeed on a Constitution saving throw. On a failure, it gains one level of exhaustion that lasts for 1 minute. If the creature already had one or more levels of exhaustion, it does not gain any more.

At Higher Levels. When you cast this mystery using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

MESMERIZING SHADE

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 round

One creature within range must succeed on a Wisdom saving throw. On a failure, it is incapacitated until the start of your next turn. Even on a success, it suffers disadvantage on Perception checks for the duration.

Creatures immune to being charmed are immune to this mystery.

STEEL SHADOWS

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 hour

You touch a willing creature who isn't wearing or carrying a shield, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 14 + its Dexterity modifier. The spell ends if the target dons armor or a shield, or if you dismiss the spell as an action.

VOICE OF SHADOWS

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 round

You send a one-word command to a creature you can see within range via the Plane of Shadows. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The mystery has no effect if the target doesn't understand your language or if your command is directly harmful to it. However, even if the target can't hear you, you can broadcast the words through the Plane of Shadows.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

2ND LEVEL

BLACK FIRE

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

The ground fills with black fire from the Plane of Shadow. You place ten 5-foot cubes on the ground as you desire. Each cube must be contiguous with another cube.

When a creature enters the mystery's area for the first time on a turn or starts its turn there, that creature must make a Dexterity saving throw. The creature takes 2d6 cold damage on a failed save, or half as much damage on a successful one.

CONGRESS OF SHADOW

2nd-level evocation

Casting Time: 1 action

Range: Unlimited

Components: S

Duration: Instantaneous

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately.

You can send the message across any distance, but not to other planes of existence.

FEATS

WELLSPRING OF INSPIRATION

Prerequisite: Inspiration class feature, Int 15

Your maximum amount of Inspiration Points increases by your proficiency bonus.

RACES

ELAN

Age. You have an unlimited lifespan.

Ability Score Reduction. Your Charisma decreases by 2.

Type. Your type is aberration, not humanoid, giving you immunity to effects that only target humanoids such as *dominate person* and *crown of madness*.

Psi Points. You have a reservoir of 2 psi points, or your maximum psi points increases by 2.

Resistance. When you are forced to make a saving throw, you can expend 1 psi point to gain advantage on the save.

Resilience. When you take damage, you can expend psi points and roll 1d4 per point expended. You then reduce the damage you would take by this total.

Repletion. You can expend 1 psi point. When you do so, you do not have to eat or drink for 24 hours.

Psionic Talent. You know one talent of your choice, and can manifest it at will.

Languages. Common and one of your choice.

ILLUMIAN

Ability Score Improvement. Three ability scores of your choice increase by 1.

Sigils of Light. As a bonus action, you can make these sigils visible or invisible. When visible, they shine magic bright light in a 5-foot radius and dim light for an additional 5 feet.

Skills. You gain proficiency in 2 skills of your choice.

Multiclassers. An illumian does not need to meet any ability score prerequisites when multiclassing.

Automatic Languages. Common, Illumian, and one of your choice.

KOBOLD

Yes, I am aware of the Volo's writeup of kobolds.
But I felt that one didn't really fit the race.

Ability Score Adjustment. Your Dexterity increases by 2, and your Strength decreases by 2.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Draconic.

Subrace. Although not proper subraces, kobolds do have variant abilities.

AQUATIC

Child of the Sea. You have a swimming speed of 30 feet, and you can breathe air and water.

CHROMATIC SPIRIT

Ability Score Improvement. Your Charisma increases by 1.

Damage Resistance. You gain resistance to one damage type, determined by what sort of dragon you embody.

Dragon	Damage Type
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Ice

DRAGONWROUGHT

Type. Your type changes from humanoid to dragon, giving you immunity to effects that only target humanoids such as *dominate person* and *crown of madness*.

Age. You gain the longevity of dragons, increasing your maximum age to 3,000 years.

TRAPMASTER

Lightning Reflexes. You gain proficiency on Initiative checks, and advantage on Dexterity saving throws against traps.

Master Disarmer. Your skill at finding and disarming traps is legendary. When dealing with a trap, add your proficiency bonus to Perception and Investigation checks to find and understand traps, and checks made with thieves' tools to disarm them, even if you already were adding it.

URD

Flight. You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

SYNAD

Age. As human.

Type. Your type is aberration, giving you immunity to effects that only target humanoids such as *dominate person* and *crown of madness*.

Psi Points. You have a reservoir of 3 psi points, or your maximum psi points increases by 3. You have one each from the overmind, the collective, and the oracle.

Threefold Mind. The threefold synthesis of mind, controlled by the overmind, grants you a defense against mental attacks. You gain advantage against being charmed or frightened.

Oracle. The part of a synad's mind known as the oracle grants you a daily precognitive edge. When you finish a long rest, roll 2d20 and record the higher number rolled. You can replace any attack roll, saving throw, or ability check made by you with this foretelling roll. You must choose to do so before the roll.

The foretelling roll can be used only once. When you finish a long rest, you lose an unused foretelling roll.

Collective. The part of your mind known as the collective allows you to tap into a racial network of knowledge and information. You can spend 1 psi point to gain advantage on any Intelligence check you make.

Psionic Talent. You know one talent of your choice, and can manifest it at will.

Languages. Common and Synad.

SPELL LISTS

BARD

CANTRIPS (0 LEVEL)

Amanuensis
Bouncing Fall (Bounce the Baby)
Memory Lapse (What Was I Thinking Of?)

1ST LEVEL

Alibi
Beggar's Charm (Fly a Flag)
Card Control (Flip You for It)
Compelling Question (Shakedown)
Confession (I Shouldn't Tell You This)
Countercharm
Dust and Dirt (Not Worth Much) (ritual)
Forget (Nothing to See)
Mage Burr

2ND LEVEL

Charming Lie (Trust Me, Boys)
Chill Metal

Private Conversation (Just Between Us) (ritual)

3RD LEVEL

Celerity
Create Fetch
Enduring Scrutiny

4TH LEVEL

Nondescript

5TH LEVEL

Serene Gaze of Io

7TH LEVEL

Joyous Voice of Hlal

8TH LEVEL

Pure Sight

CLERIC

CANTRIPS (0 LEVEL)

Amanuensis

1ST LEVEL

Scholar's Touch (Ritual)

4TH LEVEL

Dimensional Anchor
Identify Transgressor
Lendys's Fair Exchange

5TH LEVEL

Mercantile Gaze of Astilabor
Serene Gaze of Io
Wings of Aasterinian

7TH LEVEL

Joyous Voice of Hlal

8TH LEVEL

Pure Sight

DRUID

1ST LEVEL

Blockade
Douse
Mage Burr

2ND LEVEL

Chill Metal

3RD LEVEL

Air Breathing (ritual)
Chain of Eyes
Control Temperature (ritual)

4TH LEVEL

Friendly Fire

5TH LEVEL

Brutal Claw of Garyx
Serene Gaze of Io
Wings of Aasterinian

PALADIN

3RD LEVEL

Enduring Scrutiny

4TH LEVEL

Lendys's Fair Exchange
Tamara's Aura of Safety

RANGER

1ST LEVEL

Blockade
Douse
Woodwisp Arrow

2ND LEVEL

Near Horizon

3RD LEVEL

Air Breathing (ritual)

SORCERER

CANTRIPS (0 LEVEL)

Amanuensis

1ST LEVEL

Alibi
Blockade
Mage Burr
Nerveskitter

3RD LEVEL

Air Breathing (ritual)
Arcane Turmoil
Celerity
Control Temperature (ritual)
Create Fetch
Wand Modulation

4TH LEVEL

Dimensional Anchor
Friendly Fire
Ice Web
Nondescript
Seething Eyebane

5TH LEVEL

Brutal Claw of Garyx
Master of the Game
Wings of Aasterinian

7TH LEVEL

Joyous Voice of Hlal

8TH LEVEL

Pure Sight

9TH LEVEL

Invoke Magic
Maw of Chaos

WARLOCK

CANTRIPS (0 LEVEL)

Amanuensis
Bat Sight
Lengthen Shadows

1ST LEVEL

Distraction (Screamer)
Mage Burr

3RD LEVEL

Chain of Eyes

4TH LEVEL

Lendys's Fair Exchange
Seething Eyebane

5TH LEVEL

Brutal Claw of Garyx
Master of the Game
Prying Eyes

8TH LEVEL

Pure Sight

9TH LEVEL

Invoke Magic
Maw of Chaos

WIZARD

CANTRIPS (0 LEVEL)

Amanuensis
Bat Sight
Bouncing Fall (Bounce the Baby)

Create Equipment (Just the Thing)
Fast Escape (Quicker)
Lengthen Shadows
Memory Lapse (What Was I Thinking Of?)

1ST LEVEL

Alibi
Beggar's Charm (Fly a Flag)
Blockade
Card Control (Flip You for It)
Compelling Question (Shakedown)
Douse
Dust and Dirt (Not Worth Much) (ritual)
Forget (Nothing to See)
Mage Burr
Moment's Brilliance
Nerveskitter
Scholar's Touch (ritual)

2ND LEVEL

Charming Lie (Trust Me, Boys)
Part Crowd (Step Aside)
Private Conversation (Just Between Us) (ritual)

3RD LEVEL

Air Breathing (ritual)
Arcane Turmoil
Celerity
Chain of Eyes
Control Temperature (ritual)
Create Fetch

Enduring Scrutiny
Glimpse of Truth (ritual)
Wand Modulation

4TH LEVEL

Dimensional Anchor
Enter Shadow
Friendly Fire
Hand of the Guilty
Lendys's Fair Exchange
Nondescript
Seething Eyebane

5TH LEVEL

Brutal Claw of Garyx
Master of the Game
Mercantile Gaze of Astilabor
Prying Eyes
Serene Gaze of Io
Wings of Aasterinian

6TH LEVEL

Probe Thoughts
Rary's Arcane Conversion

7TH LEVEL

Mindshriek

8TH LEVEL

Pure Sight
Simbul's Spell Swap
Spell Replacement

9TH LEVEL

Invoke Magic
Maw of Chaos

SPELL DESCRIPTIONS

AIR BREATHING

3rd-level transmutation (ritual)

(Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a short reed or piece of straw)

Duration: 24 hours

This spell grants up to ten willing creatures you can see within range the ability to breathe air until the spell ends. Affected creatures also retain their normal mode of respiration.

ALIBI

1st-level illusion

(Bard, Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: 30 feet

Components: S, M (a twig)

Duration: Instantaneous

Your target's expression changes as he suddenly recalls seeing you before.

You implant a memory of your presence in a target's mind. The creature must make an Intelligence saving throw. On a failure, it recalls speaking with you or interacting with you sometime within the last 24 hours. The phantasm is completely believable and the target's mind adapts to the mental intrusion, filling in any gaps in logic.

AMANUENSIS

Transmutation cantrip

(Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Concentration, up to 1 hour

You point at the writing and then move your hand as though holding a stylus or quill. As you intone the spell, the script appears on a sheet of paper close at hand.

You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings (such as the text of a spellbook, a *spell scroll*, or a *sepia snake sigil*). If the target contains normal and magical writing (such as a letter with *explosive runes*), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magic traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages.

The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

ARCANE TURMOIL

3rd-level abjuration

(Sorcerer, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

This spell is a highly specialized variant of *dispel magic*, created for wizard duels. Choose one creature within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Additionally, if the subject is a spellcaster, it must make a Constitution saving throw. On a failure, it loses a 3rd-level spell slot, or its highest slot if it doesn't have any 3rd slots.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used. Additionally, the level of the slot lost equals the slot you use to cast this spell.

BAT SIGHT (BLIND EYE)

Divination cantrip

(Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

One willing creature you touch gains blindsight out to a range of 10 feet until the end of its next turn. It can't use this blindsight while deafened. For the same duration, the creature has vulnerability to thunder damage.

BEGGAR'S CHARM (FLY A FLAG)

1st-level enchantment

(Bard, Wizard)

Casting Time: 1 minute

Range: 60 feet

Components: V, S

Duration: Concentration, up to one hour

This spell draws the eye of those within its area, making you more visible and (often) more sympathetic—and also increasing your value as a distraction when trying to draw the eye of guards, sentries, or scouts. You become easier to discern (advantage on viewers' Wisdom (Perception) checks) and provide a better distraction, imposing on viewers of your choice disadvantage on Wisdom (Perception) checks. The spell is also used to help beggars draw attention to themselves when plying their trade, granting advantage on checks for begging.

BLOCKADE

1st-level conjuration

(Druid, Ranger, Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: 5 feet

Components: V, S, M (a small wooden block)

Duration: 1 minute

You drop a tiny wooden block before you. It rapidly begins growing and hits the ground with a heavy thud, becoming a perfect 5-foot cube of dense wood.

You call a cube of solid wood, 5 feet on a side, into being. The cube must be created upon solid ground in an empty square. If no solid surface exists that is large enough for the cube to fit on, or if no adjacent square is empty, the spell fails. The cube weighs 2,000 pounds. It has immunity to poison and psychic damage, a damage threshold of 5, and 600 hit points. It completely fills one 5-foot square.

Multiple cubes can be stacked. If it is pushed into water, the cube floats.

BOUNCING FALL (BOUNCE THE BABY)

Transmutation cantrip

(Bard, Wizard)

Casting Time: 1 reaction, which you take when you fall

Range: Self

Components: V, M (a small spring)

Duration: Instantaneous

You reduce but do not eliminate falling damage. Instead of suffering 1d6 points of damage per 10 feet fallen, you suffer the minimum 1 point of falling damage per 10 feet. This benefit comes from a magical bounce that occurs at the moment of impact. A successful DC 15 Dexterity (Acrobatics) check allows you to control the direction of the bounce; otherwise, the bounce throws you in a random direction from the point of impact. You bounce 2 feet horizontally per 10 feet fallen; for instance, if you fell from a height of 80 feet, you would bounce 16 feet away from the point of impact.

If the direction of a bounce creates a secondary impact with a wall, object, creature, or person, you suffer 1d6 points of damage from that impact and immediately fall prone. A creature struck by a bouncing caster does not suffer damage, but must make a Strength saving throw. Strength check or be knocked prone.

BRUTAL CLAW OF GARYX

5th-level evocation

(Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: S, M (a thin coating of blood on your hand or a vial of dragon blood)

Duration: Instantaneous

You thrust your hand forward in a powerful strike to rend your opponent. Make a spell attack. On a hit, the target takes 6d8 slashing and 3d8 fire damage, and must make a Strength saving throw. Failure allows you to throw it 60 feet in any direction, dealing 3d8 bludgeoning damage to anyone in the path.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the slashing and bludgeoning damage increases by 1d8 for each slot level above 5th. The distance you can throw your target on a failed save also increases by 10 feet for each slot level above 5th.

CARD CONTROL (FLIP YOU FOR IT)

1st-level transmutation

(Bard, Wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (the coin, dice, or cards to affect)

Duration: Instantaneous

A single coin flip, dice roll, or draw of a card comes up exactly as you desire, even if this seems impossible (such as drawing a fifth ace from a single deck of cards, flipping a coin onto its edge, or rolling twenty dice and getting all sixes). The verbal component is a small plea, lucky phrase, or prayer to the gods of luck, and the somatic component involves a convoluted mystic pass over the cards or a showy way to flip the coin. In either case, the motion might be mistaken for showmanship instead of spellcasting (the victims are entitled to Wisdom (Insight) or Intelligence (Investigation) checks opposed by your Deception check to determine whether they know they are being scammed).

While the spell doesn't fail even if the viewers figure out what is going on, the effect of getting the desired result isn't quite the same when viewers know you accomplished it by magic.

This spell does not work on magic items (such as a deck of many things). If used in a gambling game, *card control* grants advantage on the check.

The rules for cheating still apply, and the spell is well known in most gambling dens.

CELERITY

3rd-level transmutation

(Bard, Sorcerer, Wizard)

Casting Time: 1 reaction, which you take when a creature you can see takes an action

Range: Self

Components: V

Duration: Instantaneous

You pull time from the future into the present, allowing you to immediately move up to your speed, or immediately take a bonus action. You are then stunned until the end of your next turn.

At Higher Levels. When cast as a 5th-level spell, you can instead immediately take 1 action. When cast as a 7th-level spell, you can immediately take 1 full turn (with a move, interacting with an object, an action, and a bonus action).

CHAIN OF EYES

3rd-level divination

(Druid, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You can use another creature's vision instead of your own. As part of this creature, you force a creature you touch to make a Wisdom save (it can choose to fail this save if it wants). On a failure, you gain the ability to see out of the creature's eyes.

