TRICKSTER

Medium • Fey • Chaotic Neutral



Armor Class 22
Initiative +12 (22)
Hit Points 263 (31d8 + 124)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	21 (+5)	21 (+5)	25 (+7)

Skills Sleight of Hand +12, Stealth +12, Deception +19, Performance +13, Persuasion +13
Condition Immunities charmed
Senses truesight 60 ft., passive Perception 15
Languages all
CR 18 (XP 20,000; PB +6)

Avoidance. If the trickster is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

Illusory Resistance (3/Day). If the trickster fails a saving throw, it can choose to succeed instead. When it does so, all its illusions and similar effects are dispelled.

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

Perfect Illusion. Illusions created by the trickster can't be automatically discerned by truesight, blindsight, or similar senses. A creature must still interact with the illusion to attempt to disbelieve it.

Rejuvenation. If the trickster dies, its body vanishes into a puff of sweet-smelling smoke, and it returns to life in 1d20 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Shielded Mind. The trickster is immune to scrying and to any effect that would sense its emotions, read its thoughts, detect its location, divine its creature type, or determine its alignment.

ACTIONS

Multiattack. The trickster makes two Befuddling Slap attacks. It can replace any of those attacks with a use of Jester Swap.

Befuddling Slap. *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 23 (4d8 + 5) bludgeoning damage. *Wisdom Saving Throw:* DC 21. *Failure:* During its next turn, the target uses its movement to move up to its speed in a direction of the tirckster's choice.

Jester Swap. *Charisma Saving Throw:* DC 21, one creature within 60 feet of the jester that it can see. *Failure:* 19 (3d12) psychic damage, and the target becomes affected by the *seeming* spell, changing its appearance to that of the trickster's current form. Further, the trickster can choose to magically swap the positions of the target with itself or another creature that failed the save against this ability this round. Any creature (except the trickster) only realizes the position swap once the target starts its turn. *Success:* Half damage. *Failure or Success:* The trickster can choose not to deal damage.

Spellcasting. The trickster casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21):

> At will: *charm monster, create food and water, invisibility, major illusion, suggestion*
>
> 1/day: *creation* (level 7), *maze, mirage arcane, plane shift, programmed illusion*

BONUS ACTIONS

Shape-Shift. The trickster shape-shifts to resemble a Small or Large Humanoid while retaining its game statistics, or it returns to its true androgynous humanoid form. Any equipment it is wearing or carrying isn't transformed.

REACTIONS

I Think Not (Recharge 5-6). The trickster casts *counterspell* or *shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting. Additionally, the trickster rolls a d4. On a 4, the ability immediately recharges this ability, and the trickster can use one additional reaction until the start of its next turn.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the trickster can expend a use to take one of the following actions. The trickster regains all expended uses at the start of each of its turns.

Misleading Teleport. The trickster chooses a point within 30 feet that it can see. It then either magically creates an illusory double of itself at that point or teleports to that point and leaves the double where it was standing. The double disappears when it takes damage or if the trickster moves, takes an action, or takes damage.

More Swapping. The trickster uses its Jester Swap.

Trick. *Wisdom Saving Throw:* DC 21, one creature within 90 feet of the trickster that it can see. *Failure:* The target must use its reaction to make a weapon attack or cast a damaging cantrip (whichever would deal more damage) against the target that looks like the trickster (for example, the trickster itself, an illusion, a creature affected by *seeming*, or similar).

TRICKSTER — WEAKER



Armor Class 20
Initiative +10 (20)
Hit Points 217 (29d8 + 87)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	19 (+4)	19 (+4)	23 (+6)

Skills Sleight of Hand +10, Stealth +10, Deception +16, Performance +11, Persuasion +11
Condition Immunities charmed
Senses truesight 60 ft., passive Perception 14
Languages all
CR 15 (XP 13,000; PB +5)

Avoidance. If the trickster is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

Illusory Resistance (2/Day). If the trickster fails a saving throw, it can choose to succeed instead. When it does so, all its illusions and similar effects are dispelled.

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

Perfect Illusion. Illusions created by the trickster can't be automatically discerned by truesight, blindsight, or similar senses. A creature must still interact with the illusion to attempt to disbelieve it.

