

Will-O'-Wisp, T

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NAME CR

19 AC 22 HP 12 PASSIVE PERCEPTION 50f SPEED

STR DEX CON INT WIS CHA

-5 9 0 1 2 0

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SKILLS / TRAITS
Darkvision 120', immune: exhaust, grapple, lightning, paralyze, poison, prone, restrain, unconscious
Consume Life: 5' creature 0 HP, bonus action DC 10 Con save or target dies & will-o'-wisp regains 3d6 HP
Ephemeral: Can't wear/carry anything
Incorporeal Movement: Move through creatures & objects as difficult terrain, 1d10 force if end in object
Variable Illumination: Bright & dim light 5'-20', bonus action change

2

ACTIONS

Shock: +4, 2d8 lightning (spell)
Invisibility: Invisible until attack, Consume Life, or concentration ends

Worg, L

1/2

NAME CR

13 AC 26 HP 14 PASSIVE PERCEPTION 50 SPEED

STR DEX CON INT WIS CHA

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SKILLS / TRAITS

Darkvision 60', Perception +4

Keen Hearing & Smell: Adv on Perception for hearing & smell

2

ACTIONS

Bite: +5, 2d6+3p, DC 13 Str save or prone

Androsphinx

NAME

LAIR ACTIONS

20

NOTES

Timeless: The sphinx may choose its place in the initiative order
Undo Fate: Cast *true resurrection*, the target returns 10 years older or younger (1 year old minimum), sphinx chooses (once per short/long rest)
Bend Time: The sphinx moves time forward or backward up to 10 years (once per short/long rest)
Another World: Cast *gate*

LEGENDARY ACTIONS

3

NOTES

Claw Attack: 1 claw attack
Teleport (2 actions): Teleport 120'
Cast a Spell (3 actions): Cast a spell

Androsphinx

NAME

12

18

+10

LEVEL

SAVE DC

ATTACK BONUS

LEVEL SLOTS SPELLS

0		sacred flame, spare the dying, thaumaturgy
1	4	command, detect evil and good, detect magic
2	3	lesser restoration, zone of truth
3	3	dispel magic, tongues
4	3	banishment, freedom of movement
5	2	flame strike, greater restoration
6	1	heroes' feast

Ioun Stone, Awareness

NAME

Wondrous item

CATEGORY

R

Y

RARITY

ATTUNE

NOTES

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect. A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head. You can't be surprised while this dark blue rhomboid orbits your head.

BONUS

SAVE DC

CHARGES

Pipes of the Sewers

NAME

Wondrous item

CATEGORY

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Y

RARITY

ATTUNE

NOTES

***Abbreviated.** You must be proficient with wind instruments to use these pipes. While you are attuned to the pipes, ordinary rats and giant rats are indifferent toward you and will not attack you unless you threaten or harm them. The pipes have 3 charges. If you play the pipes as an action, you can use a bonus action to expend 1 to 3 charges, calling forth one swarm of rats with each expended charge, provided that enough rats are within half a mile of you to be called. ***See item description.** Called swarms move toward the music by the shortest available route. The pipes regain 1d3 expended charges daily at dawn. Whenever a swarm of rats that isn't under another creature's control comes within 30 feet of you while you are playing the pipes, you can make a Charisma check contested by the swarm's Wisdom check. If you lose, the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours. If you win, the swarm becomes friendly to you and your companions and obeys your commands for as long as you continue to play the pipes and as long as it can hear the pipes. ***See item description.**

BONUS

SAVE DC

CHARGES

Potion of Healing

NAME

Potion

CATEGORY

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RARITY

ATTUNE

NOTES

You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

BONUS

SAVE DC

CHARGES