While this spell gives you no control over the subject, each time it comes into physical contact with another living being, you can choose to transfer your sensor to the new creature. During your turn in a round, you can use a free action to switch from seeing through the current creature's eyes to seeing normally or back again.

Each transfer attempt allows the new target a saving throw. If a target resists, the spell ends.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled or saved against. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

CHARMING LIE (TRUST ME, BOYS)

2nd-level enchantment

(Bard, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 hour

You tell a lie so convincingly that no one doubts you.

Choose one or more creatures within range. All creatures must make a Wisdom saving throw. On a failure, the spell takes effect on that creature. Creatures immune to being charmed are immune to this spell. You can make the subjects of this spell believe almost anything that their senses don't directly contradict. If it is something a target especially wants to believe (such as a longtime crush returning feelings), the target suffers disadvantage on its save. If the statement is especially outlandish (such as jumping in acid restoring wounds), it gets advantage on its save.

Because this spell is particularly surreptitious and entirely verbal, it is not always apparent when it has been cast. Only a target that succeeds on its save has a chance to recognize the spell with an Arcana check (this one against your spell save DC, instead of the normal DC). A target that fails the save is automatically unaware of the spell being cast. A target that succeeds on the save but fails the check brushes off the spell as unbelievable nonsense, but is unaware of the spell.

The *charming lie* changes beliefs, but it does not allow the caster to give orders. Any statement of fact—"I'm a messenger for the king" or "These aren't the bandits you're looking for"—is pretty much accepted at face value.

This spell does not allow you to suggest a course of action to the targets; inaction is fine, but you cannot directly tell the targets to do a particular thing. The targets may come to a conclusion on their own (such as confronting a corrupt official if they are told that he is robbing them, or going in search of water if they are told they are thirsty), but there's no guarantee of that.

When the spell wears off, the targets remember hearing the statement and any actions they took, but they are not aware they were influenced through magic.

CHILL METAL

2nd-level transmutation

(Bard, Druid)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of iron and a flame)

Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to drop to frigid temperatures. Any creature in physical contact with the object takes 2d8 cold damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

COMPELLING QUESTION (SHAKEDOWN)

1st-level enchantment

(Bard, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You ask another creature within range one simple question that it can answer with a single word. The target must succeed on a Wisdom saving throw. On a failure, on the subject's next turn, it answers you as truthfully and fully as possible. The DM is free to assign advantage or disadvantage to the saving throw based on how important the target considers the information to be. Asking someone whether she is the king's murderer, for example, involves a closely guarded secret and may earn a trained assassin advantage on the save. However, asking what she had for breakfast, or what the weather was like yesterday, will likely impose disadvantage on the save.

CONFESSION (I SHOULDN'T TELL YOU THIS)

1st-level enchantment

(Bard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a set of wooden prayer beads)

Duration: Concentration, up to 10 minutes

You touch one creature and force it to make a Wisdom saving throw. On a failure, the subject feels talkative, understood, and confessional, and you seem trustworthy and empathetic in the subject's eyes. When cast successfully, the spell typically results in the subject spilling secret information about past crimes, lovers, political intrigues, and so forth. The information provided can sometimes be prompted by you, though doing so requires a successful Persuasion check opposed by the subject's Wisdom (Insight) check.

The target suffers disadvantage on this save if it is drunk or otherwise intoxicated, or currently charmed by you. A successful save makes the target even more than usually suspicious of you. A target that succeeds on its save cannot be targeted by you with this spell for 24 hours.

COUNTERCHARM

1st-level abjuration

(Bard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of cold iron)

Duration: Instantaneous

One creature of your choice that is within range and is under the effect of a charm (such as from the *charm monster* spell) or a condition that does not work if the subject is immune to being charmed (such as *suggestion*) may immediately make a new save against that effect. If the subject is under multiple effects (such as a *charm person* and a *suggestion* spell), you choose which one to counter.

If this save fails, the *countercharm* does not negate the existing spell or effect, and you the target cannot gain the benefits of a *countercharm* against that charm for the next 24 hours (though it can still gain it against other charms it is under).

CREATE EQUIPMENT (JUST THE THING)

Conjuration cantrip

(Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You create any one nonmagical object, which remains in existence for the duration of the spell. The object cannot be heavier than 5 lbs., must fit into a 3x1x1 foot box, and cannot cost more than 20 gp. Thus, the spell can create a rope, spike, brick, or dagger, but not a diamond or a catapult. The object is visibly magical, radiating dim light out to 5 feet.

CREATE FETCH

3rd-level conjuration

(Bard, Sorcerer, Wizard)

Casting Time 1 action

Range: 30 feet

Components: V, S, M (one of your own hairs)

Duration: 1 hour

Plucking out one of your own hairs, you make a beckoning motion. A double of you appears nearby.

You create a fetch, a perfect replica of your form at the time you cast this spell. Little more than an animated reproduction, a fetch is mindless but capable of performing simple tasks or imitating you. The creation is the same size as you and occupies space just as a living creature does. You have a mental connection with your fetch and can give it new orders as an action.

The fetch duplicates your form in every way but texture. You must make a Charisma (Deception) check when you cast the spell to determine how good the likeness is; this result is opposed by observers' Perception checks. Anyone touching the fetch finds it rubbery and soft, and in so doing immediately realizes its magical nature. The fetch's body includes useless versions of all the equipment you possess: A weapon wielded by the fetch is too flimsy to deal damage, and tools it carries are fragile and imprecise. Items created with a fetch are part of its form and dissipate if separated from it.

At your order, the fetch can retrieve things for you, open unstuck doors, hold chairs, and the like, as well as perform menial tasks such as cleaning and mending. The fetch can't perform any task that requires a skill check with a DC higher than 10. It can perform only one activity at a time, but it repeats the same activity tirelessly if ordered to do so as long as the spell lasts. You can have the fetch imitate you, such as by sitting at a desk and pretending to write, lying in bed and breathing deeply, or skulking with a weapon drawn. It can even imitate tasks it can't actually perform, though it automatically fails any attempt at such performance—for instance, even though a fetch can pretend to decipher an ancient text, it can't actually do it.

The fetch weighs roughly the same as you do, so it can trigger any traps you would if you were to pass through the same space, setting off tripwires, pressure plates, some magical forms of detection, and similar devices. Its land speed is normal for a creature of your kind (for example, 30 feet for a human or 25 feet for a halfling). Even if you normally have other modes of movement available (such as a fly or swim speed), the fetch can't use those.

The fetch automatically fails any saving throw required of it. A fetch duplicates your appearance in every way.

The fetch has an effective Strength score of 6, so it can lift 60 pounds or drag 300 pounds. See the statblock for a sample fetch. You can command it to make noise, but it can't communicate in any way, nor can it understand instructions other than the simple orders you give it telepathically.

The fetch cannot attack in any way; it is never allowed an attack roll. Even if armed, it doesn't threaten an area around it and thus can't flank an enemy, nor can it use the Help action to improve your attack rolls.

Detect thoughts does not register its existence (since it is mindless), but *detect magic* reveals it as a magical effect.

FETCH

Small or medium construct, unaligned

Armor Class 10

Hit Points 10 (2d8 + 1)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	12 (+1)	1 (-5)	1 (-5)	1 (-5)

Senses passive Perception 5

Languages —

Challenge 0 (0 XP)

False Appearance. The fetch appears identical to the creature who casts the spell.

Insubstantial. The fetch can't regain hit points or benefit from temporary hit points. It automatically fails all saving throws, and it cannot attack in any way. It cannot succeed on any skill check with a DC over 10.

DIMENSIONAL ANCHOR

4th-level abjuration

(Cleric, Sorcerer, Wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A green ray springs from your outstretched hand. You must make a ranged spell attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *maze*, *plane shift*, *teleport*, and similar abilities. The spell also prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

DISTRACTION (SCREAMER)

1st-level illusion

(Warlock)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

One creature of your choice within range must make an Intelligence saving throw. You create a mental image in someone's mind of something the target will find The Book of Roguish Luck distracting—it is either annoying, alluring, or frightening. The target, not the caster, decides what form the phantasm takes. A failed save means the target takes the Dodge action. In its mind, it interacts with the image—swatting at an imaginary fly, dodging an imaginary attack, starting in surprise at an imaginary loved one, and so on. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels. When cast with a spell slot of 2nd level or higher, you can target one additional creature for each slot above 1st.

DISOBEDIENCE

3rd-level abjuration

(Bard, Sorcerer, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a scrap of tin)

Duration: Concentration, up to 1 hour

A ghostly great helm that only you can see appears around your companion's head, warding her mind against control.

You shield your subject against mind-controlling spells and abilities. *Disobedience* blocks any attempt to exercise mental control over the subject creature, including charms that grant ongoing control over the subject, such as *dominate person* or a vampire's *dominate* ability. The protection does not prevent such effects from targeting a subject affected by *disobedience*, but it suppresses the effect for the duration of this spell. If *disobedience* ends before the effect granting mental control does, the would-be controller becomes able to mentally command the targeted creature.

In addition to protecting the subject, *disobedience* sends false information to the creature that is attempting to gain control of the subject. The would-be controller must succeed on a Wisdom save or believe that its spell or ability has taken effect and that the target is now under its control. The spell's subject becomes aware of commands issued by that creature and can choose to act however she pleases, disregarding the would-be controller's orders or going along with them in a pretense of obedience.

DOUSE

1st-level transmutation

(Druid, Ranger, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You douse a number of small (less than 1 cubic foot each) sources of natural light within range, such as candles, lanterns, torches, or even fluorescent crystals. You can extinguish multiple fires at the same time, as long as they are all within the spell's area. Hearth fires, campfires, bonfires, and magical fires are unaffected.

At Higher Levels. When cast as a 2nd-level or higher spell, the radius of this spell increases by 10 feet for each level above 1st. Additionally, when cast as a 5th-level or higher spell, you can extinguish hearth fires, campfires, bonfires, and indeed any fire that is less than 1000 cubic feet.

DUST AND DIRT (NOT WORTH MUCH)

1st-level illusion (ritual)

(Bard, Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a handful of dust)

Duration: 1 hour

This spell makes an object you touch that fits within a 10x10x10 foot cube appear to be worth less than its actual value. The target object seems filthy, dirty, cracked, bent, or otherwise subpar. The object's apparent value declines by 60 percent plus 2d4 percent. *Dust and dirt* dispels any *spit shine* spell cast on a target object.

You can dismiss this spell as an action.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the value reduction increases by 1d4 for each slot level above 1st.

ENDURING SCRUTINY

3rd-level divination

(Bard, Paladin, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 7 days

You sense a sudden, empathic connection with the subject, as though you were constantly a mere step or two behind.

You designate a particular action when casting this spell. If the target creature engages in or commits that particular action during the spell's duration, you are instantly alerted of that fact, regardless of the distance between you and the subject (and even if the subject is on another plane). For instance, you could command the spell to alert you if the subject casts a spell or kills someone. You do not necessarily know the precise details of when or how the subject committed the designated action; you only know, instantly, that they did so.

ENTER SHADOW

4th-level transmutation

(Wizard)

Casting Time: 1 action

Range: Touch

Components: S, M (a drop of liquid shadow worth 50 gp)

Duration: Concentration, up to 10 minutes

A willing creature you touch enters another creature's shadow and become incorporeal. By joining that creature's shadow, the creature that enters its shadow becomes part of the host creature, lingering within its shadow. If the spell is cast from a hidden location, the host creature does not notice what has happened if the target makes a successful Dexterity (Stealth) check opposed by the host's passive Perception.

The target can follow the host creature as long as the duration lasts and there is some darkness available. If the host creature ever enters an area without sufficient shadow (such as an open sky at noon or the area of a *daylight* spell), the spell ends immediately and the host creature's shadow ejects all creatures. In this case, the ejected creature must make a Constitution saving throw against your own spell save DC or be stunned until the end of their next turns.

If the target wishes to leave the host creature's shadow before the spell's duration expires, it can do so at will, but unless the target makes a successful Dexterity (Stealth) check (opposed by the host's passive Perception) the host notices the change in its shadow.

The target can cast *shadow jump* from within the host creature, to simplify the process of leaving its shadow.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

FAST ESCAPE (QUICKER)

Transmutation cantrip

(Wizard)

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Your speed increases by 5 feet for the duration, and you have advantage on Dexterity (Acrobatics) checks made to escape a grapple for the duration. However, because this spell reduces friction on your person and clothing, while it lasts you also suffer disadvantage on Strength and Dexterity checks and saving throws against being knocked prone or pushed against your will.

Your speed boost increases by 5 feet when you reach 5th level (10 feet), 11th level (15 feet), and 17th level (20 feet).

FORGET (NOTHING TO SEE)

1st-level enchantment

(Bard, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pendulum)

Duration: Instantaneous

One creature within range must make an Intelligence saving throw. On a failure, it loses all memory of the last minute. It does not remember what it has seen, heard, or discovered during that time. Only a *wish* spell can restore the lost memories.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

FRIENDLY FIRE

4th-level abjuration

(Druid, Sorcerer, Wizard)

Casting Time: 1 action or 1 reaction, which you take in response to a ranged attack being made against you

Range: Self

Components: V

Duration: Instantaneous or concentration, up to 1 minute

With an arcane word, you create a shimmering field of golden light around your body that pulses and wavers before vanishing.

When cast as a reaction, you cause one ranged attack to miss you. You can redirect it towards another creature within 30 feet. If the original attack would hit the new target, resolve damage as normal. If not, the attack misses.

When cast as an action, the spell affects all ranged attacks against you for as long as it lasts.

GLIMPSE OF TRUTH

3rd-level divination (ritual)

(Wizard)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a burnt page)

Duration: Instantaneous

You see through the veil of reality to pose a single question to nameless entities that exist beyond normal consciousness. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* spell cast on you ends this effect.

The question must be posed such that the answer is a simple yes or no. The DM rolls 1d4. On a roll of 2-4, the answer is true. On a roll of 1, the answer is false. Answers the DM deems too obscure are never revealed. In cases where a one-word answer would be misleading, the DM can give a short phrase instead.

HAND OF THE GUILTY

4th-level divination

(Wizard)

Casting Time: 1 minute

Range: Special

Components: V, S, M (the item to be used as the tracking, which must be handled in a manner consistent to its construction and purpose during the spellcasting)

Duration: Concentration, up to 8 hours

Named for its most common use, this is a specialised form of *locate creature* that uses as its focus an object that must be held, brandished, carried, or such. When cast, the item becomes suffused with divination magic and acts to indicate the direction of the last person before the caster to touch it. It does this by gently 'pulling' in the correct direction, moving in much the same way as a dousing rod. Distance is no object but the spell will not cross dimensional boundaries. A failure in this regard is notable and will at least tell the caster that the object of the search is alive but on another plane. If the target is actually dead, the spell will lead to its corpse so long as it is on the same plane as the spellcaster.

HEARTACHE

1st-level enchantment

(Cleric)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 round

You force one creature within range to make a Wisdom saving throw. On a failure, it is paralyzed for the duration of the spell. Creatures immune to being charmed and creatures immune to being frightened are immune to this effect.

ICE WEB

4th-level conjuration

(Sorcerer)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (two ounces of coldfire)

Duration: Concentration, up to 1 hour

You conjure a mass of strong, frigid strands of pure coldfire at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn takes 2d6 frostburn damage and must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

For every 5 feet a creature moves through the webs, it takes 2d6 frostburn damage.

Creatures immune to cold damage are immune to all negative effects of this spell.

IDENTIFY TRANSGRESSOR

4th-level divination

(Cleric)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (being within a *hallowed* area or consecrated or desecrated ground)

Duration: Instantaneous

You are able to divine the answer to a single question, as long as the answer is a single person's name. Thus, the question must be a "who?" type question. For example, "Who broke into the temple last night and stole the *wand of fireballs*?" Questions that cannot be answered with a single name are not answered at all.

The DM rolls a d100. On a roll of 31 or higher, the spell functions properly. On a roll of 30 or lower, no useful information is gathered. The DM makes this roll in secret. The DM may give the creature a bonus or penalty as circumstances dictate (precautions against divination spells have been taken, for example). You know if you didn't get a correct answer, unless specific magic yielding false information is at work.

Multiple *identify transgressor* spells about the same question by the same caster use the same die roll result as the first spell and yield the same answer each time.

This spell cannot be cast outside of an area that is either *hallowed* or consecrated or desecrated ground.

