

ABYSS MAGE

This is a 5th Edition conversion of a monster from Genshin Impact video game by miHoYo, that takes place in the world called Teyvat, where the seven elements of nature flow and converge.

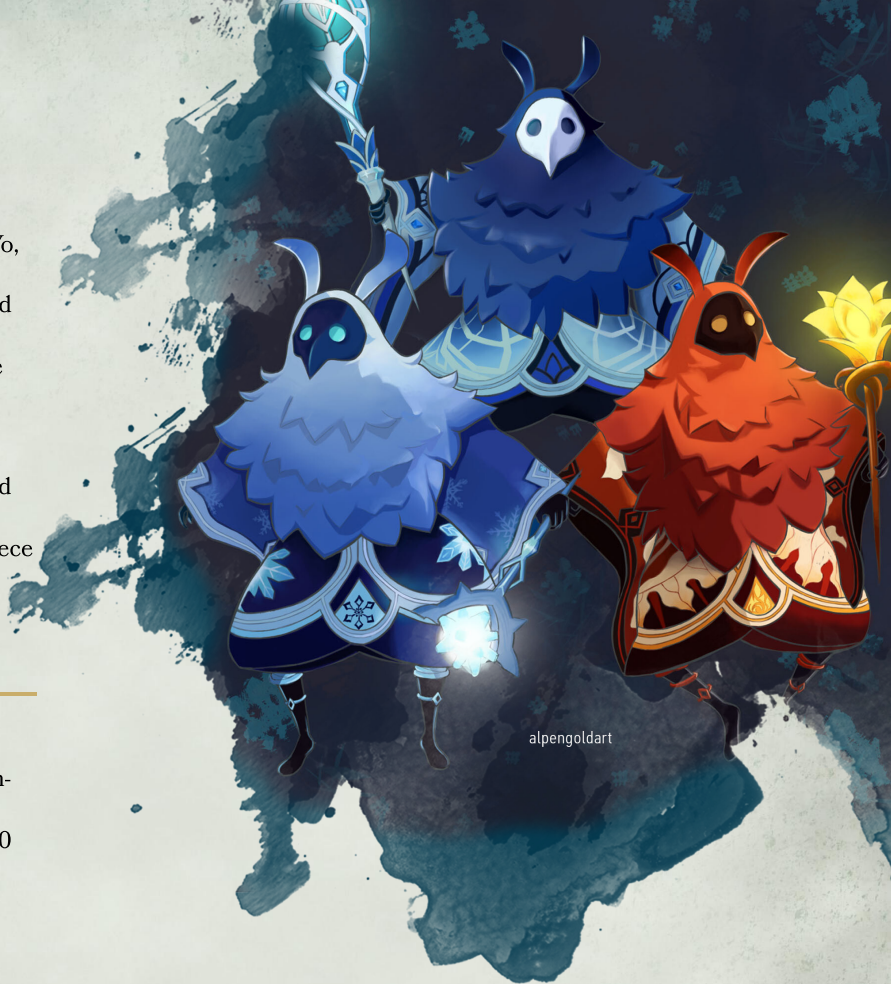
Since this world is disconnected from the D&D multiverse, the term "abyss" has a different meaning as well. I am nevertheless keeping the monster's name to give credit to its origins and to avoid confusion for those who decides to run a game in the world of Teyvat.

Needless to say that you, dear reader, can change any piece of provided information to adapt these creatures and their stories to fit your own beautiful worlds.

THE MYSTERIOUS ORDER

The Abyss is a mysterious region located both beyond and beneath Teyvat, described as an entirely different world.

The Abyss Order appears to largely be comprised of non-human beings that come from the Abyss and seek to ruin Teyvat as a retaliation for the cataclysm that took place 500 years ago. Their members are former citizens of the fallen nation of Khaenri'ah who were transformed into monsters through a yet unclear process.



alpengoldart

ANNOYING AND DANGEROUS

Abyss Mages are a part of the Abyss Order who act as their foot soldiers. They are able to harness elemental energy from the Ley Lines of Teyvat and use that power to advance the order's goal of overthrowing the world ruled by the archons.