Rejuvenation. If the trickster dies, its body vanishes into a puff of sweet-smelling smoke, and it returns to life in 1d20 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Shielded Mind. The trickster is immune to scrying and to any effect that would sense its emotions, read its thoughts, detect its location, divine its creature type, or determine its alignment.

ACTIONS

Multiattack. The trickster makes two Befuddling Slap attacks. It can replace any of those attacks with a use of Jester Swap.

Befuddling Slap. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 22 (4d8 + 4) bludgeoning damage. *Wisdom Saving Throw:* DC 19. *Failure:* During its next turn, the target uses its movement to move up to its speed in a direction of the tirckster's choice.

Jester Swap. *Charisma Saving Throw:* DC 19, one creature within 60 feet of the jester that it can see. *Failure:* 16 (3d10) psychic damage, and the target becomes affected by the *seeming* spell, changing its appearance to that of the trickster's current form. Further, the trickster can choose to magically swap the positions of the target with itself or another creature that failed the save against this ability this round. Any creature (except the trickster) only realizes the position swap once the target starts its turn. *Success:* Half damage. *Failure or Success:* The trickster can choose not to deal damage.

Spellcasting. The trickster casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

> At will: *charm monster, create food and water, invisibility, major illusion, suggestion*
>
> 1/day: *creation* (level 7)*, maze, mirage arcane, plane shift, programmed illusion*

BONUS ACTIONS

Shape-Shift. The trickster shape-shifts to resemble a Small or Large Humanoid while retaining its game statistics, or it returns to its true androgynous humanoid form. Any equipment it is wearing or carrying isn't transformed.

REACTIONS

I Think Not (Recharge 5-6). The trickster casts *counterspell* or *shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting. Additionally, the trickster rolls a d4. On a 4, the ability immediately recharges this ability, and the trickster can use one additional reaction until the start of its next turn.

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More Swapping. The trickster uses its Jester Swap.

Trick. *Wisdom Saving Throw:* DC 19, one creature within 90 feet of the trickster that it can see. *Failure:* The target must use its reaction to make a weapon attack or cast a damaging cantrip (whichever would deal more damage) against the target that looks like the trickster (for example, the trickster itself, an illusion, a creature affected by *seeming*, or similar).

TRICKSTER — STRONGER



Armor Class 24
Initiative +14 (24)
Hit Points 313 (33d8 + 165)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	20 (+5)	23 (+6)	23 (+6)	27 (+8)

Skills Sleight of Hand +14, Stealth +14, Deception +22, Performance +15, Persuasion +15
Condition Immunities charmed
Senses truesight 60 ft., passive Perception 16
Languages all
CR 21 (XP 33,000; PB +7)

Avoidance. If the trickster is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

Illusory Resistance (3/Day). If the trickster fails a saving throw, it can choose to succeed instead. When it does so, all its illusions and similar effects are dispelled.

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

Perfect Illusion. Illusions created by the trickster can't be automatically discerned by truesight, blindsight, or similar senses. A creature must still interact with the illusion to attempt to disbelieve it.

Rejuvenation. If the trickster dies, its body vanishes into a puff of sweet-smelling smoke, and it returns to life in 1d20 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Shielded Mind. The trickster is immune to scrying and to any effect that would sense its emotions, read its thoughts, detect its location, divine its creature type, or determine its alignment.

ACTIONS

Multiattack. The trickster makes two Befuddling Slap attacks. It can replace any of those attacks with a use of Jester Swap.

Befuddling Slap. *Melee Weapon Attack:* +13, reach 5 ft. *Hit:* 33 (5d10 + 6) bludgeoning damage. *Wisdom Saving Throw:* DC 23. *Failure:* During its next turn, the target uses its movement to move up to its speed in a direction of the tirckster's choice.

Jester Swap. *Charisma Saving Throw:* DC 23, one creature within 60 feet of the jester that it can see. *Failure:* 26 (4d12) psychic damage, and the target becomes affected by the *seeming* spell, changing its appearance to that of the trickster's current form. Further, the trickster can choose to magically swap the positions of the target with itself or another creature that failed the save against this ability this round. Any creature (except the trickster) only realizes the position swap once the target starts its turn. *Success:* Half damage. *Failure or Success:* The trickster can choose not to deal damage.

Spellcasting. The trickster casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 23):

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