INVOKE MAGIC

9th-level evocation

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a diamond worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

You cause a flicker of magic to momentarily exist in a place where magic cannot normally function, such as within the area of an antimagic field, a dead magic area, or a null-magic plane. You duplicate any other spell of 4th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

JOYOUS VOICE OF HLAL

7th-level enchantment

(Bard, Cleric, Sorcerer)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a book of fairytales or an epic poem)

Duration: Concentration, up to 1 hour

Your voice becomes cheerful, kind, and light. You gain a +10 bonus to Performance checks and Persuasion checks for as long as this spell lasts. Additionally, any creature that meets you for the first time must make a Wisdom saving throw or gain a better opinion of you for all your virtues, and start at one increment better (unfriendly becomes indifferent, for example).

You can inspire a creature within 30 feet as an action. If you have the Bardic Inspiration feature, they gain a Bardic Inspiration die of normal size for you, but you don't have to expend a usage. If you don't, your die for the purpose of this spell is a d6.

You can also charm a creature within 30 feet as an action. It makes a Wisdom save against your spell save DC. On a failure, it's charmed until the spell ends. On a success, you can't use this feature against it during this casting of the spell.

If you are telling a story or orating an epic poem, illusory figures appear as they would in the story and act out the characters' actions. For example, if you are telling the story of Aesthyrondalaurai the Cold's battle against the dreaded necromancer Vrakmul, a silvery dragon of smoke may assault a tower surrounded by a horde of skeletons.

These illusions work as *major image*, but they move with you, and you must be telling a story for them to appear.

LENDY'S FAIR EXCHANGE

4th-level abjuration

(Cleric, Paladin, Warlock, Wizard)

Casting Time: 1 action

Range: Sight

Components: V, S, M (a gavel)

Duration: Concentration, up to 1 minute

You force a creature within range to make a Constitution saving throw. On a failure, any damage it does to you while this spell is in effect is reflected back at it as the same type.

At Higher Levels. For each level above 4th, you can select one additional target in range. Each target's damage on you is reflected back only to that target.

LENGTHEN SHADOWS

Evocation cantrip

(Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You channel darkness and shadows into your surroundings. A 40-foot-radius sphere within range affected becomes gloomier, murkier, and more difficult to see in without actually becoming too dark to impede movement or combat. All Perception checks that rely on sight to perceive something within the area are at disadvantage.

MAGE BURR

1st-level transmutation

(Bard, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

One creature within range must make a Constitution saving throw. On a failure, sharp ridges, split leather, and cracking patches of rust spread over your enemy's armor like an angry, irritating disease. Jagged edges and rough surfaces break forth all over the target creature's armor and shield. These protrusions deal no damage and are little more than an uncomfortable annoyance.

Spellcasters, however, find the effect most distracting, suffering disadvantage on Concentration saves.

This spell has no effect on unarmored opponents or those wearing only natural armor.

MASTER OF THE GAME

5th-level divination

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

A useful spell that allows you to foresee the future possibilities of a simple action involving a limited number of choices, *master of the game* derives its name from the activity is usually put to; this spell allows the caster to become an expert cheat at gambling. Often prepared or cast through the use of the Silent Spell metamagic option so as not to rouse suspicions at the card table, *master of the game* provides a flawless glimpse into the next round (six seconds of elapsed time, if not in combat) depending on the next action you takes

Although the duration of the spell is listed as 1 minute, it technically does not take place until your next round, when it provides information about the ramifications of the action you are about to take. Three actions can be considered per turn. For example, if a rogue has master of the game cast on her, she can consider what'll happen if she reactivates the scythe trap in the corner, snipes the bard in the back lines, or opens her ever-smoking bottle. She would then be likely to opt for whichever choice had the most desirable outcome.

This spell is almost always entirely accurate but the actions of others can also disrupt the flow of time. As such, the most likely outcomes are foreseen and what is revealed usually comes to pass but there is always the possibility of events unfolding in a different way if others involved in the situation react unpredictably. The DM is encouraged to keep this spell as accurate as possible without making what its revelations absolute.

At Higher Levels. The number of actions considered increases by 1 for every level above 5th the spell is cast at.

MAW OF CHAOS

9th-level evocation

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a jawbone with teeth)

Duration: Concentration, up to 1 minute

At the culmination of casting the spell you open your mouth wide as if to yawn. You crack open the dimensional boundaries themselves, creating a 20-foot-radius area of roiling blue-green energy resembling a great mouth.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature takes 10d8 force damage and must make a Wisdom saving throw. On a failure, it is incapacitated until the start of its next turn, and its speed is 0 while incapacitated in this way.

All creatures from chaos-aligned outer planes (such as demons, slaadi, and lillends) are immune to this spell.

MEMORY LAPSE (WHAT WAS I THINKING OF?)

Enchantment cantrip

(Bard, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pendulum)

Duration: Instantaneous

One creature within range must make an Intelligence saving throw. On a failure, it loses its current train of thought and forgets what it has seen, heard, or discovered in the past six seconds. If it fails the first save and is concentrating on a spell, it must immediately make another Intelligence saving throw or stop concentrating.

MERCANTILE GAZE OF ASTILABOR

5th-level divination

(Cleric, Wizard)

Casting Time: 1 minute

Range: Self (60-foot cone)

Components: V, S, M (a coin and a pair of scales, either weighing or from a dragon)

Duration: Concentration, up to 10 minutes

Your eyes instantly pick out the value of all you see. With merely a glance, you can determine the mainstream market price of any item you see. By spending your action focusing on one, you can also tell what price it'd fetch in a niche market (what an art collector might be willing to pay for a painting, for example).

At Higher Levels. At 7th level and higher, you can also tell the abilities of a magic item by spending an action focusing on it.

MINDSHRIEK

7th-level divination

(Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a clay tablet engraved with the caster's personal mark and a single drop of the caster's blood.)

Duration: 24 hours

Possibly the closest thing the divination school has to a defensive spell, *mindshriek* guards your mind by setting up a psychic trap that affects anyone who tries to force contact with, or control, your mind. This 'trap' lingers in your mind for up to 24 hours, disappearing after that time if it has not been triggered. If you are the target of any unwanted or unknown telepathic contact, mind-affecting spell or mental attack, the *mindshriek* occurs automatically.

Mindshriek floods your mind with divinations about thousands of random topics, all within a single moment, while shielding you from seeing any of them. The source of the mental contact is assaulted by the entire divination, unable to evade the maddeningly intense surge of sights, sounds and thoughts. This deals 7d8 + 30 points of psychic damage, negates the triggering spell or effect, and stuns them for 1d4+1 rounds, or half as much damage and no other effects on a successful Wisdom save.

MOMENT'S BRILLIANCE

1st-level divination

(Wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (an amulet of amethyst worth at least 100 gp)

Duration: 1 round

When cast, this spell enhances your Intelligence to an incredible degree, allowing for clear thought and truly inspired reasoning for a brief time. Any Intelligence-based skill or ability check succeeds automatically if the DC is 25 or less. This spell has no effect if the DC is 26 or above. In addition to this effect, *moment's brilliance* acts as a one round *comprehend languages* spell.

NEAR HORIZON

2nd-level divination

(Ranger)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The horizon seems to lurch nearer to you as your eyes attain superhuman acuity.

For the duration of the spell, you do not suffer disadvantage for attacking past normal range with your ranged attacks. You cannot attack past maximum range.

NERVESKITTER

1st-level transmutation

(Sorcerer, Wizard)

Casting Time: 1 reaction, which you take when a creature within range makes an Initiative check

Range: 30 feet

Components: V, S, M (a spider's leg)

Duration: 1 round

You suffuse your ally with a brief, blue glow. It jerks away from you, as if it can anticipate your next action.

You cast this spell when you and your party roll for initiative. Unlike other reactions, you can cast this spell while surprised. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

NONDESCRIPT

4th-level illusion

(Bard, Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

This spell makes one willing creature you touch seem ordinary and nondescript to others. If asked if they had seen the subject or someone matching its description, creatures who saw it would be unable to recall it. Creatures who directly interact with the subject (having a conversation, getting in a fight, etc.) are allowed a Wisdom save to remember the subject correctly.

This spell does not make the subject invisible, and a guard protecting a restricted area would not let it pass by.

You can end this spell as an action.

PART CROWD (STEP ASIDE)

2nd-level enchantment

(Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

A crowd of creatures parts to make way for your passage, immediately closing ranks again after you pass. You can take up to one creature with you. The crowd parts with uncanny speed, allowing you to move at a full run through it with no penalty. The people also fall back into place rapidly, so the crowd counts as difficult terrain for any pursuers.

This spell only works on creatures in a crowd that are able to move and are more or less unaware of or indifferent to your presence. Guards and other creatures actively attempting to block you or prevent your movement go unaffected.

PRIVATE CONVERSATION (JUST BETWEEN US)

2nd-level transmutation (ritual)

(Bard, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

Choose any number of willing creatures within range. The targets of this spell can converse without anyone overhearing what they are saying. Characters who can read lips might still be able to determine what is said, but no amount of listening allows one to overhear the conversation.

While under the effect of this spell, a character can speak to someone not affected by the spell, but all can hear that conversation normally. Only when an affected character speaks to another affected character does the conversation remain private.

PROBE THOUGHTS

6th-level divination

(Wizard)

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Reaching out with your thoughts, you break through your target's mental defenses and reap answers to your desires.

One creature within range must succeed on a Wisdom saving throw. On a failure, all of the subject's memories and knowledge are accessible to you, ranging from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures might yield up only appropriate visual images in answer to your questions. The subject is not aware that its mind is being probed, unless you wish to make it aware.

If the subject moves beyond the range of the spell, the effect ends.

PRYING EYES

5th-level divination

(Warlock, Wizard)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a handful of crystal marbles)

Duration: Concentration, up to 1 hour

You create 8 + 1d4 semitangible, visible magical orbs (called "eyes"). These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is about the size of a small apple, has 1 hit point, AC 15 and immunity to poison and psychic damage, flies at a speed of 30 feet and can hover, and has a +10 Stealth modifier. It has a Perception bonus equal to half your level and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well, so if you know, for example, what a typical merchant looks like, the eyes do as well.

A sample command: "Surround me at a range of four hundred feet and return if you spot any dangerous creatures". The phrase "Surround me" directs the eyes to form an equally spaced, horizontal ring at whatever range you indicate, and then move with you. As eyes return or are destroyed, the rest automatically space themselves to compensate. In the case of this sample command, an eye returns only if it spots a creature you would regard as dangerous. A "peasant" that is actually a shapechanged dragon wouldn't trigger an eye's return. Ten eyes can form a ring with a radius of 400 feet and between themselves see everything that crosses the ring.

Another sample command: "Spread out and search the town for Arweth. Follow him for three minutes, staying out of sight, and then return". The phrase "Spread out" directs the eyes to move away from you in all directions. In this case, each eye would separately follow Arweth for three minutes once it spots him.

Other commands that might be useful include having eyes form a line in a certain manner, making them move at random within a certain range, or having them follow a certain type of creature. The DM is the final judge of the suitability of your directions.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

Dispel magic can destroy eyes. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the number of eyes increases by 1d4 for each slot level above 5rd. If you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours. If you use a spell slot of 8th level, the eyes also gain truesight. If you use a spell slot of 9th level or higher, the duration is 24 hours, and the spell no longer requires concentration.

PURE SIGHT

8th-level divination

(Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 8 hours

Pure sight duplicates the effects of several lesser divinations, allowing the target a great chance of detecting anything that is amiss in the area. While *pure sight* lasts, the target can change its effect as a bonus action, choosing from the following effects: *arcane eye*, *prying eyes*, *clairvoyance/clairaudience*, *detect evil and good*, *detect magic*, *detect poison and disease*, or *see invisibility*. While this spell is in effect, a pale, magical light surrounds the caster's eyes, conferring the constant effects of a *darkvision* spell.

In addition, once during the spell's duration, the target can gain the effects of a *true seeing* spell for one hour.

QUICK ESCAPE (OUT THE BACK WAY)

3rd-level transmutation

(Bard, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a brass knocker)

Duration: Concentration, up to 1 minute

You create a temporary normal door in any wall up to 10 feet thick. The door is iron and has a lock, an arrow slit, and a crossbar. It measures 5 feet wide and 8 feet high.

If the thickness of the surrounding wall exceeds 10 feet, then a single *quick escape* spell simply makes a 10-foot-deep niche or short tunnel sealed by a door that opens to reveal more of the wall. Several *quick escape* spells cannot be combined to form a continuing passage to breach very thick walls.

When the spell ends, the door disappears and the wall comes back into being. Creatures located in the space occupied by the wall are ejected harmlessly toward the nearest exit.

RARY'S ARCANES CONVERSION

6th-level transmutation

(Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You feel slightly dizzy as the power of your spell rewrites the knowledge within your mind.

You replace one prepared spell with another spell in your spellbook.

SCHOLAR'S TOUCH

1st-level divination (ritual)

(Cleric, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a scrap of parchment, a pinch of tinder, and a thin crystal disc.)

Duration: Instantaneous

With this spell you can touch a book or scroll and absorb the knowledge contained within as if you had just read it. This is equivalent to a solid reading but not deep study—you do not gain perfect recall of the information, just whatever you would have gotten from reading it completely once. If you can't read the language of the source, the spell has no effect. This spell cannot be used to prepare spells or to cast magical scrolls, nor does it have any effect when reading a magical book (such as a *tome of understanding*).

SEETHING EYEBANE

4th-level transmutation

(Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of aqua regia)

Duration: Instantaneous

You attempt to transmute the water in one creature's eyes within range into high-pressure acid. It must make a Constitution saving throw. On a failure, its eyes explode, rendering it permanently blinded, and it takes 4d10 acid damage. On a success, it suffers no ill effects.

If the creature fails its saving throw, each creature within 10 feet of it must succeed on a Dexterity saving throw. On a failure, it takes 2d10 acid damage, or half on a success.

The blindness from this spell can be cured with *heal* or *regenerate*, but *lesser restoration* has no effect (because the creature's eyes are gone). Creatures without eyes are immune to this spell.

SERENE GAZE OF IO

5th-level enchantment

(Bard, Cleric, Druid, Wizard)

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a prism)

Duration: Concentration, up to 10 minutes

Your eyes glow with the united, harmonic power of the Ninefold Dragon, stilling blades and calming passions. Any creature that can see your eyes must make a Wisdom saving throw. Dragons make this save with disadvantage. If you have harmed a creature in the cone in the past 24 hours, it automatically succeeds at this save. Creatures that are immune to the charmed condition are immune to this effect.

Creatures that fail cannot do harm to another creature until that creature harms them first, or until this spell ends. If a creature leaves the cone, the effect persists for one minute or until attacked. They can continue to use any non-directly-harmful but unpleasant abilities on each other (charms, illusions, etc.).

SIMBUL'S SPELL SWAP

8th-level transmutation

(Wizard)

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (a disk of polished bone, one of your tears, and a silver wheel worth 500 gp, consumed)

Duration: 1 hour

You speak a word of power and thrust aloft the bone disk and silver wheel, held together by a single tear. The disk and wheel begin to spin, and you feel the power of the mystic disk created nearby.

This spell creates a disk that shines light as a torch. Upon casting this spell, you can swap out any or all of your prepared spells for other spells from your spellbook. Expended spell slots from a spell cast earlier in the day (including the casting of this spell) cannot be refreshed.

Preparing spells within the light provided by a *Simbul's spell swap* takes only half as long as normal.

SPELL ENGINE

8th-level abjuration

(Sorcerer, Wizard)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a disk of polished bone, one of your tears, and a silver wheel worth 1000 gp, consumed)

Duration: Permanent

You create a disk of magical energy 10 feet in diameter and 2 feet thick. The disk is incorporeal and invisible when first created. Whenever a spell is cast within the 10-foot diameter of the *spell engine*, it activates, absorbs the magical energy, and begins to glow and spin, providing light as a torch. The *spell engine* similarly absorbs most spell effects targeted at it. It absorbs all these effects as if it were a *rod of absorption* with an unlimited capacity. Over time (1 hour per spell level absorbed) the engine slows to a stop and becomes dim and translucent, but it remains capable of absorbing magical energy indefinitely.

If an activated spell engine comes in contact with any permanent (noncharged or single-use) magic item, it destroys the item and explodes for 20d6 points of force damage per caster level (maximum 20d6) to all creatures within 30 feet, destroying itself in the process.

Magic already in place when the spell engine is created (such as a *glyph of warding*) or carried into its area (such as an *invisibility* spell on a creature) are not absorbed unless they are somehow directed against the spell engine (such as an *antimagic field* pressed against it). A spell engine absorbs any *dispel magic* spell directed at it. A *detect magic* spell cast outside the *spell engine's* range detects it normally. A *disintegrate* spell causes the *spell engine* to explode as if it had contacted a magic item.

