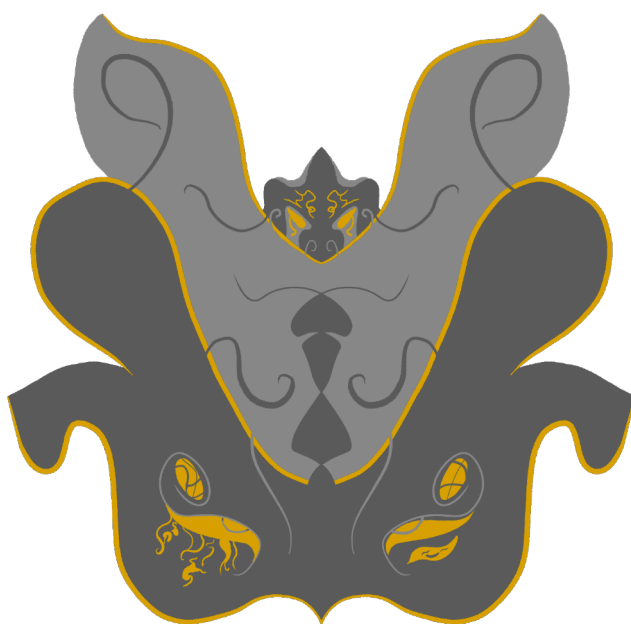


# DICE OF MYTH

## PRE-RELEASE v0.1

“ROLL THE DICE AND CREATE A WORLD OF MYTH”

-DAMIAN L. P. DUSK



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# CHAPTER 1: DETERMINING ABILITY SCORES

An important aspect of playing Dice Of Myth is the six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores determine the basis of your character's natural talent and how well versed they are with different skills, each background benefit from certain ability scores than other like the Intelligence-based Wizards, or the Dexterous Assassin, or the Charismatic Bard. There are three ways to determine your character's base ability scores, *Point Buy*, *Rolling Ability Scores* or *Standard Array*, each comes with its own benefits and disadvantages.

## POINT BUY

The Point Buy system allows you to set the individual ability scores of your character by spending points to get a determined number for each ability score. Using the table below you can spend up to 21 ability score points to determine your character's ability scores.

### POINT BUY TABLE

Score	Cost
8	0
9	1
10	2
11	3
12	4
13	6
14	8

## ROLLING ABILITY SCORES

Whilst the most riskiest way to determine your character's ability score, rolling your ability scores can provide both roleplaying that you may have not considered before or provide new challenges to overcome. To determine your character's ability scores, roll 4 four sided dice and add 4 to the number (4d4+4) and record the number, repeat this step 5 more times, you can then place each result in the appropriate ability score. Alternatively, if you want to challenge yourself, you could roll each ability score one after the other (Strength, then Dexterity, then Constitution, etc) and create the rest of your character from there.

## STANDARD ARRAY

Standard array is the simplest and quickest way to determine your character's ability scores from the following scores: 14, 12, 12, 11, 10, and 7.

# CHAPTER 2: LINEAGES

The description of each lineage includes lineage traits that are common to members of that lineage. The following entries appear among the traits of most lineages.

## AGE

The age entry notes the age when a member of a lineage is considered an adult, as well as the lineage's expected lifespan. This information can help you decide how old your character is at the start of the game.

## SIZE

Characters of most lineages are Medium, a size category including creatures that are roughly 4 to 6 feet tall. Members of a few lineages are Small (between 3 and 4 feet tall) and others are Tiny (between 2 and 3 feet tall), which means that certain rules of the game affect them differently.

## SPEED

Your speed determines how far you can move when travelling ("Adventuring") and fighting ("Combat").

## CREATURE TYPE

In order to survive many lineages have had to adapt to their environment causing them to have a variety of creature types.

## LANGUAGES

By virtue of your lineage, your character can speak, read, and write certain languages.

## CULTURES

Some lineages have diverse cultures. Members of a culture have the traits of the parent lineage in addition to the traits specified for their culture. Relationships among cultures vary significantly from lineage to lineage and world to world. Some lineages are split into or afflicted with cultures.

# CELESTIC

A child of both a mortal from the Material Plane and a divine entity from above, you are a virtue to all whom surround you. Your fair skin and golden hair carries a sense of nobility.

## CELESTIC TRAITS

---

Celestics gain the following skills and traits.

**Age:** Celestics reach maturity in their early teens and live for an average of 200 years.

**Size:** Celestics have an average height of 5 feet, you are considered Medium.

**Speed:** Your base walking speed is 30 feet.

**Creature Type:** You are considered a *Celestial*.

**Skill:** You gain one skill point with either *Persuasion*, *Medicine* or *Religion*.

**Celestial Lineage:** You have resistance against radiant damage. Additonally, you are immune to magical sleep.

**Magic Talent:** You gain the *light* cantrip. Once per long rest you can cast *cure wounds* at 1st level without expending a spell slot, your Wisdom saving throw is your spellcasting modifier.

**Languages:** You can speak, read and write Common, Celestial and one other language.

## VARIANT: FALLEN CELESTIAL

Replace the *Celestial Lineage* and *Magicial Talent* from the Celestic with the *Cursed Trance* and *Magicial Talent* of the Fallen Celestial Variant.

**Cursed Trance:** Once per long rest, when you damage a creature from an attack, that creature must succeed a Wisdom saving throw or become Dazed until the end of their next turn. If the Dazed creature would make an attack against you, they take 1 necrotic damage for each of your unspent hit dice.

**DC** = 8 + Constitution or Wisdom Saving Throw

**Magic Talent:** You gain a cantrip from the Witch's spell list. Once per long rest you can cast *inflict wounds* at 1st level without expending a spell slot, your Wisdom saving throw is your spellcasting modifier.

# DEMORAN

Conceived from a deal between a mortal and the darkness of Abyra, prosecution binds you to your heritage.

## DEMORAN TRAITS

---

Demoran gain the following skills and traits.

**Age:** Demorans reach maturity in their early teens and live for an average of 200 years.

**Creature Type:** You are considered a *Fiend (Demon or Devil)*.

**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 colour in darkness, only shades of grey.

**Skill:** You gain one skill point with either *Deception*, *Persuasion* or *Stealth*.

**Infernic Lineage:** You have resistance to necrotic damage. Additionally, you gain advantage on saving throws against becoming Charmed.

**Magical Talent:** You know the *thaumaturgy* Cantrip.

**Languages:** You can speak, read and write Common, Demoranic and one other language.

**Sublineages:** Choose one Sublineage from the following.

## CAMBION

---

Hailing from the blood of Archdevils, your clawed fingers, ash-like skin and curved horns demand fear and respect from those who look upon you.

Cambion Demorans gain the following traits.

**Size:** Cambions have an average height of 6 feet, you are considered Medium.

**Speed:** Your base walking speed is 30 feet.

**Magical Talent:** You gain a Cantrip from the Wizard's spell list, your Intelligence saving throw is your spellcasting modifier.

**Noble Descent:** You have advantage on *Persuasion* checks with Fiends (Demon or Devil).

# DORAKOSHIAN

From the end of your snout to the tip of your tail, you are covered by scales that tie you to your heritage.

## DORAKOSHIAN TRAITS

Dorakoshians gain the following skills and traits.

**Age:** Dorakoshians reach maturity in their late first decade and live for an average of 120 years.

**Creature Type:** You are considered a *Dragon*.

**Breath Weapon:** As an action, you can make an attack using your *Breath Weapon*, any creatures within a 30-foot-line must make a Dexterity saving throw.

A creature takes 2d6 damage on a failed save, and half as much damage on a successful save, the damage type matches your damage type resistance from the *Draconic Heritage* table. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

You can do this a number of times equal to your Constitution modifier and you regain all uses after a short or long rest.

**DC** = 8 + Constitution Saving Throw

**Draconic Lineage:** Choose one dragon species from the *Draconic Heritage* table to determine your damage resistance.

## DRACONIC HERITAGE TABLE

Draconic Heritage	Damage Resistance
Arid Dragon	Acid, Sand Surfer*
Frost Dragon	Cold, Ice Walk*
Primal Dragon	Fire, Keen Senses*
Sea Dragon	Lightning, Natural Armour*
Woodland Dragon	Poison, Natural Camouflage*

\*These features are used for the Draken only.

**Languages:** You can speak, read and write Common and Dorakojian.

**Sublineages:** Choose one Sublineage from the following.

## DRAKEN

Traits from your draconic heritage are the most prominent of any Dorakoshian, the elegant hair of the **Arid Dragon**, the cold transparent scales of the **Frost Dragon**, the rigid form of the **Primal Dragon**, the broad strength of the **Sea Dragon** and the slender cunningness of the **Woodland Dragon**.

Draken Dorakoshians gain the following skills and traits.

**Size:** Drakens have an average height of 6 feet, you are considered Medium.

**Speed:** Your base walking speed is 30 feet.

**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 colour in darkness, only shades of grey.

**Skill:** You gain one skill point with either *Arcana*, *History* or *Persuasion*.

**Magical Talent:** You gain a Cantrip of your choice, your Wisdom saving throw is your spellcasting modifier.

**Draconic Traits:** You gain an additional feature based on your Draconic Heritage as seen from the *Draconic Heritage* table.

**Sand Surfer:** You can use your walking movement speed to travel through sand and similar material.

**Ice Walk:** You can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost you extra movement.

**Keen Senses:** You have advantage on Survival checks.

**Natural Armour:** While you're not wearing armour, your AC equals 16 + your Dexterity modifier + half your level (rounded up).

**Natural Camouflage:** You have advantage on Stealth checks while in forest or woodland terrain.

# DWARF

Dwarves are stout, prideful and ignorant people, their stone skin and defined beards makes them easily distinguishable.

## DWARF TRAITS

---

Dwarves gain the following skills and traits.

**Age:** Dwarves reach maturity in their late teens and live for an average of 800 years.

**Size:** Dwarves have an average height of 5 feet, you are considered Medium.

**Speed:** Your base walking speed is 25 feet.

**Creature Type:** You are considered an *Elemental*.

**Skills:** You gain one skill point with either *Arcana*, *History* or *Intimidation*. Additionally, you gain one skill point with either Blacksmiths' Tools or Black Powder Utensils.

**Languages:** You can speak, read and write Common and Dwarvish.

**Culture:** Choose one Culture from the following.

## HILL DWARF

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Don't let the soft almost malleable skin of these drunkened people fool you, Hill Dwarves are just as capable of their mountain counterparts, and far more likely to act without thinking.

Hill Dwarves gain the following skills and traits.

**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 colour in darkness, only shades of grey.

**Skills:** You gain one skill point with Simple and Martial Axe and Polearm Weapons.

**Heavy Drinker:** You gain resistance to poison damage and have advantage on Constitution saving throws against poison.

## MOUNTAIN DWARF

---

Carving their greatest feats into their very skin, Mountain Dwarves have the potential to be steadfast allies or formidable foes.

Mountain Dwarves gain the following skills and traits.

**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 colour in darkness, only shades of grey.

**Skills:** You gain one skill point with Light and Medium Armour.

**Thick Skin:** You gain resistance to cold damage.

**Creator Knowledge:** You have advantage on any History skill check to determine the origins of any stone or weapon work.



# ELF

Lore keepers of the realm and descended from the exiled betrayers of the Feywilds, Elves are as strange as they are complex.

## ELF TRAITS

---

Elves gain the following skills and traits.

**Age:** Elves reach maturity within their late first century and live for an average of 1100 years.

**Size:** Elves have an average height of 6 feet, you are considered Medium.

**Speed:** Your base walking speed is 30 feet.

**Creature Type:** You are considered a *Fey*.

**Trance:** You gain the benefits of a long rest from a short rest.

**Culture:** Choose one Culture from the following.

## HIGH ELF (SAPRIM)

---

The scholars of the realm, Saprims can often be found scaraficing there own health for their studies and other duties. It is rare to find one of these High Elves outside of their sanctuaries.

Saprim Elves gain the following skills and traits.

**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 colour in darkness, only shades of grey.

**Skill:** You gain one skill point with either *Arcana*, *History* or *Religion*.

**Magical Talent:** You gain a Cantrip from the Wizard's spell list, your Intelligence saving throw is your spellcasting modifier.

**Languages:** You can speak, read and write Common, Sapard and one other language.

## WOOD ELF (XYLEMISK)

---

As the descendants of a mass exodus from Sapard settlements, Xylemisks lead a relatively carefree life in vast forests and jungles. Their skin has darkened to a robust, brawny hue, and they have become expert hunters.

Wood Elves gain the following skills and traits.

**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 colour in darkness, only shades of grey.

**Skill:** You gain one skill point with either *Nature* and *Survival* checks.

**Natural Tracker:** You have advantage on all Nature or Survival checks while in forest terrain.

**Climber:** You gain a climbing speed equal to your walking speed.

**Languages:** You can speak, read and write Common and Samisk.

# HALFIN

Often mistaken for children, these small folk can be found all across the realm.

## HALFIN TRAITS

---

Halfins gain the following skills and traits.

**Size:** Halfins have an average height of 3 feet, you are considered Small.

**Speed:** Your base walking speed is 25 feet.

**Creature Type:** You are considered a *Humanoid*.

**Small Stature:** You can move through the space of any creature that is at least one size larger than yours.

**Culture:** Choose one Culture from the following.

## GNOME

---

Living a life of wonderlust, these pointed ear Gnomes travel all manner of planes before they return to their home in their final century.

Gnomes gain the following skills and traits.

**Age:** Gnomes reach maturity in their late teens and live for an average of 400 years.

**Size:** Gnomes have an average height of 4 feet, you are considered Small.

**Speed:** Your base walking speed is 25 feet.

**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 colour in darkness, only shades of grey.

**Skill:** You gain one skill point with either *Arcana*, *Medicine* or *Nature*.

**Gnome Cunning:** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Language:** You can speak, read and write Common and Gnomish.

# HUMAN

Humans are as varied as their settlements are vast.

## HUMAN TRAITS

---

Humans gain the following skills and traits.

**Age:** Humans reach maturity in their late teens and live for an average of 70 years.

**Size:** Humans have an average high of 5 feet, you are considered Medium.

**Speed:** Your base walking speed is 30 feet.

**Creature Type:** You are considered a *Humanoid*.

**Skills:** You gain one skill point with any one skill and any one tool or weapon.

**Human Ingenuity:** Once per long rest, you can gain advantage on any one skill check, saving throw or attack roll.

**Well Traveled:** When you gain a level, you gain additional skill points equal to your Constitution modifier (minimum of 1).

**Languages:** You can speak, read and write Common and two other languages.

# SKYGARD

Slaves created for a long fallen empire of Giants, Skygard roam the far corners of the material plane sewing chaos on to the realm.

## SKYGARD TRAITS

Skygards gain the following skills and traits.

**Age:** Skygards reach maturity in their early first decade and live for an average of 80 years.

**Size:** Skygards have an average height of 8 feet, you are considered Medium.

**Speed:** Your base walking speed is 35 feet.

**Creature Type:** You are considered a *Humanoid*.

**Skill:** You gain one skill point with either *Athletics*, *Intimidation* or *Survival*.

**Giant's Strength:** Once per turn, when you make a weapon attack, you can add 1d4 to the damage roll.

**Jaquanik Lineage:** Choose one Giant type from the *Giant Lineage* table to determine your damage resistance or additional feature.

### GIANT LINEAGE TABLE

Giant Linage	Jaquanik Traits
Cloud Giant	Magical Talent
Fire Giant	Fire Resistance
Frost Giant	Cold Resistance
Hill Giant	Natural Armour
Stone Giant	Stone Camouflage
Storm Giant	Lightning or Thunder Resistance

**Magical Talent:** Sartin at 3rd level, once per long rest you can cast *fog cloud* at 2nd level without expending a spell slot.

**Natural Armour:** When you're not wearing armour, your AC equals 16 + your Dexterity modifier + half your level (rounded up).

**Stone Camouflage:** You have advantage on Stealth checks when you're in rocky terrain.

**Languages:** You can speak, read and write Common and Jaquanik.

# CHAPTER 3: PATHS

The description of each path includes traits for that path. The following entries appear in each path.

## STARTING BONUS

Each path provides a character with an additional feature, skill points and increases one of your ability scores.

## STARTING EQUIPMENT

Characters gain equipment from their chosen path in addition to their chosen Origin.

## SKILL TREE

Your skill tree determines the features you can gain from investing skill points into the tree as described in “Skill Points”.

# PATH OF ARTIFICE

Adapt at forging steel, carving intricate runes or brewing potent potions, few match your crafter's skill. You gain the following from the Path Of Artifice:

- **Novice Alchemist:** When you brew potions, you can double your skill point bonus for that roll, or
- **Novice Enchanter:** You can enchant uncommon magic items without requiring a spell slot, or
- **Novice Smith:** When you craft weapons or armour with harvested materials, you can double your skill point bonus for that roll.
- Increase your Strength, Wisdom or Intelligence ability score by +1.
- An Explorer's Pack or other pack.
- Blacksmith's Tools, Enchanter's Tools or Harvester's Tools\*
- 50 cp and 5 sp

\*You gain one skill point with the tool you choose.

## PATH OF ARTIFICE SKILL TREE

---

### NOVICE ALCHEMIST

*PREREQUISITE: 1 SKILL POINT, PATH OF ARTIFICE*

When you brew potions, you can double your skill point bonus for that roll.

### ADEPT ALCHEMIST

*PREREQUISITE: 1 SKILL POINT, NOVICE ALCHEMIST*

The time required to brew potions is halved.

### NOVICE ENCHANTER

*PREREQUISITE: 1 SKILL POINT, PATH OF ARTIFICE*

You can enchant uncommon magic items without requiring a spell slot.

### ADEPT ENCHANTER

*PREREQUISITE: 1 SKILL POINT, NOVICE ENCHANTER*

The time required to enchant uncommon magic items is halved.

### NOVICE HARVESTER

*PREREQUISITE: 1 SKILL POINT, PATH OF ARTIFICE*

The time required to harvest resources is halved.

### NOVICE SMITH

*PREREQUISITE: 1 SKILL POINT, PATH OF ARTIFICE*

When you craft weapons or armour with harvested materials, you double your skill point bonus for that roll.

# PATH OF KNOWLEDGE

Feeling the pull of the Etherium, you follow the threads of knowledge to where they may lead. You gain the following from the Path Of Knowledge:

- **Half Caster:** You can expend spell slots to cast spells, refer to the Half Caster table for the number of known spells and spell slots you have. Your known spells can be from any spell list and when you gain a level you can exchange a number of spells up to your spellcasting modifier for other spells. You regain all of your spent spell slots after a long rest.

**Spell save DC** = 8 + Spellcasting Modifier

**Spell attack modifier** = Spellcasting Modifier, or

- **Full Caster:** If you would gain a spellcasting table from your origin with a maximum spell slot level of 5th level, you can use the Full Caster table instead. When you gain a 6th level or higher spell slot, you can gain a spell from your origin's spell list or from another spell list, this spell uses your origin's spellcasting modifier. When you gain a level you can exchange a number of spells up to your spellcasting modifier for other spells. You regain all of your spent spell slots after a long rest.

**Spell save DC** = 10 + Spellcasting Modifier

**Spell attack modifier** = Spellcasting Modifier, or

- **Invoker:** You gain two Invocations.
- Increase your Wisdom, Intelligence or Charisma ability score by +1.\*
- An Explorer's Pack or other pack.
- Component's Pouch or any Tool\*\*
- 50 cp and 5 sp

\*The Saving Throw of your chosen ability score is your spellcasting modifier for the Half Caster

\*\*You gain one skill point with the tool you choose.

HALF CASTER TABLE			Spell Slots Per Level		
Level	Cantrips Known	Spells Known	1st	2nd	3rd
1	2	2	1	-	-
2	2	2	1	-	-
3	2	3	2	-	-
4	2	3	2	-	-
5	2	4	3	1	-

FULL CASTER TABLE			Spell Slots Per Level		
Level	Cantrips Known	Spells Known	1st	2nd	3rd
1	2	2	2	-	-
2	2	3	3	-	-
3	2	4	4	2	-
4	2	5	4	3	-
5	2	6	4	4	2

# PATH OF KNOWLEDGE SKILL TREE

## FORTITUDE SPELLCASTING I

*PREREQUISITE: 1 SKILL POINT, 13 OR HIGHER WISDOM, INTELLIGENCE OR CHARISMA*

You gain a 1st level spell slot and a 1st level spell from any spell list, this spell does not count towards your known spells. You use your spellcasting modifier, spell save DC and spell attack modifier for this spell. If you do not have a spellcasting modifier, spell save DC and spell attack modifier then use your your Wisdom, Intelligence or Charisma, which ever is highest. You regain the spent spell slot after a long rest.

**Spell save DC** = 8 + Spellcasting Saving Throw

**Spell attack modifier** = Spellcasting Saving Throw

## FORTITUDE SPELLCASTING II

*PREREQUISITE: 1 SKILL POINT, FORTITUDE I*

You gain a 2nd level spell slot and a 2nd level or lower level spell from any spell list, this spell does not count towards your known spells. You use your spellcasting modifier, spell save DC and spell attack modifier for this spell. You regain the spent spell slot after a long rest.

## FORTITUDE SPELLCASTING III

*PREREQUISITE: 1 SKILL POINT, FORTITUDE II*

You gain a 3rd level spell slot and a 3rd level or lower level spell from any spell list, this spell does not count towards your known spells. You use your spellcasting modifier, spell save DC and spell attack modifier for this spell. You regain the spent spell slot after a long rest.

## LESSER SPELLCASTING I

*PREREQUISITE: 1 SKILL POINT*

You gain a cantrip from any spell list, you use your spellcasting modifier, spell save DC and spell attack modifier for this cantrip. If you do not have a spellcasting modifier, spell save DC and spell attack modifier then use your your Wisdom, Intelligence or Charisma, which ever is highest.

**Spell save DC** = 8 + Spellcasting Saving Throw

**Spell attack modifier** = Spellcasting Saving Throw

## LESSER SPELLCASTING II

*PREREQUISITE: 1 SKILL POINT, LESSER SPELLCASTING I*

You gain a cantrip from any spell list, you use your spellcasting modifier, spell save DC and spell attack modifier for this cantrip.

## ADEPT SPELLCASTING I

*PREREQUISITE: 1 SKILL POINT, 1ST SPELL SLOT*

You gain a spell from any spell list, this spell does not count towards your known spells and must be a of level that you can cast.

## ADEPT SPELLCASTING II

*PREREQUISITE: 1 SKILL POINT, ADEPT I*

You gain a spell from any spell list, this spell does not count towards your known spells and must be a of level that you can cast.

## ADEPT SPELLCASTING III

*PREREQUISITE: 1 SKILL POINT, ADEPT II*

You gain a spell from any spell list, this spell does not count towards your known spells and must be a of level that you can cast.

## NOVICE INVOKER

*PREREQUISITE: 1 SKILL POINT, ABLE TO CAST AT LEAST ONE SPELLS*

You gain an Invocation.

## ADEPT INVOKER

*PREREQUISITE: 1 SKILL POINT, NOVICE INVOKER*

You gain an Invocation.

## INVOCATIONS

---

### ARCANE REACH

Spells that have the range of touch now have a range of 20 feet.

### ARCANE SENSES

*Detect magic* becomes a known spell for you, it does not count towards the number of your known spells.

### ARCANE SIGHT

You can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.

### CAREFUL SPELL

Once per turn, when you cast a spell that forces other creatures to make a saving throw, you can choose a number of those creatures up to your spellcasting modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

You can do this a number of times equal to half your spellcasting modifier (minimum of one) and regain all uses after a long rest.

### DISTANT SPELL

Once per turn, when you cast a spell that has a range of 5 feet or greater, you can double the range of the spell.

You can do this a number of times equal to half your spellcasting modifier (minimum of one) and regain all uses after a long rest.

### EMPOWERED SPELL

Once per turn, when you roll damage for a spell, you can reroll a number of the damage dice up to your spellcasting modifier (minimum of one). You must use the new rolls.

You can do this a number of times equal to half your spellcasting modifier (minimum of one) and regain all uses after a long rest.

### EXTENDED SPELL

Once per turn, when you cast a spell that has a duration of 1 minute or longer, you can double its duration, to a maximum duration of 24 hours.

You can do this a number of times equal to half your spellcasting modifier (minimum of one) and regain all uses after a long rest.

## EYES OF THE RUNE KEEPER

You can read all writing.

## HEIGHTENED SPELL

Once per turn, when you cast a spell that forces a creature to make a saving throw to resist its effects, you can make one creature have disadvantage on its first saving throw made against the spell.

You can do this a number of times equal to half your spellcasting modifier (minimum of one) and regain all uses after a long rest.

## MISTY VISIONS

*Silent image* becomes a known spell for you, it does not count towards the number of your known spells.

Additionally, you ignore the material components of the spell.

## QUICKENED SPELL

Once per turn, when you cast a spell that has a casting time of 1 action, you can change the casting time to bonus action for that spell.

You can do this a number of times equal to half your spellcasting modifier (minimum of one) and regain all uses after a long rest.

## RITUALISTIC BOOK

Choose two 1st-level spells that have the a casting time greater than 1 action from any spell list (the two don't need to be from the same list), these spells appear in this book. With this book, you can cast these spells as rituals. You can only cast the spells as rituals unless you've learned them by some other means.

You can add other ritual spells to your this book. When you find a spell, you can add it to the book if the spell's level is equal to or less than half your Mage level (rounded up). Adding a spell takes 1 hour and 50 ep per spell level.

## SUBTLE SPELL

Once per turn, when you cast a spell, you can ignore any somatic or verbal components of that spell.

You can do this a number of times equal to half your spellcasting modifier (minimum of one) and regain all uses after a long rest.

## TWINNED SPELL

Once per turn, when you cast a spell that targets only one creature and doesn't have a range of self, you target a second creature in range with the same spell. To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level.

You can do this a number of times equal to half your spellcasting modifier (minimum of one) and regain all uses after a long rest.



# PATH OF SHADOWS

Darkness and deception accompany you on your path. You gain the following from the Path Of Shadows:

- **Sneak Attack:** As a bonus action, you can add your sneak attack dice to one of your damage rolls until the start of your next turn. The attack must not be at disadvantage and must be performed with a simple melee weapon, hand crossbow, shortbow, palm pistol or musket. Your sneak attack dice is equal to half your level rounded up d6.
- Increase your Strength, Dexterity or Charisma ability score by +1.
- An Explorer's Pack or other pack.
- A Dagger and Padded Armour, or\*
- A Hand Crossbow and 20 Crossbow Bolts, or\*
- A Shortbow and 20 Arrows, or\*
- A Palm Pistol and 20 Pistol Bullets, or\*
- A Musket and 20 Rifle Bullets, or\*
- A Disguise Kit, Forgery Kit or Thieves' Tools.\*
- 50 cp and 5 sp

\*You gain one skill point with the tool, weapon and/or armour type you choose.

## PATH OF SHADOWS SKILL TREE

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### DEATH STALKER: FINESSE

*PREREQUISITE: 1 SKILL POINT, PATH OF SHADOWS*

You can add your Sneak Attack dice to attacks performed with any finesse weapon.

### DEATH STALKER: MARTIAL

*PREREQUISITE: 1 SKILL POINT, PATH OF SHADOWS, 5TH LEVEL*

You can add your Sneak Attack dice to attacks performed with any non-Heavy martial weapon.

### SHARPSHOOTER: BOW

*PREREQUISITE: 1 SKILL POINT, PATH OF SHADOWS*

You can add your Sneak Attack dice to attacks performed with any bow.

### SHARPSHOOTER: CROSSBOW

*PREREQUISITE: 1 SKILL POINT, PATH OF SHADOWS*

You can add your Sneak Attack dice to attacks performed with any crossbow.

### SHARPSHOOTER: PISTOL

*PREREQUISITE: 1 SKILL POINT, PATH OF SHADOWS*

You can add your Sneak Attack dice to attacks performed with any pistol firearm.

### SHARPSHOOTER: RIFLE

*PREREQUISITE: 1 SKILL POINT, PATH OF SHADOWS*

You can add your Sneak Attack dice to attacks performed with any rifle firearm.

### SHADOW WALKER

*PREREQUISITE: 1 SKILL POINT, 13 OR HIGHER DEXTERITY*

Double your Skill Point bonus for Stealth rolls.

## MASK OF MANY FACES

*PREREQUISITE: 1 SKILL POINT, 13 OR HIGHER CHARISMA*  
Double your Skill Point bonus for Deception rolls.

## UNDERHANDED TACTICS

*PREREQUISITE: 1 SKILL POINT, SNEAK ATTACK, 3RD LEVEL*

You gain the benefits of Sneak Attack without expending your bonus action.

# PATH OF WAR

A servant of battle, you use your unwavering might to resolve conflict. You gain the following from the Path Of War:

- **Extra Attack:** You can perform an attack action as a bonus action, you can do this a number of times equal to your Strength, Dexterity or Constitution modifier, which ever is highest, (a minimum of once) and regain all uses after a long rest, or
- **Power Strike:** You can use your Strength modifier in place of your Dexterity modifier for attack and damage rolls with ranged weapons, or
- **Fighter:** You gain two Fighting Styles.
- Increase your Strength, Dexterity or Constitution ability score by +1.
- An Explorer's Pack or other pack.
- A Shortsword, Wooden Shield and Padded Armour, or\*
- A War Hammer and Hide Armour, or\*
- A Hand Crossbow and 20 Crossbow Bolts, or\*
- A Shortbow and 20 Arrows, or\*
- A Palm Pistol and 20 Pistol Bullets, or\*
- A Musket and 20 Rifle Bullets, or\*
- A Disguise Kit, Forgery Kit or Thieves' Tools.\*
- 50 cp and 5 sp

\*You gain one skill point with the weapon and/or armour type you choose.

## PATH OF SHADOWS SKILL TREE

### EAGLE EYED

*PREREQUISITE: 1 SKILL POINT, 13 OR HIGHER STRENGTH OR DEXTERITY*

When you make a ranged attack, the weapon's long distance does not impose disadvantage on your attack rolls.

### TRICK SHOT

*PREREQUISITE: 1 SKILL POINTS, 13 OR HIGHER STRENGTH OR DEXTERITY*

When you make a ranged attack against a creature that has half cover, that target does not gain the benefits of half cover.

### RELOAD

*PREREQUISITE: 1 SKILL POINT, AT LEAST ONE SKILL POINT WITH CROSSBOWS OR FIREARMS*

When you use a weapon with the *chamber* or *loading* weapon property, you can expend a bonus action in place of an action.

### FIREARMS I

*PREREQUISITE: 1 SKILL POINT, AT LEAST ONE SKILL POINT WITH FIREARMS*

When you use an action to clear a firearm, you can expend a bonus action instead.

### FIREARMS II

*PREREQUISITE: 1 SKILL POINT, FIREARMS I*

You gain advantage on rolls to clear your firearm.

### DEXTEROUS FIGHTER: AXE

*PREREQUISITE: 1 SKILL POINT, 13 OR HIGHER DEXTERITY*

Simple axe weapons you use gain the *Finesse* property.

### DEXTEROUS FIGHTER: BLADED

*PREREQUISITE: 1 SKILL POINT, 13 OR HIGHER DEXTERITY*

Simple bladed weapons you use gain the *Finesse* property.

### DEXTEROUS FIGHTER: POLEARM

*PREREQUISITE: 1 SKILL POINT, 13 OR HIGHER DEXTERITY*

Simple polearm weapons you use gain the *Finesse* property.

### NOVICE FIGHTER

*PREREQUISITE: 1 SKILL POINT, 13 OR HIGHER STRENGTH OR DEXTERITY*

You gain a Fighting Style.

### ADEPT FIGHTER

*PREREQUISITE: 1 SKILL POINT, NOVICE FIGHTER*

You gain a Fighting Style.