These creatures can act in an incredibly annoying fashion, giggling and mocking their enemies from behind the safety of their protective magical shields. After a particularly effective attack or spell, a mage can perform a little dance or portray boredom.

Abyss Mages rarely act on their own, using ancient mysterious language to manipulate hilichurls - goblin-like creatures of Teyvat. Together they might scour ruins in search of lost artifacts, ancient devices and forgotten magic, attack small settlements or travelers as a part of mysterious plans of their masters.



PYRO ABYSS MAGE

Medium fiend (demon), neutral evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	16 (+3)	12 (+1)	11 (+0)

Savin Throws Int +5, Wis +4

Skills Arcana +6, History +6

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Abyssal

Challenge 3 (700 XP)

Fire Mastery. When the Pyro Abyss Mage uses a spell or ability that deals fire damage, it can exclude any number of creatures it chooses that would normally be affected. The chosen creatures take no damage instead.

Spellcasting. The Pyro Abyss Mage is a 5-th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14). The Pyro Abyss Mage knows the following wizard spells:

Cantrips (At will): *Control Flames*, *Fire Bolt*, *Mage Hand*

1st level (4 slots): *Burning Hands*

2nd level (3 slots): *Continual Flame*, *Scorching Ray*

3rd level (2 slots): *Fireball*

Actions

Pyro Shield. The Pyro Abyss Mage creates a red-hued, semi-transparent spherical shield around itself that lasts until canceled. While the pyro shield is active, the Pyro Abyss Mage floats 3 feet above the ground and its speed is reduced by 10 ft. Any attack directed at the Pyro Abyss Mage must target the pyro shield instead. It has AC 10, 50 hit points, vulnerability to cold damage, and immunity to fire, poison and psychic damage. The mage can still take damage from spells and abilities that require saving throws, but it gains resistance to damage taken this way. Once the Pyro Shield is destroyed, the mage can activate it again only after 1 minute or using the Revival action. If at least 10 gallons of water is applied to the shield, it gains vulnerability to all damage except fire until the end of the mage's next turn. Additionally, the mage's speed is reduced to 0 and it can't take reactions until the start of its next turn.

Revival. A flaming runic circle appears beneath the mage as it starts a small dancing ritual to create the pyro shield. Up to three creatures within 60 ft. of the mage can use their reaction to make a DC 12 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save from

similar circles appearing beneath them. If an affected creature doesn't use their reaction to avoid damage this way, they automatically fail the saving throw. This effect repeats for a single creature whenever it starts its turn within 60 ft. of the mage. The pyro shield is activated at the start of the abyss mage's next turn. If it takes damage until then, the abyss mage must succeed on a DC 10 Constitution check or end the Revival.

Demon Heads. The Pyro Abyss Mage targets the closest creature within 60 ft. of it, summoning three demon heads in a 15-foot-sided triangle formation centered on the target creature. The heads continuously spit fire into the center of their formation. Every creature that starts its turn within the triangle can use their reaction to make a DC 18 Dexterity saving throw or take 10 (2d10) fire damage. The Demon Heads last until the end of the mage's next turn. The Pyro Abyss Mage can't use this action until that time.

Fire Bolt (Cantrip). *Ranged spell attack:* +6, range 120 ft., one creature. Hit: 11 (2d10) fire damage.

Burning Hands (1st-Level Spell; Requires a Spell Slot). Each creature in a 15-foot cone that originates from the mage must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. If the Pyro Abyss Mage casts this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Scorching Ray (2nd-Level Spell; Requires a Spell Slot). *Ranged spell attack:* +6, range 120 ft., one target per ray (3 rays if a 2nd-level spells slot is used, 4 rays if a 3rd-level spell slot is used). Hit: 7 (2d6) fire damage per ray.