TAMARA'S AURA OF SAFETY

4th-level abjuration

(Paladin)

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Life-preserving energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. All allies gain the benefit of a *sanctuary* spell, and regenerate 1d4 hit points at the start of each of their turns. Additionally, all creatures within range are automatically stabilized at the start of each of your turns.

WAND MODULATION

3rd-level transmutation

(Sorcerer, Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a wand you touch)

Duration: 10 minutes

Manipulating the very magic that infuses your wand, you alter that energy, opening the magic item to a new power of your choosing.

You cast this spell upon a wand you hold. You can modulate it to cast a different spell. As part of this spell, choose a spell you know or have prepared that is lower-level than the spell in the wand (for example, if you have *invisibility* prepared and are holding a *wand of fireballs*, you can expend a 2nd or level slot and temporarily turn it into a *wand of invisibility*). For the next 10 minutes, the wand casts this spell instead of the one it normally does. Each casting uses up twice the charges a normal casting would.

Once the spell ends, the wand returns to its normal spell.

WINGS OF AASTERINIAN

5th-level transmutation

(Cleric, Druid, Sorcerer, Wizard)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a shoe worn by someone else, an atlas, or a compass)

Duration: Concentration, up to 1 hour

A pair of large draconic wings sprout from your back, unless you already have wings, in which case they glow with brass light. You gain a fly speed equal to triple your land speed but *cannot* hover (if you are knocked prone, you fall), and can take the Dash action as a bonus action.

You can also navigate flawlessly, and can only get lost by magical means.

Special. Sorcerers can spend 2 sorcery points to cast this as an action.

At Higher Levels. At 6th level, this spell lasts 8 hours. At 7th level, 24 hours. At 8th level, it no longer requires concentration. At 9th level, your fly speed is 5 times your land speed.

WOODWISP ARROW

1st-level transmutation

(Ranger)

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a small piece of bark)

Duration: Concentration, up to 1 minute

You touch an arrow or bolt, enabling the missile to pass through wood as though it was air, negating any cover benefit the target might enjoy because of wooden doors, tables, or stockade walls, or negating the AC modifier of a wooden shield. The spell doesn't grant the spellcaster the ability to see through wooden obstructions, so unless a *clairvoyance* spell or similar magic is already in effect, the target is treated as being obscured instead of having cover. The projectile is destroyed even if it misses its target.

The following spells all have strange requirements. Many of them temporarily or permanently reduce one or more ability scores. They can be cast by any class by a caster who prepares them. A character who does not normally prepare spells (such as a bard, sorcerer, or warlock) can prepare one of them by unpreparing one other spell they know for the day.

All of these spells are available to casters of all alignments. Both good and evil have an interest in converting the other to their side, and the alien things older than the stars care no more for how mortals use their magic than a human cares about the daily lives of his or her finger bacteria.

However, even learning about them can be difficult, and the DM should feel free to impose whatever quests he or she desires for a character to gain access to these. A spell like *apocalypse from the sky* is a plot point, not a day-to-day spell. Even if your DM has approved this .pdf, please double-check with him or her before taking one of the spells in this section.

SANCTIFIED SPELLS

A few spells were created to do good in the world, bringing peace and mercy to the good folk of the world. Many of these spells require you to abstain from something prior to casting them.

FEEDING THE MULTITUDE

6-level conjuration

Casting Time: 1 minute

Range: Self (600-foot radius)

Components: V, S, M (a plate of the food you will create worth at least 5gp)

Duration: Instantaneous

With this spell, you create enough food for a full meal for every creature within range. After eating this meal, an affected creature gains the benefit of a full day's nutrition.

Sacrifice cost: You immediately gain 1d4 + 1 levels of exhaustion.

PEACEFUL DIALOGUE

5th-level enchantment

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (a sword, which you sheath)

Duration: Concentration, up to 1 hour

Sheathing the sword in your hand, you create a powerful magical compulsion to cease fighting.

The force of your spell quells violence and promotes honest discussion. All creatures within range must make a Wisdom saving throw. On a failure, they cannot willingly harm another creature for the duration of the spell.

Any creatures within the aura that harm another creature anywhere immediately take radiant damage equal to the damage they do. Similarly, any creature outside the aura that harms a creature within the aura takes radiant damage equal to the damage they do. In either case, the radiant damage is nonlethal.

You gain advantage on Charisma (Persuasion) checks, and all creatures within range suffer disadvantage on Charisma (Deception) checks.

If a creature leaves the radius, this spell continues affecting it.

If you damage any creature during the duration (except through the retributive radiant damage described above), you immediately take 20d10 radiant damage and the spell ends. If an ally of yours damages a creature during the duration, that ally takes retributive radiant damage and the spell ends.

Abstinence: You cannot have dealt damage to a creature in the last 24 hours.

SHARE UNDERSTANDING

3rd-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

With these simple but powerful words, you cause a creature within range to grasp the pain and suffering it has caused.

You cast a divination spell on behalf of your target, revealing the cruelties it has caused directly to it. The creature must make a Wisdom save. It has disadvantage on this save if it is evil-aligned, and is immune to the spell if it is unaligned or has an Intelligence of 3 or lower.

On a failure, the creature is overwhelmed by the torrent of suffering. At the start of each of its turns, it takes no actions and does not move, instead spending its turn standing still in shocked grief and horror.

On a success, the creature is still shocked, and is affected as if it had failed a save against a *slow* spell until the end of its next turn.

You gain advantage on Charisma (Intimidation) and Charisma (Persuasion) checks against the creature for the duration of this spell.

This spell can be a powerful motivator for a creature to consider changing its ways. Many evil-aligned beings are ignorant, perhaps willfully, of the pain their actions have caused. However, redemption cannot be forced, and the DM is the final arbiter of any redemption attempts.

Fiends suffer no ill effects from this spell. In fact, they may find learning of the suffering they have caused very amusing and enjoyable.

Taking damage immediately breaks a creature out of its trance.

Abstinence: You cannot have committed an evil act in the last 24 hours.

ANTEDILUVIAN SPELLS

Some spells tap into the powers of the most ancient and alien beings in the cosmos. These spells are immensely chaotic and unpredictable. After casting one, roll immediately on the [Net Libram of Random Magical Effects](#) to see what random effects are added to the casting.

AURA OF GHAUNADAUR

2nd-level transmutation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a bit of goop)

Duration: Concentration, up to 1 minute

For the duration, you are surrounded by an aura of viscous goo. The spell area is difficult terrain, and any creature that ends its turn there takes 1d12 acid damage. When a creature enters the area, it must make a Dexterity saving throw or have its speed reduced to 0 until the start of its next turn.

You are immune to the effects of your own Aura of Ghaunadaur.

Madness Cost: You lose 1d6 points of Charisma, which lasts until your next long rest. For the next 24 hours, you are automatically charmed by all oozes you see.

COGNITION OF THE PATIENT ONE

8th-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a crumb of bread, and a holy symbol with a ring of holes drilled into it. The crumb is consumed)

Duration: 1 hour

Your mind expands to include a tiny bit of the vastness of the Patient One's intellect. If you roll below a 15 on an Intelligence check, you can replace the number you rolled with 15. You also gain expertise in all Intelligence skills. You benefit from a constant *detect thoughts* effect, and can see invisible creatures within 60 feet. You also gain the psionic talent *mind thrust*.

As an action, you can probe even deeper into the Patient One's mind. Until the end of your next turn, your Intelligence stat is 30 and you have truesight out to a distance of 120 feet. After that, however, you must make a DC 20 Intelligence save (with your normal value). On a failure you immediately drop to 0 hit points as your brain simply fails. On a success, you take 6d12 psychic damage. Either way, you are insane until you finish a long rest, and the spell ends. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* spell cast on you ends this effect.

Casting this spell has its risks. While under its effects, you have disadvantage on all Wisdom saves, vulnerability to psychic damage, and any effect that would normally frighten you instead charms you.

Madness Cost: You lose 2d6 points of Wisdom when the spell ends. They remain lost until restored with *greater restoration* or similar magic. If you drop to 0 Wisdom points, you are stunned until you regain at least 1 Wisdom point.

HUNGER OF THE PATIENT ONE

6th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, M (a sentient creature's blood, dabbed into a ring of "eyes" around your mouth, and a pickled octopus tentacle)

Duration: Concentration, up to 1 minute

This spell functions as *hunger of hadar*, but also summons an aberration of CR 6 or lower at the center of the sphere of blackness. The aberration is hungry, acts as it pleases, and ignores the other effects of the spell. If your concentration is broken, the aberration does not vanish until 1 minute after you cast the spell.

At Higher Levels. For each level of the slot used above 6th, the maximum CR of the aberration increases by 2.

Madness Cost: For the next 24 hours, you are automatically charmed by all aberrations you see.

MAK THUUM NGATHA'S NINE TONGUES

7th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: a tentacle from a psurlon, tsochar, or nilshai

Duration: Concentration, up to 1 minute

9 Huge tentacles burst forth from gashes in space within range. The tentacles have a reach of 20 feet and an attack bonus equal to your spell attack bonus. When you cast this spell and as an action on each subsequent turn, you can command each of the tentacles to attack one creature of your choice (multiple tentacles can attack the same target). On a hit, a tentacle does 3d6 bludgeoning damage and the target creature is grappled (escape DC of your spell save DC).

Madness Cost: You lose 3d6 points of Wisdom when the spell ends. They remain lost until restored with *greater restoration* or similar magic. If you drop to 0 Wisdom points, you are stunned until you regain at least 1 Wisdom point.

YOG-SOTHOTH'S KEY

8th-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a dot, a thin rod, a square, and a cube, all made of meteoric iron and together worth at least 620 gold pieces)

Duration: Instantaneous

Completing the magical chant, you and your companions vanish, reappearing in a strange world orbiting a distant star.

With this spell, you tear open a gate between the stars. You and up to eight willing creatures who link hands in a circle are transported to anywhere on the plane you currently occupy. The teleportation is flawless in terms of location.

Alternatively, you and your companions go to the Far Realm, or return from there to the Material.

Unlike traditional teleportation magic, which uses the Astral Plane as a conduit, *Yog-Sothoth's Key* bends spacetime itself. This enables it to teleport people into and out of regions normally warded against teleportation (like *Mordenkainen's private sanctum* or *hallow*).

Although the teleportation itself is perfectly safe, the experience of being lifted through higher dimensions is not. You and your companions must all make DC 15 Wisdom saves or go insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* spell cast on you ends this effect. Aberrations make this save with advantage.

This spell's first function cannot be used on an Outer Plane, as those realms are not composed of spacetime, but ideas. Visiting the Far Realm is doable from anywhere.

Madness Cost: The save you make after teleporting is the madness cost for this spell.

At Higher Levels. When cast with a 9th-level slot, the spell's duration changes to concentration, up to 1 minute, and the spell creates a two-way portal that any creatures can move through.

DM OPTIONS

MAGIC ITEMS

AMULET OF SPELL CONVERSION

Wondrous item, very rare (requires attunement by a caster who prepares spells)

As an action, you unprepare one of your prepared spells for the day, and prepare one spell from your spellbook (if you are a wizard or other preparing spellcaster with a spellbook) or your class list (if you are a cleric, dread necromancer, druid, paladin, or other preparing spellcaster without a spellbook). This power cannot be used again until the next dawn.

BLINDFOLD OF TRUE DARKNESS

Wondrous item, rare (requires attunement)

This black, silky blindfold renders you blinded while you wear it, but grants you the blindsight ability with a range of 60 feet (see the Monster Manual). Because your eyes are protected, you are also immune to gaze attacks, spells, or effects that rely on sight. Wearing the blindfold takes up the same space as goggles. You cannot use vision in any way while wearing the blindfold.

BOW OF USEFUL TRICKS

Weapon (shortbow or longbow), uncommon (requires attunement)

A bow of useful tricks provides an array of minor benefits.

- As a magic weapon, it bypasses resistance and immunity to nonmagical weapons.
- Its user gains resistance to force damage.
- Its user suffers no adverse effects in temperatures as high as 120 F or as low as -20 F

BRAINMATE

Wondrous item, rare (requires attunement)

This small snowglobe has a tiny shard of an elder brain inside. You can converse with the brainmate, or record memories into it to view them later. You also gain proficiency in two Intelligence skills chosen by the DM. You add twice your proficiency bonus when making checks with these skills.

DAMPSUIT

Armor (leather), rare

This suit functions as +1 leather armor and allows its wearer to survive from -50 to 140 degrees Fahrenheit without ill effects. It also grants advantage on checks or saves to escape grapples and to resist mundane or magical dehydration.

LORESECRET TABLET

Wondrous item, rare (requires attunement)

This strange and magical object is useful for merchants, explorers, and archaeologists everywhere. It grants you advantage on Intelligence (Investigation) checks while you are holding it. As an action while holding it, you can touch an object to instantly learn its market value.

The tablet has 10 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells from it:

- *Speak with dead* (4 charges)
- *Identify transgressor* (6 charges)
- *Contact other plane* (9 charges)
- *Identify* (1 charge)

When you cast a divination spell, you can use the tablet in place of one material component that would normally be consumed by the spell, at a cost of 1 charge per level of the spell. The tablet is not consumed when used in this way.

The tablet regains 1d6 + 4 expended charges daily at midnight. If you expend the tablet's last charge, roll a d20. On a 1, the tablet crumbles to dust and is forever destroyed.

MINDVAULT

Wondrous item, rare (requires attunement)

This circlet bears a tiny gem, which appears to have a hollow cage deep within its facets. A *mindvault* offers you temporary shelter from effects that would influence your mind. When you activate a *mindvault*, your consciousness is transferred into the gem held in the circlet until the end of your next turn. While this effect lasts, you are immune to being charmed, frightened, or otherwise mentally affected. However, you are incapacitated for that duration as well, and your speed is 0 for that duration.

You activate a *mindvault* as a reaction when your mind would be affected. You can activate a *mindvault* after you learn the result of an incoming mind-affecting effect or ability, but before the effect is applied. For example, after failing your Wisdom save and learning that an enemy wizard has affected you with *dominate person*, you could activate your *mindvault* before the domination takes effect (thus negating it entirely).

After being used in this way, the *mindvault* cannot be used again until the next dawn.

You must wear a *mindvault* for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

ROD OF CANCELLATION

Rod, very rare

While holding this rod, you can touch it to a magic item to drain the item of its magical properties. If the object is being worn or carried by a creature that is not incapacitated, that creature can make a DC 17 Dexterity saving throw. On a failed save, the item is touched by the rod. An unattended item is touched automatically. Alternatively, you can touch a *rod of cancellation* to a *prismatic wall*, immediately destroying it.

A touched item must succeed on a DC 17 Wisdom saving throw or become permanently nonmagical. The item gains a bonus on this saving throw depending on its rarity (Common, +1; Uncommon, +3; Rare, +5; Very Rare, +7; Legendary, +9). If the item is being worn or carried by a creature, the item uses that creature's Wisdom saving throw modifier if it is higher.

After the rod is used once, it becomes nonmagical and cannot be used again.

WAND OF ANYSPELL

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can expend 1 of its charges to cast any 1st-level spell from it at the normal casting time (so *identify* takes a minute to cast, while *shield* takes a reaction and *thunderwave* takes an action.) You do not need any components to cast these spells.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Very rare versions of this wand exist, and they allow the caster to expend 1 charge to cast any 1st or 2nd level spell. Similarly, legendary versions exist, allowing 1st through 3rd

WEAPON OF ILLUSION THEFT

Weapon, rare (requires attunement)

Any attack with this weapon ignores any chance to miss that would be negated by true seeing (for example, mirror image or blur), but you still must select the right square to attack.

In addition, once per day you can activate the weapon to destroy illusion effects. This ability can take one of two forms:

After hitting a creature, you can target it with a variant form of the *dispel magic* spell (3rd level, + your casting mod for higher ones) that only affects illusions.

Alternatively, you attempt to dispel a single illusion by touching it with the weapon and speaking the appropriate command word. For example, touching a *silent image* spell with the weapon dispells it immediately, while touching a *programmed illusion* spell would require a check.

In either case, after dispelling an illusion, you can choose to store it in the sword. As soon as the spell is stored, you immediately become aware of its effect and its remaining duration (which is paused until you release it), and you can activate it at any time as a bonus action.

MONSTERS

There are numerous subtypes of devils and demons, listed below.

DEMONS

TANAR'RI SUBTYPE

All demons in the Monster Manual, Volo's Guide to Monsters, and Mordenkainen's Tome of Foes not listed below have the tanar'ri subtype:

- Shadow Demon
- Dybbuk
- Sibriex
- Wastrilith

OBYRITH SUBTYPE

The sibriex has the obyrith subtype.