## FIGHTING STYLE

### ARCHERY

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

### BATTLE INSTINCT

You can detect and pinpoint the origin of vibrations with your 15-foot Tremorsense, provided that the creature and the source of the vibrations are in contact with the same ground or substance.

### BRAWLER

You gain advantage on grappling checks, additionally, when you grapple a creature, you can use your bonus action to make an attack against the grappled creature.

### COUNTERSTRIKE

When a creature misses an attack against you, you can use your reaction to make an attack against that creature.

### DEFENDER

While you are wearing armour, you gain a +2 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 the damage roll with a Two-handed weapon attack, you can reroll the die and you must use the new roll. The weapon must have the *Two-handed* or *versatile* property for you to gain this benefit.

## PROTECTOR

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 in order to use this ability.

## PUGILIST

Your unarmed strikes have a +3 attack bonus and deal 1d8 + Strength or Dexterity bludgeoning damage.

## SENTINEL

When a creature damages a friendly creature within 5 feet of you, as a reaction, you can expend one of your hit dice to reduce the damage.

## SOLDIER

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

## TWO-WEAPON FIGHTING

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

## UNARMoured

You gain a bonus to your AC if you're not wearing armour, when you're not wearing armour, your AC equals 16 + Dexterity + half your level (rounded up).

## WHIRLWIND ATTACK

When you make a successful melee attack against a creature, all of your subsequent attack rolls gain a +2 until the start of your next turn.

# CHAPTER 4:

## BACKGROUNDS

### CHOOSING A BACKGROUND

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From the warrior on the battlefield to the studious mage. The multiverse is full of those with skills and talents that they trained to great proficiency which is reflected with each background. Backgrounds are split between the base background, such as Hunter, Mage and Warrior, and the their Origins, such as Assassin, Wizard and Gladiator, both of which will be selected at 1st level. Each background grants a character unique features and skills, as well as dictate which origins are available for each background.

Origins provide additional features and proficiencies as well as starting equipment and hit dice. When you choose your origin and gain an additional level, you can not gain a feature from a different origin, even if it is part of the same background.

# HUNTER

Whether in a settlement or amidst the wilderness, you spend your life tracking dangerous beast.

## HUNTER'S TABLE

Level	Features
1st	Origin, Favoured Enemy, Quick Feet
2nd	Fighting Style, Skill Expert
3rd	Origin Feature, Cunning Strike
4th	Hone Skills
5th	Second Strike, Uncanny Dodge

## HUNTER FEATURES

As a Hunter, you gain the following features:

### PROFICIENCIES

**Ability Score:** Increase your Strength, Dexterity, Wisdom or Intelligence ability score by +1.

**Skills:** Choose two from *Investigation*, *Nature*, *Stealth*, or *Survival* to gain one skill point.

**Armour:** You gain one skill point with Light Armour.

**Weapons:** You gain one skill point with Simple Melee Weapons, Bows, Crossbows and Firearms.

## ORIGIN

At 1st level, choose an origin, either Assassin or Slayer, you'll start with additional proficiencies and gain new features at 3rd level.

## FAVOURED ENEMY

At 1st level, you can use a bonus action to target one creature within 100 feet of to become your Favoured Enemy, you can only have Favoured Enemy at a time. On each your turns, until the start of your next turn, you can add 1d8 to the damage roll of one of your attacks against your Favoured Enemy.

Your Favoured Enemy remains until the target's hitpoints become 0, you dismiss it as a bonus action, target a new creature as a bonus action, or after a long rest.

You can do this a number of times equal to your Wisdom or Intelligence modifier, which ever is highest (a minimum of once) and regain all uses after a long rest.

## QUICK FEET

At 1st level, during your turn, you can use a bonus action to Dash, Disengage, Dodge or Hide.

## FIGHTING STYLE

Starting at 2nd level, you gain a Fighting Style from the Path Of War, each Fighting Style can be taken a maximum of once.

When you gain a level in this background, you can choose to replace your Fighting Style with a different Fighting Style you don't already have.

## SKILL EXPERT

Starting at 2nd level, choose two of skills, or one of skill and a tool. Your ability score modifier is doubled for any ability check you make that uses either of the

chosen skills and/or tool. You can not choose the same skill or tool more and once.

## CUNNING STRIKE

Starting at 3rd level, as a bonus action you gain advantage on your next attack roll until the start of your next turn.

You can do this a number of times equal to your Strength or Dexterity modifier, which ever is highest, (a minimum of once) and regain all uses after a long rest.

## HONE SKILLS

When you reach 4th level, you gain additional skill points equal to your highest ability score modifier.

Alternatively, you can increase one ability scores by +2, or you can increase two ability scores by +1. You can not increase an ability score above 20 using this feature.

## SECOND STRIKE

Starting at 5th level, when you take the Attack action during your turn, you can perform one additional attack or cast a 2nd level or lower spell (2nd level spell slot maximum), with the casting time of an action, that requires an Attack Roll.

## UNCANNY DODGE

Starting at 5th level, when you are damaged by a creature's weapon attack or unarmed strike, you can use your reaction to half the damage roll.

# ASSASSIN

Hunting bounties from the shadows, skillfully tracking and eliminating targets for wealthy patrons or powerful nobles. Your work involves stealth, precision, and a deep understanding of lethal techniques to ensure your prey is dispatched without drawing attention to yourself or your employers.

## ASSASSIN FEATURES

As an Assassin, you gain the following features:

### HIT POINTS

**Hit Dice:** 1d8 per Hunter level.

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

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

### PROFICIENCIES

**Saving Throws:** You gain one skill point with Strength, Dexterity or Intelligence saving throws.

**Skills:** Choose two from *Investigation*, *Perception*, *Stealth*, or *Survival* to gain one skill point.

**Armour:** You gain one skill point with Light Armour.

**Weapons:** You gain one skill point with Simple Melee and Finesse Martial Melee Weapons.

**Tools:** You gain one skill point with Thieves' Tools.

### EQUIPMENT

You start with the following equipment, in addition to

the equipment granted by your background:

- (a) Any one melee weapon costing up to 80 sp, or (b) any one ranged weapon costing up to 80 sp and 20 ammunition.
- (a) Leather Armour and a Knife, or (b) Padded Armour and a Dagger.
- Thieves' Tools.

damage roll. Additionally, you have advantage with all Survival and Nature checks with your Favoured Enemy.

You can set a trap as a bonus action.

## ASSASSINATE

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Starting at 3rd level, during combat you have advantage on all attack rolls against any creature that hasn't taken a turn in combat. When you attack a surprised creature, that attack is counted as a critical hit.

## SECOND-STORY WORK

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Starting at 3rd level, you gain a climbing speed equal to your walking speed. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

## SLAYER

Tasked with hunting down dangerous game, you are adept at tracking and wilderness survival. Your duties involve navigating dense forests, setting traps, and using a keen knowledge of wildlife behavior to ensure successful hunts.

## SLAYER FEATURES

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As an Slayer, you gain the following features:

### HIT POINTS

**Hit Dice:** 1d10 per Hunter level.

**Hit Points at 1st Level:** 10 + your Constitution modifier.

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per Hunter level after 1st.

### PROFICIENCIES

**Saving Throws:** You gain one skill point with Strength, Dexterity or Wisdom saving throws.

**Skills:** Choose two from *Animal Handling*, *Medicine*, *Nature*, or *Survival* to gain one skill point.

**Armour:** You gain one skill point with Medium Armour and Shields.

**Weapons:** You gain one skill point with Martial Melee Weapons.

### EQUIPMENT

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

- (a) Any one melee weapon costing up to 100 sp, or (b) any two melee weapon costing up to 100 sp, or (c) any one ranged weapon costing up to 100 sp and 20 ammunition.
- (a) Hide Armour, or (b) Padded Armour and a Wooden Shield.
- Hunting Trap

## BEAST HUNTER

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Starting at 3rd level, when you attack your Favoured Enemy you can add your Wisdom modifier to the



# MAGE

With the Etherium coursing through your veins, you can manipulate the very essence of the world surrounding you.

## MAGE'S TABLE

Level	Features	Arcane Invocations	Cantrips Known	Spells Known	Spell Slots Per Level		
					1st	2nd	3rd
1st	Origin, Spellcasting	0	2	2	2	-	-
2nd	Arcane Invocations	2	2	3	3	-	-
3rd	Origin Feature	2	2	4	4	2	-
4th	Hone Skills	2	2	5	4	3	-
5th	-	2	2	6	4	4	2

## MAGE FEATURES

As a Mage, you gain the following features:

### PROFICIENCIES

**Ability Score:** Increase your Constitution, Wisdom, Intelligence or Charisma ability score by +1.

**Skills:** Choose two from *Arcana*, *History*, *Nature*, *Performance*, *Persuasion* or *Religion* to gain one skill point.

## ORIGIN

At 1st level, choose an origin, either Bard or Wizard, you'll start with additional proficiencies and gain new features at 3rd level.

## SPELLCASTING

At 1st level, you know two Cantrips and two 1st-level spells from your origin's spell list, you learn additional Cantrips and spells at higher levels as shown in the Cantrip Known and Spells Known column of the Mage's table. When you gain a level you can change a number of your known spells for other spells in your origin's spell list up to your spellcasting modifier. Each spell must be for a level you have a spell slot for, as shown on the table.

The Mage table shows how many spell slots you have to cast your spells of 1st level and higher. You must expend a slot of the spell's level or higher to cast the spell. You regain all expended spell slots when you finish a long rest.

You use your origin's spellcasting modifier when setting the saving throw DC for your spells and when a spell require an attack roll.

**Spell save DC** = 10 + Spellcasting Modifier

**Spell attack modifier** = Spellcasting Modifier

## ARCANE INVOCATIONS

Starting at 2nd level, you gain an Invocation from the Path Of Knowledge, each Invocation can be taken a maximum of once.

When you gain a level in this background, you can choose to replace your Invocation with a different Invocation you don't already have.

## HONE SKILLS

When you reach 4th level, you gain additional skill points equal to your highest ability score modifier.

Alternatively, you can increase one ability scores by +2, or you can increase two ability scores

by +1. You can not increase an ability score above 20 using this feature.

# BARD

Whether plucking the strings of a lute or the blowing a flute, you can feel the distortion of energy around you.

## BARD FEATURES

As an Bard, you gain the following features:

### HIT POINTS

**Hit Dice:** 1d6 per Mage level.

**Hit Points at 1st Level:** 6 + your Constitution modifier.

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per Mage level after 1st.

### PROFICIENCIES

**Saving Throws:** You gain one skill point with Dexterity, Wisdom or Charisma saving throws.

**Skills:** Choose two from *Deception*, *History*, *Intimidation*, *Performance*, *Persuasion* or *Religion* to gain one skill point.

**Armour:** You gain one skill point with Light Armour.

**Weapons:** You gain one skill point with Simple Melee Weapons.

### EQUIPMENT

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

- Any Instrument

## BARD SPELLCASTING

At 1st level, your Chaisma saving throw is your spellcasting modifier and you use the Bard Spell list.

You can use any instrument as your spellcasting focus for your Bard Spells.

## BARDIC INSPIRATION

At 1st level, you can use your bonus action to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one

ability check, attack roll, or saving throw they make. The creature can wait until after they roll the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can do this a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level.

## JACK OF ALL TRADES

Starting at 3rd level, you can add half your Charisma modifier, rounded down, to any ability check you make that doesn't already include your Charisma modifier.

## SONG OF REST

Starting at 3rd level, during a short rest, you can make a performance check, if you roll a 10 or higher then any creature that rolls one or more Hit Dice rolls an additional 1d6.

## BARD VARIANT: JESTER

Despite your appearance, your silver tongue cuts deeper than anyone would ever expect, your words are second to none. Your witty remarks are enjoyed by all unless they find themselves on the receiving end.

The Jester is a variant of the Bard origin that replaces several aspects to give a different feel and play style to the origin.

## JESTER FEATURES

As an Jester, you gain the following features:

### HIT POINTS

**Hit Dice:** 1d8 per Mage level.

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

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

## JESTER SPELLCASTING

*THIS FEATURE REPLACES BARD SPELLCASTING*

At 1st level, your Charisma saving throw is your spellcasting modifier and you use the Bard Spell list. You use the Half Caster table from the Path Of Knowledge instead of the Mage table for your Known Cantrips, Known Spells and Spell Slots.

You learn the Cutting Words Cantrip, this Cantrip doesn't count against your Known Cantrips.

You can use any instrument as your spellcasting focus for your Jester Spells.

## BITTER WORDS

*THIS FEATURE REPLACES JACK OF ALL TRADES*

Starting at 3rd level, when a creature succeeds on a saving throw against your Cutting Words Cantrip, the creature takes half the Cantrip's damage (if any)

but suffers no additional effect from the Cantrip.

Additionally, you can add your spell attack modifier to the damage roll for your Cutting Words Cantrip.

## HUMOROUS LIMERICK

*THIS FEATURE REPLACES SONG OF REST*

Starting at 3rd level, as a bonus action, you can target a number of creatures up to your Charisma modifier (minimum of 1) within 30 feet of you. These creatures gain temporary Hit Points equal to your Charisma modifier + your Wisdom modifier, these hit points last for 2 minutes per Mage level, until you use this feature again, or until they are expended.

You can do this a number of times equal to your Charisma modifier (a minimum of once) and regain all uses after a long rest.

## WIZARD

As a student of the Etherium, you delve into the essence of magic that doesn't come naturally to you, yet you persist and prevail against the odds.

## WIZARD FEATURES

As an Wizard, you gain the following features:

### HIT POINTS

**Hit Dice:** 1d6 per Mage level.

**Hit Points at 1st Level:** 6 + your Constitution modifier.

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per Mage level after 1st.

### PROFICIENCIES

**Saving Throws:** You gain one skill point with Constitution, Wisdom or Intelligence saving throws.

**Skills:** Choose two from *Arcana*, *History*, *Investigation*, *Perception*, *Persuasion* or *Religion* to gain one skill point.

### EQUIPMENT

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

- A Spellbook

## WIZARD SPELLCASTING

At 1st level, your Intelligence saving throw is your spellcasting modifier and you use the Wizard Spell list.

You can use any spellbook as your spellcasting focus for your Wizard Spells.

## SCHOOL EXPERTISE

At 1st level, select one of the schools of magic, abjuration, alteration, conjuration, divination, enchantment, illusion, invocation, or necromancy. You gain a number of spells from that school of magic from any spell list, they needn't be from the same spell list, equal to your Intelligence modifier. A spell you choose must be of a level you can cast, as shown in the Mage table, or a Cantrip.

The chosen spells count as Wizard spells for you but don't count against the number of Wizard spells



you know.

## REINFORCED MANA

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Starting at 3rd level, as a bonus action, you can expend a spell slot to gain temporary hit points equal to the spell slot level + half your Mage level (rounded up).

# WARRIOR

Using your strength and combat prowess to protect the innocent and uphold justice or to wage devastating war. Your determination and skill on the battlefield ensure that you stand as a formidable force.

## WARRIOR'S TABLE

Level	Features
1st	Origin, Fighting Style
2nd	Endurance
3rd	Origin Feature, Taled Fighter
4th	Hone Skills
5th	Second Strike

## WARRIOR FEATURES

As a Warrior, you gain the following features:

### PROFICIENCIES

**Ability Score:** Increase your Strength, Dexterity or Constitution ability score by +1.

**Skills:** Choose two from *Acrobatics*, *Athletics*, *Intimidation*, *Medicine*, *Perception* or *Survival* to gain one skill point.

**Armour:** You gain one skill point with Light and Medium Armour, and Shields.

**Weapons:** You gain one skill point with All Weapons.

## ORIGIN

At 1st level, choose an origin, either Barbarian or Soldier, you'll start with additional proficiencies and gain new features at 3rd level.

## FIGHTING STYLE

At 1st level, you gain a Fighting Style from the Path Of War, each Fighting Style can be taken a maximum of once.

When you gain a level in this background, you can choose to replace your Fighting Style with a different Fighting Style you don't already have.

## ENDURANCE

Starting at 2nd level, as a bonus action you can regain hit points equal to 1d10 + Constitution modifier + your Warrior level. You can only use this feature once per short or long rest.

## TALED FIGHTER

Starting at 3rd level, you gain one of the following features of your choice.

**Colossus Slayer.** Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

**Giant Killer.** When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

**Horde Breaker.** Once on each of your turns when you make a weapon attack, you can make

another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

## HONE SKILLS

When you reach 4th level, you gain additional skill points equal to your highest ability score modifier.

Alternatively, you can increase one ability scores by +2, or you can increase two ability scores by +1. You can not increase an ability score above 20 using this feature.

## SECOND STRIKE

Starting at 5th level, when you take the Attack action during your turn, you can perform one additional attack or cast a 2nd level or lower spell (2nd level spell slot maximum), with the casting time of an action, that requires an Attack Roll.

# BARBARIAN

A fierce warrior who relies on raw strength, primal instincts, and unbridled rage to dominate in combat. Often hailing from wild and untamed lands, you harness your ferocity to protect your tribes, conquer enemies, and survive in harsh environments.

## BARBARIAN FEATURES

As an Barbarian, you gain the following features:

### HIT POINTS

**Hit Dice:** 1d12 per Warrior level.

**Hit Points at 1st Level:** 12 + your Constitution modifier.

**Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per Warrior level after 1st.

### PROFICIENCIES

**Saving Throws:** You gain one skill point with Strength, Constitution or Charisma saving throws.

**Skills:** Choose two from *Athletics*, *Intimidation*, *Nature*, *Perception*, *Stealth* or *Survival* to gain one skill point.

**Armour:** You gain one skill point with Light and Medium Armour.

**Weapons:** You gain one skill point with Simple and Martial Melee Weapons.

### EQUIPMENT

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

- (a) Any one melee weapon costing up to 100 sp, or (b) any two melee weapon costing up to 100 sp.
- (a) Hide Armour, or (b) Padded Armour and a Handaxe.

## RAGE

At 1st level, on your turn you can use a bonus action to enter a rage. While using this feature, you gain the following benefits:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using

Strength, you gain a bonus 1d4 to the damage rolls.

- You have resistance to bludgeoning, piercing, and slashing damage.
- You can only cast 2nd level or lower spells, except for concentration spells (2nd level spell slot maximum).

This feature lasts for 1 minute and ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end this feature on your turn as a bonus action.

You can use this feature a number of times equal to half your Strength bonus rounded up (a minimum of once), you regain all uses after a long rest.

## FAST MOVEMENT

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Starting at 3rd level, increase your walk speed by 10 feet.

## SOLDIER

You're disciplined warrior trained in the arts of combat and tactics, you endure rigorous training and face the dangers of conflict to defend your realm.

## SOLDIER FEATURES

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As an Soldier, you gain the following features:

### HIT POINTS

**Hit Dice:** 1d10 per Warrior level.

**Hit Points at 1st Level:** 10 + your Constitution modifier.

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per Warrior level after 1st.

### PROFICIENCIES

**Saving Throws:** You gain one skill point with Strength, Dexterity or Constitution saving throws.

**Skills:** Choose two from *Athletics*, *Intimidation*, *Medicine*, *Perception*, *Persuasion*, *Stealth* or *Survival* to gain one skill point.

**Armour:** You gain one skill point with Light and Medium Armour, and Shields.

**Weapons:** You gain one skill point with All Weapons.

### EQUIPMENT

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

- (a) Any one melee weapon costing up to 100 sp, or (b) any two melee weapon costing up to 100 sp, or (c) any one ranged weapon costing up to 100 sp and 20 ammunition.
- (a) Hide Armour, or (b) Padded Armour and a Wooden Shield.
- Healer's Kit

## SOLID STANCE

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At 1st level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a short or long rest.

## BATTLE STRATEGIST

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Starting at 3rd level, you can use your bonus action to choose one creature you can see within 60 feet of you or yourself. That creature gains one Battle Strategist die, a d6.

Once within the next minutes, the creature can roll the die and add the number rolled to one attack roll, or saving throw they make. The creature can wait until after they roll the d20 before deciding to use the Battle Strategist die, but must decide before the GM says whether the roll succeeds or fails. Once the Battle Strategist die is rolled, it is lost.

You can do this a number of times equal to your Strength, Dexterity or Constitution modifier, which ever is highest (a minimum of once). You regain any expended uses when you finish a long rest.

# CHAPTER 5:

## CUSTOMISATION OPTIONS

### LANGUAGES

Your lineage indicates which languages your character can speak at the beginning of their journey. Note these languages on your character sheet.

If you are given the option to gain an additional language of your choice, unless specified, you can choose your languages from the *Language* table.

#### LANGUAGE TABLE

Language	Typical Speakers	Script
<i>Common Languages</i>		
Common	Humans and Halfins	Common
Dwarvish	Dwarves	Dwarvish
Gnomic	Gnomes	Gnomic
Jaquanik	Giants and Skygard	Dwarvish
Sapard	Saprems	Sapard
<i>Exotic Languages</i>		
Aquan	Water Elementals	-
Auran	Air Elementals	-
Celestial	Celestials and Celestics	Celestial
Deep Speech	Eldritch Beings	Deep Speech
Demoranic	Demorans	Celestial
Diaspeak	Cave Dwarves and Daeric	Daeric
Dorakojian	Dragons and Dorakoshians	Dorakojian
Gaebic	Goblins, Hobgoblins and Colbolds	Gaebic
Ignan	Fire Elementals	-
Infernal	Devils and Demons	Infernal
Primordial	Gods and Titans	Celestial
Samisk	Xylemisks	Sapard
Terran	Earth Elements	-
Thieve's Cant	Assassins, Criminals and Spies	Varies
Tredisk	Oakanics and Ecomancers	-
Volmic	Gnolls	-

# BEYOND 1ST LEVEL

As your character goes on adventures and overcomes challenges, they gain experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called gaining a level.

When your character gains a level, their background often grants additional features, as detailed in the background description.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your background entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, if your 7th-level Warrior has a Constitution score of 17, when they reach 8th level, they can gain the Ability Scores Increase feat to increase their Constitution score from 17 to 18, thus increasing their Constitution modifier from +3 to +4. Their hit point maximum then increases by 8.

The Character Advancement table summarizes the XP you need to advance in levels from level 1 through level 20. Consult the information in your character's class description to see what other improvements you gain at each level.

## CHARACTER ADVANCEMENT

Experience Points	Level
0	1
900	2
2,700	3
8,100	4
19,500	5
42,000	6
69,000	7
102,000	8
144,000	9
192,000	10
255,000	11
300,000	12
360,000	13
420,000	14
495,000	15
585,000	16
675,000	17
795,000	18
915,000	19
1,065,000	20

# SKILL POINTS

Skill Points are used to gain features from any Skill Tree or to increase your Skill Point bonus for any Saving Throw, Skill, Tool, Weapon or Armour.

When you gain a level you gain 1 additional Skill Point that can be used to gain a feature from a Skill Tree or enhance one of your Saving Throw, Skill, Tool, Weapon or Armour. There is no limit of how many Skill Points you can gain, Skill Points can only be spent during a long rest.

If you gain a feature from a Skill Tree outside of your chosen path, you must spend an additional 2 Skill Points to gain that feature. Saving Throws, Skills, Tools, Weapons and Armour can only have a maximum of six Skill Points for any one proficiency. When you roll a d20 for Saving Throws, Skills, Tools or Weapons, add a +1 for each Skill Point to the roll.

# CHAPTER 6: EQUIPMENT

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins are the silver piece (sp) and the copper piece (cp).

A skilled artisan can earn one gold piece a day. The gold piece is the standard unit of measure for wealth, even if the coin itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of gold pieces, the transactions don't usually involve the exchange of individual coins. Rather, the gold piece is a standard measure of value, and the actual exchange is in gold bars, letters of credit, or valuable goods. One gold piece is worth a hundred silver pieces, the most prevalent coin among commoners. A silver piece buys a labourer's work for half a day. One silver piece is worth ten copper pieces, which are common among labourers and beggars.

In addition, unusual coins made of other precious metals sometimes appear in treasure hoards. The platinum piece (pp) originates from fallen empires and lost kingdoms, and they sometimes arouse suspicion and scepticism when used in transactions. A platinum piece is worth ten gold pieces. A standard coin weighs about 10 grams, so a hundred coins weigh a kilogram.

## STANDARD EXCHANGE RATES

Coin	CP	SP	EP	GP	PP
Copper	1	10	100	1000	10000
Silver	1/10	1	10	100	1000
Electrum	1/100	1/10	1	10	100
Gold	1/1000	1/100	1/10	1	10
Platinum	1/10000	1/1000	1/100	1/10	1

# SELLING TREASURE

Opportunities abound to find treasure, equipment, weapons, armour, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

**Arms, Armour, and Other Equipment.** As a general rule, undamaged weapons, armour, and other equipment fetch half their cost when sold in a market. Weapons and armour used by monsters are rarely in good enough condition to sell.

**Magic Items.** Selling magic items is problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common magic items, you won't normally come across magic items or spells to purchase. The value of magic is far beyond a few pieces of gold and should always be treated as such.

**Gems, Jewelry, and Art Objects.** These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a large town or larger community first.

**Trade Goods.** On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.



# ARMOUR

The Armour table shows the cost, weight, and other properties of the common types of armour worn in fantasy worlds.

## ARMOUR PROPERTIES

**Armour Proficiency.** Your background an orgin gives you a skill point with certain types of armour. If you wear armour that you lack any skill points with, you have disadvantage on any ability check, saving throw, or attack roll that requires Strength or Dextery, and you can't cast spells. The more skill points you have with an armour type grants you additionaly bonuses that are described with each armour type.

**Armour Class (AC).** The armour you wear determines your Armour Class bonus, your Armour Class equals 10 + your Dexterity modifier + Armour Class bonus + half your level (rounded up). If you wear armour that you lack skill points with, you do not add half your level (rounded up) to your AC.

**Damaged Armour.** Armour with the damaged property has a -2 to AC, if you are damaged by a critical hit, the damaged armour is destroyed. Damaged armour can be repaired by any blacksmith for half the cost of the armour's original price.

**Stealth.** If the Armour table shows a number in the Sleath column, the wearer has their Stealth modifier reduced by that number.

**Strength Requirement.** If the Armour Table shows "Strength 13", "Strength 15" or "Strength 17", your Stength score must match or exceed the requirement to be able to wear that armour.

## HEAVY ARMOUR

Heavy armour reduces the wearer's movement speeds by 15 feet and gives the wearer a -3 to their Acrobatics and Athletics modifiers, additionally, the armour grants the wearer resistance to slashing weapon damage. While wearing heavy armour, you

### ARMOUR TABLE

Name	Cost	Armour Class Bonus	Strength	Stealth	Weight
<i>Light Armour</i>					
Padded	70 sp	+2			8 lb.
Leather	100 sp	+3			10 lb.
Studded Leather	130 sp	+4			13 lb.
<i>Medium Armour</i>					
Hide	110 sp	+4		-1	12 lb.
Chain Shirt	140 sp	+4		-1	20 lb.
Scale Mail	140 sp	+5		-4	45 lb.
Breast Plate	170 sp	+5		-2	20 lb.
Half Plate	170 sp	+6		-5	40 lb.
<i>Heavy Armour</i>					
Ring Mail	150 sp	+5		-4	40 lb.
Chain mail	180 sp	+6	Strength 13	-5	55 lb.
Splint	210 sp	+7	Strength 15	-6	60 lb.
Plate	240 sp	+9	Strength 17	-8	65 lb.
<i>Shields</i>					
Wooden Shield	80 sp	+2			4 lb.
Iron Shield	110 sp	+4		-1	12 lb.

do not add your Dexterity modifier to your AC. Skill points grant the following:

- **One Skill Point.** Heavy armour reduces the wearer's movement speeds by 10 feet opposed to 15 feet.
- **Two Skill Points.** Heavy armour reduces the wearer's Acrobatics and Athletics modifiers by -2 opposed to -3. Heavy armour reduces the wearer's Stealth modifier by half it normally would (rounded down).
- **Three Skill Points.** Heavy armour reduces the wearer's movement speeds by 5 feet opposed to 10 feet.
- **Four Skill Points.** Heavy armour reduces the wearer's Acrobatics and Athletics modifiers by -1 opposed to -2.
- **Five Skill Points.** Heavy armour does not reduce the wearer's movement speeds or Stealth modifier.
- **Six Skill Points.** Heavy armour does not reduce the wearer's Acrobatics and Athletics modifiers. Additionally, the wearer can add their Dexterity modifier to their AC.

## LIGHT ARMOUR

Light armour reduces the wearer's movement speeds by 5 feet. Skill points grant the following:

- **Two Skill Points.** Light armour does not reduce the wearer's movement speeds.
- **Four Skill Points.** When wearing light armour, the wearer can reduce an attack roll against them by 1d4 as an reaction.
- **Six Skill Points.** When wearing light armour, once per round, the wearer can reduce an attack roll against them by 1d4.

## MEDIUM ARMOUR

Medium armour reduces the wearer's movement speeds by 10 feet and gives the wearer a -1 to their Acrobatics and Athletics modifiers. Skill points grant

- the following:
- **Two Skill Points.** Medium armour does not reduce the wearer’s Acrobatics and Athletics modifiers.
  - **Three Skill Points.** Medium armour reduces the wearer’s Stealth modifier by half it normally would (rounded down).
  - **Four Skill Points.** Medium armour does not reduce the wearer’s movement speeds.
  - **Six Skill Points.** Medium armour does not reduce the wearer’s Stealth modifier

SHIELDS

Wielding a shield increases your AC. You can only benefit from one shield at a time and you can not cast spells that require Two-handed somatic components while wielding a shield. Skill points grant the following:

- **Two Skill Points.** Shields do not reduce the wearer’s Stealth modifier.
- **Four Skill Points.** Shields do not impede the Somatic compnents of a spell.
- **Six Skill Points.** As an action, the wielder can make an with their Shield, the shield’s attack bonus equals it’s Armour Class bonus and deals 3d8 + Strength bludgeoning damaging.

DONNING AND DOFFING ARMOUR

The time it takes to don or doff armour depends on the armour’s category.

**Don.** This is the time it takes to put on armour. You benefit from the armour’s AC only if you take the full time to don the suit of armour.

**Doff.** This is the time it takes to take off the armour. If you have help, reduce this time by half.

DONNING AND DOFFING ARMOUR TABLE

Category	Don	Doff
Light Armour	1 Minute	1 Minute
Medium Armour	5 Minute	1 Minute
Heavy Armour	10 Minute	5 Minute
Shields	1 Action	1 Action

# WEAPONS

The Weapons table shows the most common weapons used in the fantasy gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance.

## WEAPON SKILL POINTS

Skill points with a weapon allows you to add your skill point bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack skill points, you do not add any skill point bonus to the attack roll.

## WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

**Ammunition.** You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon).

At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon.

**Finesse.** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**Heavy.** Each heavy weapon has a heavy weapon score, your Strength score must match or exceed the requirement to wield a heavy weapon, Tiny creatures are unable to wield weapons with this property. If you cast a spell that requires a somatic component, you can not make an attack using a heavy weapon.

**Hook.** When using a weapon with this property, you can use a bonus action to target a creature that is wielding a shield, all of your attacks against that creature with a hooked weapon ignores the creature's shield's AC bonus until the start of your next turn.

**Light.** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

**Loading.** Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make. It takes an action to load this weapon.

**Multifunctional.** A weapon that you have skill points with that has this property can have multiple different damage types, the additional damage types are in parentheses, when you roll damage for an attack, you can determine the damage type for that attack.

**Range.** A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range.

When attacking a target beyond normal range,

you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

**Reach.** This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

**Special.** A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

**Thrown.** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

**Two-handed.** This weapon requires two hands when you attack with it. If you cast a spell that requires a somatic component or are using a shield, you can not make an attack using a Two-handed weapon.

**Versatile.** This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack. If you cast a spell that requires a somatic component, you can not benefit from versatile.