Fireball (3rd-Level Spell; Requires a Spell Slot). The Pyro Abyss Mage chooses a point within 150 ft. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

Reactions

Fiery Teleportation (requires active Pyro Shield). When hit by an attack, the Pyro Abyss Mage can use its reaction to attempt a DC 15 Dexterity saving throw. On a successful save, the Pyro Abyss Mage teleports 30 ft. away to an unoccupied space, avoiding all damage from the hit. On a failed check it still teleports, but takes all damage. After the Pyro Abyss Mage teleports, each creature within 5 feet of the space it arrives at takes 3 (1d6) fire damage. The fire ignites any flammable objects in the area that aren't being worn or carried. The pyro shield is disabled until the end of the next creature's turn.



CRYO ABYSS MAGE

Medium fiend (demon), neutral evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	16 (+3)	12 (+1)	11 (+0)

Savin Throws Int +5, Wis +4

Skills Arcana +6, History +6

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Abyssal

Challenge 3 (700 XP)

Frost Mastery. When the Cryo Abyss Mage uses a spell or ability that deals cold damage, it can exclude any number of creatures it chooses that would normally be affected. The chosen creatures take no damage instead.

Spellcasting. The Pyro Abyss Mage is a 5-th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14). The Pyro Abyss Mage knows the following wizard spells:

Cantrips (At will): *Frostbite*, *Mage Hand*, *Ray of Frost*,

1st level (4 slots): *Ice Knife*

2nd level (3 slots): *Snilloc's Snowball Swarm*

3rd level (2 slots): *Dispel Magic*

Actions

Cryo Shield. The Cryo Abyss Mage creates a blue-hued, semi-transparent spherical shield around itself that lasts until canceled. While the cryo shield is active, the Cryo Abyss Mage floats 3 feet above the ground and its speed is reduced by 10 ft. Any attack directed at the Cryo Abyss Mage must target the cryo shield instead. It has AC 10, 50 hit points, vulnerability to fire damage, and immunity to cold, poison and psychic damage. The mage can still take damage from spells and abilities that require saving throws, but it gains resistance to damage taken this way. Once the Pyro Shield is destroyed, the mage can activate it again only after 1 minute or using the Revival action. If at least 10 gallons of water is applied to the shield, it gains vulnerability to all damage except cold until the end of the mage's next turn. Additionally, the mage's speed is reduced to 0 and it can't take reactions until the start of its next turn.

Revival. A frost runic circle appears beneath the mage as it starts a small dancing ritual to create the cryo shield. Four floating shards of ice revolve around the mage defending him. Until the start of the mage's next turn

creatures that start their turn or end their movement within 15 ft. of the mage can use their reaction to make a DC 12 Dexterity saving throw, taking 3 (1d6) cold damage on a failed save. If an affected creature doesn't use their reaction to avoid damage this way, they automatically fail the saving throw. The cryo shield is activated at the start of the abyss mage's next turn. If it takes damage until then, the abyss mage must succeed on a DC 10 Constitution check or end the Revival.

Falling Ice. The Cryo Abyss Mage targets three creatures within 60 ft. of it, creating an ice shard above each creature's head. Target creatures can use their reaction to make a DC 12 Dexterity saving throw, taking 10 (2d10) cold damage on a failed save and their speed is reduced by 10 feet until the end of their next turn.

Ray of Frost (Cantrip). *Ranged spell attack:* +6, range 60 ft., one creature. Hit: 9 (2d8) cold damage, and its speed is reduced by 10 feet until the start of the Cryo Abyss Mage's next turn.

Frostbite (Cantrip). The Cryo Abyss Mage targets one creature within 60 ft. The target must make a Constitution saving throw. On a failed save, the target takes 2d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

Ice Knife (1st-Level Spell; Requires a Spell Slot). *Ranged spell attack:* +6, range 60 ft., one creature. Hit: 5 (1d10) piercing damage (1d10 and 1d6 if a 2nd-level spell slot is used, 1d10 and 2d6 if a 3rd-level spell slot is used). Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

Snilloc's Snowball Swarm (2nd-Level Spell; Requires a Spell Slot). The Cryo Abyss Mage chooses a point within 90 ft. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

Reactions

Frosty Teleportation (requires active Cryo Shield). When hit by an attack, the Cryo Abyss Mage can use its reaction to attempt a DC 15 Dexterity saving throw. On a successful save, the Cryo Abyss Mage teleports 30 ft. away to an unoccupied space, avoiding all damage from the hit. On a failed check it still teleports, but takes all damage. After the Cryo Abyss Mage teleports, each creature within 5 feet of the space it arrives at takes 3 (1d6) cold damage and its speed is reduced by 10 feet until the end of their next turn. The cryo shield is disabled until the end of the next creature's turn.