LOUMARA SUBTYPE

The dybbuk has the loupura subtype.

DEVILS

BAATEZU SUBTYPE

All devils in the Monster Manual, Volo's Guide to Monsters, and Mordenkainen's Tome of Foes not listed below have the baazetu subtype:

- Chain Devil (Kytton)
- Nupperibo

LEGION DEVIL (MERREGON)

Medium fiend (devil, baatezu), lawful evil

Armor Class 17 (studded leather, shield)

Hit Points 19 (3d8+6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	6 (-2)	10 (+0)	10 (+0)

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Pack Tactics. The legion devil has advantage on an attack roll against a creature if at least one of the legion devil's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Legion's Defenses. If a spell, supernatural ability, or other effect that allows a saving throw targets more than one legion devil, all the devils use the highest d20 result rolled by the group. If three legion devils are caught in a fireball and the d20 rolls for their saves are 17, 5, and 8, all three devils use 17 as the result of their roll before adding any modifiers.

Legion's Advance. As a bonus action, a legion devil can immediately teleport to a space adjacent to any other legion devil within 120 feet.

Legion's Mind. If a spell or ability that causes the charmed condition or automatically fails if a target is immune to charm targets a single legion devil, the devil and all other devils within 60 feet make saving throws against it. If any devil succeeds, all the devils succeed. If all the devils fail, they all suffer the effect of a failed save.

Legion's Strength. Legion devils combine their physical vitality into one single pool of strength. In many battles, legion devils seem to absorb blow after blow, fighting on despite massive injuries, until a single decisive attack against one causes all of them to fall to the ground, slain. Legion devils combine their hit points into one large pool. Any damage that a legion devil takes comes from this hit point pool. If the pool is reduced to 0, all the legion devils in it immediately die. A legion devil gains the pool's benefits as long as it remains within 100 feet of the rest of the group. If forced to move farther away, the legion devil reclaims some of its hit points. Divide the hit points in the pool by the number of devils in the group. The devil forced out of the group gains that many hit points, and the pool loses a like number. If the share is less than 1, the devil immediately dies and the pool does not lose any points. By the same token, if any devil receives healing apply it to the devils' total pool.

Actions

Multiattack. The legion devil attacks once with its longsword and once with its shield bash.

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

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Legion devils are the Nine Hells' weakest foot soldiers, but in groups their power grows exponentially. In the Blood War, they march in groups of thousands. Wicked mortals may enjoy a company of 2 to 8 guards or elite troops.

Legion devils are absolutely loyal and dedicated. They live to die in the service of their archdukes. The arcane laws of the Nine Hells demand that they receive a small wage in gold coins, even though they have nothing to spend this wage on. This has ensured that no one archdevil can amass a horde large enough to threaten his rivals with.

AMNIZU

Medium fiend (devil, baatezu), lawful evil

Armor Class 13 (natural armor)

Hit Points 82 (15d8 + 15)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	15 (+2)	11 (+0)	16 (+3)

Skills Arcana +5, Deception +9, History +5, Insight +6, Perception +3, Persuasion +6

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Celestial, Draconic, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Secure Intelligence. The amnizu is immune to any effect that would damage, drain, or otherwise reduce its Intelligence score.

Regeneration. The amnizu regains 5 hit points at the start of its turn if it has at least 1 hit point remaining.

Innate Spellcasting. The amnizu's spellcasting ability is Charisma (spell save DC 14). The amnizu can innately cast the following spells, requiring no material components:

At will: *charm person*

3/day: *fireball*

Actions

Stupefying Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 6 (2d4 + 1) slashing damage, and the target must succeed on a DC 14 Intelligence save or have its Intelligence reduced by 2d4. A creature with its intelligence reduced to 0 is stunned until it regains at least one point of Intelligence. The reduction lasts until the target finishes a short or long rest.

Amnizus are guardians of Hell's portals, as well as bankers of souls.

STEEL DEVIL (BUEROZA)

Medium fiend (devil, baatezu), lawful evil

Armor Class 18 (full plate)

Hit Points 76 (9d8 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	13 (+1)	9 (-1)	14 (+2)

Skills Athletics +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

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

Senses darkvision 120 ft., passive Perception 14

Languages Celestial, Draconic, Infernal, telepathy 120 ft.

Challenge 6 (1028 XP)

Devil's Sight. Magical darkness doesn't impede the devil's vision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Pack Tactics. The steel devil has advantage on an attack roll against a creature if at least one of the steel devil's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Chant. As a bonus action, the steel devil can begin to chant. Until the start of the steel devil's next turn, it produces a rhythmic shrieking that sounds like metal rasping against metal. Any spellcasters within 30 feet of a chanting steel devil must make a spellcasting ability check (DC 10 + the spell's level) or the spell's slot is expended with no effect.

Innate Spellcasting. The steel devil's spellcasting ability is Charisma (spell save DC 13, +6 to hit). The steel devil can innately cast the following spells, requiring no material components:

At will: *cause fear*, *command* (5th level), *haste* (self only)

Actions

Multiattack. The steel devil makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 10 (2d6 + 3) slashing damage. The steel choose to force the target to make a DC 14 Strength save or be pushed 5 feet in a direction of the steel devil's choice.

The steel devil is another front-line fighter. They cast *haste* on themselves routinely.

BRANDED DEVILS

Summoning has some flaws as a devil feature. It can quickly swing an easy encounter into a deadly one, and it is random--not something the devils are fond of.

If you'd like to remove devil summoning while keeping a power increase, consider giving a devil one of the following features, depending on which archdevil it serves:

Bel: Bel's hatred for demonkind burns through the devil's blade. The devil gains a magic longsword, rapier, or greatsword (its choice) that burns with green hellfire. Attacks with this weapon do an extra 1d6 force damage against good-aligned or chaotic-aligned creatures, or an extra 3d6 against demons. The devil also gains the Martial Adept feat.

Dispat: In keeping with the paranoia of its lord, the devil gains blindsight out 30 feet, or its blindsight increases by 30 feet. In addition, the devil can cast *shield* and *expeditious retreat* three times a day each.

Mammon: When faced with mighty foes, the devil grovels and asks for mercy. Against weaker enemies, it shows no quarter. Enemies that have more HP than the devil must make a Wisdom save at the start of their turns or see it as pathetic and hardly worth killing, and thus have disadvantage on rolls to attack it until the start of their next turn. Whenever the devil rolls damage against an enemy with less HP than it, it rolls an extra die.

Fierna or Belial: The dark perversions of Fierna and Belial fuel the devil's power in combat. Whenever the devil takes or deals damage, it gains 1 pleasure point. The devil can spend 1 pleasure point before rolling an attack roll, damage roll, ability check, or save to add 1d6 to the roll. Pleasure points vanish at the end of the encounter.

Levistus: Levistus grants his subjects skill among the ice. The devil can move through icy difficult terrain and snow at normal speed, and it does not risk falling prone from ice. The devil's weapon attacks do an extra 1d6 cold damage. Once per day, as a reaction in response to being dealt cold damage, the devil can gain immunity to cold for 1 round.

Glasya: The devil's body throbs with a number of fleshy tumors equal to its Constitution modifier + 3 (minimum three tumors). Each round, as a bonus action, it can draw strength from one of these cancerous growths to gain one of the following benefits:

- +10-foot bonus to its speed for 1 round.
- Heal 2d6 points of damage + its Charisma modifier
- Increase its reach with its melee attacks by 5 feet for 1 round.
- Spray a stream of noxious filth at an adjacent target, forcing that creature to succeed on a Constitution save (DC 8 + devil's proficiency bonus + Con modifier) or become poisoned until the end of its next turn

Spent tumors regrow in 10 rounds.

Baalzebub: The devil's slippery skin gives it advantage on ability checks and saving throws made to escape a grapple. Any creature that enters or leaves a space adjacent to the devil must succeed on a Acrobatics check (DC 8 + devil's proficiency bonus + its Con modifier) or immediately stop moving. A creature that fails this check and attempts to keep moving immediately falls prone in its current space. In addition, the devil reeks of decay, excrement, and worse, forcing any living creature within 10 feet of it to succeed on a Constitution save (same DC) or become poisoned for 10 rounds. Regardless of the outcome of the save, a creature cannot again be affected by its stench for 24 hours.

Mephistopholes: Mephistopholes's rage and frustration are legendary. If the devil misses an attack or a target saves successfully against an effect it cast, the devil has advantage on its next attack roll. Additionally, the devil rerolls any 1s on attack rolls, saving throws, damage rolls, or skill checks until they're not 1s.

Asmodeus: All bow before the Lord of the Ninth, and devils sworn to him take after their liege. The devil can cast *command* (DC 8 + devil's proficiency bonus + its Cha modifier) 3 times a day. In addition, whenever a creature would attack the devil or target it with a spell or ability against the devil's will, it must first succeed on a Wisdom save (same DC). If the creature fails, it must select another target or take some other action. Once an opponent succeeds on the saving throw, it cannot be affected again by this devil's brand for 24 hours.

HARVESTER DEVIL (FALXUGON)

Medium fiend (devil, baatezu), lawful evil

Armor Class 16 (natural armor)

Hit Points 75 (10d8+ 30)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	22 (+6)

Skills Acrobatics +7, Deception +9, Insight +4, Perception +4, Persuasion +12, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 feet, passive Perception 14

Languages all

Challenge 5 (1,800 XP)

Shroud of Deception. The falxugon is immune to magic that allows other creatures to read its thoughts, determine whether it is lying, know its alignment, or know its creature type. Creatures can telepathically communicate with it only if it allows it.

Devil's Sight. Magical darkness doesn't impede the devil's vision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Refuge of the Damned. Through a bizarre clause in the Pact Primeval, harvester devils are magically warded to prevent attacks by all nonoutsiders, at least until they strike first. A harvester devil continually gains the benefit of a *sanctuary* spell; a DC 17 Wisdom save is required to overcome this effect. Fiends and celestials are unaffected by this ability. If a harvester devil attacks any opponent, this ability ceases to function for 1 minute. A nonoutsider that succeeds on its save against refuge of the damned takes disadvantage on all saves for 1 minute, the cosmic price for breaking the ancient clause that protects harvester devils. A creature that has signed a pact with any devil has disadvantage on this save.

Innate Spellcasting. The falxugon's spellcasting ability is Charisma (spell save DC 17, +9 to hit). The falxugon can innately cast the following spells, requiring no material components:

At-will: *plane shift* (self only), *disguise self*, *major image*

3/day: *dispel magic*, *vampiric touch*

1/day: *mirror image*

Actions

Multiattack. The falxugon makes two attacks with its Poisoned Dagger.

Poisoned Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft./range 20/60 ft., one target. *Hit* 6 (1d4 + 4) piercing damage and the target is affected with Infernal Debt (see sidebar).

Falxugons are the unmatched corruptors of mortal souls.

Infernal Debt. This injury poison is only distilled in the Nine Hells. It places a powerful curse upon those struck by it. When struck by a weapon coated in it, a target must make a successful DC 17 Charisma save or become poisoned. Whenever a poisoned target makes an attack roll, ability check or a saving throw before the effect ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw as feelings of fatigue and sloth overcome him. Multiple attacks with this venom do not stack.

This penalty lasts for 24 hours or until the target willingly strikes a good-aligned creature. This attack must deal its full normal damage, though the victim can opt to make an unarmed strike or other similarly ineffectual blow. The victim feels a strange urge to strike eligible targets to break the curse, and he can feel soothing relief waiting for him if he only gives in to the malevolent whispers that echo in his mind. A *remove curse* or *greater restoration* spell rids a victim of the penalties, as well as the urge to do a companion harm.

There is an analogous poison that encourages a creature to strike a chaotic target. This variant is typically employed against demon cultists.

VARIANT: DEVIL SUMMONING

Some devils can have an action option that allows them to summon other devils.

Summon Devil (1/Day). The devil chooses what to summon and attempts a magical summoning

A **legion devil** has a 33% chance of summoning 1 legion devil.

An **amnizu** has a 50% chance of summoning 1d6 abishai.

A **pain devil** has a 40% chance of summoning 1 pain devil.

A **pacliryon** can summon four lemures, two bone devils or bearded devils, or one erinyes, horned devil, or ice devil.

A **harvester devil** has a 40% chance of summoning 2d6 lemures or 1d4 bearded devils.

PAIN DEVIL (EXCRUCIARCH)

Medium fiend (devil, baatezu), lawful evil

Armor Class 15 (studded leather armor)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

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

Skills Insight +6, Intimidation +8, Medicine +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Celestial, Common, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's vision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Agony's Caress. Pain devils can send arcane energy cascading down their weapons to leave their victims wracked with pain beyond imagining. Any attack from a pain devil that hits does an extra 10 (3d6) psychic damage (included in the attack). Additionally, any creature struck by a pain devil's melee attacks or Storm of Pain must attempt a DC 13 Constitution save. On a failed save, the target can use either an action or a bonus action on its next turn, not both. The save DC is Charisma-based.

Sadism. If a pain devil did at least 25 damage since the start of its last turn, it has advantage on its first attack this turn. If it did at least 50, it has advantage on all attacks and saves until the start of its next turn.

Torturer's Eye. The pain devil targets one creature it can see as a bonus action. The target must contest its Charisma (Deception) check against the pain devil's Medicine (Insight) check. If the pain devil wins, it ignores the target's damage resistances and immunities and the target has disadvantage on Concentration checks caused by the pain devil until the start of its next turn.

Aura of Agony. A pain devil creates a supernatural aura of pain and misery. All within this area suffer painful cuts and wounds that spontaneously appear on their bodies. At the end of each of a pain devil's turns, creatures within 10 feet of it must succeed on a DC 13 Constitution save or take 5 (1d10) points of slashing damage. The save DC is Charisma-based. Baatezu are immune to the aura. The pain devil can activate or deactivate this aura as a bonus action.

Innate Spellcasting. The pain devil's spellcasting ability is Charisma (spell save DC 13, +5 to hit). The pain devil can innately cast the following spells, requiring no material components:

At-will: *vampiric touch*, *cure wounds*, *cause fear*

Actions

Multiattack. The pain devil attacks twice with its Hell Scourge.

Hell Scourge. *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. *Hit* 10 (2d4 + 5) piercing damage plus 10 (3d6) psychic damage. This is a magic weapon attack. On a hit the pain devil can forgo dealing the piercing damage and attempt to trip the target, in which case the target must succeed on a DC 14 Strength saving throw or fall prone.

Teleport. The pain devil magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Storm of Pain. The pain devil can whirl its hell scourge above its head in a wide, deadly arc. When a pain devil uses this ability, every creature within 10 feet must make a DC 14 Dexterity save. On a failure, a creature takes 10 (2d4 + 5) piercing damage plus 10 (3d6) psychic damage, or half on a successful save.

Pain devils are the Nine Hells' most expert torturers. Their signature weapon, the hell scourge, is a +2 *spiked chain* that functions only in the hands of the pain devil that it belongs to, and that crumbles into dust if it leaves its hands. The pain devil can summon another as a bonus action.

LEGION DEVIL COMMANDERS

Exceptional legion devils become officers in the armies of Hell. These individuals usually have higher Intelligence scores than normal (10 rather than 6), and gain levels in a variety of character classes. Most typically, these leaders gain fighter levels, but legion devil officers with sorcerer, wizard, or cleric levels are common.

ASSASSIN DEVIL (DOGAI)

Medium fiend (devil, baatezu), lawful evil

Armor Class 20 (natural armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	26 (+8)	15 (+2)	15 (+2)	15 (+2)	16 (+3)

Skills Acrobatics +12, Deception +7, Perception +6, Stealth +16

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., truesight 120 ft., passive Perception 16

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's vision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Evasion: If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Assassinate. During its first turn, the assassin devil has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin devil scores against a surprised creature is a critical hit.

Innate Spellcasting. The assassin devil's spellcasting ability is Charisma (spell save DC 15, +7 to hit). The assassin devil can innately cast the following spells, requiring no material components:

At will: *dimension door*, *fog cloud*, *nondetection*, *pass without trace*, *silence*, *minor illusion*, *tongues*, *gaseous form*

1/day: *plane shift* (self only)

Sneak Attack (1/Turn). The assassin devil deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of another enemy of the target that isn't incapacitated and the assassin devil doesn't have disadvantage on the attack roll.

Ghost Step. As a bonus action, the assassin devil can turn invisible until the end of its current turn. The creature remains invisible even if it attacks. An assassin devil can use this ability at will.

Actions

Multiattack. The dogai makes two rapier or longbow attacks.