## IMPROVISED WEAPONS

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the GM's option, a character has skill points with a weapon can use a similar object as if it were that weapon and use their skill point bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

## DAMAGED WEAPONS

When you use a damaged weapon, you roll an additional weapon die and take away the highest result. If you roll a 3 or lower with an attack roll, the weapon breaks. An unbroken damaged weapon can be repaired at any blacksmith costing half the cost of the weapon's price.

## HONED WEAPONS

Weapons with the honed property let you double your attack modifier for both attack and damage rolls.

## REINFORCED WEAPONS

Weapons with the reinforced property treat rolls of 1s as if you rolled 2s when rolling for damage.

SILVERED WEAPONS

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver.

You can silver a single weapon or ten pieces of ammunition for 20 ep. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

SPECIAL WEAPONS

Weapons with special rules are described here.

**Bayonet.** This weapon can be attached to a Rifle Firearm to make melee attacks against creatures, when this weapon isn't attached to a firearm, refer to the knife for game statistics.

**Estoc.** Attacks with this weapon against creatures wearing chain mail or scale mail ignore the armour bonus granted by those armours unless the creature is wielding a shield.

**Gauntlets.** While wearing but not using this weapon, you can make weapon attacks with other weapons without needing to remove your gauntlets. The price for gauntlets represents two gauntlets.

**Lance.** You have disadvantage when you use a lance to attack a target within 5 feet of you. Additionally, a lance requires two hands to wield when you aren't mounted.

**Net.** A Large or small creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless or creatures that are Huge or larger. A creature can use its action to make

a DC 18 Strength check, freeing itself or another creature within its reach on a success. Dealing 23 damage to the net (AC 14) also frees the creature without harming it, ending the effect and destroying the net.

**Rondel.** This weapon can be concealed in any heavy or medium armour, only a successful perception check against your AC + rondel attack bonus can detect the weapon.

CRITICAL DAMAGE

When you roll a critical hit on an attack roll with either a weapon attack or an unarmed strike, roll a d6 to determine the additional effect. Any of these results will stop after a long rest or with a casting of a 5th-level or higher restoration spell.

Result Effect	
1	The target has disadvantage on sight-based skill checks, additionally, if the target does not have blindsight or tremor sense, they have disadvantage on attacks. If the target can cast spells, the range of the spells is halved.
2	The target's movement speeds are halved.
3	The target becomes stunned until the end of their turn.
4	The target becomes prone.
5	If the target is the same or smaller size to you, you push them back 5 feet per the ability modifier used for the attack.
6	The target gains the bleeding condition for 1d4 turn.

MELEE WEAPONS

Name	Cost	Attack Bonus	Damage	Weight	Properties
Simple Axe Weapons					
Bearded Axe	25 sp	+1	1d8 slashing	1.5 Kg	Finesse, Multifunctional (bludgeoning), Versatile (2d4)
Francisca	35 sp	+2	1d6 slashing	1 Kg	Finesse, Light, Multifunctional (bludgeoning), Thrown (range 20/80)
Handaxe	45 sp	+3	1d10 slashing	1.5 Kg	Finesse, Multifunctional (bludgeoning)
Tomahawk	35 sp	+2	2d4 slashing	1 Kg	Finesse, Light, Multifunctional (bludgeoning)
Martial Axe Weapons					
Battleaxe	115 sp	+5	2d10 slashing	2.5 Kg	Heavy (15), Multifunctional (bludgeoning), Two-handed
Daggeraxe	70 sp	+4	3d4 piercing	1.5 Kg	Multifunctional (bludgeoning), Two-handed
Greataxe	140 sp	+6	6d4 slashing	3 Kg	Heavy (17), Multifunctional (bludgeoning), Two-handed
Haftedaxe	70 sp	+4	3d6 slashing	2 Kg	Multifunctional (bludgeoning), Versatile (2d10)
Simple Bladed Weapons					
Bayonet	35 sp	+1	1d10 piercing	0.5 Kg	Finesse, Special
Dagger	40 sp	+3	2d4 piercing	0.5 Kg	Finesse, Light, Multifunctional (slashing), Thrown (range 20/80)
Knife	30 sp	+2	1d6 slashing	0.5 Kg	Finesse, Light, Thrown (range 15/60)
Kunai	40 sp	+3	1d8 piercing	0.5 Kg	Finesse, Light, Multifunctional (slashing), Thrown (range 20/80)
Sickle	20 sp	+1	1d4 slashing	1 Kg	Light
Shuriken	45 sp	+2	1d10 piercing	0.5 Kg	Finesse, Light, Thrown (range 30/120)
Rondel	35 sp	+2	1d6 piercing	1 Kg	Finesse, Light, Multifunctional (slashing), Special
Wakizashi	45 sp	+3	1d10 slashing	1 Kg	Finesse, Light, Multifunctional (piercing), Versatile (1d12)
Martial Bladed Weapons					
Bastard Sword	70 sp	+4	1d12 slashing	2.5 Kg	Multifunctional (bludgeoning/piercing), Versatile (3d4)



Name	Cost	Attack Bonus	Damage	Weight	Properties
Claymore	165 sp	+6	6d4 slashing	4 Kg	Heavy (17), Reach, Two-handed
Estoc	100 sp	+4	2d10 slashing	1.5 Kg	Multifunctional (bludgeoning/piercing), Special
Greatsword	140 sp	+5	3d8 slashing	3 Kg	Heavy (15), Multifunctional (bludgeoning), Two-handed
Hook Sword	105 sp	+5	2d8 slashing	1.5 Kg	Finesse, Hook, Multifunctional (piercing), Light
Katana	105 sp	+4	3d6 slashing	1.5 Kg	Finesse, Multifunctional (piercing), Versatile (2d10)
Katzbalger	65 sp	+4	3d4 slashing	2 Kg	Finesse
Khopesh	80 sp	+3	1d12 piercing	1 Kg	Finesse, Hook, Light
Longsword	115 sp	+4	2d10 slashing	2.5 Kg	Finesse, Multifunctional (bludgeoning/piercing), Versatile (2d12)
Pata	65 sp	+3	2d8 slashing	1 Kg	Multifunctional (piercing)
Poniard	60 sp	+4	2d6 slashing	0.5 Kg	Finesse, Light, Multifunctional (piercing)
Rapier	95 sp	+5	4d4 piercing	1 Kg	Finesse
Sabre	80 sp	+4	2d8 slashing	1 Kg	Finesse
Scimitar	55 sp	+3	1d12 slashing	1.5 Kg	Finesse, Light
Shortsword	65 sp	+5	2d6 piercing	1 Kg	Finesse, Light, Multifunctional (slashing)
<i>Simple Polearm Weapons</i>					
Club	20 sp	+1	1d4 bludgeoning	1 Kg	Light
Goedendag	35 sp	+2	1d8 piercing	1.5 Kg	Finesses, Versatile (1d10), Reach
Greatclub	35 sp	+2	1d8 bludgeoning	4.5 Kg	Two-handed
Javelin	25 sp	+1	1d6 piercing	1 Kg	Thrown (range 30/120)
Light Hammer	35 sp	+2	2d4 bludgeoning	1 Kg	Light, Thrown (range 20/60)
Mace	45 sp	+3	1d10 piercing	2 Kg	—
Quarterstaff	25 sp	+1	1d6 bludgeoning	2 Kg	Versatile (1d8)
Scythe	35 sp	+2	2d4 slashing	1.5 Kg	Two-handed, Reach
Short Spear	45 sp	+3	1d10 piercing	1.5 Kg	Finesse, Thrown (range 30/120)
<i>Martial Polearm Weapons</i>					
Bardiche	80 sp	+4	2d8 slashing	3 Kg	Reach, Two-handed
Flail	90 sp	+4	2d10 piercing	1 Kg	—
Glaive	140 sp	+5	3d8 slashing	2.5 Kg	Heavy (15), Reach, Two-handed
Guisarme	105 sp	+4	2d8 slashing	2.5 Kg	Hook, Reach, Two-handed
Halberd	175 sp	+6	6d4 slashing	2.5 Kg	Heavy (17), Reach, Two-handed, Multifunctional (bludgeoning/piercing)
Lance	125 sp	+4	3d6 piercing	2.5 Kg	Reach, Special
Long Spear	115 sp	+4	2d10 piercing	1.5 Kg	Finesse, Thrown (range 40/160), Versatile (2d12), Reach
Lucerne	140 sp	+4	4d6 slashing	3.5 Kg	Heavy (15), Reach, Two-handed
Maul	150 sp	+6	6d4 bludgeoning	2.5 Kg	Heavy (17), Two-handed
Morningstar	85 sp	+5	4d4 piercing	1 Kg	—
Pike	90 sp	+3	2d10 piercing	8 Kg	Heavy (15), Reach, Two-handed
Trident	65 sp	+4	2d6 piercing	2 Kg	Thrown (range 20/60), Versatile (2d8)
Warpick	55 sp	+3	2d6 piercing	1 Kg	—
War Hammer	60 sp	+3	2d6 piercing	1 Kg	Versatile (2d8)

## SPECIAL WEAPONS

Name	Cost	Attack Bonus	Damage	Weight	Properties
<i>Simple Special Weapons</i>					
Whip	30 sp	+2	1d6 slashing	1.5 Kg	Finesse, Reach
<i>Martial Special Weapons</i>					
Chain Whip	65 sp	+4	3d4 slashing	1 Kg	Finesse, Light
Gauntlets	105 sp	+4	3d6 bludgeoning	1 Kg	Finesse, Light, Special

## RANGED WEAPONS

Name	Cost	Attack Bonus	Damage	Weight	Properties
<i>Bows</i>					
Battlebow	95 sp	+5	4d4 piercing	1 Kg	Ammunition (range 150/600), Two-handed
Longbow	165 sp	+6	6d4 piercing	2 Kg	Ammunition (range 200/800), Two-handed
Recurve Bow	105 sp	+4	3d6 piercing	1 Kg	Ammunition (range 100/400), Two-handed
Shortbow	65 sp	+3	2d6 piercing	1 Kg	Ammunition (range 80/320), Two-handed
Yumi Bow	140 sp	+5	3d8 piercing	1.5 Kg	Ammunition (range 160/640), Two-handed
<i>Crossbows</i>					
Hand Crossbow	65 sp	+3	2d6 piercing	1.5 Kg	Ammunition (range 30/120), Light, Loading
Heavy Crossbow	165 sp	+6	6d4 piercing	7 Kg	Ammunition (range 100/400), Heavy (17), Loading, Two-handed
Light Crossbow	95 sp	+5	4d4 piercing	2.5 Kg	Ammunition (range 80/320), Loading, Two-handed
<i>Projectiles</i>					
Atlat	90 sp	+4	2d10 piercing	—	Ammunition (range 120/240), Loading
Boomerang	35 sp	+4	2d4 bludgeoning	1/4 Kg	Thrown (range 160/320)
Dart	25 sp	+4	1d6 piercing	1/4 Kg	Ammunition (range 20/60)
Sling	35 sp	+2	1d8 bludgeoning	—	Ammunition (range 30/120)
Net	90 sp	+6	—	1.5 Kg	Special, Thrown (range 5/15)

# FIREARMS

The Firearms table is an optional table that shows the most common firearms in a fantasy world, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either a pistol or a musket.

## FIREARM PROPERTIES

**Chamber.** The Chamber score determines the number of attacks you can perform before needing to use an action to reload your firearm. You must have one free hand to reload a firearm.

**Malfunction.** When you make an attack roll with a firearm, if the result is equal to or less than your firearm's malfunction score, the firearm malfunctions, rendering it inoperable. You can attempt to resolve the malfunction by spending an

action (DC = 10 + half the firearm's malfunction score). On a failure, the firearm remains dysfunctional. On a success, the firearm is restored to working order, but its malfunction score increases by +2. With each successive malfunction, the malfunction score and DC increases by +2 until a long rest. Additionally, if a creature with no skill points uses a firearm, the DC increases by +2.

**Quickload.** Firearms with this property can be reloaded using a bonus action.

**Reliable.** If you use a firearm with this property, when your firearm malfunctions, your firearm's chamber score is decreased by 1 but the Malfunction score does not increase. When you roll within your firearm's malfunction score equal to your firearms original chamber score, your firearm's chamber equal the original score but has disadvantage with all attack rolls.

## FIREARM WEAPONS

Name	Cost	Attack Bonus	Damage	Weight	Properties
<i>Pistol Firearms</i>					
Flintlock Pistol	65 sp	+2	3d4 piercing	1.5 Kg	Ammunition (range 40/120), Chamber 1, Malfunction 8
Palm Pistol	45 sp	+1	1d10 piercing	0.5 Kg	Ammunition (range 20/60), Light, Chamber 1, Malfunction 10, Quick Load
Pepperbox	90 sp	+2	2d10 piercing	1.5 Kg	Ammunition (range 30/90), Chamber 4, Malfunction 5, Quick Load, Reliable
Revolver	105 sp	+3	2d8 piercing	2.5 Kg	Ammunition (range 80/240), Chamber 6, Malfunction 7
Terzerol	65 sp	+2	1d10 piercing	1 Kg	Ammunition (range 20/60), Light, Chamber 2, Malfunction 10, Quick Load
<i>Rifle Firearms</i>					
Blunderbuss	155 sp	+5	5d4 piercing	4.5 Kg	Ammunition (range 20/60), Chamber 1, Malfunction 10, Two-handed, Quick Load
Handgonne	105 sp	+4	2d10 piercing	7 Kg	Ammunition (range 20/60), Chamber 1, Malfunction 10, Two-handed
Musket	80 sp	+3	2d8 piercing	4.5 Kg	Ammunition (range 100/300), Chamber 1, Malfunction 8, Two-handed
Musketoön	95 sp	+3	4d4 Piercing	3.5 Kg	Ammunition (range 80/240), Chamber 1, Malfunction 8, Two-handed
Revolver Musket	135 sp	+3	2d8 piercing	-	Ammunition (range 100/200), Chamber 6, Malfunction 12, Two-handed
Revolver Rifle	175 sp	+4	3d6 piercing	5 Kg	Ammunition (range 120/240), Chamber 6, Malfunction 10, Two-handed
Rifle	120 sp	+4	3d6 piercing	5 Kg	Ammunition (range 120/360), Chamber 3, Malfunction 6, Two-handed
Scooped Musket	150 sp	+5	2d8 piercing	5.5 Kg	Ammunition (range 100/400), Chamber 1, Malfunction 6, Two-handed
Scooped Rifle	190 sp	+6	3d6 piercing	6 Kg	Ammunition (range 120/480), Chamber 3, Malfunction 6, Two-handed

# ADVENTURING GEAR

This section describes items that have special rules or require further explanation.

**Acid.** As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

**Alchemist's Fire.** This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

**Antitoxin.** A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to the Undead or constructs.

**Arcane Focus.** Spellcasters can use such an item as a spellcasting focus to ignore the material components for spells, unless a spell requires to consume the material components.

**Ball Bearings.** As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 16 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

**Block and Tackle.** You to hoist up to four times the weight you can normally lift.

**Caltrops.** As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 18 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's Walk speed by 10 feet until the creature takes a short or long rest or regains hitpoints. A creature moving through the area at half speed doesn't need to make the save.

**Candle.** For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

**Case, Map or Scroll.** This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

**Chain.** A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

**Climber's Kit.** You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

**Component Pouch.** A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your 2nd-level or lower spells, except for those components that have a specific cost (as indicated in a spell's description).

**Crowbar.** Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

**Druidic Focus.** An Ecomancer and Shaman can use such an item as a spellcasting focus to ignore the material components for spells, unless a spell

requires to consume the material components.

**Healer's Kit.** As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Medicine check.

**Holy Symbol.** A Cleric and Templar can use such an item as a spellcasting focus to ignore the material components for spells, unless a spell requires to consume the material components. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

**Holy Water.** As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a Fiend or Undead, it takes 2d6 radiant damage. A Fate Touched Celestial may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 150 sp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.

**Hunting Trap.** When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 16 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1d4 piercing damage to the trapped creature.

**Lamp.** A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (500mL) of oil.

**Lantern, Bullseye.** A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (500mL) of oil.

**Lantern, Hooded.** A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (500mL) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

**Magnifying Glass.** This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

**Manacles.** These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature that has skill points with thieves' tools can attempt to pick the manacles' lock. Manacles have 15 hit points.

**Oil.** Oil usually comes in a clay flask that holds 500mL. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target



is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 2d6 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 2d6 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

**Rope.** Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

**Scale, Merchant's.** A scale includes a small balance, pans, and a suitable assortment of weights up to a kilogram. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

**Spellbook.** A Wizard can use such an item as a spellcasting focus to ignore the material components for spells, unless a spell requires to consume the material components.

**Spyglass.** Objects viewed through a spyglass are magnified to twice their size.

**Tent.** A simple and portable canvas shelter, a tent sleeps two. Tents are needed to perform a short rest while you're not within a save haven.

**Tinderbox.** This small container holds flint, fire steel, and tinder used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action.

**Torch.** A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 foot. If you make a melee attack with a burning torch and hit, it deals 1d4 fire damage.

## ADVENTURING GEAR

Item	Cost	Weight
Abacus	20 sp	1 Kg
Acid (Vial)	25 ep	0.5 Kg
Alchemist's Fire (Flask)	50 ep	0.5 Kg
<i>Ammunition</i>		
Arrows (20)	10 cp	0.5 Kg
Crossbow Bolts (20)	10 cp	0.5 Kg
Pistol Bullets (20)	30 ep	0.5 Kg
Rifle Bullets (20)	30 ep	1 Kg
Sling Bullets (20)	4 cp	0.5 Kg
Antitoxin (Vial)	50 ep	—
Arcane Focus	35 ep	0.5 Kg
Backpack	20 cp	2.5 Kg
Ball Bearings (Ball Of 1,000)	10 sp	1 Kg
Barrel	20 sp	32 Kg
Basket	40 cp	1 Kg
Bedroll	10 cp	3 Kg
Bell	10 sp	—
Blanket	50 cp	1.5 Kg
Block And Tackle	10 sp	2.5 Kg
Book	25 ep	2.5 Kg
Bottle, Glass	20 sp	1 Kg
Bucket	5 cp	1 Kg
Caltrops (Bag Of 20)	10 sp	1 Kg
Candle	1 cp	—
Case, Map Or Scroll	10 sp	0.5 Kg

Item	Cost	Weight
Chain (10 feet)	50 sp	4.5 Kg
Chalk (1 Piece)	1 cp	—
Chest	50 sp	11.5 Kg
Climber's Kit	25 ep	5.5 Kg
Clothes, Common	5 cp	1.5 Kg
Clothes, Costume	50 sp	2 Kg
Clothes, Fine	15 ep	2.5 Kg
Clothes, Traveler's	20 cp	2 Kg
Component's Pouch	25 sp	1 Kg
Crowbar	20 sp	2.5 Kg
Druidic Focus	10 ep	2 Kg
Fishing Tackle	10 sp	2 Kg
Flask Or Tankard	2 cp	0.5 Kg
Grappling Hook	20 sp	2 Kg
Hammer	10 sp	1.5 Kg
Hammer, Sledge	20 sp	4.5 Kg
Healer's Kit	10 sp	1.5 Kg
Holy Symbol	20 ep	0.5 Kg
Holy Water (Flask)	25 ep	0.5 Kg
Hourglass	25 ep	0.5 Kg
Hunting Trap	50 sp	1 Kg
Ink (30mL Bottle)	10 ep	—
Ink Pen	20 sp	—
Jug Or Pitcher	2 cp	2 Kg
Ladder (10 Feet)	10 cp	2 Kg
Lamp	50 cp	0.5 Kg
Lantern, Bullseye	10 sp	1 Kg
Lantern, Hooded	50 cp	1 Kg
Lock	20 sp	0.5 Kg
Magnifying Glass	10 ep	—
Manacles	20 sp	2.5 Kg
Mess Kit	20 cp	0.5 Kg
Mirror, Steel	50 sp	1/4 Kg
Oil (Flask)	10 cp	0.5 Kg
Paper (One Sheet)	20 cp	—
Parchment (One Sheet)	10 cp	—
Perfume (Vial)	50 sp	—
Pick, Miner's	20 sp	4.5 Kg
Piton	5 cp	1/4 Kg
<i>Poison</i>		
Assassin's Blood	15 gp	—
Burnt Othur Fumes	50 gp	—
Crawler Mucus	20 gp	—
Daeric Poison	20 gp	—
Essence of Ether	30 gp	—
Malice	25 gp	—
Midnight Tears	150 gp	—
Oil of Taggit	40 gp	—
Pale Tincture	25 gp	—
Purple Worm Venom	200 gp	—
Serpent Venom	20 gp	—
Torpor	60 gp	—
Wyvern Venom	120 gp	—
Pole (10-foot)	5 cp	3 Kg
Pot, Iron	20 sp	4.5 Kg

Item	Cost	Weight
Pouch	50 cp	0.5 Kg
Ram, Portable	40 sp	16 Kg
Rations (1 Day)	50 cp	500 grams
Robes	10 sp	2 Kg
Rope, Hempen (50 feet)	10 sp	4.5 Kg
Rope, Silk (50 feet)	10 ep	2.5 Kg
Sack	1 cp	1/4 Kg
Scale, Merchant's	50 sp	1.5 Kg
Sealing Wax	50 cp	—
Shovel	20 sp	2.5 Kg
Signal Whistle	5 cp	—
Signet Ring	50 sp	—
Soap	2 cp	—
Spellbook	50 ep	1.5 Kg
Spikes, Iron (10)	10 sp	2.5 Kg
Spyglass	10 ep	0.5 Kg
Tent, Two-Person	20 sp	9 Kg
Tinderbox	50 cp	0.5 Kg
Torch	1 cp	0.5 Kg
Vial	10 sp	-
Waterskin	20 cp	2.5 Kg (full)
Whetstone	2 cp	0.5 Kg

## CONTAINER CAPACITY

Container	Capacity
Backpack	1 cubic foot/15Kg of gear
Barrel	150L liquid, 4 cubic foot solid
Basket	2 cubic foot/20Kg of gear
Bottle	700mL liquid
Bucket	10L liquid, 1/2 cubic foot solid
Chest	12 cubic feet/135Kg of gear
Flask or Tankard	500mL liquid
Jug or Pitcher	4L liquid
Pot, Iron	4L liquid
Pouch	1/5 cubic foot/2.5Kg of gear
Sack	1 cubic foot/15Kg of gear
Vial	100mL liquid
Waterskin	2L liquid

## EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

**Burglar's Pack (10 ep).** Includes common clothes, a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 3 days worth of rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

**Diplomat's Pack (40 ep).** Includes fine clothes, a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks

of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

**Dungeoneer's Pack (95 sp).** Includes traveler's clothes, a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 3 days worth of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

**Entertainer's Pack (40 ep).** Includes common and costume clothes, a backpack, a bedroll, 2 costumes, 5 candles, 3 days worth of rations, a waterskin, and a disguise kit.

**Explorer's Pack 70 sp).** Includes traveler's clothes, a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 3 days worth of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

**Priest's Pack (10 ep).** Includes common clothes, a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days worth of rations, and a waterskin.

**Scholar's Pack (40 ep).** Includes fine clothes, a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

# TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your lineage, path, background or origin gives you skill points with certain tools. Skill points with a tool allows you to add your skill point bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since skill points with a tool represents broader knowledge of its use. For example, the GM might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength check to make something out of particularly hard wood.

## ARTISAN'S TOOLS

These special tools include the items needed to pursue a craft or trade. The table chows examples of the most common types of tools, each providing items related to a single craft. Skill points with a set of artisan's tools lets you add your skill point bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires separate skill points.

## CHEF'S UTENSILS

Containing a small number of pots, pans and other tools used to cook ingredients gather into a meal. During a short or long rest, Chef's Utensils can be used to give up to four individuals 1d6 + their Constitution modifier temporary hit points until the beginning of a short or long rest, or until these hit points are expended.

## DISGUISE KIT

This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Skill points with this kit lets you add your skill point bonus to any ability checks you make to create a visual disguise.

## FORGERY KIT

This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Skill points with this kit lets you add your skill point bonus to any ability checks you make to create a physical forgery of a document.

## GAMING SET

This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the *Tools* table, but other kinds of gaming sets exist. If you have skill points with a gaming set, you can add your skill point bonus to ability checks you make to play a game with that set. Each type of gaming set requires separate skill points.

## HARVESTER'S KIT

This kit contains a variety of instruments such as saws, clippers, linen wraps, pouches and vials used to gather and store materials from defeated creatures. Skill points with this kit lets you add your skill point bonus to any harvesting checks you make to gather resources from a fallen creature.

## HERBALISM KIT

This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Skill points with this kit lets you add your skill point bonus to any ability checks you make to identify or apply herbs.

## MUSICAL INSTRUMENT

Several of the most common types of musical instruments are shown on the table as examples. If you have skill points with a given musical instrument, you can add your skill point bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a type of spellcasting focus. Each type of musical instrument requires separate skill points.

## NAVIGATOR'S TOOLS

This set of instruments is used for navigation at sea. Skill points with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your skill point bonus to any ability check you make to avoid getting lost at sea

## POISONER'S KIT

A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Skill points with this kit lets you add your skill point bonus to any ability checks you make to craft or use poisons.

## THIEVES' TOOLS

This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Skill points with these tools lets you add your skill point bonus to any ability checks you make to disarm traps or open locks.

## TOOLS TABLE

Item	Cost	Weight
<i>Artisan's Tools</i>		
Alchemy Kit	70 sp	3.5 Kg
Black Powder Utensils	50 sp	2.5 Kg
Blacksmith's Tools	35 sp	3.5 Kg
Brewer's Supplies	20 sp	4 Kg
Calligrapher's Supplies	10 sp	2.5 Kg
Carpenter's Tools	80 cp	2.5 Kg
Cartographer's Tools	15 ep	2.5 Kg
Cobbler's Tools	5 sp	2.5 Kg
Cook's Utensils	10 sp	3.5 Kg
Glassblower's Tools	30 sp	2.5 Kg
Jeweler's Tools	25 sp	1 Kg
Leatherworker's Tools	10 sp	2.5 Kg
Mason's Tools	10 sp	3.5 Kg
Painter's Supplies	10 sp	2.5 Kg
Potter's Tools	10 sp	1.5 Kg
Tinker's Tools	50 sp	4.5 Kg
Weaver's Tools	10 cp	2.5 Kg
Woodcarver's Tools	10 sp	2.5 Kg
Disguise Kit	25 sp	1.5 Kg

Item	Cost	Weight
Echanter's Tools	80 sp	1 Kg
Forgery Kit	35 sp	2.5 Kg
<i>Gaming Set</i>		
Dice Set	10 cp	-
Playing Card Set	50 cp	-
Harvester's Kit	35 sp	3.5 Kg
Herbalism Kit	10 sp	1.5 Kg
<i>Musical Instrument</i>		
Bagpipes	30 sp	2.5 Kg
Drum	60 sp	1.5 Kg
Dulcimer	25 sp	4.5 Kg
Flute	20 sp	0.5 Kg
Lute	35 sp	1 Kg
Lyre	30 sp	1 Kg
Horn	30 sp	1 Kg
Pan Flute	15 sp	1 Kg
Shawm	20 sp	0.5 Kg
Viol	30 sp	0.5 Kg
Navigator's Tools	25 sp	1 Kg
Poisoner's Kit	50 sp	1 Kg
Thieves' Tools	25 sp	0.5 Kg
Vehicles (Land Or Water)	*	*

\*See the “Mounts and Vehicles” section.

# MOUNTS AND VEHICLES

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

**Barding.** Barding is armour designed to protect an animal's head, neck, chest, and body. Any type of armour shown on the Armour table can be purchased as Barding. The cost is four times the equivalent armour made for Humanoids, and it weighs twice as much.

**Saddles.** A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding any aquatic or flying mount.

**Vehicle Proficiency.** If you have skill points with a certain kind of vehicle (land or water), you can add your skill point bonus to any check you make to control that kind of vehicle in difficult circumstances.

**Rowed Vessels.** Keelboats and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 5 kilometres per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A rowboat weighs 45 kilograms, in case adventurers carry it over land.

## MOUNTS AND OTHER ANIMALS

Item	Cost	Speed	Carrying Capacity
Camel	50 sp	50 feet	220 Kg
Donkey Or Mule	10 sp	40 feet	190 Kg
Elephant	20 ep	40 feet	600 Kg
Horse, Draft	50 sp	40 feet	245 Kg
Horse, Riding	75 sp	60 feet	220 Kg
Mastiff	25 sp	40 feet	90 Kg
Pony	30 sp	40 feet	105 Kg
Warhorse	40 ep	60 feet	245 Kg

## TACK, HARNESS, AND DRAWN VEHICLES

Item	Cost	Weight
Barding	x4	x2
Bit And Bridle	10 sp	0.5 Kg
Carriage	50 sp	275 Kg
Cart	15 sp	90 Kg
Chariot	25 ep	45Kg
Feed (Per Day)	5 cp	4.5 Kg
<b>Saddle</b>		
Exotic	60 sp	20 Kg
Military	20 sp	15 Kg
Pack	50 cp	7 Kg
Riding	10 sp	11.5 Kg
Saddlebags	40 cp	3.5 Kg
Sled	20 sp	135 Kg
Stabling (Per Day)	10 sp	-
Wagon	35 sp	180 Kg

## WATERBORNE VEHICLES

Item	Cost	Speed
Galley	30,000 ep	7 km/h
Keelboat	3,000 ep	2 km/h
Longship	10,000 ep	6 km/h
Rowboat	50 ep	3 km/h
Sailing Ship	10,000 ep	4 km/h
Warship	25,000 ep	5 km/h

# TRADE GOODS

Most wealth is not in coins. It is measured in livestock, grain, land, rights to collect taxes, or rights to resources (such as a mine or a forest).

Guilds, nobles, and royalty regulate trade. Chartered companies are granted rights to conduct trade along certain routes, to send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants commonly exchange trade goods without using currency. The *Trade Goods* table shows the value of commonly exchanged goods.

## TRADE GOODS TABLE

Cost	Goods
1 cp	1 Kg of wheat
2 cp	1 Kg of flour or one chicken
5 cp	1 Kg of salt
1 sp	1 Kg of iron or 1 sq. yd. of canvas
5 sp	1 Kg of copper or 1 sq. yd. of cotton cloth
1 ep	1 Kg of ginger or one goat
2 ep	1 Kg of cinnamon or pepper, or one sheep
3 ep	1 Kg of cloves or one pig
5 ep	1 Kg of silver or 1 sq. yd. of linen
10 ep	1 sq. yd. of silk or one cow
15 ep	1 Kg of saffron or one ox
50 gp	1 Kg of gold
100 gp	1 Kg of platinum



# EXPENSES

In a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

## LIFESTYLE EXPENSES

Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week, choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

**Outlander.** Choosing an outlander lifestyle means you live in nature not needing to pay for any expenses if you manage to successfully gather the needed resources.

**Poor.** Choosing a poor lifestyle means you live in poor settlements or poor areas of a city or town, you typically spend all of your earned money to maintain this lifestyle.

**Modest.** Choosing a comfortable lifestyle means you live in middle-class neighbourhoods and you tend to have money left over after paying expenses.

**Aristocratic.** Choosing an aristocratic lifestyle means living in high society, you never notice the cost of your expenses.

## LIFESTYLE EXPENSES

Lifestyle	Price/Day
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Outlander	-
Poor	4 cp
Modest	8 sp
Aristocratic	15 ep

## SELF-SUFFICIENCY

The expenses and lifestyles described here assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford—paying for food and shelter, paying townspeople to sharpen your sword and repair your armour, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear. Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming. If you spend your time between adventures practicing a profession, you can eke out the equivalent of a poor lifestyle. Three skill points in the Survival skill lets you live the equivalent of a modest lifestyle.