HYDRO ABYSS MAGE

Medium fiend (demon), neutral evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	16 (+3)	12 (+1)	11 (+0)

Savin Throws Int +5, Wis +4
Skills Arcana +6, History +6
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Abyssal
Challenge 3 (700 XP)

Water Mastery. When the Hydro Abyss Mage uses a spell or ability that deals bludgeoning damage caused by liquid, it can exclude any number of creatures it chooses that would normally be affected. The chosen creatures take no damage instead.

Spellcasting. The Hydro Abyss Mage is a 5-th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14). The Pyro Abyss Mage knows the following wizard spells:

Cantrips (At will): *Mage Hand, Shape Water, Water Bolt* (see Action list)

1st level (4 slots): *Create or destroy water*

2nd level (3 slots): *Suggestion*

3rd level (2 slots): *Tidal Wave, Counterspell*

Actions

Hydro Shield. The Hydro Abyss Mage creates an azure-hued, semi-transparent spherical shield around itself that lasts until canceled. While the hydro shield is active, the Hydro Abyss Mage floats 3 feet above the ground and its speed is reduced by 10 ft. Any attack directed at the Hydro Abyss Mage must target the hydro shield instead. It has AC 10, 50 hit points, vulnerability to cold and fire damage, and immunity to poison and psychic damage. The mage can still take damage from spells and abilities that require saving throws, but it gains resistance to damage taken this way. Once the Hydro Shield is destroyed, the mage can activate it again only after 1 minute or using the Revival action.

Revival. An azure runic circle appears beneath the mage as it starts a small dancing ritual to create the hydro shield. Whenever a creature starts its turn within 20 feet of the mage it can use its reaction to attempt a DC 15 Dexterity saving throw, or be trapped inside of a floating bubble on a failed save. That creature becomes paralyzed. At the end of each of its turns, the creature can make another Dexterity saving throw. On a success, the spell ends on the target. The bubble has AC 5 and 1 hit point. The hydro shield is activated at the start of the abyss mage's next turn. If it takes damage until then, the abyss mage must succeed on a DC 10 Constitution check or end the Revival.

Homing Bubble. The Hydro Abyss Mage targets the closest creature within 60 ft. of it, summoning three demon heads in a 15-foot-sided triangle formation centered on the target creature. The heads continuously spit fire into the center of their formation. Every creature that starts its turn within the triangle can use their reaction to make a DC 18 Dexterity saving throw or take 10 (2d10) fire damage. The Demon Heads last until the end of the mage's next turn. The Pyro Abyss Mage can't use this action until that time.

Water Bolt (Cantrip). Ranged spell attack: +6, range 60 ft., one creature. Hit: 11 (2d10) bludgeoning damage.

Tidal Wave (1st-Level Spell; Requires a Spell Slot). Hydro Abyss Mage creates a wave of water that crashes down on an area within 120 ft. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it, and then it vanishes.

Reactions

Watery Teleportation (requires active Hydro Shield). When hit by an attack, the Hydro Abyss Mage can use its reaction to attempt a DC 15 Dexterity saving throw. On a successful save, the Hydro Abyss Mage teleports 30 ft. away to an unoccupied space, avoiding all damage from the hit. On a failed check it still teleports, but takes all damage. After the Hydro Abyss Mage teleports, each creature within 5 feet of the space it arrives at takes 3 (1d6) bludgeoning damage. The hydro shield is disabled until the end of the next creature's turn.