Rapier. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit* 12 (1d8 + 8) piercing damage. If both the dogai and its target are in dim light or darkness, the target takes an additional 16 (3d10) necrotic damage.

Longbow. Ranged Weapon Attack: +12 to hit, range 150/600 ft., one target. *Hit:* 12 (1d8 + 8) piercing damage. If both the dogai and its target are in dim light or darkness, the target takes an additional 16 (3d10) necrotic damage.

ORTHON

Large fiend (devil, baatezu), lawful evil

Armor Class 18 (plate)

Hit Points 147 (14d10 + 70)

Speed 22 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	8 (-1)	10 (+0)	14 (+2)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 10

Languages Celestial, Draconic, Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Pack Tactics. The orthon has advantage on an attack roll against a creature if at least one of the orthon's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Dimensional Interference. As a bonus action, an orthon can raise or lower its dimensional interference field. When raised, it emits a 20-foot-radius field that disrupts extradimensional and interplanar movement. All creatures within the area are prevented from using any spell or ability that provides such movement.

Maggot Burst. When an orthon takes a critical hit, or if it is slain, maggots surge from its body. All creatures other than baatezu within 10 feet of the orthon take 6d4 points of piercing damage as the maggots swarm over the area, gnawing and biting all in their path.

Actions

Multiattack. The orthon makes two attacks. If it attacks twice with its hellspear, it can make a third attack against a different target.

Hellspear. *Melee Weapon Attack:* +9 to hit, reach 20ft., one target. *Hit* 17 (2d10 + 6) piercing or slashing damage. This weapon is silvered.

Hellfire Crossbow. *Ranged Weapon Attack:* +3 to hit, range 400 ft., one target. *Hit:* 11 (2d10) force damage.

Teleport. The orthon magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

WEAPONS

The hellspear is unique to orthons. It is a very long spear with a variety of sharp blades projecting along its shaft, making it useful against distant and close opponents.

The hellfire crossbow shoots bolts of hellfire, which feel like fire but ignore resistance. In 3.5, this was untyped damage, but as that no longer exists, I rendered it as force damage.

Only baatezu can create the energy necessary to fire hellfire, though a hellspear certainly could be salvaged from a battlefield.

Orthons are foot soldiers in the armies of the Nine Hells.

PAELIRYON

Large fiend (devil, baatezu), lawful evil

Armor Class 16 (natural armor)

Hit Points 199 (19d10 + 95)

Speed 20 ft., burrow 20 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	23 (+6)	19 (+4)	23 (+6)

Skills Arcana +12, Deception +18, Insight +10, Persuasion +12

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 18 (1028 XP)

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Magic Weapons. The paeliryon's weapon attacks are magical.

Innate Spellcasting. The paeliryon's spellcasting ability is Charisma (spell save DC 20, +12 to hit). The paeliryon can innately cast the following spells, requiring no material components:

At will: *chain of eyes* (5th level), *charm monster*, *clairvoyance*, *dispel magic* (6th level), *greater invisibility*, *hold monster*, *major image* (6th level), *meteor swarm*, *mind blank*, *polymorph*, *suggestion*

3/day: *antilife shell*, *holy word*, *prying eyes* (8th level)

Intoxicating Perfume. The paeliryon's perfume is so overwhelming it clouds the mind. All nonbaatezu within 20 feet of it have disadvantage on Wisdom checks and saves. Creatures immune to being poisoned are immune to this ability.

Actions

Multiattack. The paeliryon makes two retractable claw attacks.

Retractable Claw. Melee Weapon Attack: +10 to hit, reach 10ft., one target. *Hit* 7 (1d6 + 4) slashing damage and the target's Charisma score is reduced by 1d4. The target falls catatonic if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Belittle. The paeliryon unleashes a torrent of epitaphs and insults. All nonbaatezu within a 60-foot cone must succeed on a DC 20 Wisdom save or be stunned for 1 round and become frightened of the paeliryon for 1 minute thereafter.

A creature that successfully saves cannot be affected again by that same paeliryon's belittle ability for 24 hours.

Teleport. The paeliryon magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Reactions

Mock. In response to being missed by an attack or succeeding at a saving throw, the paeliryon cruelly insults the creature that attacked it or forced it to make a save. The creature must succeed at a DC 20 Wisdom save or have disadvantage on attack rolls, ability checks, and saving throws until the end of its next turn. Creatures that do not understand any language are immune to this effect.

Paeliryons are devilish conspirators, working to undermine good and chaos through information trafficking.

KALABON

Small fiend (devil), lawful evil

Armor Class 11 (natural armor)

Hit Points 13 (2d6 + 4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	14 (+2)	4 (-3)	12 (+1)	7 (-2)

Damage Immunities acid, cold

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages None

Challenge 1/4 (50 XP)

Stench. Any creature other than a kalabon that starts its turn within 10 ft. of the kalabon must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all kalabons for 1 hour.

Sunlight Sensitivity. While in sunlight, the kalabon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kalabon makes 1d3 Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 3 (1d4+1) bludgeoning damage plus 2 (1d4) acid damage.

Kalabons can combine into colonies. Colonies pool their hit points and gain additional bonuses. See the table below:

KALABON SIZE

Size	Tentacles	Str	Damage dX	# needed
Small	1d3	13	d4	1-3
Medium	1d4	15	d8	4-7
Large	1d6	17	2d8	8-11
Huge	2d4	21	3d8	32

For example, 8 kalabons combine into a Large colony. The resulting creature has 104 hit points, makes 1d6 tentacle attacks each round, has a 17 in Strength, and has the following action option:

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 12 (2d8 + 3) bludgeoning damage plus 9 (2d8) acid damage.

AYPEROBOS SWARM

Medium swarm of Tiny fiends (devil, baatezu), lawful evil

Armor Class 16

Hit Points 110 (17d8 + 34)

Speed 5ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	23 (+6)	14 (+2)	8 (-1)	13 (+1)	15 (+2)

Damage Resistances cold; bludgeoning, piercing, slashing

Damage Immunities fire, poison

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

Senses darkvision 120 ft., blindsight 30 ft., passive Perception 11

Languages None

Challenge 10 (4397 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Magic Weapons. The swarm's weapon attacks are magical.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points except with its Regeneration feature or gain temporary hit points.

Regeneration. The swarm regains 5 hit points at the start of its turn if it has at least 1 hit point remaining.

Control Body. Any creature that begins its turn with the swarm in its square must make a DC 14 Constitution save or be controlled as if by a *dominate monster* spell. The swarm is removed from play as it takes control of the victim's body. The creature can make a new save against this ability at the start of each of its subsequent turns.

Distracting. Concentration checks and Wisdom (Perception) checks made inside the swarm's space are made with disadvantage.

ACTIONS

Bites. *Melee Weapon Attack:* +10 to hit, reach 0ft., one creature in the swarm's space. *Hit* one creature in the swarm's space. *Hit:* 50 (20d4) piercing damage, or 25 (10d4) piercing damage if the swarm has half of its hit points or fewer.

NARZUGON

Medium fiend (devil, baatezu), lawful evil

Armor Class 20 (full plate, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft. (when riding a nightmare, 60 ft., fly 90 ft.)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	13 (+1)	13 (+1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 5 (2660 XP)

Devil's Sight. Magical darkness doesn't impede the devil's vision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Spiked Armor. Any creature grappling the narzugon takes 7 (3d4) piercing damage at the end of its turn.

Baleful Gaze. When a creature that can see the narzugon's eyes starts its turn within 30 ft. of the narzugon, the narzugon can force it to make a DC 13 Wisdom saving throw if the narzugon isn't incapacitated and can see the creature. A creature that fails the save is frightened of the narzugon.

Innate Spellcasting. The narzugon's spellcasting ability is Charisma (+4 to hit). The narzugon can innately cast the following spells, requiring no material components:

At will: *compelled duel*, *scorching ray*

Charge. If the narzugon moves at least 20 feet straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 13 (2d12) piercing damage.

Actions

Multiattack. The narzugon makes two longsword attacks.

Lance. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 9 (1d12 + 3) piercing damage. The narzugon has disadvantage on attacks with this against a target within 5 feet of it.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) if held with two hands.

MALEBRANCHE

Huge devil (devil, baatezu), lawful evil

Armor Class 11 (natural armor)

Hit Points 189 (14d12 + 98)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	24 (+7)	8 (-1)	15 (+2)	10 (+0)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Infernal, telepathy 120 ft.

Challenge 14 (4667 XP)

Devil's Sight. Magical darkness doesn't impede the devil's vision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Magic Weapons. The devil's weapon attacks are magical.

Dive Attack. If the malebranche is flying and dives at least 30 ft. straight toward a target and then hits it with a ranseur weapon attack, the attack deals an extra 16 (3d10) damage to the target.

Flyby. The malebranche doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Terror Aura. Every enemy that starts its turn within 30 feet of the malebranche must succeed on a DC 20 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns. A frightened target must use all its movement on that turn to get as far from the malebranche as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the terror aura of this malebranche for the next 24 hours.

Actions

Multiattack. The malebranche makes one ranseur attack and one claw attack.

Ranseur. *Melee Weapon Attack:* +13 to hit, reach 30ft., one target. *Hit* 24 (3d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. *Hit* 21 (3d8 + 8) slashing damage. If the target is Large or smaller, it is grappled (escape DC 21).

Narzugons are Hell's cavalry. They ride nightmares.

ABISHAI

Medium fiend (devil, baatezu), lawful evil

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
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15 (+2)	16 (+3)	16 (+3)	11 (+0)	13 (+1)	14 (+2)
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Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison (and see text)

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Celestial, Common, Draconic, Infernal, telepathy 120 ft.

Challenge 6 (705 XP)

Devil's Sight. Magical darkness doesn't impede the devil's vision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The abishai's spellcasting ability is Charisma (DC 13). The abishai can innately cast the following spells, requiring no material components:

At will: *cause fear, command, disguise self*

3/day: *charm person, suggestion*

1/day: *wrack*

Actions

Multiattack. The abishai stings once, claws twice, and bites once.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3) piercing damage plus 2d8 of a damage type determined by the abishai's color.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 3) piercing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 8 (2d4 + 3) piercing damage.

Green Abishai: Poison. A green abishai is amphibious (it can breathe air or water), has a swimming speed of 30 feet, and is healed by poison damage.

Red Abishai: Fire. A red abishai has climbing speed of 30 feet and is healed by fire damage.

White Abishai: Cold. A white abishai has a burrowing speed of 20 feet, a climbing speed of 30 feet, and immunity to cold damage.

Abishai are Tiamat's chosen devils.

CHROMATIC ABISHAI

There is an abishai for each kind of chromatic dragon. The damage type listed is used both for determining immunities and for determining the kind of damage the abishai does.

Black Abishai: Acid. A black abishai is amphibious (it can breathe air or water), has a swimming speed of 30 feet, and has immunity to acid damage.

Blue Abishai: Lightning. A blue abishai has a burrowing speed of 20 feet and immunity to lightning damage.

URTHELID

Huge fiend (demon, obyrith), chaotic evil

Armor Class 18 (natural armor)

Hit Points 195 (17d12+85)

Speed 80 ft., climb 80 ft., burrow 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	24 (+7)	12 (+1)	22 (+6)	22 (+6)

Saving Throws Con +13, Int +7, Wis +12

Skills Athletics +14, Intimidate +12, Perception +12, Survival +18

Damage Resistances cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., tremorsense 240 ft., passive Perception 22

Languages Abyssal, telepathy 120 feet

Challenge 19 (22,000 XP)

Dimensional Lock. As a bonus action, the urthelid can raise or lower its dimensional lock field. When raised, this field completely blocks extradimensional travel and teleportation within 120 feet. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *maze*, *phasing*, *plane shift*, *misty step*, *far step*, *teleport*, *teleportation circle*, and similar abilities.

Hatred Embodied. The urthelid has advantage on all attack rolls and saving throws against tanar'ri.

Magic Weapons. The urthelid's weapon attacks are magical.

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

Dissolving Enzymes. The urthelid can burrow at half its speed through solid rock, metal, crystal, or other substances.

Innate Spellcasting. The urthelid's spellcasting ability is Charisma (+12 to hit, spell save DC 20). The urthelid can innately cast the following spells, requiring no material components:

At will: *major image* (benefits from illusionist feature Malleable Illusions), *earthbind*, *pass without trace*, *infestation* (4d6)

3/day: *insect plague*, *dimension door*, *mirror image*, *shield*

Form of Madness. Any creature within 60 feet that observes an urthelid must attempt a DC 20 Wisdom save or become terrified of the ground and the things that crawl under it. As long as the creature is in contact with the ground or a structure built on it, it is frightened. This condition is permanent until the insanity is cured by *greater restoration*, *heal*, *wish*, or divine intervention. A creature that successfully saves cannot be affected again by that same urthelid's form for 24 hours, and a creature that fails cannot be affected a second time (until cured). The save is Charisma-based.

Regeneration. The urthelid regains 5 hit points at the start of its turn if it has at least 1 hit point remaining.

Water Anathema. While submerged in water, the urthelids' attacks do no acid damage.

Actions

Multiattack. The urthelid attacks (2+1d4) times with its Foreleg Impale and uses its Tri-Pronged Tail once. If it hits a single creature at least twice with Foreleg Impale, it latches on and injects more acid, and the target takes an additional 14 (4d6) acid damage and is grappled (escape DC 22).

Foreleg Impale. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit* 12 (1d8 + 8) piercing damage plus 14 (4d6) acid damage.

Tri-Pronged Tail. *Melee Weapon Attack:* +14 to hit, reach 15ft., one target. *Hit* 27 (3d12 + 8) piercing damage plus 12 (5d4) lightning damage, and the target must make a DC 21 Constitution saving throw or become stunned for 1 minute. It can repeat this save at the end of each of its turns. The save is Constitution-based.

Foreleg Snap (Recharge 6). The urthelid snaps its foreleg against itself, producing a painfully loud boom that can be heard up to 2 miles away. All creatures and objects in a 300-foot radius centered on the urthelid (including itself) must succeed on a DC 21 Constitution saving throw or take 78 (12d12) thunder damage, or half on a successful save. The save is Constitution-based.

If balors have nightmares, they are surely due to the urthelids, horrific crawling abominations that hunger to rid the Abyss of all non-obyriths. Thankfully, these monsters are very rare even in the Abyss, and virtually unheard of outside it.

HATRED IN FLESH

Obox-ob, the disgusting Prince of Vermin, rages endlessly against his fall and longs for his return to preeminence. The urthelids are physical embodiments of his hatred for the tanar'ri who displaced him and betrayed his kind. They have no purpose besides the wholesale extermination of non-obyriths in general, and tanar'ri in particular, from the Abyss.

APEX PREDATORS

Urthelids are evolved (as close as demons have to evolution) to hunt tanar'ri. One of their favorite tactics is to deactivate their dimensional locks, *dimension door* on top of their prey, and then reactivate their dimensional lock. As many demons are immune to poison, they instead use acid; they themselves are immune or resistant to the brunt of what others can dish out.

SAVAGE ILLUSIONISTS

Although urthelids are not especially intelligent, they have an instinctive understanding of group dynamics and how they operate, and are fond of conjuring illusions of others of their kind approaching from one direction, so as to drive their prey directing into their hungry maws.

DUKES OF VERMIN

The urthelids are made in the shape of Obox-ob, and they occupy a ducal role on his layer of Zionyn. They are seldom found there, however, as their drive to kill tanar'ri can never be truly sated, and few tanar'ri can be found on Zionyn.

THE LONG HUNGER

Urthelids' mouths are too small to be of any use in combat and do not have teeth at all, being some combination of mouth and proboscis. They prefer to slurp up the liquified remains of their foes, or suck out their innards if the target was killed by acid injection. Though they gain no nourishment from feeding, they seem to relish in the activity of consuming another organism, especially one of the hated tanar'ri.

ALKILITH

Medium fiend (demon, tanar'ri), chaotic evil

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
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15 (+2)	22 (+6)	16 (+3)	14 (+2)	16 (+3)	14 (+2)
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Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 feet., truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge CR 15 (11,500 XP)

Magic Resistance. The alkilith has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The alkilith's spellcasting ability is Charisma (spell save DC 15). The alkilith can innately cast the following spells, requiring no material components:

At will: *contagion*, *detect magic*, *dispel magic*, *hold monster*, *magic circle*, *stinking cloud*, *plane shift* (self only), *wall of ice*

3/day: *cone of cold*

Amorphous. The alkilith can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the alkilith or hits it with a melee attack while within 5 feet of it takes 9 (2d8) acid damage. Any nonmagical weapon made of metal or wood that hits the alkilith corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the alkilith is destroyed after dealing damage.