# FOOD, DRINK, AND LODGING

The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

## FOOD, DRINK, AND LODGING

Item	Cost
<i>Ale</i>	
Jug	2 sp
Mug	4 cp
Banquet (Per Person)	10 ep
Bread, Loaf	2 cp
Cheese, Hunk	1 sp
<i>Inn Stay (Per Day)</i>	
Poor	3 cp
Modest	5 sp
Aristocratic	10 ep
<i>Meal - Somatic (Per Day)</i>	
Poor	1 cp
Modest	3 sp
Aristocratic	6 ep
Meat, Chunk	3 sp
<i>Wine</i>	
Common (Pitcher)	2 sp
Fine (Bottle)	10 ep

## SERVICES

Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, when the adventurers pay them to perform a specific task. For example, a Wizard might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the secret chest spell. A fighter might commission a blacksmith to forge a special sword. A Bard might pay a tailor to make exquisite clothing for an upcoming performance in front of the duke.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a hobgoblin army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold of some kind, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial labourers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained



hirelings are hired for menial work that requires no particular skill and can include labourers, porters, maids, and similar workers.

## SPELLCASTING SERVICES

People who are able to cast spells don't fall into the category of ordinary hirelings. It might be possible to find someone willing to cast a spell in exchange for coin or favours, but it is rarely easy and no established pay rates exist. As a rule, the higher the level of the desired spell, the harder it is to find someone who can cast it and the more it costs.

### SERVICES

Item	Cost
<i>Coach Cab</i>	
Between Towns	3 cp per kilometre
Within a city	1 cp
<i>Hireling</i>	
Skilled	8 sp per day
Untrained	4 cp per day
Messenger	2 cp per day
Road Or Gate Toll	1 cp
Ship's Passage	1 sp per kilometre

Hiring someone to cast a relatively common spell of 1st or 2nd level, such as *cure wounds* or *identify*, is easy enough in a city or town, and might cost 10 to 50 silver pieces (plus the cost of any expensive material components). Finding someone able and willing to cast a higher-level spell might involve travelling to a large city, perhaps one with a university or prominent temple. Once found, the spellcaster might ask for a service instead of payment—the kind of service that only adventurers can provide, such as retrieving a rare item from a dangerous locale or traversing a monster-infested wilderness to deliver something important to a distant settlement.

# CHAPTER 7: USING ABILITY SCORES

Six abilities provide a quick description of every creature's physical and mental characteristics:

- Strength**, measuring physical power
- Dexterity**, measuring agility
- Constitution**, measuring endurance
- Intelligence**, measuring reasoning and memory
- Wisdom**, measuring perception and insight
- Charisma**, measuring force of personality

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

## ABILITY SCORES AND MODIFIERS

Each of a creature's abilities have a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 10 or 11 is the normal humanoid average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches.

Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.

### ABILITY SCORES AND MODIFIERS

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their

associated scores.

## ADVANTAGE AND DISADVANTAGE

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is not true if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have advantage or disadvantage depending on which has the greater number of occurrences.

When you have advantage or disadvantage and something in the game, such as the Egimniar's Lucky trait, lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if a Egimniar has advantage or disadvantage on an ability check and rolls a 1 and a 13, the Egimniar could use the Lucky trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

## ABILITY CHECKS

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class.

The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

### TYPICAL DIFFICULTY CLASSES

Task Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.

## CONTESTS

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

## SKILLS

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in the monster's stat block.) For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively.

So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability description in the later sections of this section for examples of how to use a skill associated with an ability.

### STRENGTH

- Athletics

### DEXTERITY

- Acrobatics
- Sleight of Hand

- Stealth

### INTELLIGENCE

- Arcana
- History
- Investigation
- Medicine
- Nature

### WISDOM

- Animal Handling
- Insight
- Perception
- Religion
- Survival

### CHARISMA

- Deception
- Intimidation
- Performance
- Persuasion

Sometimes, the GM might ask for an ability check using a specific skill—for example, “Make a Wisdom (Perception) check.” At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add their skill point bonus to ability checks that involve that skill. Without skill points with the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up a dangerous cliff, the GM might ask for a Strength (Athletics) check. If the character has skill points with Athletics, the character's skill point bonus is added to the Strength check. If the character lacks that skill points, they just make a Strength check.

### VARIANT: SKILLS WITH DIFFERENT ABILITIES

Normally, your skill points with a skill applies only to a specific kind of ability check. Skill points with Athletics, for example, usually applies to Strength checks. In some situations, though, your skill points might reasonably apply to a different kind of check. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply your skill point bonus to a different check. For example, if you have to swim from an offshore island to the mainland, your GM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your GM might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check.

So if you have skill points with Athletics, you apply your skill point bonus to the Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your Orc Gladiator uses a display of raw strength to intimidate an enemy, your GM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

## WORKING TOGETHER

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—

can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action.

A character can only provide help if the task is one that they could attempt alone. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task.

Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

## USING EACH ABILITY

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

### STRENGTH

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Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

#### STRENGTH CHECKS

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

**Athletics.** Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swim.
- You try to jump an unusually long distance or pull off a stunt midjump.

**Other Strength Checks.** The GM might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue
- Keep a boulder from rolling

#### ATTACK ROLLS AND DAMAGE

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a mace, a battleaxe, or a javelin. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

### LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

**Carrying Capacity.** Your carrying capacity is your Strength score multiplied by 2.5. If you exceed this number you are encumbered, which means your speed drops by 10 feet.

If you carry weight in excess of 5 times your Strength score, up to your maximum carrying capacity, you are instead heavily encumbered, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

**Push, Drag, or Lift.** You can push, drag, or lift a weight in kilograms up to twice your carrying capacity (or 10 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

**Size and Strength.** Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

### DEXTERITY

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Dexterity measures agility, reflexes, and balance.

#### DEXTERITY CHECKS

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

**Acrobatics.** Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

**Sleight of Hand.** Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

**Stealth.** Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, sneak past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

**Other Dexterity Checks.** The GM might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object



## ATTACK ROLLS AND DAMAGE

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a rapier.

## ARMOUR CLASS

Depending on the armour you wear, depends on the armour class bonus the armour provides.

## INITIATIVE

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat.

## HIDING

The GM decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase. An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the GM might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

**What Can You See?** One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be lightly or heavily obscured, as explained in "The Environment."

## CONSTITUTION

Constitution measures health, stamina, and vital force.

### CONSTITUTION CHECKS

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however. The GM might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March or labour for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

## HIT POINTS

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier.

Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by -1, your hit point maximum is reduced by 7.

## INTELLIGENCE

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

### INTELLIGENCE CHECKS

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Arcana, History, Investigation, Nature, and Religion skills reflect aptitude in certain kinds of Intelligence checks.

**Arcana.** Your Intelligence (Arcana) check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

**History.** Your Intelligence (History) check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

**Investigation.** When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

**Medicine.** A Intelligence (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

**Nature.** Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

**Other Intelligence Checks.** The GM might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

### SPELLCASTING ABILITY

Arcane Warrior, Necromancers and Wizards use Intelligence as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

## WISDOM

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

### WISDOM CHECKS

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

**Animal Handling.** When there is any question about whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the GM might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver.

**Insight.** Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

**Perception.** Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses.

For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

**Religion.** Your Wisdom (Religion) check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

**Survival.** The GM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

**Other Wisdom Checks.** The GM might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow
- Discern whether a seemingly dead or living creature is Undead

### SPELLCASTING ABILITY

Sorcerers, Templars and Witches use Wisdom as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

## CHARISMA

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

## CHARISMA CHECKS

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

**Deception.** Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

**Intimidation.** When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

**Performance.** Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

**Persuasion.** When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

**Other Charisma Checks.** The GM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumours, and gossip
- Blend into a crowd to get the sense of key topics of conversation

### SPELLCASTING ABILITY

Bards and Clerics use Charisma as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

## SAVING THROWS

A saving throw—also called a save—represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm. To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM.

Each class gives proficiency in at least two saving throws. The Wizard, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add

their skill point bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability and skill point bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

# TIME

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of minutes. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of hours is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those twenty five kilometres in just under four hours' time. For long journeys, a scale of days works best.

In combat and other fast-paced situations, the game relies on rounds, a 10-second span of time.

# MOVEMENT

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in fantasy gaming adventures.

The GM can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the dungeon entrance late in the evening of the third day." Even in a dungeon, particularly a large dungeon or a cave network, the GM can summarize movement between encounters: "After killing the guardian at the entrance to the ancient Dwarvish stronghold, you consult your map, which leads you through kilometres of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

## SPEED

Every character and monster has a speed, which is the distance in feet that the character or monster can Walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life threatening situation. The following rules determine how far a character or monster can move in a minute, an hour, or a day.

## TRAVEL PACE

While travelling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel

Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

**Forced March.** The Travel Pace table assumes that characters travel for 8 hours in a day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour.

The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see Appendix GM-A, page xxx).

**Mounts and Vehicles.** For short spans of time (up to an hour), many animals move much faster than Humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 10 to 15 kilometres, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a carpet of flying, allow you to travel more swiftly.

## TRAVEL PACE

Pace	Minute	Hour	Day	Effect
Fast	400 feet	6.5 Km	50 Km	-5 to Perception scores
Normal	300 feet	5 Km	40 Km	-
Slow	200 feet	3 Km	30 Km	Able to Stealth

## DIFFICULT TERRAIN

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

## SPECIAL TYPES OF MOVEMENT

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

## CLIMBING, SWIMMING, AND CRAWLING

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climb or swim speed.

At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a



successful Strength (Athletics) check.

## JUMPING

Your Strength determines how far you can jump.

**Long Jump.** When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement. This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

**High Jump.** When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

## ENVIRONMENT

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

### FALLING

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, if a creature falls more than 20 feet, they take 6 bludgeoning damage for every 5 feet they fell. If the creature falls for at least 10 feet, that creature must succeed a Dexterity saving throw or become prone (DC 12 + 1 per 5 feet they fell), if the creature takes damage from the fall, they become prone.

### SUFFOCATING

A creature can hold its breath for a number of minutes equal to 3 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 5 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

## VISION AND LIGHT

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the blinded condition (see appendix GM-A, page xxx) when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

**Bright light** lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

**Dim light**, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

**Darkness** creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

### BLINDSIGHT

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

### DARKVISION

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision.

Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern colour in darkness, only shades of grey.

### TRUESIGHT

A creature with true sight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic.

Furthermore, the creature can see into the Ethereal Plane.

### FOOD AND WATER

Characters who don't eat or drink suffer the effects of exhaustion (see Appendix GM-A, page xxx).

Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

## FOOD

A character needs five hundred grams of food per day and can make food last longer by subsisting on half rations.

Eating half as much of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + their Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of

exhaustion.

A normal day of eating resets the count of days without food to zero.

## WATER

A character needs two litres of water per day, or four litres per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

## INTERACTING WITH OBJECTS

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but otherwise, they can be affected by physical and magical attacks much like creatures can. The GM determines an object's Armour Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

# RESTING

Adventurers can take up to three short rests in a day and one long rest in a day.

## SHORT REST

A short rest is a period of downtime, at least 2 hours long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

A character cannot perform a short rest with a tent while they are not within a settlements, allied camps, fortifications or other safe havens.

## LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice up to the character's total level (minimum of one die).

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits. Additionally, you can only take long rest in settlements, allied camps, fortifications or other safe havens.

# CHAPTER 8: BETWEEN ADVENTURES

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armour, performing research, or spending their hard-earned coin.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

## LIFESTYLE EXPENSES

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle. Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.

## DOWNTIME ACTIVITIES

Between adventures, the GM might ask you what your character is doing during their downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend their downtime performing an activity not covered here, discuss it with your GM.

## CRAFTING

You can craft objects using tools related to the object you are trying to create, typically artisan's tools, that you are proficient with. You may also need access to special materials or locations necessary to create it. For example, someone proficient with blacksmith's tools needs a forge in order to craft a sword or suit of armour.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 50 sp, and you must expend raw materials worth half the total market value of the item. If something you want to craft has a market value greater than 50 sp, you make progress every day in 50 sp increments until you reach the market value of the item.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place.

Each character contributes 50 sp worth of effort for every day spent helping to craft the item.

## CRAFTING WITH HARVESTED MATERIALS

When crafting with materials that grant weapons, armour and other items additional abilities, resistances or additional damage, you must make a crafting check for these items at the end of each day you worked on the item. Each character that helps you during the crafting of the item reduces the crafting DC by -2 for that day. The crafting DC starts at 10 but increases based on the harvested material's properties, as defined in the Crafting table below;

The number of harvested materials can vary between items, weapons can have a maximum of 2 harvested materials added to the weapon, either 2 additional damage types, or an additional damage type and an additional effect. Armour can have a maximum of 3 harvested materials added to the armour, either 2 damage resistances and an additional movement speed, or a damage resistance, an additional movement speed and an additional effect. Other items can have a maximum of 1 harvested materials added to the item, either a damage resistance or an additional effect.

### CRAFTING TABLE

Material Property	DC Increase
Additional Damage Type	+2
Type Resistance	+3
Additional Movement Speed	+4
Additional Effect	+5

Rolling 6 or more below the crafting DC will result in all of the materials used for the items to be destroyed, rolling a 5 or less below the crafting DC will result in only have of the used materials being destroyed (rounded up). A harvested material that grants an additional effect will always be destroyed on a fail crafting check.

Items crafted using harvested materials are considered magic items, if a weapon, armour or item was crafted with a harvested material that grants an additional effect, you must attune to that item (As described in Chapter 12: Magic Items, page xxx) unless noted otherwise.

## ENCHANTING

Embedding the power of the Etherium to flow through an object and to empower it with the properties of the surrounding items, you make what was once a mundane item into one guided by magic. Enchanting an item can be a lengthy process that requires all manner of materials and Enchanter's Tools.

The time of the enchantment process is dependent on the rarity of a magic item, items that are commonly seen have been detailed in many different books in various languages make those items easier to enchant. When enchanting an item, it takes 1 hour + an additional hour for each spell level above Cantrip (level 0), and cost 50 ep + an additional 50 ep for each spell level above Cantrip (level 0) in addition to any other required materials.

At the beginning of each enchantment process, you must expend a spell slot that is at the required level or higher. For every 3 hours you work on enchanting an item, you must expend another spell slot of the same level or higher to continue working

that day.

At the end of the enchantment duration, you must make a skill check with your Enchanter's Tool, the number of skill checks that are required are determined by the Enchantment Table, if you succeed all required skill checks than the enchantment holds. If you fail a skill check by 6 or more, the enchantment fails and all materials are lost, if you fail a skill check by 5 or less, you can reattempt all of the skill checks on another day within your spellcasting modifier, you must expend another spell slot that is at the required level or higher to attempt the required skill checks and if you fail any of these skill checks, the enchantment fails and all materials are lost.

Brewing is largely similar to enchanting and as such uses the same rules, however, brewing a potion does not require an individual to expend any spell slots and requires an Alchemy Kit opposed to Enchanter's Tools. Additionally, if you fail a skill check by 5 or less, the brew fail and you lose half of the materials used. Use the lowest spell level for each rarity and silver pieces opposed to electrum pieces.

## ENCHANTMENT TABLE

Enchantment Rarity	Spell Level	DC	Checks
Common	Cantrip, 1st, 2nd	14	1
Uncommon	3rd, 4th	17	1
Rare	5th, 6th	20	2
Very Rare	7th, 8th	23	2
Legendary	9th	27	3

## RECUPERATING

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

## RESEARCHING

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumours and gossip from their lips.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The GM might also require you to make one or more ability checks, such as an Investigation check to find clues pointing toward the information you seek, or a Persuasion check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

For each day of research, you must spend 15 cp to cover your expenses. This cost is in addition to your normal lifestyle expenses.

## TRAINING

You can spend time between adventures learning a new language or training with a set of tools. Your GM might allow additional training options.

First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required.

The training lasts for 45 days and costs 1 sp per day to learn a new tool, and it takes 120 days and 9 sp per day to learn a new language. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the tool.



# CHAPTER 10: ORDER OF COMBAT

The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 10 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

## COMBAT STEP BY STEP

**1. Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised.

**2. Establish positions.** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are how far away and in what direction.

**3. Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.

**4. Take turns.** Each participant in the battle takes a turn in initiative order.

**5. Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

## SURPRISE

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Stealth checks of anyone hiding with the Perception check of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

## INITIATIVE

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and a player character. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

## YOUR TURN

On your turn, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" section. Many background features and other abilities provide additional options for your action.

The "Movement and Position" section gives the rules for your move. You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in "Actions in Combat."

## BONUS ACTIONS

Various background features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Quick Feet feature, for example, allows a Hunter to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

## OTHER ACTIVITY ON YOUR TURN

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some magic items and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

## REACTIONS

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can

continue its turn right after the reaction.

# MOVEMENT AND POSITION

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

## DIFFICULT TERRAIN

Every foot of movement in difficult terrain costs 5 extra feet. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

## BEING PRONE

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in Appendix GM-A (page xxx).

You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed.

For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must crawl or use magic such as teleportation. Every foot of movement while crawling costs 5 extra feet. Crawling 5 feet in difficult terrain, therefore, costs 15 feet of movement.

## INTERACTING WITH OBJECTS AROUND YOU

Here are a few examples of the sorts of things you can do in tandem with your movement and action:

- draw or sheathe a sword
- open or close a door
- withdraw a potion from your backpack
- pick up a dropped axe
- take a bauble from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few coins from your belt pouch
- drink all the ale in a flagon
- throw a lever or a switch
- pull a torch from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head

- put your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10-foot pole
- hand an item to another character

## MOVING AROUND OTHER CREATURES

You can move through a non-hostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space. If you leave a hostile creature's reach during your move, you provoke an opportunity attack.

## FLYING MOVEMENT

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic, such as by the *fly* spell.

## CREATURE SIZE

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

### SIZE CATEGORIES

Size	Space
Tiny	2½ by 2½ feet
Small	5 by 5 feet
Medium	5 by 5 feet
Large	10 by 10 feet
Huge	15 by 15 feet
Gargantuan	20 by 20 feet

## SPACE

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium hobgoblin stands in a 5-foot-wide doorway, other creatures can't get through unless the hobgoblin lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

## SQUEEZING INTO A SMALLER SPACE

A creature can squeeze through a space that is large



enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

## ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

### ATTACK

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

Certain features, such as the Second Strike feature of the Warrior, allow you to make more than one attack with this action.

### CAST A SPELL

Spellcasters such as Mages and Fate Touched, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell.

Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses their action in combat to cast such a spell.

### DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

### DISENGAGE

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

### DODGE

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in Appendix GM-A, page xxx) or if your

speed drops to 0.

### HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

### HIDE

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section.

### PARRY

When you take the Parry action, until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker. You lose this benefit if you are incapacitated or if you become blinded (as explained in Appendix GM-A, page xxx).

### READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the goblin steps next to me, I move away." When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration. If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on the *web* spell and ready *magic missile*, your *web* spell ends, and if you take damage before you release *magic missile* with your reaction, your concentration might be broken.

### SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

## USE AN OBJECT

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You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

## WAR CRY

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When you take the War Cry action, target one creature that you can see, that creature must succeed a Wisdom saving throw (DC = 8 + your Intimidation modifier) or have disadvantage with all attack rolls against you until the end of their next turn.

## MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has a simple structure.

- 1. Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
- 2. Determine modifiers.** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
- 3. Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

## ATTACK ROLLS

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When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armour Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

## CARVING ATTACKS

When a character makes a melee weapon attack that reduces a creature's hit points to 0, any remaining damage can be dealt to another creature within 10 feet of the original creature (this comes with no cost of the character's movement speeds) provided the original attack roll can hit the new target. You can repeat this until there is no remaining creatures within range or unused damage.

## MODIFIERS TO THE ROLL

When a character makes an attack roll, the three most common modifiers to the roll are an ability modifier, the character's skill point bonus and the weapon bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

**Ability Modifier.** The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster.

**Skill Point Bonus.** You add your skill point bonus to your attack roll when you attack using a weapon with which you have skill points with.

**Weapon Bonus.** Every weapon has a bonus that is added to an attack roll when you attack using a weapon.

## ROLLING 1 OR 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

## UNSEEN ATTACKERS AND TARGETS

Combatants often try to escape their foes' notice by hiding, casting the *invisibility* spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

## RANGED ATTACKS

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When you make a ranged attack, you fire a bow or a crossbow, hurl a dagger, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many spells also involve making a ranged attack.

### RANGE

You can make ranged attacks only against targets within a specified range.

If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a longbow or a short bow, have two ranges. The small number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

### RANGED ATTACKS IN CLOSE COMBAT

Aiming a ranged attack is more difficult when a foe is

next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

## MELEE ATTACKS

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a hammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack.

Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

## OPPORTUNITY ATTACKS

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

## TWO-WEAPON FIGHTING

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

## GRAPPLING

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Athletics check contested by the target's

Athletics or Acrobatics check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see Appendix GM-A, page xxx). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

**Escaping a Grapple.** A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

**Moving a Grappled Creature.** When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

## SHOVING A CREATURE

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Athletics check contested by the target's Athletics or Acrobatics check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet times your Strength modifier away from you.

## DAZE

Using the Attack action, you can make a special melee attack to daze a creature. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

If you make a successful melee attack roll against the target, instead of taking damage, the target must make a Constitution saving throw (DC = 8 + your Strength or Dexterity modifier + the weapon attack bonus). If the target fails the saving throw, until the end of their next turn, the target gains the dazed condition (Appendix GM-A, page xxx).

## CONTESTS IN COMBAT

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others.

## COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with half cover has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a



narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

## DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who explore fantasy gaming worlds. The thrust of a sword, a well-placed arrow, or a blast of flame from a fireball spell all have the potential to damage, or even kill, the hardiest of creatures.

### HIT POINTS

Hit points represent a combination of physical and mental durability, the will to live, and luck.

Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

### DAMAGE ROLLS

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage. A spell tells you which dice to roll for damage and whether to add any modifiers.

If a spell or other effect deals damage to more than one target at the same time, roll the damage once for all of them. For example, when a Wizard casts fireball or a Fate Touched casts flame strike, the spell's damage is rolled once for all creatures caught in the blast.

### CRITICAL HITS

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damaged dice at once.

For example, if you score a critical hit with a dagger, roll 4d4 for the damage, rather than 2d4, and then add your relevant ability modifier.

If the attack involves other damage dice, such as from the Path Of Shadows' *Sneak Attack* feature, you

roll those dice twice as well.

### DAMAGE TYPES

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a GM assign a damage type to a new effect.

**Acid.** The corrosive spray of a cloud dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.

**Bludgeoning.** Blunt force attacks—hammers, falling, constriction, and the like—deal bludgeoning damage.

**Cold.** The infernal chill radiating from an ice devil's spear and the frigid blast of an frost dragon's breath deal cold damage.

**Fire.** Primal dragons breathe fire, and many spells conjure flames to deal fire damage.

**Force.** Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including *magic missile* and *spiritual weapon*.

**Lightning.** A *lightning bolt* spell and a sea dragon's breath deal lightning damage.

**Necrotic.** Necrotic damage, dealt by certain Undead and a spell such as *draining touch*, withers matter and even the soul.

**Piercing.** Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

**Poison.** Venomous stings and the toxic gas of a woodland dragon's breath deal poison damage.

**Psychic.** Mental abilities can deal psychic damage.

**Radiant.** Radiant damage, dealt by a Fate Touched's flame strike spell or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.

**Slashing.** Swords, axes, and monsters' claws deal slashing damage.

**Thunder.** A concussive burst of sound, such as the effect of the *thunderwave* spell, deals thunder damage.

### DAMAGE RESISTANCE AND VULNERABILITY

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-

quarters.

## HEALING

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Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points, and magical methods such as a cure wounds spell or a potion of healing can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, an Ecomancer grants a Hunter 8 hit points of healing. If the Hunter has 14 current hit points and has a hit point maximum of 20, the ranger regains 6 hit points from the Ecomancer, not 8.

A creature that has died can't regain hit points until magic such as the revivify spell has restored it to life.

## DROPPING TO 0 HIT POINTS

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When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

### INSTANT DEATH

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a Fate Touched with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the Fate Touched dies.

### FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see Appendix GM-A, page xxx). This unconsciousness ends if you regain any hit points.

### DEATH SAVING THROWS

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

**Roll a d20.** If the roll is 13 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

**Rolling 1 or 20.** When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, it counts as two successes.

**Damage at 0 Hit Points.** If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you

suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

## STABILIZING A CREATURE

The best way to save a creature with 0 hit points is to heal them. If healing is unavailable, the creature can at least be stabilized so that they aren't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize them, which requires a successful DC 14 Medicine check.

A stable creature doesn't make death saving throws, even though they have 0 hit points, but they remain unconscious. The creature stops being stable and must start making death saving throws again if they take any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

## MONSTERS AND DEATH

Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

## KNOCKING A CREATURE OUT

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Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

## TEMPORARY HIT POINTS

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Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

# MOUNTED COMBAT

A Soldier charging into battle on a warhorse, a Wizard casting spells from the back of a griffon, or a Fate Touched soaring through the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide.

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

## MOUNTING AND DISMOUNTING

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Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse.

Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0. If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

## CONTROLLING A MOUNT

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While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training.

The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

# UNDERWATER COMBAT

When adventurers pursue Sahuagin back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

When making a melee weapon attack, a creature that doesn't have a swim speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon has the *finesse* or *thrown* property.

A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll

has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart). You cannot use a firearm that has been submerged in water, you must clear the firearm during a short or long rest, which wastes any ammunition in the firearm as of submersion, before you can make a ranged attack with it.

Creatures and objects that are fully immersed in water have resistance to fire damage.



# CHAPTER 11:

## SPELLCASTING

Magic permeates fantasy-gaming worlds and often appears in the form of a spell.

This section provides the rules for casting spells. Different character classes have distinctive ways of learning and preparing their spells, and monsters use spells in unique ways. Regardless of its source, a spell follows the rules here.

## WHAT IS A SPELL?

A spell is a discrete magical effect, a single shaping of the magical energies that suffuse the multiverse into a specific, limited expression. In casting a spell, a character carefully plucks at the invisible strands of raw magic suffusing the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect—in most cases, all in the span of seconds.

Spells can be versatile tools, weapons, or protective wards. They can deal damage or undo it, impose or remove conditions (see Appendix GM-A, page xxx), drain life energy away, and restore life to the dead.

Uncounted thousands of spells have been created over the course of the multiverse's history, and many of them are long forgotten. Some might yet lie recorded in crumbling Spellbooks hidden in ancient ruins or trapped in the minds of dead gods. Or they might someday be reinvented by a character who has amassed enough power and wisdom to do so.

## SPELL LEVEL

Every spell has a level from 0 to 9. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive) magic missile at 1st level and the earth-shaking wish at 9th. Cantrips—simple but powerful spells that characters can cast almost by rote—are level 0. The higher a spell's level, the higher level a spellcaster must be to use that spell.

Spell level and character level don't correspond directly. Typically, a character has to be at least 17th level, not 9th level, to cast a 9th-level spell.

## KNOWN SPELLS

Before a spellcaster can use a spell, they must have the spell firmly fixed in mind, or must have access to the spell in a magic item. Members of a few classes, including Bards, have a limited list of spells they know that are always fixed in mind.

The same thing is true of many magic-using monsters. Other spellcasters, such as Fate Touched and Wizards, undergo a process of preparing spells.

This process varies for different classes, as detailed in their descriptions.

In every case, the number of spells a caster can have fixed in mind at any given time depends on the character's level.

## SPELL SLOTS

Regardless of how many spells a caster knows or prepares, they can cast only a limited number of spells before resting. Manipulating the fabric of magic and channelling its energy into even a simple

spell is physically and mentally taxing, and higher-level spells are even more so. Thus, each spellcasting class's description includes a table showing how many spell slots of each spell level a character can use at each character level. For example, the 3rd-level Wizard Umara has four 1st-level spell slots and two 2nd-level slots.

When a character casts a spell, they expend a slot of that spell's level or higher, effectively "filling" a slot with the spell. You can think of a spell slot as a groove of a certain size—small for a 1st-level slot, larger for a spell of higher level. A 1st-level spell fits into a slot of any size, but a 9th-level spell fits only in a 9th-level slot. So when Umara casts *magic missile*, a 1st-level spell, she spends one of her four 1st-level slots and has three remaining. Finishing a long rest restores any expended spell slots.

Some characters and monsters have special abilities that let them cast spells without using spell slots.

## CASTING A SPELL AT A HIGHER LEVEL

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if Umara casts *magic missile* using one of her 2nd-level slots, that *magic missile* is 2nd level. Effectively, the spell expands to fill the slot it is put into.

Some spells, such as *magic missile* and *cure wounds*, have more powerful effects when cast at a higher level, as detailed in a spell's description.

## CASTING IN ARMOUR

Because of the mental focus and precise gestures required for spellcasting, you must have skill points with the armour you are wearing to cast a spell. You are otherwise too distracted and physically hampered by your armour for spellcasting.

## CANTRIPS

A Cantrip is a spell that can be cast at will, without using a spell slot. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over. A Cantrip's spell level is 0.

## RITUALS

Spells that have a casting time greater than 1 action can be cast as a ritual. Such a spell can be cast following the normal rules for spellcasting, or the spell can be cast as a ritual. The ritual version of a spell takes 10 minutes per spell level longer to cast than normal. Additionally, casting a spell as a ritual Does not expend a spell slot which means the ritual version of a spell can't be cast at a higher level.

## CASTING A SPELL

When a character casts any spell, the same basic rules are followed, regardless of the character's background or the spell's effects.

Each spell description begins with a block of information, including the spell's name, level, school of magic, casting time, range, components, and duration. The rest of a spell entry describes the spell's effect.

## CASTING TIME

Most spells require a single action to cast, but some spells require your bonus actions, a reaction, or much more time to cast.

### BONUS ACTION

A spell cast with Bonus Action is especially swift. You must use your bonus action on your turn to cast the spell, provided that you haven't already taken your bonus action this turn. You can't cast another spell during the same turn, except for a Cantrip or 1st-level spell with a casting time of 1 action.

### REACTIONS

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast as a reaction, the spell description tells you exactly when you can do so.

### LONGER CASTING TIMES

Certain spells require more time to cast: minutes or even hours.

When you cast a spell with a casting time longer than a single action or reaction, you must spend your action each turn casting the spell, and you must maintain your concentration while you do so (see "Concentration" below). If your concentration is broken, the spell fails and you expend the spell slot. If you want to try casting the spell again, you must start over.

## RANGE

The target of a spell must be within the spell's range. For a spell like *magic missile*, the target is a creature. For a spell like *fireball*, the target is the point in space where the ball of fire erupts.

Most spells have ranges expressed in feet. Some spells can target only a creature (including you) that you touch. Other spells, such as the *shield* spell, affect only you. These spells have a range of self.

Spells that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the spell's effect must be you (see "Areas of Effect").

Once a spell is cast, its effects aren't limited by its range, unless the spell's description says otherwise.

## COMPONENTS

A spell's components are the physical requirements you must meet in order to cast it. Each spell's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If you can't provide one or more of a spell's components, you are unable to cast the spell.

### VERBAL (V)

Most spells require the chanting of mystic words. The words themselves aren't the source of the spell's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the threads of magic in motion. Thus, a character who is gagged or in an area of silence, such as one created by the silence spell, can't cast a spell with a verbal component.

### SOMATIC (S)

Spellcasting gestures might include a forceful gesticulation or an intricate set of gestures. If a spell requires a somatic component, the caster must have free use of one or both hands to perform these gestures.

If you cast a one-handed somatic spell, you can make an attack with a weapon that requires only one hand to wield, cast another one-handed somatic spell or wield a shield. If you cast a Two-handed somatic spell, you cannot make an attack with a weapon or cast another somatic spell, nor can you wield a shield.

If you cast a somatic spell, you can't use *heavy* or *Two-handed* weapons, nor benefit from the *versatile* property.

