ORIGINAL 5E-COMPATIBLE STAT BLOCK

Red Wizard of Thay

Medium, Humanoid (Human Wizard), Lawful Evil

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ARMOR CLASS	HIT POINTS	CHALLENGE	PROFICIENCY
15	99 (18d8 + 18)	9 | 5,000 XP	+4

Speed	Walk 30 ft.
Initiative	+2
Saving Throws	Cha +6, Int +8, Wis +5
Skills	Arcana +8, History +8, Insight +5, Religion +8, Deception +6
Damage Resistances	Force, Psychic
Condition Immunities	Charmed
Senses	Passive Perception 12
Passive Perception	12
Languages	Common, Draconic, Infernal, Thayan cant

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	20 (+5)	14 (+2)	16 (+3)

Traits

Thayan Arcane Discipline. The wizard has Advantage on Intelligence saving throws and on ability checks made to identify spells, magical glyphs, undead rites, or arcane inscriptions.

Red Robe Authority. Undead, constructs, and humanoid minions allied with the wizard within 30 feet have Advantage on saving throws against being Frightened while they can see or hear the wizard.

Cruel Preparation. If the wizard is not surprised, it begins combat with 10 temporary Hit Points and its first Arcane Bolt attack deals 7 (2d6) extra Necrotic damage.

Actions

Multiattack. The wizard makes two Arcane Bolt attacks or one Arcane Bolt attack and one Binding Sigil attack.

Arcane Bolt. Ranged Spell Attack: +8, range 120 ft. Hit: 23 (4d8 + 5) Force or Necrotic damage, wizard's choice.

Binding Sigil. Intelligence Saving Throw: one creature the wizard can see within 60 feet. Failure: 22 (5d8) Psychic damage, and the target cannot take Reactions until the end of its next turn. Success: Half damage and no Reaction restriction.

Thayan Fire Glyph (Recharge 5-6). Dexterity Saving Throw: creatures of the wizard's choice in a 20-foot-radius sphere centered on a point within 90 feet. Failure: 36 (8d8) Fire damage, and the target is pushed 10 feet away from the center. Success: Half damage and no push.

Bonus Actions

Scarlet Step. The wizard teleports up to 30 feet to an unoccupied space it can see that is adjacent to a glyph, corpse, book, candle, undead ally, or arcane object.

Reactions

Red Robe Ward. When the wizard is hit by an attack or fails a Dexterity saving throw, it adds 3 to its AC against that attack or to that saving throw, potentially changing the result.

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