The alkilith can eat through 2-inch-thick, non magical wood or metal in 1 round.

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

Cloudkill Form. As an action, the alkilith magically takes the form of a choking, toxic cloud. This places the effect of *gaseous form* on it, and inflicts the effects of *cloudkill* on anyone caught inside the cloud (DC 15), but doing acid damage.

Actions

Multiattack. The alkilith makes 4 Pseudopod attacks and uses Command Ooze.

Pseudopod. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) bludgeoning damage plus 18 (4d8) acid damage. In addition, non magical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10

Command Ooze. An alkilith can control the actions of one ooze it can sense within 60 feet (DC 16 Wisdom save).

SLEEPING SJEKRAAN

Gargantuan fiend (demon, obyrith), chaotic evil

Armor Class 8 (natural armor)
Hit Points 390 (20d20 + 180)
Speed 0ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	1 (-5)	28 (+9)	25 (+7)	23 (+6)	26 (+8)

Skills Athletics +21, Arcana +19, History +19, Perception +12

Saving Throws Str +15, Dex +1, Con +15

Damage Resistances all, see Sleeping

Damage Immunities necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, poisoned, prone, unconscious

Senses blindsight 240 ft. (blind beyond this radius), passive Perception 22

Languages Abyssal, telepathy 120 ft.

Challenge 17 (18,000 XP)

Sleeping. The sjekraan has resistance to all damage and can take no actions. If it drops below half health, it wakes up (go to the entry for "Sjekraan", but start at half health). The act of waking up ends all negative conditions on the sjekraan.

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

Translucent. Even when the sjekraan is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a sjekraan. In the lightless depths of the Shadowsea, all creatures have disadvantage on this check. A creature that tries to enter the sjekraan's space while unaware of the sjekraan is surprised by the sjekraan.

Dreaming. Any creature that starts its turn within 120 feet or comes within that radius for the first time on a turn suffers hallucinations. All affected creatures must make an DC 20 Intelligence saving throw. On a success, the visions are recognized as just that. On a failure, they seem completely real. If the visions harm a target who believes they are real (acting on the sjekraan's turn), the afflicted creature takes 45 (7d12) psychic damage. A creature can use its action to make an Investigation check against the DC to try to disbelieve them.

Stinging Tendrils. Any creature passing through the sjekraan's space or starting its turn there takes 50 (20d4) piercing damage and must make a DC 23 Constitution saving throw. On a failure, the creature suffers the effects of one of the venoms in the sjekraan's body (see sidebar). On a success, it takes half damage and no additional effects.

Regeneration. The sjekraan regains 30 hit points at the start of its turn. If the sjekraan takes radiant or lightning damage, this trait doesn't function at the start of the sjekraan's next turn. The sjekraan dies only if it starts its turn with 0 hit points and doesn't regenerate.

The sjekraan (pronounced SHAW-krawn) is a fearsome predator of the Shadowsea, and only very rarely found outside that layer.

Unlike most of the obyriths, the sjekraa do not resent the rise of the tanar'ri. They were never subservient to the obyrith princes, not even Dagon, and they have continued doing what they have done for aeons: floating through the lightless depths of the Shadowsea, consuming any who fall into their tendrils.

A randomly encountered sjekraan has a 11/12 chance to be asleep, and a 1/12 chance to be awake.

MONSTROUS JELLIES

Sjekraa look like enormous translucent jellyfish fifty feet wide at the top and dangling for hundreds of feet, and while asleep they act exactly like jellyfish. When awake, they drift until they find prey, then hunt their prey with a ferocity more evocative of orcas than of jellyfish.

A sjekraan's form is not horrific or madness-inducing like those of most obyriths. Rather, it is serene and almost peaceful. They wouldn't look very out of place in the Material's oceans apart from their immense size.

SLEEPING HORRORS

The sjekraa spend most of their time asleep, their mental functions suspended. Just as humans continue breathing while asleep, a sjekraan continues floating and eating as it sleeps, though it is a much more passive predator.

PONDEROUS SAGES

When awake, sjekraa are quite curious and talkative, and may even spare those that share with them interesting news, gossip, or treasure. Their minds are libraries of knowledge, and they will sometimes part with bits and pieces of it for magical treasure.

MIDDLE OF THE FOOD CHAIN

Even the horrific sjekraa have predators, but the things that prey upon the dark jellies are best left unimagined.

DREAMS

What does a demon older than most of the stars dream about? For many, surely it is the things they enjoy when awake: food slain in their tendrils, visits from other knowledgeable beings to trade information, and general destruction. However, some dream of things they long for: powerful magic items, undersea cities to destroy, or mountains of shiny gemstones.

SJEKRAAN

Gargantuan fiend (demon, obyrith), chaotic evil

Armor Class 13 (natural armor)

Hit Points 390 (20d20 + 180)

Speed 0ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (0)	28 (+9)	25 (+7)	23 (+6)	26 (+8)

Skills Athletics +23, Arcana +21, History +21, Perception +13

Saving Throws Str +15, Dex +1, Con +15

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities blinded, deafened, poisoned, prone

Senses blindsight 240 ft., truesight 120 ft., passive Perception 23

Languages Abyssal, telepathy 120 ft.

Challenge 23 (50,000 XP)

Burst of Speed (Recharge 4-6). The sjekraan can take the Dash action as a bonus action, and its speed is tripled instead of doubled when Dashing.

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

Translucent. Even when the sjekraan is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a sjekraan. In the lightless depths of the Shadowsea, all creatures have disadvantage on this check. A creature that tries to enter the sjekraan's space while unaware of the sjekraan is surprised by the sjekraan.

Stinging Tendrils. Any creature passing through the sjekraan's space or starting its turn there takes 50 (20d4) piercing damage and must make a DC 23 Constitution saving throw. On a failure, the creature suffers the effects of one of the venoms in the sjekraan's body (see sidebar). On a success, it takes half damage and no additional effects.

Bioluminescence. As a bonus action, the sjekraan can make its lure glow, or alternatively stop glowing. This provides 15 feet of dim light around it, but can be seen from 600 feet away.

Regeneration. The sjekraan regains 30 hit points at the start of its turn. If the sjekraan takes radiant or lightning damage, this trait doesn't function at the start of the sjekraan's next turn. The sjekraan dies only if it starts its turn with 0 hit points and doesn't regenerate.

Grasping Tendrils: The sjekraan can have up to twenty tendrils at a time. Each tendril can be attacked (AC 20; 30 hit points; immunity to necrotic, poison and psychic damage). Destroying a tendril deals no damage to the sjekraan, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 25 Strength check against it.

Actions

Multiattack: The sjekraan makes six attacks with its tendrils, uses Reel, and can use Disjoin if it's available.

Tendril. Melee Weapon Attack: +15 to hit, reach 120ft., one creature. **Hit** The target is grappled (escape DC 33). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the sjekraan can't use the same tendril on another target.

Reel. The sjekraan pulls each creature grappled by it up to 60 ft. in any direction (usually straight towards it.)

Disjoin (Recharge 6). All ongoing magical effects within 120 feet of the sjekraan end. Magic items and the benefits they provide are unaffected.

Roll Venom Description

- 1-3 110 (20d10) poison damage and is paralyzed for the next minute (it can repeat the save at the end of each of its turns).
- 4 99 (18d10) radiant damage and is blinded for the next minute.
- 5 110 (17d12) necrotic damage and cannot regain hit points by any means for the next minute.
- 6 125 (50d4) slashing damage and the target is incapacitated for the next minute (it can repeat the save at the end of each of its turns).
- 7 104 (24d8) acid damage and the target cannot make weapon attacks for the next minute (it can repeat the save at the end of each of its turns). If the target is slain by this damage it immediately rises as an aquatic alkilith.
- 8 105 (30d6) psychic damage and the target cannot cast spells or use psionic powers for the next minute (it can repeat the save at the end of each of its turns).

- 9 140 (40d6) poison damage and the target is poisoned for one hour.

- 10 No damage, but the target is *dominated* (as *dominate monster*) by the sjekraan until the effect is broken.

The venom of the sjekraa is unpredictable, unstable, and notoriously hard to harvest. It is a DC 30 Dexterity check (proficiency in poisoner's kit applies) to harvest this venom, and it decays to putrid goo within 24 hours.

VENOM TYPES

Whenever a creature suffers the effects of sjekraan venom, roll a d10 and consult the adjacent table.

BILITHIEX

Small fiend (demon, obyrith, shapechanger), chaotic evil

Armor Class 16 (natural armor)

Hit Points 36 (8d4+16)

Speed 30 ft., crawl 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	12 (+2)	20 (+5)	18 (+4)	24 (+7)

Saving Throws Con +4, Int +7, Wis +6, Cha +9

Skills Deception +11, Investigation +9, Insight +8, Persuasion +11

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 3 (1,100 XP)

Mask of True Lies. The bilithiex is immune to abilities that allows other creatures to read its thoughts, determine whether it is lying, know its alignment, or know its creature type. No abilities can perceive a bilithiex's true form, not even truesight. *Detect magic* and similar abilities do not detect its shapechanging as magical. Additionally, no matter what it says, any magic always declares it is telling the truth unless the bilithiex wishes otherwise.

Shapechanger. The bilithiex can use its action to polymorph into a form that resembles any demon of CR 5 or lower or a Small or Medium humanoid, or back into its true form. Its statistics are the same in each form, apart from its size. Any equipment it is wearing or carrying is transformed along with it. It does not revert to its true form if it dies.

Innate Spellcasting. The bilithiex's spellcasting ability is Charisma (+9 to hit, spell save DC 17). The bilithiex can innately cast the following spells, requiring no material components:

At will: *friends, dancing lights, minor illusion, message, guidance, feign death, sending, eldritch blast, prestidigitation, mage hand* (the hand is invisible), *nondetection* (self only)

1/day: *expeditious retreat, crown of madness, silence*

Actions

Disintegrating Glare. The bilithiex targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 7 (2d6) force damage. A creature reduced to 0HP by this damage is disintegrated (as the spell). The save DC is Constitution-based.

Invisibility. The bilithiex magically turns invisible until it attacks, casts a spell, or uses its Disintegrating Glare, or until its concentration ends (as if concentrating on a spell). Any equipment the bilithiex wears or carries is invisible with it.

Weird Investigation. The bilithiex targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the bilithiex's Intelligence (Investigation) check. If the bilithiex wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed

Believed to be the unholy children of Obox-ob and Pale Night, these two-headed freaks enter tanar'ri society to weaken it from the inside. They're fond of luring well-meaning adventurers to destroy their non-obyryth enemies, or of acting as advisors to demon lords to leave them astray.

DARK CUNNING

The bilithiex is a response to the increasing subtlety of much of demonkind, and the fact that the obyriths can no longer simply overrun their enemies. Brilliant, astute, and extremely persuasive, these creatures derive no greater pleasure than seeing a fortress fall through its leaders' foolishness.

DAGON

Gargantuan fiend (demon, obyrith), chaotic evil

Armor Class 20 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 20 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	25 (+7)	24 (+7)	20 (+5)	20 (+5)

Skills Arcana +15, Perception +13, History +23

Saving Throws Str +18, Dex +10, Con +15, Int +15, Wis +13, Cha +13

Damage Resistances acid, fire, lightning

Damage Immunities cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned, paralyzed

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 25 (4587 XP)

Legendary Resistance (3/Day). If Dagon fails a saving throw, he can choose to succeed instead.

Amphibious. Dagon can breathe air and water.

Freedom of Movement. Dagon ignores difficult terrain, and magical effects can't reduce his speed or cause it to be restrained. He can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Regeneration. Dagon regains 20 hit points at the start of his turn if he has at least 1 hit point remaining.

Innate Spellcasting. Dagon's spellcasting ability is Charisma (spell save DC 20). Dagon can innately cast the following spells, requiring no material components:

At will: *control water*, *hunger of Hadar*, *dispel magic*, *Evard's black tentacles*, *maelstrom*, *water breathing*

Form of Madness. Any creature within 120 feet of Dagon must succeed on a DC 21 Wisdom saving throw. Success renders the creature immune to his Form of Madness for 24 hours. Failure indicates the creature develops an overwhelming fear of the ocean and its depths. As long as the ocean is in sight, the creature is distracted with fear and has disadvantage on Perception checks, initiative rolls. It also has disadvantage on attack rolls against creatures with a natural swim speed. This lasts until cured by *heal*, *greater restoration*, or *wish*. Demons are immune to this effect.

Reactive. Dagon can take one reaction on every turn in combat.

Actions

Multiattack. Dagon makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. Dagon has however many tentacles you decide he should.

Tentacle Claw. *Melee Weapon Attack:* +18 to hit, reach 40 ft., one target. *Hit:* 15 (2d4 + 10) piercing damage, and the target must succeed on a DC 23 Constitution saving throw or be poisoned for 1 minute. It is incapacitated while poisoned in this way, and it can repeat the save at the start of each of its turns, ending the effect on a success.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by Dagon, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Dagon, and it takes 42 (12d6) acid damage at the start of each of Dagon's turns. If Dagon takes 50 damage or more on a single turn from a creature inside it, Dagon must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of him. If he dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Doomsong (1/day). Dagon can create a hypnotic, rumbling song that can lure nearby creatures to his location. Every creature within 300 feet must make a DC 23 Wisdom saving throw against this magic. Dagon's doomsong is as much sonic as a charm, so a creature must both be immune to being charmed and either immune to thunder damage or deafened.

On a failure, the creature becomes hypnotized by the song and can do nothing but attempt to reach the source of the song by whatever means possible. Hazardous environments are ignored—an air-breathing creature blissfully walks into the ocean to reach Dagon if it succumbs to this effect. Once a creature reaches Dagon, it stands motionless before the demon, listening quietly to the song. This effect is more powerful than his Form of Madness, and creatures affected by both still follow his doomsong.

This effect lasts 1 minute, or until Dagon's concentration ends (as if concentrating on a spell).

Legendary Actions

Dagon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Dagon regains spent legendary actions at the start of his turn.

Tentacle Attack. Dagon makes one tentacle attack or tentacle claw attack.

Swim. If he's in water, Dagon moves up to his speed. He does not provoke attacks of opportunity while moving in this way.

Dispel Magic (Costs 2 Actions). Dagon casts *dispel magic*.

Dagon, the Prince of the Darkened Depths, is feared by all those who sail the seas, for they know he is always hungry.

If a creature goes mad within sight of him, roll on the adjacent table. This is in addition to his Form of Madness.

MADNESS OF DAGON

d100

result Flaw (lasts until cured)

- 01- "I know secrets that no one else does and only
20 share them for worthy sacrifices of treasure or food."
- 21- "I love being in water, especially seawater. I am safe
40 there. Dry land is horribly dangerous."
- 41- "Lights in the dark are signs of warmth, food, and
60 safety. I always go towards them, no matter what anyone says."
- 64- "I will never die. I will outlast everyone else in the
80 multiverse through my cunning, might, and wisdom."
- 81- "I refuse to enter into entangling alliances or
99 pointless rivalries. I am strongest alone."
- 00 "I have gills."

ALTERNATIVE WRITEUP

Dagon is a **kraken** with the following modifications:

- He is a Gargantuan fiend (demon, obyrith).
- He speaks all languages and has telepathy 120 ft.
- **Skills** Athletics +17, Arcana +13, Perception +11, History +20
- **Damage Resistances** acid, fire, lightning
- **Damage Immunities** cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, frightened, paralyzed, poisoned
- He has the following traits:

Legendary Resistance (3/Day). If Dagon fails a saving throw, he can choose to succeed instead.

Magic Resistance. Dagon has advantage on saving throws against spell and other magic effects.

Regeneration. Dagon regains 20 hit points at the start of his turn if he has at least 1 hit point remaining.

Innate Spellcasting. Dagon's spellcasting ability is Charisma (spell save DC 20). Dagon can innately cast the following spells, requiring no material components:

At will: *control water*, *darkness*, *dispel magic*, *maelstrom*, *tidal wave*, *water breathing*

3/day: *Abi Dalzim's horrid wilting*, *tsunami*

- He loses the Lightning Storm action and gains the following action options:

Teleport. Dagon magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Doomsong (1/day). Dagon can create a hypnotic, rumbling song that can lure nearby creatures to his location. Every creature within 300 feet must make a DC 22 Wisdom saving throw against this magic. Dagon's doomsong is as much sonic as a charm, so a creature must both be immune to being charmed and either immune to thunder damage or deaf.