### MATERIAL (M)

Casting some spells requires particular objects, specified in parentheses in the component entry. A character can use a component pouch or a spellcasting focus (found in "Equipment", page 81) in place of the components specified for a spell. But if a cost is indicated for a component, a character must have that specific component before they can cast the spell.

If a spell states that a material component is consumed by the spell, the caster must provide this component for each casting of the spell.

A spellcaster must have a hand free to access a spell's material components—or to hold a spellcasting focus—but it can be the same hand that they use to perform somatic components.

## DURATION

A spell's duration is the length of time the spell persists. A duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spells are dispelled or destroyed.

### INSTANTANEOUS

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

### CONCENTRATION

Some spells require you to maintain concentration in order to keep their magic active. If you lose concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its Duration entry, and the spell specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

#### **Casting another spell that requires**

**concentration.** You lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once.

**Taking damage.** Whenever you take damage while you are concentrating on a spell, you must make a Constitution saving throw to maintain your concentration. The DC equals 11 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as an arrow and

a dragon's breath, you make a separate saving throw for each source of damage.

**Being incapacitated or killed.** You lose concentration on a spell if you are incapacitated or if you die.

The GM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 11 Constitution saving throw to maintain concentration on a spell.

## TARGETS

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

### A CLEAR PATH TO THE TARGET

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

### TARGETING YOURSELF

If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

## AREAS OF EFFECT

Spells such as burning hands and cone of cold cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover.

### CONE

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.

### CUBE

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side. A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

### CYLINDER

A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description.

The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder. A cylinder's point of origin is included in the cylinder's area of effect.

### LINE

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

### SPHERE

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

## SAVING THROWS

Many spells specify that a target can make a saving throw to avoid some or all of a spell's effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.

## ATTACK ROLLS

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. Your attack bonus with a spell attack equals your spellcasting ability modifier + your skill point bonus. Most spells that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

## THE SCHOOLS OF MAGIC

Academies of magic group spells into eight categories called schools of magic. Spellcasters, particularly Wizards, apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity.

The schools of magic help describe spells; they have no rules of their own, although some rules refer to the schools.

**Abjuration** spells are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.

**Conjuration** spells involve the transportation of objects and creatures from one location to another. Some spells summon creatures or objects to the caster's side, whereas others allow the caster to teleport to another location. Some conjurations create objects or effects out of nothing.

**Divination** spells reveal information, whether of secrets long forgotten, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.

**Enchantment** spells affect the minds of others, influencing or controlling their behaviour. Such spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet.

**Evocation** spells manipulate magical energy to produce a desired effect. Some call up blasts of fire or lightning. Others channel positive energy to heal wounds.

**Illusion** spells deceive the senses or minds of others. They cause people to see things that are not there, to miss things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature.

**Necromancy** spells manipulate the energies of life and death. Such spells can grant an extra reserve of life force, drain the life energy from another creature, create the Undead, or even bring the dead back to life.

Creating the Undead through the use of necromancy spells such as *animate dead* is not a good act, and typically only evil casters use such spells frequently.

**Transmutation** spells change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at the caster's command, or enhance a creature's innate healing abilities to rapidly recover from injury.

## COMBINING MAGICAL EFFECTS

The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those castings applies while their durations overlap.

For example, if two *Fate Touched* cast *bless* on the same target, that character gains the spell's benefit only once; they do not get to roll two bonus dice.



# SPELL LISTS

## BARD SPELLS CANTRIPS (0 LEVEL)

Arcane Barrage  
Cutting Words  
Dancing Lights  
Light  
Mage Hand  
Mending  
Message  
Minor Illusion  
Prestidigitation  
True Strike

### 1ST-LEVEL

Animal Friendship  
Bane  
Charm Person  
Colin's Hideous Laughter  
Comprehend Languages  
Cure Wounds  
Detect Magic  
Disguise Self  
Faerie Fire  
Ghost Sound  
Healing Word  
Heroism  
Identify  
Illusory Script  
Longstrider  
Mirage Walk  
Silent Image  
Sleep  
Speak With Animals  
Thunderwave  
Unseen Servant

### 2ND-LEVEL

Animal Messenger  
Blindness/Deafness  
Calm Emotions  
Detect Thoughts  
Enhance Ability  
Enthrall  
Healing Balm  
Heat Metal  
Hold Person  
Invisibility  
Knock  
Lesser Restoration  
Locate Animals Or Plants  
Locate Object  
Magic Mouth  
See Invisibility  
Shatter  
Silence  
Suggestion  
Zone of Truth

### 3RD-LEVEL

Bestow Curse  
Clairvoyance  
Dispel Magic  
Fear  
Glyph Of Warding  
Hypnotic Pattern  
Major Image  
Plant Growth  
Sending  
Speak With Dead  
Speak With Plants  
Stinking Cloud  
Tiny Hut  
Tongues

## CLERIC SPELLS CANTRIPS (0 LEVEL)

Celestic Blade  
Guidance  
Light  
Mending  
Resistance  
Sacred Flame  
Spare The Dying  
Thaumaturgy

### 1ST-LEVEL

Bane  
Bless  
Command  
Create Or Destroy Water  
Cure Wounds  
Detect Evil And Good  
Detect Magic  
Detect Poison And  
Disease  
Guiding Bolt  
Healing Word  
Inflict Wounds  
Mirage Walk  
Protection from Evil and  
Good  
Purify Food and Drink  
Sanctuary  
Shield of Faith

### 2ND-LEVEL

Aegis Of The Celestials  
Aid  
Augury  
Blindness/Deafness  
Calm Emotions  
Continual Flame  
Dimensional Ward  
Elemental Conduit  
Enhance Ability  
Find Traps  
Gentle Repose  
Healing Balm  
Hold Person

### Lesser Restoration

Locate Object  
Prayer of Healing  
Protection from Poison  
Silence  
Spiritual Weapon  
Warding Bond  
Zone of Truth

### 3RD-LEVEL

Animate Dead  
Beacon Of Hope  
Bestow Curse  
Clairvoyance  
Create Food And Water  
Daylight  
Dispel Magic  
Glyph of Warding  
Magic Circle  
Mass Healing Word  
Meld into Stone  
Protection From Energy  
Remove Curse  
Revivify  
Sending  
Speak With Dead  
Spirit Guardians  
Tongues  
Water Walk

## ECOMANCER SPELLS CANTRIPS (0 LEVEL)

Druidcraft  
Elemental Infusion  
Guidance  
Mending  
Poison Spray  
Produce Flame  
Resistance  
Shillelagh

### 1ST-LEVEL

Animal Friendship  
Charm Person  
Create Or Destroy Water  
Cure Wounds  
Detect Magic  
Detect Poison And  
Disease  
Entangle  
Faerie Fire  
Fog Cloud  
Goodberry  
Healing Word  
Jump  
Leech Life  
Longstrider  
Mirage Walk  
Purify Food and Drink  
Speak With Animals  
Thunderwave

### 2ND-LEVEL

Aegis Of The Celestials  
Animal Messenger  
Barkskin  
Darkvision  
Draconic Arrow  
Elemental Conduit  
Enhance Ability  
Find Traps  
Flame Blade  
Flaming Sphere  
Gust of Wind  
Healing Balm  
Heat Metal  
Hold Person  
Lesser Restoration  
Locate Animals or Plants  
Locate Object  
Moonbeam  
Pass Without Trace  
Protection from Poison  
Spike Growth

### 3RD-LEVEL

Call Lightning  
Conjure Animals  
Daylight  
Dispel Magic  
Meld into Stone  
Plant Growth  
Protection from Energy  
Sleet Storm  
Speak with Plants  
Water Breathing  
Water Walk  
Wind Wall

## NECROMANCER SPELLS CANTRIPS (0 LEVEL)

Arcane Barrage  
Draining Touch  
Eldritch Blast  
Mage Hand  
Resistance  
Shillelagh  
Spare the Dying  
True Strike

### 1ST-LEVEL

Alarm  
False Life  
Inflict Wounds  
Leech Life  
Mage Armour  
Mirage Walk  
Protection From Evil And  
Good  
Sanctuary  
Shield  
Vampiric Blade

**2ND-LEVEL**  
Arcane Lock  
Blindness/Deafness  
Gentle Repose  
Pass without Trace  
Protection From Poison  
Ray Of Enfeeblement  
Warding Bond

**3RD-LEVEL**  
Animate Dead  
Bestow Curse  
Counterspell  
Dispel Magic  
Glyph Of Warding  
Magic Circle  
Nondetection  
Protection From Energy  
Remove Curse  
Revivify  
Speak with Dead  
Spirit Guardians  
Vampiric Touch

**SORCERER SPELLS  
CANTRIPS (0 LEVEL)**

Acid Splash  
Arcane Barrage  
Dancing Lights  
Draining Touch  
Fire Bolt  
Light  
Mage Hand  
Mending  
Message  
Minor Illusion  
Poison Spray  
Prestidigitation  
Ray of Frost  
Shocking Grasp  
True Strike

**1ST-LEVEL**  
Burning Hands  
Charm Person  
Colour Spray  
Comprehend Languages  
Detect Magic  
Disguise Self  
Expeditious Retreat  
False Life  
Feather Fall  
Fog Cloud  
Ghost Sound  
Jump  
Mage Armour  
Magic Missile  
Shield  
Silent Image  
Sleep  
Thunderwave

**2ND-LEVEL**  
Alter Self  
Blindness/Deafness  
Blur  
Darkness  
Darkvision  
Detect Thoughts  
Dimensional Ward  
Elemental Conduit  
Enhance Ability  
Enlarge/Reduce  
Gust of Wind  
Hold Person  
Invisibility  
Knock  
Levitate  
Mirror Image  
Misty Step  
Scorching Ray  
See Invisibility  
Shatter  
Spider Climb  
Suggestion  
Web

**3RD-LEVEL**  
Arcane Barrier  
Astral Wave  
Blink  
Clairvoyance  
Counterspell  
Daylight  
Dispel Magic  
Fatigue  
Fear  
Fireball  
Fly  
Gaseous Form  
Haste  
Hypnotic Pattern  
Lightning Bolt  
Major Image  
Protection from Energy  
Sleet Storm  
Stinking Cloud  
Tongues  
Water Breathing  
Water Walk

**TEMPLAR SPELLS  
CANTRIPS (0 LEVEL)**

Celestic Blade  
Elemental Infusion  
Guidance  
Light  
Mending  
Resistance  
Sacred Flame  
Spare The Dying  
Thaumaturgy

**1ST-LEVEL**  
Bless  
Chill Touch  
Command  
Cure Wounds  
Detect Evil And Good  
Detect Magic  
Detect Poison And  
Disease  
Divine Favour  
Heroism  
Hunter's Mark  
Protection From Evil And  
Good  
Purify Food And Drink  
Shield Of Faith

**2ND-LEVEL**  
Aegis Of The Celestials  
Aid  
Branding Smite  
Find Steed  
Lesser Restoration  
Locate Object  
Magic Weapon  
Protection from Poison  
Zone of Truth

**3RD-LEVEL**  
Create Food and Water  
Daylight  
Dispel Magic  
Magic Circle  
Remove Curse  
Revivify

**WITCH SPELLS  
CANTRIPS (0 LEVEL)**

Arcane Barrage  
Draining Touch  
Eldritch Blast  
Elemental Infusion  
Mage Hand  
Minor Illusion  
Poison Spray  
Prestidigitation  
True Strike

**1ST-LEVEL**  
Charm Person  
Chill Touch  
Comprehend Languages  
Expeditious Retreat  
Hellish Rebuke  
Hunter's Mark  
Illusory Script  
Ghost Sound  
Leech Life  
Protection From Evil And  
Good

Unseen Servant  
Vampiric Blade

**2ND-LEVEL**  
Aegis Of The Celestials  
Darkness  
Elemental Conduit  
Enthrall  
Hold Person  
Invisibility  
Mirror Image  
Misty Step  
Ray Of Enfeeblement  
Shatter  
Spider Climb  
Suggestion

**3RD-LEVEL**  
Arcane Barrier  
Astral Wave  
Counterspell  
Dispel Magic  
Fear  
Fly  
Gaseous Form  
Hypnotic Pattern  
Magic Circle  
Major Image  
Remove Curse  
Tongues  
Vampiric Touch

**WIZARD SPELLS  
CANTRIPS (0 LEVEL)**

Acid Splash  
Arcane Barrage  
Dancing Lights  
Draining Touch  
Fire Bolt  
Light  
Mage Hand  
Mending  
Message  
Minor Illusion  
Poison Spray  
Prestidigitation  
Ray of Frost  
Shocking Grasp  
True Strike

**1ST-LEVEL**  
Alarm  
Burning Hands  
Charm Person  
Chill Touch  
Colin's Hideous Laughter  
Colour Spray  
Comprehend Languages  
Detect Magic  
Disguise Self  
Expeditious Retreat



False Life  
Feather Fall  
Find Familiar  
Floating Disk  
Fog Cloud  
Ghost Sound  
Grease  
Identify  
Illusory Script  
Jump  
Leech Life  
Longstrider  
Mage Armour  
Magic Missile  
Protection From Evil And  
    Good  
Shield  
Silent Image  
Sleep  
Thunderwave  
Unseen Servant  
Vampiric Blade

## 2ND-LEVEL

Alter Self  
Arcane Lock  
Arcanist's Magic Aura  
Blindness/Deafness  
Blur  
Continual Flame  
Darkness  
Darkvision  
Draconic Arrow  
Detect Thoughts  
Dimensional Ward  
Elemental Conduit  
Enlarge/Reduce  
Flaming Sphere  
Gentle Repose  
Gust of Wind  
Hold Person  
Invisibility  
Knock  
Levitate  
Locate Object  
Magic Mouth  
Magic Weapon  
Mirror Image  
Misty Step  
Ray of Enfeeblement  
Rope Trick  
Scorching Ray  
See Invisibility  
Shatter  
Spider Climb  
Suggestion  
Web

## 3RD-LEVEL

Animate Dead  
Arcane Barrier

Astral Wave  
Bestow Curse  
Blink  
Clairvoyance  
Counterspell  
Dispel Magic  
Fatigue  
Fear  
Fireball  
Fly  
Gaseous Form  
Glyph of Warding  
Haste  
Hypnotic Pattern  
Lightning Bolt  
Magic Circle  
Major Image  
Nondetection  
Phantom Steed  
Protection from Energy  
Remove Curse  
Sending  
Sleet Storm  
Stinking Cloud  
Tiny Hut  
Tongues  
Vampiric Touch  
Water Breathing

# CANTRIPS (LEVEL 0)

## ACID SPLASH

*Conjuration Cantrip*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (One-handed)

**Duration:** Instantaneous

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## ARCANE BARRAGE

*Evocation Cantrip*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

You unleash a rapid series of magical projectiles toward a creature within range. Make a ranged spell attack against the target. On a hit, they take 1d8 force damage.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## CUTTING WORDS

*Enchantment Cantrip*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal

**Duration:** Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## DANCING LIGHTS

*Evocation Cantrip*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (One-handed)
- Material (A bit of phosphorus or wychwood, or a glowworm)

**Duration:** Concentration, up to 1 minute

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing

orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely Humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

## DRAINING TOUCH

*Necromancy Cantrip*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (One-handed)

**Duration:** 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an Undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## DRUIDCRAFT

*Transmutation Cantrip*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (One-handed)

**Duration:** 1 Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

## ELDRITCH BLAST

*Evocation Cantrip*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

A beam of crackling energy streaks toward a creature

within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

## ELEMENTAL INFUSION

*Transmutation Cantrip*

**Casting Time:** Bonus action

**Range:** Touch

**Components:**

- Verbal
- Somatic (One-handed)

**Duration:** Concentration, up to 1 minute

Infuse a weapon or object with elemental power. Choose a damage type: acid, cold, fire, lightning, poison, or thunder. The weapon or object deals an extra 1d6 damage of the chosen damage type.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## FIRE BOLT

*Evocation Cantrip*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target.

On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## GUIDANCE

*Divination Cantrip*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

## LIGHT

*Evocation Cantrip*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Material (A firefly or phosphorescent moss)

**Duration:** 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds

bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be coloured as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

## MAGE HAND

*Conjuration Cantrip*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (One-handed)

**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 5 kilograms.

## MENDING

*Transmutation Cantrip*

**Casting Time:** 1 minute

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (Two lodestones)

**Duration:** Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

## MESSAGE

*Transmutation Cantrip*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A short piece of copper wire)

**Duration:** 1 round

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet

of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

## MINOR ILLUSION

*Illusion Cantrip*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Somatic (One-handed)
- Material (A bit of fleece)

**Duration:** 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy foot prints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

## POISON SPRAY

*Conjuration Cantrip*

**Casting Time:** Action

**Range:** 10 feet

**Components:**

- Verbal
- Somatic (One-handed)

**Duration:** Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

## PRESTIDIGITATION

*Transmutation Cantrip*

**Casting Time:** Action

**Range:** 10 feet

**Components:**

- Verbal
- Somatic (One-handed)

**Duration:** Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor for

1 hour.

- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a colour, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

## PRODUCE FLAME

*Conjuration Cantrip*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (One-handed)

**Duration:** 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet the spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## RAY OF FROST

*Evocation Cantrip*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, they take 1d8 cold damage, and their speed is reduced by 10 feet until the end of their turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## RESISTANCE

*Abjuration Cantrip*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A miniature cloak)



**Duration:** Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

## SACRED FLAME

*Evocation Cantrip*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## SHILLELAGH

*Transmutation Cantrip*

**Casting Time:** Bonus action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (One-handed)
- Material (Mistletoe, a shamrock leaf, and a club or quarterstaff)

**Duration:** 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability score instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes 2d6. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

## SHOCKING GRASP

*Evocation Cantrip*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armour made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## SPARE THE DYING

*Necromancy Cantrip*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on Undead or constructs.

## THAUMATURGY

*Transmutation Cantrip*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal

**Duration:** Up to 1 minute

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change colour for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

## TRUE STRIKE

*Divination Cantrips*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Somatic (One-handed)

**Duration:** Concentration, up to 1 round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. Until the end of your next turn, you gain advantage on all attack rolls against the target, provided that this spell hasn't ended.

# 1ST-LEVEL SPELLS

## ALARM

*Abjuration 1st-level*

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A tiny bell and a piece of fine silver wire)

**Duration:** 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When



you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 Km of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

If you designate an area as part of this spell, when you attempt to long rest while in a tent, each character within the area gains advantage with their roll.

## ANIMAL FRIENDSHIP

*Enchantment 1st-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A morsel of food)

**Duration:** 24 hours

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range.

It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spells ends.

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

## BANE

*Enchantment 1st-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A drop of blood)

**Duration:** Concentration, up to 1 minute

Choose up to three creatures of your choice that you can see within range, these creatures must make a Charisma saving throw. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

**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.

## BURNING HANDS

*Evocation 1st-level*

**Casting Time:** Action

**Range:** Self (15-foot cone)

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 1 minute

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw, on a

failed, each creature takes 3d6 fire damage. On a success, each creature takes half as much damage.

The fire ignites any flammable objects in the area that aren't being worn or carried.

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

## CHARM PERSON

*Enchantment 1st-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 1 hour

You attempt to charm a Humanoid you can see within range. They must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If they fail the saving throw, they are charmed by you until the spell ends or until you or your companions do anything harmful to them. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows they were charmed by you.

**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. The creatures must be within 30 feet of each other when you target them.

## CHILL TOUCH

*Evocation 1st-level*

**Casting Time:** Bonus action

**Range:** Self

**Components:**

- Verbal
- Somatic (One-handed)

**Duration:** Concentration, up to 1 minute

Snow falls from your hands, for the duration of this spell, when you make either an attack with an unarmed strike or with gauntlets, you deal an extra 1d8 cold damage.

Additionally, any creature damaged by this spell must make a Constitution saving throw, on a success nothing happens, on a fail their movement speeds are reduced by 5 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st. Additionally, when you cast this spell using a spell slot of 3rd level or higher, the target's movement speeds are reduced by an extra 5 feet for every two slots levels above 1st.

## COLIN'S HIDEOUS LAUGHTER

*Enchantment 1st-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (Tiny tarts and a feather that is waved in the air)

**Duration:** Concentration, up to 1 minute

A creature of your choice that you can see within

range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

## COLOUR SPRAY

*Illusion 1st-level*

**Casting Time:** Action

**Range:** Self (15-foot cone)

**Components:**

- Verbal
- Somatic (Two-handed)

- Material (A pinch of powder or sand that is coloured red, yellow, and blue)

**Duration:** 1 round

A dazzling array of flashing, coloured light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

## COMMAND

*Enchantment 1st-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal

**Duration:** 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is Undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM 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.

## COMPREHEND LANGUAGES

*Divination 1st-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A pinch of soot and salt)

**Duration:** 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

## CREATE OR DESTROY WATER

*Transmutation 1st-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A drop of water if creating water or a few grains of sand if destroying it)

**Duration:** Instantaneous

You either create or destroy water.

**Create Water.** You create up to 40 litres of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

**Destroy Water.** You destroy up to 40 litres of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 40 additional litres of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

## CURE WOUNDS

*Evocation 1st-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier + half your caster level. This spell has no effect on Undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing

increases by 1d8 for each slot level above 1st.

## DETECT EVIL AND GOOD

*Divination 1st-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 10 minutes

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

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.

## DETECT MAGIC

*Divination 1st-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 10 minutes

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.

## DETECT POISON AND DISEASE

*Divination 1st-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A yew leaf)

**Duration:** Concentration, up to 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

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.

## DISGUISE SELF

*Illusion 1st-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 1 hour

You make yourself—including your clothing, armour,

weapons, and other belongings on your person— look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Investigation check against your spell save DC.

## DIVINE FAVOUR

*Divination 1st-level*

**Casting Time:** Bonus action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 1 minute

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

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

## ENTANGLE

*Conjuration 1st-level*

**Casting Time:** Action

**Range:** 90 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use their action to make a Strength check against your spell save DC. On a success, they free themselves.

When the spell ends, the conjured plants wilt away.

## EXPEDITIOUS RETREAT

*Transmutation 1st-level*

**Casting Time:** Bonus action

**Range:** Self

**Components:**

- Verbal
- Somatic (One-handed)

**Duration:** Concentration, up to 10 minutes

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action



on each of your turns until the spell ends, you can take the Dash action.

## FAERIE FIRE

*Evocation 1st-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal

**Duration:** Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

## FALSE LIFE

*Necromancy 1st-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal

- Somatic (One-handed)

- Material (A small amount of alcohol or distilled spirits)

**Duration:** 1 minute

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 5 temporary hit points for the duration.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

## FEATHER FALL

*Transmutation 1st-level*

**Casting Time:** 1 reaction, which you take when you or a creature within 60 feet of you falls

**Range:** 60 feet

**Components:**

- Verbal

- Material (A small feather or piece of down)

**Duration:** 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, they take no falling damage and can land on its feet, and the spell ends for that creature.

## FIND FAMILIAR

*Conjuration 1st-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal

- Somatic (Two-handed)

- Material (10 sp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

**Duration:** Instantaneous

You gain the service of a familiar, a spirit that takes an animal form of a small or smaller beast you choose (Appendix GM-D, page xxx). Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, dragon, or fiend (your choice) instead of a beast.

Your familiar always obeys your commands, in combat, it shares your initiative and acts during, before or after your turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

## FLOATING DISK

*Conjuration 1st-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal

- Somatic (Two-handed)

- Material (A drop of mercury)

**Duration:** Instantaneous

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 225 kilograms. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

## FOG CLOUD

*Conjuration 1st-level*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 15 Km per hour) disperses it.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

## GHOST SOUND

*Illusion 1st-level*

**Casting Time:** 1 hour

**Range:** 10 feet

**Components:**

- Verbal
- Somatic (One-handed)
- Material (A tiny bell)

**Duration:** 1 minute

You create an illusory sound that originates from a point of your choice within range. The sound can be any type of noise, such as a voice, music, or animal sounds. The volume can range from a whisper to a scream, and can be made to sound like multiple sources if desired.

You can change its volume, pitch, and tone as you wish during the spell's duration. Additionally, you can make the sound move up to 10 feet per round, as long as it stays within range.

Creatures within 30 feet of the sound's origin can make an Investigation check against your spell save DC to determine that the sound is an illusion. If they succeed, they can see through the illusion and know that the sound isn't real.

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

## GOODBERRY

*Transmutation 1st-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (One-handed)
- Material (A sprig of mistletoe)

**Duration:** Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

## GREASE

*Evocation 1st-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (One-handed)

- Material (A bit of pork rind or butter)

**Duration:** 1 minute

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

If the grease is ignited, each creature within the 10-foot cube must make a Dexterity saving throw, on a fail they take 1d8 fire damage and on a success the take half that. After that the grease disappears.

## GUIDING BOLT

*Evocation 1st-level*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn gains advantage, thanks to the mystical dim light glittering on the target until then.

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

## HEALING WORD

*Evocation 1st-level*

**Casting Time:** Bonus action

**Range:** 60 feet

**Components:**

- Verbal

**Duration:** Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier + half your caster level. This spell has no effect on Undead or constructs.

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

## HELLISH REBUKE

*Evocation 1st-level*

**Casting Time:** 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw, on a failed, each creature takes 2d10 fire damage. On a success, each creature takes half as much damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage



increases by 1d10 for each slot level above 1st.

## HEROISM

*Enchantment 1st-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

**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.

## HUNTER'S MARK

*Divination 1st-level*

**Casting Time:** Bonus action

**Range:** Touch

**Components:**

- Verbal

**Duration:** Concentration, up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Perception or Survival check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

## IDENTIFY

*Divination 1st-level*

**Casting Time:** 1 minute

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A pearl worth at least 100 sp and an owl feather)

**Duration:** Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

## ILLUSORY SCRIPT

*Illusion 1st-level*

**Casting Time:** 1 minute

**Range:** Touch

**Components:**

- Somatic (Two-handed)
- Material (A lead-based ink worth at least 10 cp, which the spell consumes)

**Duration:** 10 days

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration.

To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know.

Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

## INFLECT WOUNDS

*Necromancy 1st-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (One-handed)

**Duration:** Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

## JUMP

*Transmutation 1st-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (One-handed)
- Material (A grasshopper's hind leg)

**Duration:** 1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends.

## LEECH LIFE

*Necromancy 1st-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 10 minute

Target one creature you can see within 60 feet of you, that creature must make a Constitution saving throw. On a fail, the target takes 1d8 necrotic

damage and you gain temporary hit points equal to the damage dealt + your spellcasting modifier. On a success the target takes half damage and you do not gain temporary hit points. When the spell ends, you lose the temporary hit points.

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

## LONGSTRIDER

*Transmutation 1st-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (One-handed)
- Material (A pinch of dirt)

**Duration:** 1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends.

**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.

## MAGE ARMOUR

*Transmutation 1st-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (One-handed)
- Material (A piece of cured leather)

**Duration:** 8 hour

You touch a willing creature who isn't wearing armour, and a protective magical force surrounds it until the spell ends. The target's AC becomes 13 + its Dexterity modifier + half its level (rounded up). The spell ends if the target dons armour or if you dismiss the spell as an action.

## MAGIC MISSILE

*Evocation 1st-level*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (One-handed)

**Duration:** Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

## PROTECTION FROM EVIL AND GOOD

*Abjuration 1st-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)

- Material (Holy water or powdered silver and iron, which the spell consumes)

**Duration:** Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures:

aberrations, celestials, elementals, fey, and fiends.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

## MIRAGE WALK

*Illusion 1st-level*

**Casting Time:** Bonus action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 24 hours

You can step into an illusion, becoming incorporeal. Until the spell ends, you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

## PURIFY FOOD AND DRINK

*Transmutation 1st-level*

**Casting Time:** Action

**Range:** 10 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

## SANCTUARY

*Abjuration 1st-level*

**Casting Time:** Bonus action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A small silver mirror)

**Duration:** 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a *fireball*.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

## SHIELD

*Abjuration 1st-level*

**Casting Time:** 1 reaction, which you take when you are hit by an attack or targeted by the *magic*

*missile spell*

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

## SHIELD OF FAITH

*Abjuration 1st-level*

**Casting Time:** Bonus action

**Range:** Self

**Components:**

- Verbal
- Somatic (One-handed)
- Material (A small parchment with a bit of holy text written on it)

**Duration:** Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

## SILENT IMAGE

*Illusion 1st-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A bit of fleece)

**Duration:** Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Investigation check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

## SLEEP

*Enchantment 1st-level*

**Casting Time:** Action

**Range:** 90 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A pinch of fine sand, rose petals, or a cricket)

**Duration:** 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

## SPEAK WITH ANIMALS

*Divination 1st-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

## THUNDERWAVE

*Evocation 1st-level*

**Casting Time:** Action

**Range:** Self (15-foot cube)

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

A wave of thunderous force sweeps out from you, each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a success, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

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

## UNSEEN SERVANT

*Conjuration 1st-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A piece of string and a bit of wood)

**Duration:** 1 hour

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

**VAMPIRIC BLADE***Necromancy 1st-level***Casting Time:** Bonus action**Range:** Self**Components:**

- Somatic (One-handed)
- Material (A weapon worth at least 60 sp)

**Duration:** Concentration, up to 1 minute

Once per turn on your turn, when you make a melee weapon attack against a creature, you can add 1d4 necrotic to the damage roll.

You gain 1d4 + your spellcasting modifier temporary hitpoints until the start of your next turn. When the spell ends, you lose any remain temporary hitpoints.

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

## 2ND-LEVEL SPELLS

**AEGIS OF THE CELESTIALS***Abjuration 2nd-level***Casting Time:** Action**Range:** Self**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 10 minutes

You summon a protective aura from celestial realms. You gain a +2 bonus to your AC, and creatures that make melee attacks against you take radiant damage equal to your spellcasting modifier.

**AID***Abjuration 2nd-level***Casting Time:** Action**Range:** 30 feet**Components:**

- Verbal
- Somatic (One-handed)
- Material (A tiny strip of white cloth)

**Duration:** 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to two creatures within range. Each target's hit point maximum and current hit points increase by 5 + your spellcasting modifier for the duration.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd. When you cast this spell using a spell slot of 4th level or higher, you can target an additional creature of ever two slot levels above 2nd.

**ALTER SELF***Transmutation 2nd-level***Casting Time:** Action**Range:** Self**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 1 hours

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

**Aquatic Adaptation.** You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swim speed equal to your walk speed.

**Change Appearance.** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, colouration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

**Natural Weapons.** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you have skill points with your unarmed strikes. Finally, the natural weapon is magical and you have a +2 bonus to the attack and damage rolls you make using it.

**ANIMAL MESSENGER***Enchantment 2nd-level***Casting Time:** Action**Range:** 30 feet**Components:**

- Verbal
- Somatic (One-handed)
- Material (A morsel of food)

**Duration:** 24 hours

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within



range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as “a man or woman dressed in the uniform of the town guard” or “a red-haired Dwarf wearing a pointed hat.” You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 80 Km per 24 hours for a flying messenger, or 40 Km for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn’t reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

**At Higher Levels.** If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

## ARCANE LOCK

*Abjuration 2nd-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (Gold dust worth at least 25 ep, which the spell consumes)

**Duration:** Until dispelled

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting knock on the object suppresses arcane lock for 10 minutes. While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

## ARCANIST’S MAGIC AURA

*Illusion 2nd-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A small square of silk)

**Duration:** 24 hours

You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn’t being carried or worn by another creature.

When you cast the spell, choose one or both of the following effects. The effect lasts for the duration. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.

**False Aura.** You change the way the target appears to spells and magical effects, such as detect magic, that detect magical auras. You can make a

nonmagical object appear magical, a magical object appear nonmagical, or change the object’s magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item.

**Mask.** You change the way the target appears to spells and magical effects that detect creature types, such as a Templar’s Divine Sense or the trigger of a symbol spell. You choose a creature type and other spells and magical effects treat the target as if it were a creature of that type.

## AUGURY

*Divination 2nd-level*

**Casting Time:** 1 minute

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)

- Material (Specially marked sticks, bones, or similar tokens worth at least 25 sp)

**Duration:** Instantaneous

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible omens:

- Weal, for good results
- Woe, for bad results
- Weal and woe, for both good and bad results
- Nothing, for results that aren’t especially good or bad

The spell doesn’t take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The GM makes this roll in secret.

## BARKSKIN

*Transmutation 2nd-level*

**Casting Time:** 1 minute

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A handful of oak bark)

**Duration:** Concentration, up to 1 hour

You touch a willing creature, until the spell ends, the target’s skin has a rough, bark-like appearance. The target’s AC becomes 14 + its Dexterity modifier + half they’re level, regardless of the armour they wear.

You gain advantage with *Stealth* checks while you’re in woodland terrain.

## BLINDNESS/DEAFNESS

*Necromancy 2nd-level*

**Casting Time:** Action

**Range:** 30 feet



**Components:**

- Verbal

**Duration:** 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration.

At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

**BLUR***Illusion 2nd-level***Casting Time:** Action**Range:** Self**Components:**

- Verbal

**Duration:** Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

**BRANDING SMITE***Evocation 2nd-level***Casting Time:** Bonus action**Range:** Self**Components:**

- Verbal

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

**CALM EMOTIONS***Transmutation 2nd-level***Casting Time:** Bonus action**Range:** 60 feet**Components:**

- Verbal

**Duration:** Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each Humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it

witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.

**CONTINUAL FLAME***Evocation 2nd-level***Casting Time:** Action**Range:** Touch**Components:**

- Verbal
- Somatic (Two-handed)
- Material (Ruby dust worth 50 sp, which the spell consumes)

**Duration:** Until dispelled

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

**DARKNESS***Evocation 2nd-level***Casting Time:** Action**Range:** 60 feet**Components:**

- Verbal
- Material (Bat fur and a drop of pitch or piece of coal)

**Duration:** Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it.

Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

**DARKVISION***Evocation 2nd-level***Casting Time:** Action**Range:** Touch**Components:**

- Verbal
- Somatic (One-handed)
- Material (Either a pinch of dried carrot or an agate)

**Duration:** 8 hours

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

**DETECT THOUGHTS***Divination 2nd-level***Casting Time:** Action**Range:** Self**Components:**

- Verbal
- Somatic (One-handed)

- Material (A copper piece)

**Duration:** Concentration, up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

## DIMENSIONAL WARD

*Abjuration 2nd-level*

**Casting Time:** Action

**Range:** 100 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 1 hour

You create a protective ward against teleportation and planar travel. When you cast this spell select a point within 100 feet of you, any creatures within a 10-foot-radius of that point cannot be targeted by spells or effects that involve teleportation or planar travel.

## DRACONIC ARROW

*Evocation 2nd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

A shimmering arrow streaks toward an area within range and bursts in a spray of energy. Choose a

point within 60 feet that you can see, each creature within 15 feet of that point must make a Dexterity saving throw, on a failed, each creature takes 4d8 acid, cold, fire, lightning, poison, or thunder damage. On a success, each creature takes half as much damage.

Terrain within 15 feet of the point becomes difficult terrain for a number of turns equal to your spellcasting modifier. Any creature within this area during this time must make a Dexterity saving throw, on a failed, each creature takes 2d4 acid, cold, fire, lightning, poison, or thunder damage.\* On a success, each creature takes half as much damage.

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

\*The damage type of the difficult terrain matches the initial damage type of the spell.

## ELEMENTAL CONDUIT

*Evocation 2nd-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A small elemental gem)

**Duration:** Concentration, up to 1 minute

Your form changes as you establish a magical conduit to an elemental plane. Choose a type of elemental, either air (bludgeoning), earth (bludgeoning), fire (fire), or water (cold). You gain resistance to that damage type.

As a bonus action, any creature within 10 feet of you must make a Dexterity saving throw, a target takes 2d6 of the chosen damage type on a failed save, or half as much damage on a successful save.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for every slot level above 2nd. When you cast this spell using a spell slot of 5th level or higher, you gain immunity to the chosen damage type.

## ENHANCE ABILITY

*Transmutation 2nd-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (One-handed)
- Material (Fur or a feather from a beast)

**Duration:** Concentration, up to 1 hour

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

**Bear's Endurance.** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

**Bull's Strength.** The target has advantage on Strength checks, and their carrying capacity doubles.

**Cat's Grace.** The target has advantage on Dexterity checks. They also don't take damage from falling 40 feet or less if it isn't incapacitated.

**Eagle's Splendor.** The target has advantage on Charisma checks.

**Fox's Cunning.** The target has advantage on Intelligence checks.

**Owl's Wisdom.** The target has advantage on Wisdom checks.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## ENLARGE/REDUCE

*Transmutation 2nd-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (One-handed)
- Material (A pinch of powdered iron)

**Duration:** Concentration, up to 1 minute

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

**Enlarge.** The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.

**Reduce.** The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

## ENTHRALL

*Transmutation 2nd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (One-handed)

**Duration:** 1 minute

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Perception checks made to perceive any creature other than you until the spell ends or until the target can no longer hear you.

The spell ends if you are incapacitated or can no longer speak.

## FIND STEED

*Conjuration 2nd-level*

**Casting Time:** 10 minutes

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed is a large or smaller than you choose (Appendix GM-D, page xxx). The steed has the statistics of the chosen form, though it is a Celestial, dragon, or Fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed. When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 Km of you, you can communicate with it telepathically. You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

## FIND TRAPS

*Divination 2nd-level*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

## FLAME BLADE

*Evocation 2nd-level*

**Casting Time:** Bonus action

**Range:** Self



**Components:**

- Verbal
- Somatic (Two-handed)
- Material (Leaf of sumac)

**Duration:** Concentration, up to 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

## FLAMING SPHERE

*Conjuration 2nd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

**Duration:** Concentration, up to 1 minutes

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

## GENTLE REPOSE

*Necromancy 2nd-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)

**Duration:** 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become Undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't

count against the time limit of spells such as raise dead.

## GUST OF WIND

*Evocation 2nd-level*

**Casting Time:** Action

**Range:** Self (60-foot line)

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A legume seed)

**Duration:** Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapour, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

## HEALING BALM

*Conjuration 2nd-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

You conjure a soothing balm that you apply to a creature you touch. The balm heals the target for 2d8 + your spellcasting ability modifier + half your caster level hit points.

In addition, you gain temporary hit points equal to your spellcasting modifier + the spell slot used to cast this spell. These temporary hit points last for 1 hour, or until expended.

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

## HEAT METAL

*Transmutation 2nd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (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 armour, that you can see within range. You cause the object to glow red-hot.

Any creature in physical contact with the object takes 2d8 fire 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.

## HOLD PERSON

*Transmutation 2nd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A small, straight piece of iron)

**Duration:** Concentration, up to 1 minute

Choose a Humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional Humanoid for each slot level above 2nd. The Humanoids must be within 30 feet of each other when you target them.

## INVISIBILITY

*Illusion 2nd-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (An eyelash encased in gum arabic)

**Duration:** Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## KNOCK

*Transmutation 2nd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal

**Duration:** Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut

normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

## LESSER RESTORATION

*Abjuration 2nd-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be *blinded*, *bleeding*, *deafened*, *paralyzed*, or *poisoned*.

## LEVITATE

*Transmutation 2nd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)

**Duration:** Concentration, up to 10 minutes

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 225 kilograms. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

## LOCATE ANIMALS OR PLANTS

*Divination 2nd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A bit of fur from a bloodhound)

**Duration:** Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 10 Km, if any are present.

## LOCATE OBJECT

*Divination 2nd-level*

**Casting Time:** Action

**Range:** Self



**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A forked twig)

**Duration:** Concentration, up to 10 minutes

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

## MAGIC MOUTH

*Illusion 2nd-level*

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A small bit of honeycomb and jade dust worth at least 10 sp, which the spell consumes)

**Duration:** Until dispelled

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke.

If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

## MAGIC WEAPON

*Transmutation 2nd-level*

**Casting Time:** Bonus action

**Range:** Touch

**Components:**

- Verbal
- Somatic (One-handed)
- Material (A nonmagical weapon)

**Duration:** Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell

ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

## MIRROR IMAGE

*Illusion 2nd-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

## MISTY STEP

*Conjuration 2nd-level*

**Casting Time:** Bonus action

**Range:** Self

**Components:**

- Verbal

**Duration:** Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

## MOONBEAM

*Evocation 2nd-level*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (Several seeds of any moonseed plant and a piece of opalescent feldspar)

**Duration:** Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5-foot radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It

takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

## PASS WITHOUT TRACE

*Abjuration 2nd-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (Ashes from a burned leaf of mistletoe and a sprig of spruce)

**Duration:** Concentration, up to 1 hour

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Stealth checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

## PRAYER OF HEALING

*Evocation 2nd-level*

**Casting Time:** 10 minutes

**Range:** 30 feet

**Components:**

- Verbal

**Duration:** Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on Undead or constructs.

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

## PROTECTION FROM POISON

*Abjuration 2nd-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 1 hour

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

## RAY OF ENFEEBLEMENT

*Necromancy 2nd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 1 minute

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that uses Strength or Dexterity until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

## ROPE TRICK

*Transmutation 2nd-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (Powdered corn extract and a twisted loop of parchment)

**Duration:** 1 hour

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.

## SCORCHING RAY

*Evocation 2nd-level*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

## SEE INVISIBILITY

*Divination 2nd-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)

- Material (A pinch of talc and a small sprinkling of powdered silver)

**Duration:** 1 hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent. When you make an attack roll against an invisible creature, the target does not benefit from the invisible condition.

## SHATTER

*Evocation 2nd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A chip of mica)

**Duration:** Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

**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.

## SILENCE

*Illusion 2nd-level*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

## SPIDER CLIMB

*Transmutation 2nd-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A drop of bitumen and a spider)

**Duration:** Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walk speed.

## SPIKE GROWTH

*Transmutation 2nd-level*

**Casting Time:** Action

**Range:** 150 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (Seven sharp thorns or seven small twigs, each sharpened to a point)

**Duration:** Concentration, up to 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Perception check against your spell save DC to recognize the terrain as hazardous before entering it.

## SPIRITUAL WEAPON

*Evocation 2nd-level*

**Casting Time:** Bonus action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier. As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of them.

The weapon can take whatever form you choose. Fate Toucheds of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Tor for his warhammer) make this spell's effect resemble that weapon.

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

## SUGGESTION

*Transmutation 2nd-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Material (A snake's tongue and either a bit of honeycomb or a drop of sweet oil)

**Duration:** Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.



The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions damage the target, the spell ends.

## WARDING BOND

*Abjuration 2nd-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A pair of platinum rings worth at least 10 gp each, which you and the target must wear for the duration)

**Duration:** 1 hour

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, they gain a +1 bonus to AC and saving throws, and they have resistance to all damage. Also, each time they take damage, you take the same amount of damage.

The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 Feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.

## WEB

*Conjuration 2nd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A bit of spiderweb)

**Duration:** Concentration, up to 1 hour

You conjure a mass of thick, sticky webbing 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 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 their turn 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. The webs are flammable. Any 5 foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the

fire.

## ZONE OF TRUTH

*Enchantment 2nd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 10 minutes

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

# 3RD-LEVEL SPELLS

## ANIMATE DEAD

*Necromancy 3rd-level*

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A drop of blood, a piece of flesh, and a pinch of bone dust)

**Duration:** Instantaneous

This spell creates an Undead servant. Choose a pile of bones or a corpse of a Medium or Small Humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an Undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the GM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional Undead creatures for each slot level above 3rd. Each of the

creatures must come from a different corpse or pile of bones.

## ARCANE BARRIER

*Abjuration 3rd-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 1 minute

You create a shimmering barrier of magical energy around yourself that provides protection against attacks. While the spell is active, you gain a +2 bonus to AC and resistance to bludgeoning, piercing, and slashing damage from non-magical weapons. Additionally, the barrier grants you advantage on saving throws against spells and other magical effects.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the bonus to AC increases by 1 for every two levels beyond 3rd, to a maximum of +5 at 9th level. Additionally, the spell's duration increases by 1 minutes for each level above 3rd level it is cast at.

## ASTRAL WAVE

*Evocation 3rd-level*

**Casting Time:** Action

**Range:** 150 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

A wave of force that travels through the astral plane to a point you choose within range. Select a point within range, each creature in a 20-foot-sphere centered on that point must make a Constitution saving throw. A target takes 6d8 force damage on a failed save, or half as much damage on a successful save.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

## BEACON OF HOPE

*Abjuration 3rd-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 1 minute

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

## BESTOW CURSE

*Necromancy 3rd-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal

- Somatic (Two-handed)

**Duration:** Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A remove curse spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final say on such a curse's effect.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use 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. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

## BLINK

*Transmutation 3rd-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 1 minute

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane.

Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

## CALL LIGHTNING

*Conjuration 3rd-level*

**Casting Time:** Action

**Range:** 120 feet



**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 10 minute

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one. If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

**At Higher Levels.** When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

**CLAIRVOYANCE**

*Divination 3rd-level*

**Casting Time:** 10 minutes

**Range:** 2 Km

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing)

**Duration:** Concentration, up to 10 minutes

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

**CONJURE ANIMALS**

*Conjuration 3rd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 1 hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge level 4 or lower

- Two beasts of challenge level 3 or lower
- Four beasts of challenge level 2 or lower
- Eight beasts of challenge level 1 or lower

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM has the creatures' statistics.

**At Higher Levels.** When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

**COUNTERSPELL**

*Abjuration 3rd-level*

**Casting Time:** 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

**Range:** 60 feet

**Components:**

- Somatic (Two-handed)

**Duration:** Instantaneous

When this spell is cast, both you and the target make opposing d20 checks adding your spellcasting modifier + the spell slot level used to cast each respective spell.

If you have the higher roll then the spell fails, if the target has the higher than the their spell continues as normal. If both d20 checks result in a draw then the spell is successfully cast but at it's lowest level.

Additionally, if the spell requires a creature to make a saving throw, or if the spell deals damage or heals hit points, creatures have advantage against that saving throw or the damage/healing rolled is halved, your choice.

**CREATE FOOD AND WATER**

*Conjuration 3rd-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

You create 20 kilograms of food and 115 litres of water on the ground or in containers within range, enough to sustain up to fifteen Humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

**DAYLIGHT**

*Evocation 3rd-level*

**Casting Time:** Action

**Range:** 60 feet

**Components:**

- Verbal

- Somatic (Two-handed)

**Duration:** 1 hour

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

## DISPEL MAGIC

*Abjuration 3rd-level*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

Choose one creature, object, or magical effect 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.

**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.

## FATIGUE

*Transmutation 3rd-level*

**Casting Time:** Action

**Range:** 50 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A hourglass)

**Duration:** Concentration, up to 1 minute

Choose a creature that you can see within 50 feet, that creature must make a Constitution saving throw. On a fail until the spell ends, the target's movement speeds are halved (rounded down), their AC is reduced by -2 and they have disadvantage on Dexterity saving throws. Additionally, they can only use one bonus action on each of their turns for the duration of the spell.

If the target could normal perform an action as a bonus action, they are unable to do so for the duration of the spell.

## FEAR

*Illusion 3rd-level*

**Casting Time:** Action

**Range:** Self (30-foot cone)

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A white feather or the heart of a hen)

**Duration:** Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed

on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

## FIREBALL

*Evocation 3rd-level*

**Casting Time:** Action

**Range:** 150 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A tiny ball of bat guano and sulfur)

**Duration:** Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Select a point within range, each creature in a 20-foot-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 save.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Terrain within the 20-foot-radius centered becomes engulfed by flames for a number of turns equal to your spellcasting modifier or until it is put out. Each creature that starts their turn in the affected area or that enters it during their turn must make a Dexterity saving throw. On a failed save, the creature takes 1d6 fire damage or have as much on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

## FLY

*Transmutation 3rd-level*

**Casting Time:** Action

**Range:** 150 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A wing feather from any bird)

**Duration:** Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

## GASEOUS FORM

*Transmutation 3rd-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)

- Material (A bit of gauze and a wisp of smoke)

**Duration:** Concentration, up to 1 hour

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

## GLYPH OF WARDING

*Abjuration 3rd-level*

**Casting Time:** 1 hour

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (Incense and powdered diamond worth at least 200 gp, which the spell consumes)

**Duration:** Until dispelled or triggered

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly invisible and requires a successful Investigation check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations). You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose explosive runes or a spell glyph.

**Explosive Runes.** When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads

around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

**Spell Glyph.** You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 3rd. If you create a spell glyph, you can store any spell of up to the same level as the slot you use for the glyph of warding.

## HASTE

*Transmutation 3rd-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A shaving of licorice root)

**Duration:** Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, they gain a +2 bonus to AC, they have advantage on Dexterity saving throws, and they gain an additional action on each of its turns. That action can be used only to take the Attack, Dash, Disengage, Hide, Parry, or Use An Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

## HYPNOTIC PATTERN

*Illusion 3rd-level*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Somatic (Two-handed)
- Material (A glowing stick of incense or a crystal vial filled with phosphorescent material)

**Duration:** Concentration, up to 1 minute

You create a twisting pattern of colours that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.



## LIGHTNING BOLT

*Evocation 3rd-level*

**Casting Time:** Action

**Range:** Self (100-foot line)

**Components:**

- Verbal
- Somatic (Two-handed) - Material (A bit of fur and a rod of amber, crystal, or glass)

**Duration:** Instantaneous

A stroke of lightning forming a line 100 foot long and 5 foot wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. A creature that is wearing armour made of metal or wielding a weapon made out of metal has disadvantage on the saving throw.

The lightning ignites flammable objects in the area that aren't being worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

## MAGIC CIRCLE

*Abjuration 3rd-level*

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (Holy water or powdered silver and iron worth at least 100 sp, which the spell consumes)

**Duration:** 1 hour

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.

## MAJOR IMAGE

*Illusion 3rd-level*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A bit of fleece)

**Duration:** Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration.

It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Investigation check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

## MAJOR IMAGE

*Illusion 3rd-level*

**Casting Time:** Bonus action

**Range:** 60 feet

**Components:**

- Verbal

**Duration:** Instantaneous

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your spellcasting ability modifier + half your caster level. This spell has no effect on Undead or Constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

## MELD INTO STONE

*Illusion 3rd-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 8 hours

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.



While merged with the stone, you can't see what occurs outside it, and any Perception checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

## NONDETECTION

*Abjuration 3rd-level*

**Casting Time:** Action

**Range:** Touch

### Components:

- Verbal
- Somatic (Two-handed)
- Material (A pinch of diamond dust worth 25 ep sprinkled over the target, which the spell consumes)

**Duration:** 8 hours

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

## PHANTOM STEED

*Illusion 3rd-level*

**Casting Time:** Action

**Range:** Touch

### Components:

- Verbal
- Somatic (One-handed)

**Duration:** 1 hours

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 15 Km in an hour, or 20 Km at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

## PLANT GROWTH

*Transmutation 3rd-level*

**Casting Time:** Action or 8 hours

**Range:** 150 feet

### Components:

- Verbal

- Somatic (Two-handed)

**Duration:** Instantaneous

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits.

If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot they move.

You can exclude one or more areas of any size within the spell's area from being affected.

If you cast this spell over 8 hours, you enrich the land. All plants in a 1 kilometre radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

## PROTECTION FROM ENERGY

*Abjuration 3rd-level*

**Casting Time:** Action

**Range:** Touch

### Components:

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

## REMOVE CURSE

*Abjuration 3rd-level*

**Casting Time:** Action

**Range:** Touch

### Components:

- Verbal
- Somatic (Two-handed)

**Duration:** Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

## REVIVIFY

*Necromancy 3rd-level*

**Casting Time:** Action

**Range:** Touch

### Components:

- Verbal
- Somatic (Two-handed)
- Material (Diamonds worth 300 sp, which the spell consumes)

**Duration:** Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

## SENDING

*Evocation 3rd-level*

**Casting Time:** Action

**Range:** Unlimited

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A short piece of fine copper wire)

**Duration:** 1 round

You send a short message of twenty-five words or less to a creature that you are familiar with. The creature hears the message in its mind, recognizes you as the sender if they know you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

**SLEET STORM**

*Conjuration 3rd-level*

**Casting Time:** Action

**Range:** 150 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A pinch of dust and a few drops of water)

**Duration:** Concentration, up to 1 minute

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused.

The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

If a creature is concentrating in the spell's area, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

**SPEAK WITH DEAD**

*Necromancy 3rd-level*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (Burning incense)

**Duration:** 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be Undead. The spell fails if the corpse was the target of this spell within the last 10 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate

about future events.

**SPEAK WITH PLANTS**

*Transmutation 3rd-level*

**Casting Time:** Action

**Range:** Self (30-foot radius)

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** 10 minutes

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on your behalf, at the GM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, you can communicate with it as if you shared a common language, but you gain no magical ability to influence it.

This spell can cause the plants created by the entangle spell to release a restrained creature.

**SPIRIT GUARDIANS**

*Conjuration 3rd-level*

**Casting Time:** Action

**Range:** Self (15-foot radius)

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A holy symbol)

**Duration:** Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 foot for the duration. The spirits are either Celestial or Fiend creatures (your choice), their spectral form appears however you choose.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if the spirits are Celestial) or 3d8 necrotic damage (if the spirits are Fiend). On a successful save, the creature takes half as much damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

**STINKING CLOUD**

*Conjuration 3rd-level*

**Casting Time:** Action

**Range:** 90 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A rotten egg or several skunk cabbage leaves)

**Duration:** Concentration, up to 1 minute

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 15 Km per hour) disperses the cloud after 4 rounds. A strong wind (at least 30Km per hour) disperses it after 1 round.

## TINY HUT

*Evocation 3rd-level*

**Casting Time:** 1 minute

**Range:** Self (10-foot-radius hemisphere)

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A rotten egg or several skunk cabbage leaves)

**Duration:** 8 hours

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely.

All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it.

The atmosphere inside the space is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any colour you choose, but it is transparent from the inside.

## TONGUES

*Divination 3rd-level*

**Casting Time:** Action

**Range:** Touch

**Components:**

- Verbal
- Material (A small clay model of a ziggurat)

**Duration:** 1 hour

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

## VAMPIRIC TOUCH

*Necromancy 3rd-level*

**Casting Time:** Action

**Range:** Self

**Components:**

- Verbal
- Somatic (Two-handed)

**Duration:** Concentration, up to 1 minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds.

Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

## WATER BREATHING

*Transmutation 3rd-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (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 underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

## WATER WALK

*Transmutation 3rd-level*

**Casting Time:** Action

**Range:** 30 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A piece of cork)

**Duration:** 1 hours

This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

## WIND WALL

*Evocation 3rd-level*

**Casting Time:** Action

**Range:** 120 feet

**Components:**

- Verbal
- Somatic (Two-handed)
- Material (A tiny fan and a feather of exotic origin)

**Duration:** Concentration, up to 1 minute

You can make the wall up to 50 feet long, 15 feet

high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss, firearms have disadvantage when attacking targets behind the wall. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.



# CHAPTER 12: MAGIC

## ITEMS

Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

### ATTUNEMENT

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Some magic items require a creature to form a bond with them before their magical properties can be used. This bond is called attunement, and certain items have a prerequisite for it. If the prerequisite is a Background, a creature must be a member of that Background to attune to the item. (If the Background is a spellcasting Background, a monster qualifies if it has spell slots and uses that Background's spell list.) If the prerequisite is to be a spellcaster, a creature qualifies if it can cast at least one spell using its traits or features, not using a magic item or the like.

Without becoming attuned to an item that requires attunement, a creature gains only its nonmagical benefits, unless its description states otherwise. For example, a magic shield that requires attunement provides the benefits of a normal shield to a creature not attuned to it, but none of its magical properties.

Attuning to an item requires a creature to spend a short rest focused on only that item while being in physical contact with it. This focus can take the form of weapon practice (for a weapon), meditation (for a wondrous item), or some other appropriate activity. If the short rest is interrupted, the attunement attempt fails. Otherwise, at the end of the short rest, the creature gains an intuitive understanding of how to activate any magical properties of the item, including any necessary command words.

An item can be attuned to only one creature at a time, and a creature can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; the creature must end its attunement to an item first. Additionally, a creature can't attune to more than one copy of an item. For example, a creature can't attune to more than one ring of protection at a time.

A creature's attunement to an item ends if the creature no longer satisfies the prerequisites for attunement, if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily end attunement by spending another short rest focused on the item, unless the item is cursed.

### WEARING AND WIELDING ITEMS

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Using a magic item's properties might mean wearing or wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on the feet, gloves on the hands, hats and helmets on the head, and rings on the finger. Magic armour must be donned, a shield strapped to the arm, a cloak fastened about the shoulders. A weapon must be held.

In most cases, a magic item that's meant to be worn can fit a creature regardless of size or build. Many magic garments are made to be easily adjustable, or they magically adjust themselves to the wearer. Rare exceptions exist. If the story

suggests a good reason for an item to fit only creatures of a certain size or shape, you can rule that it doesn't adjust. For example, Arknoled-made armour might fit elves only. Dwarves might make items usable only by Dwarf-sized and Dwarf-shaped folk.

When a non-Humanoid tries to wear an item, use your discretion as to whether the item functions as intended.

### MULTIPLE ITEMS OF THE SAME KIND

Use common sense to determine whether more than one of a given kind of magic item can be worn. A character can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armour, one item of headwear, and one cloak. You can make exceptions; a character might be able to wear a circlet under a helmet, for example, or to layer two cloaks.

### PAIRED ITEMS

Items that come in pairs—such as boots, bracers, gauntlets, and gloves—impart their benefits only if both items of the pair are worn. For example, a character wearing a *boot of striding and springing* on one foot and a *boot of elvenkind* on the other foot gains no benefit from either.

### ACTIVATING AN ITEM

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Activating some magic items requires a user to do something special, such as holding the item and uttering a command word. The description of each item category or individual item details how an item is activated. Certain items use the following rules for their activation.

If an item requires an action to activate, that action isn't a function of the Use an Item action.

### COMMAND WORD

A command word is a word or phrase that must be spoken for an item to work. A magic item that requires a command word can't be activated in an area where sound is prevented, as in the area of the silence spell.

### CONSUMABLES

Some items are used up when they are activated. A potion or an elixir must be swallowed, or an oil applied to the body. The writing vanishes from a scroll when it is read. Once used, a consumable item loses its magic.

### SPELLS

Some magic items allow the user to cast a spell from the item. The spell is cast at the lowest possible spell level, doesn't expend any of the user's spell slots, and requires no components, unless the item's description says otherwise. The spell uses its normal casting time, range, and duration, and the user of the item must concentrate if the spell requires concentration. Many items, such as potions, bypass the casting of a spell and confer the spell's effects, with their usual duration. Certain items make exceptions to these rules, changing the casting time, duration, or other parts of a spell.

A magic item, such as certain staves, may require you to use your own spellcasting ability when you cast a spell from the item. If you have more than one

spellcasting ability, you choose which one to use with the item. If you don't have a spellcasting ability your spellcasting ability modifier is +0 for the item, and your skill point bonus maximum does apply.

## CHARGES

Some magic items have charges that must be expended to activate their properties. The number of charges an item has remaining is revealed when an identify spell is cast on it, as well as when a creature attunes to it. Additionally, when an item regains charges, the creature attuned to it learns how many charges it regained.

# POTIONS

Containing both oils and potions, potions are one use items that gain their powers from the ingredients of magical creatures and as such can be easily brewed, (Brewing, page xxx).

## COMMON POTIONS

### POTION OF CLIMBING

*Potion, common*

As a bonus action when you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Athletics checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colours.

*Enchantment Materials:*

- A Vial Of Etherim Sallo, 100 sp
- A Vial Of Crushed Dead Nadder Talons, 80 cp
- 1 Mountain Goat Eye, 5 cp
- 1 Cougar Heart, 35 cp

*Enchantment Requirements:*

- Alchemy Kit
- DC 14
- 1 checks
- 50 sp

*Price: 125 ep*

### POTION OF HEALING

*Potion, common*

As a bonus you gain 2d4 + 2 hit points when you drink this potion, alternately you can use your action to use it on another willing or unconscious creature. The potion's red liquid glimmers when agitated.

*Enchantment Materials:*

- A Vial Of Etherim Sallo, 100 sp
- 1 Heart Root, 50 sp
- A Vial Of Distilled Ochre Jelly, 40 cp
- A Tankard Of Congealed Zombie Blood, 40 cp

*Enchantment Requirements:*

- Alchemy Kit
- DC 14
- 1 checks
- 50 sp

*Price: 250 ep*

# UNCOMMON POTIONS

### OIL OF SLIPPERINESS

*Potion, uncommon*

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a *freedom of movement* spell for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the *grease* spell in that area for 8 hours.

*Enchantment Materials:*

- A Vial Of Etherim Sallo, 100 sp
- A Vial Of Octopus Membrane, 85 cp
- A Vial Of Gelatinous Cube Slime, 20 sp
- 1 Deer Heart, 5 cp

*Enchantment Requirements:*

- Alchemy Kit
- DC 17
- 1 checks
- 200 sp

*Price: 500 ep*

### PHILTER OF LOVE

*Potion, uncommon*

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a lineage and gender you are normally attracted to, you regard them as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

*Enchantment Materials:*

- A Vial Of Etherim Sallo, 100 sp
- 1 Succubus/Incubus Heart, 65 ep
- A Vial Of Rabbit Blood, 45 cp

*Enchantment Requirements:*

- Alchemy Kit
- DC 17
- 1 checks
- 200 sp

*Price: 500 ep*

### POTION OF ANIMAL FRIENDSHIP

*Potion, uncommon*

As a bonus action when you drink this potion, you can cast the *animal friendship* spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

*Enchantment Materials:*

- A Vial Of Etherim Sallo, 100 sp
- 1 Hummingbird Tounge, 25 cp
- A Fist Of Fish Scales, 15 cp
- An Ampoules Of Squirrel Fur, 25 cp
- 1 Cat Paw, 35 cp

#### *Enchantment Requirements:*

- Alchemy Kit
- DC 17
- 1 checks
- 200 sp

*Price: 500 ep*

### POTION OF GROWTH

#### *Potion, uncommon*

When you drink this potion, you gain the “enlarge” effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion’s liquid continuously expands from a tiny bead to colour the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

#### *Enchantment Materials:*

- A Vial Of Etherim Sallo, 100 sp
- 1 Cave Dwarf Appendix, 85 ep
- A Kalisk Crystal, 65 sp

#### *Enchantment Requirements:*

- Alchemy Kit
- DC 17
- 1 checks
- 200 sp

*Price: 500 ep*

### POTION OF GREATER HEALING

#### *Potion, uncommon*

As a bonus you gain 4d4 + 4 hit points when you drink this potion, alternately you can use your action to use it on another willing or unconscious creature. The potion’s red liquid glimmers when agitated.

#### *Enchantment Materials:*

- A Vial Of Etherim Sallo, 100 sp
- A Tankard Of Fermented Heart Root, 20 ep
- A Vial Of Distilled Ochre Jelly, 40 cp
- A Skull Of Homogenised Zombie Blood, 95 sp

#### *Enchantment Requirements:*

- Alchemy Kit
- DC 17
- 1 checks
- 200 sp

*Price: 100 gp*

### POTION OF POISON

#### *Potion, uncommon*

This concoction looks, smells, and tastes like a *potion of healing* or other beneficial potion. However, it is actually poison masked by illusion magic. An *identify* spell reveals its true nature.