On a failure, the creature becomes hypnotized by the song and can do nothing but attempt to reach the source of the song by whatever means possible. Hazardous environments are ignored—an air-breathing creature blissfully walks into the ocean to reach Dagon if it succumbs to this effect. Once a creature reaches Dagon, it stands motionless before the demon, listening quietly to the song.

This effect lasts 1 minute, or until Dagon's concentration ends (as if concentrating on a spell).

SKINWALKER

Large monstrosity (shapechanger), neutral

Armor Class 15 (natural armor)

Hit Points 75 (6d10 + 42)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	25 (+7)	10 (+0)	12 (+1)	14 (+2)

Skills Intimidation +6

Damage Vulnerabilities piercing and slashing from weapons that are coated in white ash

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't coated in white ash

Senses darkvision 60 ft., passive Perception 11

Languages None (see Mimicry)

Challenge 3 (3410 XP)

Shapechanger. The skinwalker can use its action to polymorph into a Tiny, Small, Medium, or Large humanoid or beast it has seen, or back into its true form (an animal-skull-headed large creature seemingly composed of sticks). Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Imperfect Disguise. Though skinwalkers can look and sound like humanoids and animals, they have difficulty getting the cadence of speech or the fluidity of movement right. All Deception checks made to mimic a phrase or gesture are made with disadvantage. Failed mimicked gestures look herky-jerky, too fast, or too slow, and failed mimicked phrases sound like the skinwalker is trying to speak for the first time, just with someone else's voice.

Mimicry. The skinwalker can mimic any phrase it has heard, and any gesture it has seen, though it does not automatically understand the meaning of either. While in the guise of a humanoid, its voice sounds like that of the humanoid they are taking the form of. If it tries to mimic a phrase in animal form, its voice sounds wrong, like that of a cat trying to speak. It is impossible to mistake this version of the voice with a normal humanoid voice, and any Deception checks made to pass it off as such automatically fail.

Uncanny Speed. If no sentient (Intelligence over 4) creature within 60 feet is currently observing the skinwalker, it can take the Dash action as a bonus action, and its speed is quadrupled when Dashing in this way.

Actions

Strike. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 9 (2d6 + 2) bludgeoning, piercing, or slashing damage, depending on the skinwalker's current form and appropriate natural weapons. If the skinwalker is in a Small or Medium form, this damage decreases to 5 (1d6+2).

Shriek. As an action, a skinwalker can emit a terrifying, otherworldly shriek that activates the primal flight response in all creatures that hear it. All creatures within 300 feet of the skinwalker that hear its shriek must make a successful DC 19 Wis saving throw or be frightened for 1 minute. While frightened, the creature must move away from the skinwalker as rapidly as possible. If the creature ends its turn in a location where it doesn't have line of sight to the skinwalker, the creature can make another Wisdom saving throw. On a successful save, the effect ends for that creature. After successfully saving against this ability, the creature is immune to the shriek ability of all skinwalkers for the next 24 hours.

Skinwalkers are the cause of many stories of the woods going quiet, or of awful, terrifying shrieks. Although they are relatively nonviolent, nearly all creatures seem to have an instinctive fear of them. Nothing preys on skinwalkers, not even creatures twenty times deadlier, and their presence deadens the woods.

FLESHGAIT

Medium monstrosity, neutral evil or chaotic evil

Armor Class 16 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	15 (+2)	12 (+1)	21 (+5)

Skills Deception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't coated in white ash

Senses darkvision 60 feet., passive Perception 11

Languages Common, and see Consume

Challenge 3 (3410 XP)

Shapechanger. The fleshgait can use its action to polymorph into a Tiny, Small, or Medium beast it has seen, or back into its true form (a pale, thin, sharp-fanged humanoid with huge eyes and clawed arms reaching its knees). Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Consume. Over the course of a minute, a fleshgait can consume all organic matter of a dead or unconscious humanoid. It can optionally choose to leave the skin unharmed, which it can then wear (though bruises will be visible on the skin). The fleshgait learns the languages the victim knew in life, and while wearing its skin, can mimic the creature's voice perfectly.

Twitch Reflexes. The fleshgait has an inhumanly fast body and mind. It has advantage on initiative checks and it can take two actions each turn.

Loner Hunter. If the fleshgait hits a target who has no allies within 60 feet, the target takes an extra 14 (4d6) damage from the attack.

Mimicry. The fleshgait can mimic any noise it has heard a creature say (wolf howl, lion roar, etc.).

Actions

Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 6 (1d4 + 4) bludgeoning, piercing, or slashing damage, depending on the fleshgait's current form and appropriate natural weapons.

These deadly cousins to skinwalkers are far more sinister. While skinwalkers are generally content to terrify interlopers away from their territory, fleshgaits prey upon humanoids and lure more into their territory to gain new bodies.

WENDIGO

Large fey, chaotic evil

Armor Class 15 (natural armor)
Hit Points 127 (17d10 + 34)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	10 (+0)	19 (+4)	7 (-2)

Skills Perception +7, Stealth +7, Survival +10

Saves Constitution +5

Damage Vulnerabilities fire

Damage Immunities cold; bludgeoning, piercing and slashing from nonmagical weapons that aren't hot enough to glow (1100 F)

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

Senses darkvision 300 ft., passive Perception 17

Languages Common, Sylvan

Challenge 7 (4853 XP)

Icy Incorporeal Movement. The wendigo can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. Any creature it moves through takes 5 (1d10) cold damage.

Heat Anathema. The wendigo cannot willingly approach closer than 20 feet to any exposed flame, and it cannot target a creature in this protected area with Frostbite. Additionally, the wendigo cannot willingly enter any region with a temperature above freezing.

Sunlight Sensitivity. While in sunlight, the wendigo has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Cold Absorption. Whenever the wendigo is subjected to cold damage, it takes no damage and regains a number of hit points equal to the cold damage dealt.

Innate Spellcasting. The wendigo's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *gust, frostbite*

1/day: *gust of wind, sleet storm*

Actions

Multiattack. The wendigo makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit* 13 (2d8 + 4) slashing damage.

Hunger (Recharges on a Long Rest). The wendigo targets one creature within 60 feet that it can see. This creature must make a DC 15 Constitution saving throw or gain 1d4 levels of exhaustion. These levels of exhaustion vanish after the creature has a full day of normal eating.

The wendigo has no relation to either the fleshgait or the skinwalker, but they are confused often enough they are grouped together.

BOG IMP

Small fey, lawful evil

Armor Class 17 (natural armor)

Hit Points 38 (7d6 + 14)

Speed 30 ft., burrow 60 ft., swim 30 ft. (see Liquid Burrow)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	21 (+5)	15 (+2)	12 (+1)	15 (+2)	12 (+1)

Skills Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities paralyzed, poisoned, unconscious

Senses passive Perception 11

Languages Common, Elven, Sylvan

Challenge 5 (2811 XP)

Stagnate. Any nonmagical liquids that come within 60 feet of a bog imp immediately stagnate. This effect renders water, wine, milk, and other liquids nonpotable; anyone who drinks them must succeed on a DC 13 Constitution save or be poisoned for 1d4 hours. A creature poisoned in this way is incapacitated. This ability has no effect on potions. The save DC is Constitution-based.

Fey Nature. The bog imp has advantage against being charmed.

Sink. With a simple glance (no action required), the bog imp can cause anyone standing on or in water, mud, or any other nonsolid surface to sink. This ability functions within 60 feet. A successful DC 13 Wisdom save negates the attack and renders the target immune to the sink attack of that particular bog imp for 24 hours. The save DC is Wisdom-based.

If the save fails, the target is dragged beneath the surface by a spectral force; this takes 1 full round, plus 1 additional round per point of the target's Strength bonus, if any. Once beneath the surface, the target is subject to drowning (standard drowning rules apply). A target can be rescued if aided by another who succeeds on a DC 23 Strength check, but this simply begins the process over again. The effect ends instantly if the bog imp is slain, if the target is placed on solid stone or lifted 5 feet or more above the surface of the bog, or if the target moves out of range (more than 60 feet away from the bog imp).

If an elf (and only an elf) drowns in this manner, he does not truly die. Rather, he remains in a form of stasis beneath the swamp, pickling and shriveling over the course of thirteen days. When that period ends, the elf becomes a new bog imp. He has an instinctive understanding of the laws of his clutch and a lawful evil alignment. He remembers little, if anything, of his past life.

Amphibious. The bog imp can breathe air and water.

Code of Law. Every clutch of bog imps has a code of behavior they must follow. A bog imp who violates that code of law cannot use its sink ability and it loses its immunities and resistances.

Swamp Camouflage. The bog imp has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Liquid Burrow. When moving through stagnant, slime-filled water or other liquids more viscous than clear water, a bog imp can use its burrow speed in place of its swim speed.

Actions

Multiattack. The bog imp makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 5) slashing damage, and if the target is a creature, it must succeed on a DC 13 Constitution save or be poisoned for 2d4 minutes.

BLINKER

Medium aberration, chaotic neutral

Armor Class 21 (natural armor)

Hit Points 35 (10d8-10)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	28 (+9)	8 (-1)	14 (+2)	7 (-2)	6 (-2)

Skills Arcana +4, Stealth +11

Damage Immunities force

Senses blindsight 30 ft., passive Perception 8

Languages Deep Speech

Challenge 4 (3222 XP)

Blinking. Roll a d20 at the end of each of the blinker's turns. On a roll of 11 or higher, it vanishes from its current plane of existence and appears in the Ethereal Plane. At the start of its next turn, it returns to an unoccupied space of its choice that it can see within 10 feet of the space it vanished from. If no unoccupied space is available within that range, it appears in the nearest unoccupied space (chosen at random if more than one space is equally near). It can pause this effect, staying on the Ethereal or Material as long as it wants.

Evasion. When the blinker is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The blinker makes 1d6 Blink Strikes at random non-allied targets within 30 feet. It can use its Teleport before each attack if it teleports to within 5 feet of the creature it's attacking.

Teleport. The blinker teleports 60 feet.

Blink Strike. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit* 11 (1d4 + 9) slashing.

Reactions

Reactive Teleport. In response to taking damage, the blinker teleports 60 feet.

Blinkers lurk in caves, preying upon those that pass them. They can be reasoned with only when injured; when uninjured, they are far too prideful to seek peace talks. Many of them go for months without sustaining a single point of damage, so when they do, they may flee.

Blinkers attack out of hunger, not malice, and only the most starved ones attack beings they know to be sentient, whether out of morality or recognition that sentient beings tend to be a lot of trouble to hunt.

Greater Blinkers. Some blinkers are even deadlier predators. They do 2d6 or even 3d6 attacks, but only very few have more hit points. Many of these can also choose who to attack, not having to rely on the hands of fate.

THUMPER

Large monstrosity, unaligned

Armor Class 11 (natural armor)

Hit Points 113 (14d10+42)

Speed 40ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-2)	17 (+3)	3 (-4)	13 (+1)	5 (-3)

Damage Immunities thunder

Condition Immunities deafened

Senses tremorsense 30ft., passive Perception 11

Languages --

Challenge 4 (5965 XP)

Pressure Field. As a bonus action, the thumper can create a wave of high pressure around itself that lasts until the start of its next turn. While raised, any physical projectile that passes within 20 feet of the thumper automatically misses its target.

Sure-Footed. The thumper has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Concussive Innards. A creature that deals damage to the thumper with a melee attack while within 5 feet of it is pushed 5 feet away.

Charge. If the thumper moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed 10 feet away and knocked prone.

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 16 (3d8 + 3) bludgeoning damage plus 9 (2d8) thunder damage.

Pressure Spike (Recharge 5-6). All creatures within 30 feet of the thumper must make a DC 13 Constitution saving throw or take 22 (4d10) thunder damage and be pushed 30 feet away, or half damage and 15 feet away on a successful save. This can be heard from up to 600 feet away, and is the "thump" which the thumper is named for.

Thumpers are herbivorous mountain-dwellers. They are ill-tempered and highly territorial, but if raised from birth can be trained as mounts. Hobgoblins sometimes employ them as cavalry, protecting foot soldiers from hails of arrows.

GREEN THIRSTER

Large aberration, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 104 (16d10+16)

Speed 10ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	14 (+2)	13 (+1)	6 (-2)

Saving Throws Con +4

Skills Acrobatics +6, Investigation +5, Stealth +9

Damage Immunities acid

Senses darkvision 60 ft., blindsight 60 ft., passive Perception 12

Languages Common, Sylvan, Deep Speech

Challenge 6 (7809 XP)

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

X-Ray Vision. The green thirster can see through objects within 60 feet.

Innate Spellcasting (Psionics). The green thirster's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *detect magic*, *dancing light*, *identify*, *phantasmal force*

1/day: *create food and water*, *pass without trace*

Acid Blood. A creature that deals damage to the green thirster with a melee attack while within 5 feet of it takes 7 (2d6) acid damage.

Assassinate. The green thirster has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit it scores against a creature that is surprised is a critical hit.

Actions

Multiattack. The green thirster attacks twice with Leg Spear or Liquidate, or once with both.

Leg Spear. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 12 (2d8 + 3) piercing damage and the target is grappled (escape DC 13).

Liquidate. The green thirster pumps enzymes into one creature grappled by it. The target creature must make a DC 12 Constitution saving throw or take 21 (6d6) acid damage, or half on a successful save. The green thirster regains hit points equal to the damage done.

Green thirsters are almost always found in forests, though there is a rare chthonic variety that is grey-colored, smaller, and more psionically inclined than the forest breed.

VARIANT: GRAY THIRSTER

A subterranean variety of green thirster, these creatures gain the following action option:

Psychic Crush. The gray thirster targets one creature that it can sense within 60 feet of it. The target must make a DC 13 Intelligence saving throw, taking 14 (4d6) psychic damage on a failed save, or half as much damage on a successful one.

Although they do not need to hunt to eat, the green thirsters find the taste of living beings infinitely more enjoyable than conjured sustenance. Individual thirsters develop specific tastes, and actively hunt their preferred prey.

KRAKEN, ELDER EIDOLON

Gargantuan construct, unaligned

Armor Class 18 (natural armor)

Hit Points 144(1d4 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +18, Dex +8, Con +15, Int +14, Wis +12

Damage Immunities force, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses truesight 120 ft., blindsight 120 ft., passive Perception 14

Languages understands Abyssal, Celestial, Infernal, Primordial, and Deep Speech but can't speak

Challenge 24 (2651 XP)

Constructed Nature. An eidolon kraken doesn't require air, food, drink, or sleep.

Freedom of Movement. The eidolon kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Fast Repair. The eidolon kraken regains 5 hit points at the start of its turn if it has at least 1 hit point.

Magic Weapons. The eidolon kraken's weapon attacks are magical.

Magic Immunity. The eidolon kraken is immune to spells and other magical effects unless it wishes to be affected, with exceptions listed below:

Etherealness restores the caster's level in HP to the eidolon kraken.

Any spell that prevents teleportation or planar travel negates the eidolon kraken's insanity aura and *mirror image*.

A *transmute rock* spell in the *rock to mud* mode slows an eidolon (as the slow spell) for 2d6 rounds, with no saving throw, while *mud to rock* heals all of its lost hit points

Insanity Aura. Any living creature within 10 feet of an eidolon must make a DC 22 Wisdom save or be affected as if by the *confusion* spell. However, this effect is nonmagical.

Innate Spellcasting (Psionic). The eidolon kraken can innately cast the following spells, requiring no components:

At will: *mirror image*, *dispel magic*

False Appearance. While the eidolon kraken remains motionless, it is indistinguishable from a normal gigantic statue of a kraken.

Actions

Multiattack. The eidolon kraken makes three melee attacks, of which only one can be a bite, and each of which it can replace with one use of *Fling*.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5ft., one target. *Hit* 23 (3d8 + 10) piercing damage.

Tentacle. *Melee Weapon Attack:* +18 to hit, reach 30ft., one target. *Hit* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 26).

Fling. One Large or smaller object held or creature grappled by the eidolon kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 26 Dexterity saving throw or take the same damage and be knocked prone.

Reality Storm. The eidolon kraken magically creates three bolts of pure eldritch energy, each of which can strike a target the eidolon kraken can see within 300 feet of it. A target must make a DC 22 Dexterity saving throw, taking 22 (4d10) force damage and being *confused* on a failed save, or half as much and not *confused* on a successful one. A creature reduced to 0 hit points by this damage is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Legendary Actions

The eidolon kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The eidolon kraken regains spent legendary actions at the start of its turn.

Tentacle Attack or Fling. The eidolon kraken makes one tentacle attack or uses its *Fling*.

Reality Storm (Costs 2 Actions). The eidolon kraken uses *Reality Storm*.

Mirror image (Costs 3 Actions). The eidolon kraken casts *mirror image*.