If a creatures drink it, they take 3d6 poison damage, and they must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of their turns while they are poisoned in this way, they take 3d6 poison damage. At the end of each of their turns, you can repeat the saving throw. On a successful save, the poison damage they take on their subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

#### *Enchantment Materials:*

- A Vial Of Etherim Sallo, 100 sp
- A Vial Of Purple Worm Poison, 35 ep

- A Vial Of Distilled Ochre Jelly, 40 cp
- A Tankard Of Congealed Zombie Blood, 40 cp

#### *Enchantment Requirements:*

- Alchemy Kit
- DC 17
- 1 checks
- 200 sp

*Price: 100 gp*

### POTION OF WATER BREATHING

#### *Potion, uncommon*

You can breathe underwater for 8 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

#### *Enchantment Materials:*

- A Vial Of Etherim Sallo, 100 sp
- 1 Fresh Water Fish Heart, 5 cp
- A Vial Of Aboleth Mucous, 15 ep
- An Ampoules Of Ambergris, 85 ep

#### *Enchantment Requirements:*

- Alchemy Kit
- DC 17
- 1 checks
- 200 sp

*Price: 500 ep*

## UNCOMMON MAGIC ITEMS

### BOOTS OF THE WINTERLANDS

#### *Wondrous item, uncommon (requires attunement)*

These furred boots are snug and feel quite warm. While you wear them, you gain the following benefits:

- You have resistance to cold damage.
- You ignore difficult terrain created by ice or snow.

You can tolerate temperatures as low as -50 degrees Celsius without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -75 degrees Celsius.

#### *Enchantment Materials:*

- A Scroll Of *Protection From Energy*, Or
- *Protection From Energy* Cast At 3rd Level Or Higher
- An Ampoules Of Grounded Frost Wyrmling Claws, 75 sp
- 1 Winter Wolf Heart, 45 sp

#### *Enchantment Requirements:*

- Enchanter’s Tools
- DC 17
- 3rd level spell slot
- 1 checks
- 200 ep

*Price: 500 ep*

### BRACERS OF ARCHERY

#### *Wondrous item, uncommon (requires attunement)*

While wearing these bracers, you have a skill point with Bow weapons, and you gain a +2 bonus to damage rolls on ranged attacks made with such

weapons.

*Enchantment Materials:*

- A Scroll Of *True Strike*, Or
- *True Strike* Cast By A 5th Level Or Higher Spellcaster
- Bracers Crafted By An Egimniar Halfin or Xylemisk Elf, 40 ep

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot
- 1 checks
- 200 ep

*Price: 500 ep*

## BROOCH OF SHIELDING

*Wondrous item, uncommon (requires attunement)*

While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the magic missile spell.

*Enchantment Materials:*

- A Scroll Of *Shield*, Or
- *Shield* Cast At 3rd Level Or Higher
- 1 Shield Guardian Core, 85 ep

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot
- 1 checks
- 200 ep

*Price: 500 ep*

## CIRCLET OF BLASTING

*Wondrous item, uncommon (requires attunement)*

While wearing this circlet, you can use an action to cast the *scorching ray* spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn.

*Enchantment Materials:*

- A Scroll Of *Scorching Ray*, Or
- *Scorching Ray* Cast At 3rd Level Or Higher
- A Circlet Blessed By A Celestial Fate Touched, 90 sp

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot
- 1 checks
- 200 ep

*Price: 500 ep*

## CLOAK OF PROTECTION

*Wondrous item, uncommon (requires attunement)*

You gain a +1 bonus to AC and saving throws while you wear this cloak.

*Enchantment Materials:*

- A Scroll Of *Enhance Ability*, Or

- *Enhanced Ability* Cast At 3rd Level Or Higher
- A Vial Of Steel Wyrmling Blood, 45 ep

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot
- 1 checks
- 200 ep

*Price: 500 ep*

## DECANTER OF ENDLESS WATER

*Wondrous item, uncommon*

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 1 kilogram.

You can use an action to remove the stopper and speak one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

- "Stream" produces 4 litres of water.
- "Fountain" produces 20 litres of water.
- "Geyser" produces 115 litres of water that gushes forth in a geyser 30 foot long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a Strength saving throw (DC = 13 + half your proficiency bonus) or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 100 kilograms. The object is either knocked over or pushed up to 15 feet away from you.

*Enchantment Materials:*

- A Scroll Of *Create Or Destroy Water*, Or
- *Create Or Destroy Water* Cast At 3rd Level Or Higher
- A Decanter Crafted By A Dwarf, 35 ep

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot
- 1 checks
- 200 ep

*Price: 500 ep*

## GAUNTLETS OF OGRE POWER

*Wondrous item, uncommon (requires attunement)*

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher.

*Enchantment Materials:*

- A Scroll Of *Enhance Ability*, Or
- *Enhanced Ability* Cast At 3rd Level Or Higher
- A Vial Of Ogre Blood, 45 ep

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17



- 3rd level spell slot
- 1 checks
- 200 ep

Price: 500 ep

## GLOVES OF MISSILE SNARING

*Wondrous item, uncommon (requires attunement)*

These gloves seem to almost meld into your hands when you don them. When a ranged weapon attack hits you while you're wearing them, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier, provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

*Enchantment Materials:*

- A Scroll Of *Shield*, Or
- *Shield* Cast At 3rd Level Or Higher
- Dead Nadder Hide, 85 ep

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot
- 1 checks
- 200 ep

Price: 500 ep

## HEADBAND OF INTELLECT

*Wondrous item, uncommon (requires attunement)*

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is already 19 or higher.

*Enchantment Materials:*

- A Scroll Of *Enhance Ability*, Or
- *Enhanced Ability* Cast At 3rd Level Or Higher
- A Headband Crafted By A Sapard Elf, 55 ep

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot
- 1 checks
- 200 ep

Price: 500 ep

## LANTERN OF REVEALING

*Wondrous item, uncommon*

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

*Enchantment Materials:*

- A scroll of *see invisible*, or
- *See invisible* cast at 3rd level or higher

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot

- 1 checks
- 200 ep

Price: 300 ep

## NECKLACE OF ADAPTATION

*Wondrous item, uncommon (requires attunement)*

While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of woodland dragons).

*Enchantment Materials:*

- A Scroll Of *Protection From Energy*, Or
- *Protection From Energy* Cast At 3rd Level Or Higher
- A Vial Of Aboleth Mucous, 15 ep

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot
- 1 checks
- 200 ep

Price: 500 ep

## PEARL OF POWER

*Wondrous item, uncommon (requires attunement by a spellcaster)*

While this pearl is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level. Once you use the pearl, it can't be used again until the next dawn.

*Enchantment Materials:*

- A Scroll Of *Sleep*, Or
- *Sleep* Cast At 3rd Level Or Higher
- A Pearl Carved From A Witch's Skull, 85 ep

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot
- 1 checks
- 200 ep

Price: 100 gp

## PERIAPT OF HEALTH

*Wondrous item, uncommon*

You are immune to contracting any disease while you wear this pendant. If you are already infected with a disease, the effects of the disease are suppressed you while you wear the pendant.

*Enchantment Materials:*

- A Scroll Of *Lesser Restoration*, Or
- *Lesser Restoration* Cast At 3rd Level Or Higher
- Lemure Hide, 60 sp

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot

- 1 checks
- 200 ep

Price: 500 ep

## RING OF WARMTH

*Ring, uncommon (requires attunement)*

While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Celsius.

*Enchantment Materials:*

- A Scroll Of *Protection From Energy*, Or
- *Protection From Energy* Cast At 3rd Level Or Higher
- A Drop Of Azer Blood, 15 sp

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot
- 1 checks
- 200 ep

Price: 500 ep

## ROPE OF CLIMBING

*Wondrous item, uncommon*

This 60-foot length of silk rope weighs 2 kilograms and can hold up to 1,400 kilograms. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying. If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

*Enchantment Materials:*

- A Scroll Of *Levitate*, Or
- *Levitate* Cast At 3rd Level Or Higher
- 10 Feet Of Thread From A Rug Of Smothering, 45 sp

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot
- 1 checks
- 200 ep

Price: 500 ep

## SLIPPERS OF SPIDER CLIMBING

*Wondrous item, uncommon (requires attunement)*

While you wear these light shoes, you can move up, down, and across vertical surfaces and upside down

along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed.

However, the slippers don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

*Enchantment Materials:*

- A Scroll Of *Spider Climb*, Or
- *Spider Climb* Cast At 3rd Level Or Higher
- A Tankard Of Drider Blood, 75 sp
- A Vial Of Grounded Drider Legs, 95 ep

*Enchantment Requirements:*

- Enchanter's Tools
- DC 17
- 3rd level spell slot
- 1 checks
- 200 ep

Price: 500 ep

# APPENDIX GM-A:

## CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a background feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous. A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition. If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't. The following definitions specify what happens to a creature while it is subjected to a condition.

### BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

### BLEEDING

- At the beginning of each of your turns, your current hit points and hit point maximum are reduced by 1d6, if you are healed by a spell or magic item, this effect ends. Alternatively, a creature can attempt to end this effect by rolling a successful *Healer's Kit* check (DC 14) or a *Medicine* check (DC21).
- If your hit point maximum becomes zero as a result of bleeding, you die instantly.
- If you roll death saving throws whilst bleeding, you have disadvantage on those saving throws. Additionally, your hit point maximum does not reduce when you roll a death save.
- Your hit point maximum can only be restored by completing a long rest or by casting a lesser *restoration* spell or more powerful magic cast at 3rd level or higher.

### CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities, magical effects or be in the area a spell or ability that deals damage.
- The charmer has advantage on any ability check to interact socially with the creature.

### DAZED

- A dazed creature gains disadvantage on all Dexterity saving throws and attacks rolls until the end of their turn
- Attacks against a dazed creature gain advantage.

### DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

### EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

#### Level Effect

- |   |  |
|---|--|
| 1 | Disadvantage on ability checks                 |
| 2 | Speed halved                                   |
| 3 | Disadvantage on attack rolls and saving throws |
| 4 | Hit point maximum halved                       |
| 5 | Speed reduced to 0                             |
| 6 | Death  |

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description. A creature suffers the effect of its current level of exhaustion as well as all lower levels. An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1. Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

### FRIGHTENED

When you become frightened, all skill checks have disadvantage while the source of fear is within line of sight. Additionally, roll 1d3 to determine the effect.

- **Fight.** When a frightened creature rolls a 1, they must do the following on their turn, the creature must move towards the source of fear and they must use their action to make an attack or cast a spell that requires an attack roll against the source of fear. All attack rolls have disadvantage against the source of fear, if they do not have a weapon or spell that uses an attack roll, then the creature must make an unarmed strike.
- **Flight.** When a frightened creature rolls a 2, they must do the following on their turn, they must use their movement to get as far away from the source of fear, additionally, the creature can only use their action to dash or disengage
- **Paralyzed.** When a frightened creature rolls a 3, they become *paralyzed* (see the condition) until you succeed the saving throw.

### GRAPPLED

- A grappled creature's speed becomes 0, and they can't benefit from any bonus to their speed.
- The condition ends if the grappler is Incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *thunderwave* spell.

### INCAPACITATED

- An incapacitated creature can't take actions or

reactions.

## INVISIBLE

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage unless the creature can be seen through other means, and the creature's attack rolls have advantage.

## PARALYZED

- A paralyzed creature is *incapacitated* (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

## PETRIFIED

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is *incapacitated* (see the condition), can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all non bludgeoning or force damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

## POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

## PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

## RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

## STUNNED

- A stunned creature is *incapacitated* (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

## UNCONSCIOUS

- An unconscious creature is *incapacitated* (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls *prone* (see the condition).
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.



# APPENDIX GM-B:

## DISEASES

A plague ravages the kingdom, setting the adventurers on a quest to find a cure. An adventurer emerges from an ancient tomb, unopened for centuries, and soon finds herself suffering from a wasting illness. A warlock offends some dark power and contracts a strange affliction that spreads whenever he casts spells.

A simple outbreak might amount to little more than a small drain on party resources, curable by a casting of lesser restoration. A more complicated outbreak can form the basis of one or more adventures as characters search for a cure, stop the spread of the disease, and deal with the consequences.

A disease that does more than infect a few party members is primarily a plot device. The rules help describe the effects of the disease and how it can be cured, but the specifics of how a disease works aren't bound by a common set of rules. Diseases can affect any creature, and a given illness might or might not pass from one lineage or kind of creature to another. A plague might affect only constructs or undead, or sweep through a Halfin neighbourhood but leave other lineages untouched. What matters is the story you want to tell.

## SAMPLE DISEASES

The diseases here illustrate the variety of ways disease can work in the game. Feel free to alter the saving throw DCs, incubation times, symptoms, and other characteristics of these diseases to suit your campaign.

### CACKLE FEVER

This disease targets Humanoids, although gnomes are strangely immune. While in the grips of this disease, victims frequently succumb to fits of mad laughter, giving the disease its common name and its morbid nickname: "the shrieks."

Symptoms manifest 1d4 hours after infection and include fever and disorientation. The infected creature gains one level of exhaustion that can't be removed until the disease is cured.

Any event that causes the infected creature great stress—including entering combat, taking damage, experiencing fear, or having a nightmare—forces the creature to make a DC 13 Constitution saving throw. On a failed save, the creature takes 1d10 psychic damage and becomes incapacitated with mad laughter for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the mad laughter and the incapacitated condition on a success.

Any Humanoid creature that starts its turn within 10 feet of an infected creature in the throes of mad laughter must succeed on a DC 10 Constitution saving throw or also become infected with the disease. Once a creature succeeds on this save, it is immune to the mad laughter of that particular infected creature for 24 hours.

At the end of each long rest, an infected creature can make a DC 13 Constitution saving throw. On a successful save, the DC for this save and for the save to avoid an attack of mad laughter drops by 1d6. When the saving throw DC drops to 0, the creature recovers from the disease. A creature that fails three

of these saving throws gains a randomly determined form of indefinite madness, as described later.

### SEWER PLAGUE

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and otyughs.

When a Humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected.

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

### SIGHT ROT

This painful infection causes bleeding from the eyes and eventually blinds the victim.

A beast or Humanoid that drinks water tainted by sight rot must succeed on a DC 15 Constitution saving throw or become infected. One day after infection, the creature's vision starts to become blurry. The creature takes a -1 penalty to attack rolls and ability checks that rely on sight. At the end of each long rest after the symptoms appear, the penalty worsens by 1. When it reaches -5, the victim is blinded until its sight is restored by magic such as lesser restoration or heal.

Sight rot can be cured using a rare flower called Eyebright, which grows in some swamps. Given an hour, a character who has proficiency with a herbalism kit can turn the flower into one dose of ointment. Applied to the eyes before a long rest, one dose of it prevents the disease from worsening after that rest. After three doses, the ointment cures the disease entirely.

# APPENDIX GM-C:

## STATBLOCKS

A creature's statistics, sometimes referred to as its **stat block**, provide the essential information that you need to run the creature.

### SIZE

A creature can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The Size Categories table shows how much space a creature of a particular size controls in combat.

#### SIZE CATEGORIES

Size	Space	Examples
Tiny	2½ by 2½ feet	Imp, Sprite
Small	5 by 5 feet	Giant Rat, Goblin
Medium	5 by 5 feet	Basilisk, Werewolf
Large	10 by 10 feet	Hippogriff, Ogre
Huge	15 by 15 feet	Fire Giant, Treant
Gargantuan	20 by 20 feet or larger	Kraken, Purple Worm

### MODIFYING CREATURES

Despite the versatile collection of creatures in this book, you might be at a loss when it comes to finding the perfect creature for part of an adventure. Feel free to tweak an existing creature to make it into something more useful for you, perhaps by borrowing a trait or two from a different creature or by using a variant or template, such as the ones in this book. Keep in mind that modifying a creature, including when you apply a template to it, might change its challenge level.

### TYPE

A creature's type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type. For example, an arrow of dragon slaying deals extra damage not only to dragons but also other creatures of the dragon type, such as wyverns and pseudodragons.

The game includes the following creature types, which have no rules of their own.

**Aberrations** are utterly alien beings. Many of them have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world. The quintessential aberrations are aboleths, cloaker, and slaadi.

**Beasts** are nonhumanoid creatures that are a natural part of the fantasy ecology. Some of them have magical powers, but most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals, dinosaurs, and giant versions of animals.

**Celestials** are creatures native to the Upper Planes. Many of them are the servants of deities, employed as messengers or agents in the mortal realm and throughout the planes. Celestials are good by nature, so the exceptional celestial who strays from good is a horrifying rarity. Celestials include angels, couatls, and pegasi.

**Constructs** are made, not born. Some are

programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent thought. Golems are the iconic constructs. Many creatures native to the outer plane of Mechanus, such as modrons, are constructs shaped from the raw material of the plane by the will of more powerful creatures.

**Dragons** are reptilian creatures of ancient origin and tremendous power and myth. wyrm dragons are highly intelligent and have innate magic. Also in this category are true dragons such as wyverns, pseudodragons and turtle dragons.

**Elementals** are creatures native to the elemental planes. Some creatures of this type are little more than animate masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy. The lineages of genies, including djinn and ifrit, form the most important civilizations on the elemental planes. Other elemental creatures include azers and invisible stalkers.

**Fey** are magical creatures closely tied to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Fey Wilds, also called the Plane of Faerie. Some are also found in the Outer Planes, particularly the planes of Arborea and the Beastlands. Fey includes Dryads, pixies, and satyrs.

**Fiends** are creatures of wickedness that are native to the Lower Planes. A few are the servants of deities, but many more labour under the leadership of archdevils and demon princes. Evil priests and mages sometimes summon fiends to the material world to do their bidding. If an evil celestial is a rarity, a good fiend is almost inconceivable. Fiends include demons, devils, hellhounds, rakshasas, and yugoloths.

**Giants** tower over humanoids. They are humanlike in shape, though some have multiple heads (ettins) or deformities (fomorians). The six varieties of true giant are hill giants, stone giants, frost giants, fire giants, cloud giants, and storm giants. Besides these, creatures such as ogres and trolls are giants.

**Humanoids** are the main peoples of a fantasy gaming world, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture, few if any innate magical abilities (though most humanoids can learn spellcasting), and a bipedal form. The most common humanoid lineages are the ones most suitable as player characters: humans, dwarves, elves, and halflings. Almost as numerous but far more savage and brutal, and almost uniformly evil, are the lineages of goblinoids (goblins, hobgoblins, and bugbears), orcs, gnolls, lizardfolk, and kobolds.

**Monstrosities** are creatures in the strictest sense—frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of magical experimentation gone awry (such as owlbears), and others are the product of terrible curses. They defy categorization, and in some sense serve as a catch-all category for creatures that don't fit into any other type.

**Oozes** are gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way. Black puddings and gelatinous cubes are among the most recognizable oozes.

**Plants** in this context are vegetable creatures, not

ordinary flora. Most of them are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant. Fungal creatures such as the gas spore and the myconid also fall into this category.

**Undead** are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse. Undead include walking corpses, such as vampires and zombies, as well as bodiless spirits, such as ghosts and specters.

Tags

A creature might have one or more tags appended to its type, in parentheses. For example, an orc has the humanoid (orc) type. The parenthetical tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as a magic item, might refer to them. For instance, a spear that is especially effective at fighting demons would work against any creature that has the demon tag.

Hit Points

A creature usually dies or is destroyed when it drops to 0 hit points.

A creature’s hit points are presented both as a die expression and as an average number. For example, a creature with 2d8 hit points has 9 hit points on average (2 × 4½).

A creature’s size determines the die used to calculate its hit points, as shown in the Hit Dice By Size table.

Hit Dice By Size

Size	Hit Die	Average HP per Die
Tiny	d4	2½
Small	d6	3½
Medium	d8	4½
Large	d10	5½
Huge	d12	6½
Gargantuan	d20	10½

A creature’s Constitution modifier also affects the number of hit points it has. Its Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its hit points. For example, if a creature has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has 2d8 + 2 hit points (average 11).

Speed

A creature’s speed tells you how far it can move on its turn.

All creatures have a walking speed, simply called the creature’s speed. Creatures that have no form of ground-based locomotion have a walking speed of 0 feet.

Some creatures have one or more of the following additional movement modes.

Burrow

A creature that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A

creature can’t burrow through solid rock unless it has a special trait that allows it to do so.

Climb

A creature that has a climbing speed can use all or part of its movement to move on vertical surfaces. The creature doesn’t need to spend extra movement to climb.

Fly

A creature that has a flying speed can use all or part of its movement to fly. Some creatures have the ability to hover, which makes them hard to knock out of the air. Such a creature stops hovering when it dies.

Swim

A creature that has a swimming speed doesn’t need to spend extra movement to swim.

Ability Scores

Every creature has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers. For more information on ability scores and how they’re used in play, see the “Ability Checks”.

Saving Throws

The Saving Throws entry is reserved for creatures that are adept at resisting certain kinds of effects. For example, a creature that isn’t easily charmed or frightened might gain a bonus on its Wisdom saving throws. Most creatures don’t have special saving throw bonuses, in which case this section is absent. A saving throw bonus is the sum of a creature’s relevant ability modifier and its proficiency bonus, which is determined by the creature’s challenge rating (as shown in the Proficiency Bonus By Challenge Level table).

Challenge Level	Proficiency Bonus
1	+d4
2	+d4
3	+d4
4	+d4
5	+d4
6	+d4
7	+d6
8	+d6
9	+d6
10	+d6
11	+d6
12	+d6
13	+d8
14	+d8
15	+d8
16	+d8
17	+d8
18	+d8
19	+d10
20	+d10



Challenge Level	Proficiency Bonus
21	+d10
22	+d10
23	+d10
24	+d10
25	+d12
26	+d12
27	+d12
28	+d12
29	+d12
30	+d12

## SKILLS

The Skills entry is reserved for creatures that are proficient in one or more skills. For example, a creature that is very perceptive and stealthy might have bonuses to Perception and Stealth checks.

A skill bonus is the sum of a creature's relevant ability modifier and its proficiency bonus, which is determined by the creature's challenge level (as shown in the Proficiency Bonus By Challenge Level table). Other modifiers might apply. For instance, a creature might have a larger-than-expected bonus (usually double its proficiency bonus) to account for its heightened expertise.

## ARMOUR, WEAPON, AND TOOL PROFICIENCIES

Assume that a creature is proficient with its armour, weapons, and tools. If you swap them out, you decide whether the creature is proficient with its new equipment. For example, a hill giant typically wears hide armour and wields a greatclub. You could equip a hill giant with chain mail and a greataxe instead, and assume the giant is proficient with both, one or the other, or neither.

## VULNERABILITIES, RESISTANCES, AND IMMUNITIES

Some creatures have vulnerability, resistance, or immunity to certain types of damage. Particular creatures are even resistant or immune to damage from nonmagical attacks (a magical attack is an attack delivered by a spell, a magic item, or another magical source). In addition, some creatures are immune to certain conditions.

## SENSES

The Senses entry notes a creature's special senses the creature might have. Special senses are described below.

### BLINDSIGHT

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius.

Creatures without eyes, such as grimlocks and gray oozes, typically have this special sense, as do creatures with echolocation or heightened senses, such as bats and wyrm dragons.

If a creature is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range

of its perception.

### DARKVISION

A creature with darkvision can see in the dark within a specific radius. The creature can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The creature can't discern colour in darkness, only shades of grey. Many creatures that live underground have this special sense.

### TREMORSENSE

A creature with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the creature and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. Many burrowing creatures, such as ankhegs and umber hulks, have this special sense.

### TRUESIGHT

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane within the same range.

## LANGUAGES

The languages that a creature can speak are listed in alphabetical order. Sometimes a creature can understand a language but can't speak it, and this is noted in its entry. A "—" indicates that a creature neither speaks nor understands any language.

### TELEPATHY

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the creature to communicate in this way with it, but it must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

A telepathic creature doesn't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic creature contacts a different creature within range. A telepathic creature can initiate or terminate a telepathic conversation without using an action, but while the creature is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.

A creature within the area of an antimagic field or in any other location where magic doesn't function can't send or receive telepathic messages.

## CHALLENGE LEVEL

A creature's challenge level tells you how great a threat the creature is. An appropriately equipped and well-rested party of four adventurers should be able to defeat a creature that has a challenge level equal to its level without suffering any deaths. For



example, a party of four 3rd-level characters should find a creature with a challenge level of 3 to be a worthy challenge, but not a deadly one.

Some creatures present a greater challenge than even a typical 20th-level party can handle. These creatures have a challenge level of 21 or higher and are specifically designed to test player skill.

EXPERIENCE POINTS

Challenge Level	Experience Points
1	50
2	150
3	350
4	1,025
5	2,500
6	3,500
7	5,750
8	8,500
9	12,000
10	16,000
11	21,250
12	25,000
13	30,000
14	35,000
15	41,250
16	48,750
17	56,250
18	66,250
19	76,250
20	88,750
21	105,600
22	123,000
23	143,375
24	158,750
25	180,000
26	204,000
27	224,000
28	248,000
29	270,000
30	292,000

The number of experience points (XP) a creature is worth is based on its challenge level. Typically, XP is awarded for defeating the creature, although the GM may also award XP for neutralizing the threat posed by the creature in some other manner. Unless something tells you otherwise, a creature summoned by a spell or other magical ability is worth the XP noted in its stat block.

SPECIAL TRAITS

Special traits (which appear after a creature’s challenge level but before any actions or reactions) are characteristics that are likely to be relevant in a combat encounter and that require some explanation.

INNATE SPELLCASTING

A creature with the innate ability to cast spells has the Innate Spellcasting special trait. Unless noted otherwise, an innate spell of 1st level or higher is

always cast at its lowest possible level and can’t be cast at a higher level. If a creature has a cantrip where its level matters and no level is given, use the creature’s challenge level.

An innate spell can have special rules or restrictions. For example, a giant mage can innately cast the levitate spell, but the spell has a “self only” restriction, which means that the spell affects only the giant mage.

A creature’s innate spells can’t be swapped out with other spells. If a creature’s innate spells don’t require attack rolls, no attack bonus is given for them.

SPELLCASTING

A creature with the Spellcasting special trait has a spellcaster level and spell slots, which it uses to cast its spells of 1st level and higher. The spellcaster level is also used for any cantrips included in the feature.

The creature has a list of spells known or prepared from a specific background. The list might also include spells from a feature in that background. The creature is considered a member of that background when attuning to or using a magic item that requires membership in the background or access to its spell list.

A creature can cast a spell from its list at a higher level if it has the spell slot to do so. For example, a giant mage with the 3rd-level lightning bolt spell can cast it as a 5th-level spell by using one of its 5th-level spell slots.

You can change the spells that a creature knows or has prepared, replacing any spell on its spell list with a spell of the same level and from the same background list. If you do so, you might cause the creature to be a greater or lesser threat than suggested by its challenge level.

PSIONICS

A creature that casts spells using only the power of its mind has the psionics tag added to its *Spellcasting* or *Innate Spellcasting* special trait. This tag carries no special rules of its own, but other parts of the game might refer to it. A creature that has this tag typically doesn’t require any components to cast its spells.

ACTIONS

When a creature takes its action, it can choose from the options in the actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action.

MELEE AND RANGED ATTACKS

The most common actions that a creature will take in combat are melee and ranged attacks. These can be spell attacks or weapon attacks, where the “weapon” might be a manufactured item or a natural weapon, such as a claw or tail spike.

**Creature vs Target.** The target of a melee or ranged attack is usually either one creature or one target, the difference being that a “target” can be a creature or an object.

**Hit.** Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the “Hit” notation. You roll the damage using the dice presented.

**Miss.** If an attack has an effect that occurs on a

miss, that information is presented after the “Miss:” notation.

## MULTIATTACK

A creature that can make multiple attacks on its turn has the Multiattack action. A creature can't use Multiattack when making an opportunity attack, which must be a single melee attack.

## AMMUNITION

A creature carries enough ammunition to make its ranged attacks. You can assume that a creature has 2d4 pieces of ammunition for a thrown weapon attack, and 2d10 pieces of ammunition for a projectile weapon such as a bow or crossbow.

## GRAPPLE RULES FOR CREATURES

Many creatures have special attacks that allow them to quickly grapple prey. When a creature hits with such an attack, it doesn't need to make an additional ability check to determine whether the grapple succeeds, unless the attack says otherwise.

A creature grappled by the creature can use its action to try to escape. To do so, it must succeed on an Athletics or Acrobatics check against the escape DC in the creature's stat block. If no escape DC is given, assume the DC is 10 + the creature's (Strength (Athletics) modifier).

## REACTIONS

If a creature can do something special with its reaction, that information is contained here. If a creature has no special reaction, this section is absent.

## LIMITED USAGE

Some special abilities have restrictions on the number of times they can be used.

**X/Day.** The notation “X/Day” means a special ability can be used X number of times and that a creature must finish a long rest to regain expended uses. For example, “1/Day” means a special ability can be used once and that the creature must finish a long rest to use it again.

**Recharge X-Y.** The notation “Recharge X-Y” means a creature can use a special ability once and that ability then has a random chance of recharging during each subsequent round of combat. At the start of each of the creature's turns, roll a d6. If the roll is one of the numbers in the recharge notation, the creature regains the use of the special ability. The ability also recharges when the creature finishes a short or long rest.

For example, “Recharge 5-6” means a creature can use the special ability once. Then, at the start of the creature's turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

**Recharge after a Short or Long Rest.** This notation means that a creature can use a special ability once and then must finish a short or long rest to use it again.

## EQUIPMENT

A stat block rarely refers to equipment, other than armour or weapons used by a creature. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

You can equip creatures with additional gear and trinkets however you like, and you decide how much of a creature's equipment is recoverable after the creature is slain, weapons and armour that can be recovered have the *damaged* property, unless stated otherwise, and can be sold for half their original price.

If a spellcasting creature needs material components to cast its spells, assume that it has the material components it needs to cast the spells in its stat block.

## LEGENDARY CREATURES

A legendary creature can do things that ordinary creatures can't. It can take special actions outside its turn, and it might exert magical influence for kilometres around.

If a creature assumes the form of a legendary creature, such as through a spell, it doesn't gain that form's legendary actions, lair actions, or regional effects.

## LEGENDARY ACTIONS

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action option can be used at a time and only at the end of another creature's turn. A creature regains its spent legendary actions at the start of its turn. It can forgo using them, and it can't use them while incapacitated or otherwise unable to take actions.

If surprised, it can't use them until after its first turn in the combat.

## A LEGENDARY CREATURE'S LAIR

A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Such a section applies only to a legendary creature that spends a great deal of time in its lair.

## LAIR ACTIONS

If a legendary creature has lair actions, it can use them to harness the ambient magic in its lair. On initiative count 20 (losing all initiative ties), it can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in combat.

## REGIONAL EFFECTS

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.

# MISCELLANEOUS CREATURES

This section contains statistics for various animals, vermin, and other critters. The stat blocks are organized alphabetically by creature name.

## BAT

*Tiny Beast*

**Armour Class:** 13

**Hit Points:** 1 (1d4 - 1)

**Speed:** Walking 5 feet, flying 30 feet

STR	DEX	CON	INT	WIS	CHA
2	15	8	2	12	4
-4	+2	-1	-4	+1	-3

**Senses:** Blindsight 60 feet

**Languages:** —

**Initiative Bonus:** +3

**Proficiency Bonus:** +1d4

**Challenge Level:** 1 (50 XP)

## FEATURES

**Echolocation:** The bat can't use its blindsight while deafened.

**Keen Hearing:** The bat has advantage on Perception checks that rely on hearing.

## ACTIONS

### Bite:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 1d4 + 2 piercing damage.

## BLACK BEAR

*Medium Beast*

**Armour Class:** 18 (Natural Armour)

**Hit Points:** 19 (3d8 + 6)

**Speed:** Walking 40 feet, climbing 30 feet

STR	DEX	CON	INT	WIS	CHA
15	10	14	2	12	7
+2	+0	+2	-4	+1	-2

**Skills:** Perception

**Languages:** —

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 3 (350 XP)

## FEATURES

**Keen Smell:** The bear has advantage on Perception checks that rely on smell.

**Multiattack:** The bear makes two attacks: one with its bite and one with its claws.

## ACTIONS

### Bite:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 1d6 + 2 piercing damage.

### Claws:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 2d4 + 2 slashing damage.

## HARVESTABLE RESOURCES

### Bones:

Difficulty: DC 12

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d20 bones.

Value: 5 cp per bone.

### Hide:

Difficulty: DC 12

Tools: A simple axe or bladed weapon.

Harvesting Time: 5 minutes per ration.

Resources: 1d12 rations.

Value: 35 cp per ration.

### Pelt:

Difficulty: DC 12

Tools: A simple bladed weapon.

Harvesting Time: 10 minutes.

Resources: 1 Pelt.

Value: 65 cp.

### Skull:

Difficulty: DC 12

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 25 cp.

## BOAR

*Medium Beast*

**Armour Class:** 18 (Natural Armour)

**Hit Points:** 11 (2d8 + 2)

**Speed:** Walking 40 feet

STR	DEX	CON	INT	WIS	CHA
13	11	12	2	9	5
+1	+0	+1	-4	-1	-3

**Languages:** —

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 2 (150 XP)

## FEATURES

**Charge:** If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 1d6 slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest):** If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

## ACTIONS

### Tusk:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 1, 5 foot reach, one target.

*Hit:* 1d6 + 1 piercing damage.

## HARVESTABLE RESOURCES

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### Bones:

Difficulty: DC 11  
Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 1d20 bones.  
Value: 5 cp per bone.

### Hide:

Difficulty: DC 11  
Tools: A simple axe or bladed weapon.  
Harvesting Time: 5 minutes per ration.  
Resources: 1d12 rations.  
Value: 35 cp per ration.

### Pelt:

Difficulty: DC 11  
Tools: A simple bladed weapon.  
Harvesting Time: 10 minutes.  
Resources: 1 Pelt.  
Value: 65 cp.

### Skull:

Difficulty: DC 11  
Tools: Harvester's kit or a simple bladed weapon.  
Harvesting Time: 1 minute.  
Resources: 1 skull.  
Value: 25 cp.

## BROWN BEAR

*Large Beast*

**Armour Class:** 18 (Natural Armour)

**Hit Points:** 34 (4d10 + 12)

**Speed:** Walking 40 feet, climbing 30 feet

STR	DEX	CON	INT	WIS	CHA
19	10	16	2	13	7
+4	+0	+3	-4	+1	-2

**Skills:** Perception

**Languages:** —

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 4 (1,025 XP)

## FEATURES

**Keen Smell:** The bear has advantage on Perception checks that rely on smell.

**Multiattack:** The bear makes two attacks: one with its bite and one with its claws.

## ACTIONS

### Bite:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 4, 5 foot reach, one target.

*Hit:* 2d6 + 4 piercing damage.

### Claws:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 4, 5 foot reach, one target.

*Hit:* 4d4 + 4 slashing damage.

## HARVESTABLE RESOURCES

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### Bones:

Difficulty: DC 13  
Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 2d20 bones.  
Value: 5 cp per bone.

### Hide:

Difficulty: DC 13  
Tools: A simple axe or bladed weapon.  
Harvesting Time: 5 minutes per ration.  
Resources: 2d20 rations.  
Value: 35 cp per ration.

### Pelt:

Difficulty: DC 10  
Tools: A simple bladed weapon.  
Harvesting Time: 25 minutes.  
Resources: 1 Pelt.  
Value: 105 cp.

### Skull:

Difficulty: DC 13  
Tools: Harvester's kit or a simple bladed weapon.  
Harvesting Time: 1 minute.  
Resources: 1 skull.  
Value: 40 cp.

## CAT

*Tiny Beast*

**Armour Class:** 13

**Hit Points:** 2 (1d4)

**Speed:** Walking 40 feet, climbing 30 feet

STR	DEX	CON	INT	WIS	CHA
3	15	10	3	12	7
-4	+2	+0	-4	+1	-2

**Skills:** Perception, Stealth

**Senses:** Darkvision 60 feet

**Languages:** —

**Initiative Bonus:** +2

**Proficiency Bonus:** +1d4

**Challenge Level:** 0 (10 XP)

## FEATURES

**Keen Smell:** The cat has advantage on Perception checks that rely on smell.

## ACTIONS

### Claws:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 1d4 + 2 piercing damage.

## HARVESTABLE RESOURCES

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### Bones:

Difficulty: DC 12  
Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 1d10 bones.  
Value: 5 cp per bone.

### Skull:



Difficulty: DC 12  
Tools: Harvester's kit or a simple bladed weapon.  
Harvesting Time: 1 minute.  
Resources: 1 skull.  
Value: 5 cp.

CONSTRUCTOR SNAKE

Large Beast

**Armour Class:** 14  
**Hit Points:** 13 (2d10 + 2)  
**Speed:** Walking 30 feet, swimming 30 feet  
**STR DEX CON INT WIS CHA**  
15 14 12 1 10 3  
+2 +2 +1 -5 +0 -4  
**Senses:** Blindsight 10 feet  
**Languages:** —  
**Initiative Bonus:** +2  
**Proficiency Bonus:** +1d4  
**Challenge Level:** 2 (150 XP)

ACTIONS

**Bite:**  
*Action Type:* Action  
*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.  
*Hit:* 1d6 + 2 piercing damage.  
**Constrict:**  
*Action Type:* Action  
*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.  
*Hit:* 1d8 + 2 bludgeoning damage.  
*Effect:* The target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

HARVESTABLE RESOURCES

**Bones:**  
Difficulty: DC 13  
Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 2d20 bones.  
Value: 5 cp per bone.  
**Hide:**  
Difficulty: DC 11  
Tools: A simple axe or bladed weapon.  
Harvesting Time: 5 minutes per ration.  
Resources: 2d20 rations.  
Value: 35 cp per ration.  
**Skull:**  
Difficulty: DC 13  
Tools: Harvester's kit or a simple bladed weapon.  
Harvesting Time: 1 minute.  
Resources: 1 skull.  
Value: 40 cp.

DIRE WOLF

Large Beast  
**Armour Class:** 21 (Natural Armour)  
**Hit Points:** 37 (5d10 + 10)

**Speed:** Walking 50 feet  
**STR DEX CON INT WIS CHA**

17 15 15 3 12 7  
+3 +2 +2 +4 +1 -2  
**Skills:** Perception, Stealth  
**Languages:** —  
**Initiative Bonus:** +2  
**Proficiency Bonus:** +1d4  
**Challenge Level:** 5 (2,500 XP)

FEATURES

**Keen Hearing And Smell:** The wolf has advantage on Perception checks that rely on hearing or smell.  
**Pack Tactics:** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

**Bite:**  
*Action Type:* Action  
*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.  
*Hit:* 2d6 + 3 piercing damage.  
*Effect:* If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

HARVESTABLE RESOURCES

**Bones:**  
Difficulty: DC 14  
Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 2d20 bones.  
Value: 5 cp per bone.  
**Hide:**  
Difficulty: DC 12  
Tools: A simple axe or bladed weapon.  
Harvesting Time: 5 minutes per ration.  
Resources: 2d20 rations.  
Value: 35 cp per ration.  
**Pelt:**  
Difficulty: DC 12  
Tools: A simple bladed weapon.  
Harvesting Time: 25 minutes.  
Resources: 1 Pelt.  
Value: 105 cp.  
**Skull:**  
Difficulty: DC 14  
Tools: Harvester's kit or a simple bladed weapon.  
Harvesting Time: 1 minute.  
Resources: 1 skull.  
Value: 40 cp.

FROG

A **frog** has no effective attacks. It feeds on small insects and typically dwells near water, in trees, or underground. The frog's statistics can also be used to represent a **toad**.

FROG

Tiny Beast  
**Armour Class:** 12  
**Hit Points:** 1 (1d4 - 1)

**Speed:** Walking 20 feet, swimming 20 feet

STR	DEX	CON	INT	WIS	CHA
1	13	8	1	8	3
-5	+1	-1	-5	-1	-4

**Skills:** Perception, Stealth

**Senses:** Darkvision 30 feet

**Languages:** —

**Initiative Bonus:** +1

**Proficiency Bonus:** +1d4

**Challenge Level:** 1 (50 XP)

## FEATURES

**Amphibious:** The frog can breathe air and water.

**Standing Leap:** The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

## HARVESTABLE RESOURCES

### Bones:

Difficulty: DC 10

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d10 bones.

Value: 5 cp per bone.

### Skull:

Difficulty: DC 10

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 5 cp.

## GIANT EAGLE

A **giant eagle** is a noble creature that speaks its own language and understands speech in the Common tongue. A mated pair of giant eagles typically has up to four eggs or young in their nest (treat the young as normal eagles).

### GIANT EAGLE

*Large Beast*

**Armour Class:** 15

**Hit Points:** 26 (4d10 + 4)

**Speed:** Walking 10 feet, flying 80 feet

STR	DEX	CON	INT	WIS	CHA
16	17	13	8	14	10
+3	+3	+1	-1	+2	+0

**Skills:** Perception

**Languages:** Understands Common and Auran but can't speak them

**Initiative Bonus:** +6

**Proficiency Bonus:** +1d4

**Challenge Level:** 4 (1,025 XP)

## FEATURES

**Keen Sight:** The eagle has advantage on Perception checks that rely on sight.

**Multiattack:** The eagle makes two attacks: one with its beak and one with its talons.

## ACTIONS

### Beak:

**Action Type:** Action

**Attack:** Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.

**Hit:** 1d6 + 3 piercing damage.

### Talons:

**Action Type:** Action

**Attack:** Melee, 1d20 + 1d4 + 5, 5 foot reach, one target.

**Hit:** 2d6 + 3 slashing damage.

## HARVESTABLE RESOURCES

### Bones:

Difficulty: DC 14

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 2d20 bones.

Value: 5 cp per bone.

### Hide:

Difficulty: DC 12

Tools: A simple axe or bladed weapon.

Harvesting Time: 5 minutes per ration.

Resources: 2d20 rations.

Value: 35 cp per ration.

### Skull:

Difficulty: DC 12

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 40 cp.

## GIANT SPIDER

To snare its prey, a giant spider spins elaborate webs or shoots sticky strands of webbing from its abdomen. Giant spiders are most commonly found underground, making their lairs on ceilings or in dark, web-filled crevices. Such lairs are often festooned with web cocoons holding past victims.

### GIANT SPIDER

*Large Beast*

**Armour Class:** 21 (Natural Armour)

**Hit Points:** 26 (4d10 + 4)

**Speed:** Walking 30 feet, climbing 30 feet

STR	DEX	CON	INT	WIS	CHA
14	16	12	2	11	4
+2	+3	+1	-4	+0	-3

**Skills:** Stealth

**Senses:** Blindsight 10 feet, Darkvision 60 feet

**Languages:** —

**Initiative Bonus:** +4

**Proficiency Bonus:** +1d4

**Challenge Level:** 4 (1,025 XP)

## FEATURES

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

**Web Sense:** While in contact with a web, the spider knows the exact location of any other creature in

contact with the same web.  
**Web Walker:** The spider ignores movement restrictions caused by webbing.

ACTIONS

**Bite:**  
*Action Type:* Action  
*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.  
*Hit:* 2d8 + 3 piercing damage.  
*Effect:* The target must make a DC 13 Constitution saving throw, taking 2d8 poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.  
**Web (Recharge 5–6):**  
*Action Type:* Action  
*Attack:* Ranged, 1d20 + 1d4 + 3, 30/60 range, one target.  
*Effect:* The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

HARVESTABLE RESOURCES

**Giant Spider Venom:**  
Difficulty: DC 11  
Tools: Harvester's kit and vials.  
Harvesting Time: 1 minute per vial.  
Resources: 3d12 vials of Giant Spider venom.  
Value: 50 sp per vial.  
Effect: As a bonus action you can a vial of Giant Spider venom to a weapon attack, the creature must make a DC 13 Constitution saving throw, on a failed the target takes an additional 2d8 poison damage, or half as much damage on a successful save.

**HAWK**  
*Tiny Beast*  
**Armour Class:** 14  
**Hit Points:** 1 (1d4 – 1)  
**Speed:** Walking 10 feet, fly 60 feet  

STR	DEX	CON	INT	WIS	CHA
5	16	8	2	14	6
-3	+3	-1	-4	+2	-2

**Skills:** Perception  
**Languages:** —  
**Initiative Bonus:** +3  
**Proficiency Bonus:** +1d4  
**Challenge Level:** 1 (50 XP)

FEATURES

**Keen Sight:** The hawk has advantage on Perception checks that rely on sight.

ACTIONS

**Talons:**  
*Action Type:* Action  
*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one

target.  
*Hit:* 1d4 + 3 slashing damage.

HARVESTABLE RESOURCES

**Bones:**  
Difficulty: DC 12  
Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 1d10 bones.  
Value: 5 cp per bone.  
**Skull:**  
Difficulty: DC 12  
Tools: Harvester's kit or a simple bladed weapon.  
Harvesting Time: 1 minute.  
Resources: 1 skull.  
Value: 25 cp.

**LION**  
*Large Beast*  
**Armour Class:** 13  
**Hit Points:** 26 (4d10 + 4)  
**Speed:** Walking 50 feet  

STR	DEX	CON	INT	WIS	CHA
17	15	13	3	12	8
+3	+2	+1	-4	+1	-1

**Skills:** Perception, Stealth  
**Senses:** Darkvision 60 feet  
**Languages:** —  
**Initiative Bonus:** +2  
**Proficiency Bonus:** +1d4  
**Challenge Level:** 4 (1,025 XP)

FEATURES

**Keen Smell:** The lion has advantage on Perception checks that rely on smell.  
**Pack Tactics:** The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.  
**Pounce:** If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.  
**Running Leap:** With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

**Bite:**  
*Action Type:* Action  
*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.  
*Hit:* 1d8 + 3 piercing damage.  
**Claw:**  
*Action Type:* Action  
*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.  
*Hit:* 1d6 + 3 Slashing damage.

## HARVESTABLE RESOURCES

### Bones:

Difficulty: DC 13  
Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 2d20 bones.  
Value: 5 cp per bone.

### Hide:

Difficulty: DC 11  
Tools: A simple axe or bladed weapon.  
Harvesting Time: 5 minutes per ration.  
Resources: 1d12 rations.  
Value: 35 cp per ration.

### Pelt:

Difficulty: DC 12  
Tools: A simple bladed weapon.  
Harvesting Time: 25 minutes.  
Resources: 1 Pelt.  
Value: 105 cp.

### Skull:

Difficulty: DC 13  
Tools: Harvester's kit or a simple bladed weapon.  
Harvesting Time: 1 minute.  
Resources: 1 skull.  
Value: 40 cp.

## MASTIFF

**Mastiffs** are impressive hounds prized by Humanoids for their loyalty and keen senses. Mastiffs can be trained as guard dogs, hunting dogs, and war dogs. Halfins and other Small Humanoids ride them as mounts.

### MASTIFF

*Medium Beast*

**Armour Class:** 13

**Hit Points:** 5 (1d8 + 1)

**Speed:** Walking 40 feet

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

**Skills:** Perception

**Languages:** —

**Initiative Bonus:** +2

**Proficiency Bonus:** +1d4

**Challenge Level:** 1 (50 XP)

## FEATURES

**Keen Hearing And Smell:** The mastiff has advantage on Perception checks that rely on hearing or smell.

## ACTIONS

### Bite:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 1, 5 foot reach, one target.

*Hit:* 1d6 + 1 piercing damage.

*Effect:* If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

## HARVESTABLE RESOURCES

### Bones:

Difficulty: DC 13  
Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 1d20 bones.  
Value: 5 cp per bone.

### Hide:

Difficulty: DC 11  
Tools: A simple axe or bladed weapon.  
Harvesting Time: 5 minutes per ration.  
Resources: 1d12 rations.  
Value: 35 cp per ration.

### Pelt:

Difficulty: DC 12  
Tools: A simple bladed weapon.  
Harvesting Time: 10 minutes.  
Resources: 1 Pelt.  
Value: 65 cp.

### Skull:

Difficulty: DC 13  
Tools: Harvester's kit or a simple bladed weapon.  
Harvesting Time: 1 minute.  
Resources: 1 skull.  
Value: 25 cp.

## MULE

*Medium Beast*

**Armour Class:** 12

**Hit Points:** 11 (2d8 + 2)

**Speed:** Walking 40 feet

STR	DEX	CON	INT	WIS	CHA
14	10	13	2	10	5
+2	+0	+1	-4	+0	-3

**Languages:** —

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 2 (150 XP)

## FEATURES

**Beast Of Burden:** The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

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

## ACTIONS

### Hooves:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 1d4 + 2 bludgeoning damage.

## HARVESTABLE RESOURCES

### Bones:

Difficulty: DC 11  
Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 1d20 bones.  
Value: 5 cp per bone.



**Hide:**

Difficulty: DC 11

Tools: A simple axe or bladed weapon.

Harvesting Time: 5 minutes per ration.

Resources: 1d12 rations.

Value: 35 cp per ration.

**Pelt:**

Difficulty: DC 10

Tools: A simple bladed weapon.

Harvesting Time: 10 minutes.

Resources: 1 Pelt.

Value: 65 cp.

**Skull:**

Difficulty: DC 11

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 25 cp.

**OWL**

*Tiny Beast*

**Armour Class:** 12

**Hit Points:** 1 (1d4 - 1)

**Speed:** Walking 5 feet, flying 60 feet

STR	DEX	CON	INT	WIS	CHA
3	13	8	2	12	7
-4	+1	-1	-4	+1	-2

**Skills:** Perception, Stealth

**Senses:** Darkvision 120 feet

**Languages:** —

**Initiative Bonus:** +1

**Proficiency Bonus:** +1d4

**Challenge Level:** 1 (50 XP)

**FEATURES**

**Flyby:** The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Keen Hearing And Sight:** The owl has advantage on Perception checks that rely on hearing or sight.

**ACTIONS****Talons:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 1, 5 foot reach, one target.

*Hit:* 1d4 + 1 piercing damage.

**HARVESTABLE RESOURCES****Bones:**

Difficulty: DC 10

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d10 bones.

Value: 5 cp per bone.

**Skull:**

Difficulty: DC 10

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 5 cp.

**PANTHER**

*Medium Beast*

**Armour Class:** 14

**Hit Points:** 13 (3d8)

**Speed:** Walking 50 feet, climb 40 feet

STR	DEX	CON	INT	WIS	CHA
14	15	10	3	14	7
+2	+2	+0	-4	+2	-2

**Skills:** Perception, Stealth

**Senses:** Darkvision 60 feet

**Languages:** —

**Initiative Bonus:** +3

**Proficiency Bonus:** +1d4

**Challenge Level:** 3 (350 XP)

**FEATURES**

**Keen Smell:** The panther has advantage on Perception checks that rely on smell.

**Pounce:** If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

**ACTIONS****Bite:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 1d6 + 2 piercing damage.

**Claw:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 1, 5 foot reach, one target.

*Hit:* 1d4 + 2 slashing damage.

**HARVESTABLE RESOURCES****Bones:**

Difficulty: DC 12

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d20 bones.

Value: 5 cp per bone.

**Hide:**

Difficulty: DC 10

Tools: A simple axe or bladed weapon.

Harvesting Time: 5 minutes per ration.

Resources: 1d12 rations.

Value: 35 cp per ration.

**Pelt:**

Difficulty: DC 12

Tools: A simple bladed weapon.

Harvesting Time: 10 minutes.

Resources: 1 Pelt.

Value: 65 cp.

**Skull:**

Difficulty: DC 12

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 25 cp.

## RAT

*Tiny Beast*

**Armour Class:** 11

**Hit Points:** 1 (1d4 - 1)

**Speed:** Walking 20 feet

STR	DEX	CON	INT	WIS	CHA
2	11	9	2	10	4
-4	+0	-1	-4	+0	-3

**Senses:** Darkvision 30 feet

**Languages:** —

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 1 (50 XP)

## FEATURES

**Keen Smell:** The rat has advantage on Perception checks that rely on smell.

## ACTIONS

### Bite:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4, 5 foot reach, one target.

*Hit:* 1d4 piercing damage.

## HARVESTABLE RESOURCES

### Bones:

Difficulty: DC 9

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d10 bones.

Value: 5 cp per bone.

### Skull:

Difficulty: DC 9

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 5 cp.

## RAVEN

*Tiny Beast*

**Armour Class:** 13

**Hit Points:** 1 (1d4 - 1)

**Speed:** Walking 10 feet, flying 50 feet

STR	DEX	CON	INT	WIS	CHA
2	14	8	2	12	6
-4	+2	-1	-4	+1	-2

**Skills:** Perception

**Languages:** —

**Initiative Bonus:** +2

**Proficiency Bonus:** +1d4

**Challenge Level:** 1 (50 XP)

## FEATURES

**Mimicry:** The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 13 Insight check.

## ACTIONS

### Beak:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 1d4 + 2 piercing damage.

## HARVESTABLE RESOURCES

### Bones:

Difficulty: DC 11

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d20 bones.

Value: 5 cp per bone.

### Skull:

Difficulty: DC 11

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 5 cp.

## REEF SHARK

Smaller than giant sharks and hunter sharks, **reef sharks** inhabit shallow waters and coral reefs, gathering in small packs to hunt. A full-grown specimen measures 6 to 10 feet long.

## REEF SHARK

*Medium Beast*

**Armour Class:** 19 (Natural Armour)

**Hit Points:** 22 (4d8 + 4)

**Speed:** Swimming 40 feet

STR	DEX	CON	INT	WIS	CHA
14	13	13	1	10	4
+2	+1	+1	-5	+0	-3

**Skills:** Perception

**Senses:** Blindsight 30 feet

**Languages:** —

**Initiative Bonus:** +2

**Proficiency Bonus:** +1d4

**Challenge Level:** 4 (1,250 XP)

## FEATURES

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

**Water Breathing:** The shark can breathe only underwater.

## ACTIONS

### Bite:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 1d8 + 2 piercing damage.

## HARVESTABLE RESOURCES

### Bones:

Difficulty: DC 12

Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 1d20 bones.  
Value: 5 cp per bone.

**Hide:**  
Difficulty: DC 11  
Tools: A simple axe or bladed weapon.  
Harvesting Time: 5 minutes per ration.  
Resources: 1d12 rations.  
Value: 35 cp per ration.

**Skull:**  
Difficulty: DC 12  
Tools: Harvester's kit or a simple bladed weapon.  
Harvesting Time: 1 minute.  
Resources: 1 skull.  
Value: 25 cp.

**RIDING HORSE**  
*Large Beast*  
**Armour Class:** 12  
**Hit Points:** 13 (2d10 + 2)  
**Speed:** Walking 60 feet

STR	DEX	CON	INT	WIS	CHA
16	10	12	2	11	7
+3	+0	+1	-4	+0	-2

**Languages:** —  
**Initiative Bonus:** +0  
**Proficiency Bonus:** +1d4  
**Challenge Level:** 1/4 (50 XP)

**ACTIONS**

---

**Hooves:**  
*Action Type:* Action  
*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.  
*Hit:* 2d4 + 3 bludgeoning damage.

**HARVESTABLE RESOURCES**

---

**Bones:**  
Difficulty: DC 11  
Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 2d20 bones.  
Value: 5 cp per bone.

**Hide:**  
Difficulty: DC 11  
Tools: A simple axe or bladed weapon.  
Harvesting Time: 5 minutes per ration.  
Resources: 2d20 rations.  
Value: 35 cp per ration.

**Pelt:**  
Difficulty: DC 10  
Tools: A simple bladed weapon.  
Harvesting Time: 25 minutes.  
Resources: 1 Pelt.  
Value: 105 cp.

**Skull:**  
Difficulty: DC 11  
Tools: Harvester's kit or a simple bladed weapon.  
Harvesting Time: 1 minute.  
Resources: 1 skull.

Value: 25 cp.

**TIGER**  
*Large Beast*  
**Armour Class:** 14  
**Hit Points:** 37 (5d10 + 10)  
**Speed:** Walking 40 feet

STR	DEX	CON	INT	WIS	CHA
17	15	14	3	12	8
+3	+2	+2	-4	+1	-1

**Skills:** Perception, Stealth  
**Senses:** Darkvision 60 feet  
**Languages:** —  
**Initiative Bonus:** +2  
**Proficiency Bonus:** +1d4  
**Challenge Level:** 5 (2,500 XP)

**FEATURES**

---

**Keen Smell:** The tiger has advantage on Perception checks that rely on smell.

**Pounce:** If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

**ACTIONS**

---

**Bite:**  
*Action Type:* Action  
*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.  
*Hit:* 1d10 + 3 piercing damage.

**Claw:**  
*Action Type:* Action  
*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.  
*Hit:* 1d8 + 3 slashing damage.

**HARVESTABLE RESOURCES**

---

**Bones:**  
Difficulty: DC 14  
Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 2d20 bones.  
Value: 5 cp per bone.

**Hide:**  
Difficulty: DC 12  
Tools: A simple axe or bladed weapon.  
Harvesting Time: 5 minutes per ration.  
Resources: 2d20 rations.  
Value: 35 cp per ration.

**Pelt:**  
Difficulty: DC 12  
Tools: A simple bladed weapon.  
Harvesting Time: 25 minutes.  
Resources: 1 Pelt.  
Value: 105 cp.

**Skull:**  
Difficulty: DC 14  
Tools: Harvester's kit or a simple bladed weapon.  
Harvesting Time: 1 minute.

Resources: 1 skull.  
Value: 40 cp.

## VENOMOUS SNAKE

*Tiny Beast*

**Armour Class:** 15

**Hit Points:** 2 (1d4)

**Speed:** Walking 30 feet, swim 30 feet

STR	DEX	CON	INT	WIS	CHA
2	16	11	1	10	3
-4	+3	+0	-5	+0	-4

**Senses:** Blindsight 10 feet

**Languages:** —

**Initiative Bonus:** +3

**Proficiency Bonus:** +1d4

**Challenge Level:** 1 (50 XP)

## ACTIONS

**Bite:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.

*Hit:* 1d4 + 3 piercing damage.

*Effect:* The target must make a DC 12 Constitution saving throw, taking 2d4 poison damage on a failed save, or half as much damage on a successful one.

## HARVESTABLE RESOURCES

**Bones:**

Difficulty: DC 13

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d10 bones.

Value: 5 cp per bone.

**Skull:**

Difficulty: DC 13

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 5 cp.

**Snake Venom:**

Difficulty: DC 10

Tools: Harvester's kit and vials.

Harvesting Time: 1 minute per vial.

Resources: 1d4 vials of Snake venom.

Value: 50 sp per vial.

*Effect:* As a bonus action you can a vial of Snake venom to a weapon attack, the creature must make a DC 12 Constitution saving throw, on a failed the target takes an additional 2d4 poison damage, or half as much damage on a successful save.

## WARHORSE

*Large Beast*

**Armour Class:** 16

**Hit Points:** 19 (3d10 + 3)

**Speed:** Walking 60 feet

STR	DEX	CON	INT	WIS	CHA
18	12	13	2	12	7
+4	+1	+1	-4	+1	-2

**Languages:** —

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 3 (350 XP)

## FEATURES

**Trampling Charge:** If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

## ACTIONS

**Hooves:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 4, 5 foot reach, one target.

*Hit:* 2d6 + 4 bludgeoning damage.

## HARVESTABLE RESOURCES

**Bones:**

Difficulty: DC 12

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 2d20 bones.

Value: 5 cp per bone.

**Hide:**

Difficulty: DC 11

Tools: A simple axe or bladed weapon.

Harvesting Time: 5 minutes per ration.

Resources: 1d12 rations.

Value: 35 cp per ration.

**Pelt:**

Difficulty: DC 11

Tools: A simple bladed weapon.

Harvesting Time: 25 minutes.

Resources: 1 Pelt.

Value: 105 cp.

**Skull:**

Difficulty: DC 12

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 40 cp.

## WOLF

*Medium Beast*

**Armour Class:** 19 (Natural Armour)

**Hit Points:** 11 (2d8 + 2)

**Speed:** Walking 40 feet

STR	DEX	CON	INT	WIS	CHA
12	15	12	3	12	6
+1	+2	+1	-4	+1	+2

**Skills:** Perception, Stealth

**Languages:** —

**Initiative Bonus:** +3

**Proficiency Bonus:** +1d4

**Challenge Level:** 2 (150 XP)

## FEATURES

**Keen Hearing And Smell:** The wolf has advantage



on Perception checks that rely on hearing or smell.

**Pack Tactics:** The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

---

### **Bite:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 2d4 + 2 piercing damage.

*Effect:* If the target is a creature, they must succeed on a DC 13 Strength saving throw or be knocked prone.

## HARVESTABLE RESOURCES

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### **Bones:**

Difficulty: DC 13

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d20 bones.

Value: 5 cp per bone.

### **Hide:**

Difficulty: DC 11

Tools: A simple axe or bladed weapon.

Harvesting Time: 5 minutes per ration.

Resources: 1d12 rations.

Value: 35 cp per ration.

### **Pelt:**

Difficulty: DC 12

Tools: A simple bladed weapon.

Harvesting Time: 10 minutes.

Resources: 1 Pelt.

Value: 65 cp.

### **Skull:**

Difficulty: DC 13

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 25 cp.

# MONSTERS

This section contains statistics for monsters that habit various planes of existence. The stat blocks are organized alphabetically by monster name.

## ANIMATED OBJECTS

### ANIMATED ARMOUR

*Medium Construct*

**Armour Class:** 22 (Plate Armour)

**Hit Points:** 33 (6d8 + 6)

**Speed:** Walking 25 feet

STR	DEX	CON	INT	WIS	CHA
14	11	13	1	3	1
+2	+0	+1	-5	-4	-5

**Damage Resistances:** Slashing

**Damage Immunities:** Poison, psychic

**Condition Immunities:** Blinded, bleeding, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses:** Blindsight 60 feet (blind beyond this radius)

**Languages:** -

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 6 (3,500 XP)

### FEATURES

**Antimagic Susceptibility:** The armour is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the armour must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance:** While the armour remains motionless, it is indistinguishable from a normal suit of armour.

**Multiattack:** The armour makes two melee attacks.

### ACTIONS

**Slam:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 6, 5 foot reach, one target.

*Hit:* 3d6 +2 bludgeoning damage.

### HARVESTABLE RESOURCES

**Plate Armour Scraps:**

Harvesting Time: Action.

Resources: Scraps of Plate Armour.

### FLYING SWORD

*Small Construct*

**Armour Class:** 20 (Natural Armour)

**Hit Points:** 10 (3d6)

**Speed:** Flying 50 feet (hover)

STR	DEX	CON	INT	WIS	CHA
12	15	11	1	5	1
+0	+2	+0	-5	-3	-5

**Saving Throws:** Dexterity

**Damage Immunities:** Poison, psychic

**Condition Immunities:** Blinded, bleeding, charmed, deafened, exhaustion, frightened, paralyzed,

petrified, poisoned

**Senses:** Blindsight 60 feet (blind beyond this radius)

**Languages:** -

**Initiative Bonus:** +2

**Proficiency Bonus:** +1d4

**Challenge Level:** 3 (350 XP)

### FEATURES

**Antimagic Susceptibility:** The sword is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance:** While the sword remains motionless, it is indistinguishable from a normal sword.

**Small Stature:** The sword can move through the space of any creature that is at least one size larger than them.

### ACTIONS

**Longsword:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 6, 5 foot reach, one target.

*Hit:* 2d10 +2 bludgeoning damage.

### HARVESTABLE RESOURCES

**Damaged Longsword:**

Harvesting Time: Action.

Resources: A Longsword with the damaged weapon property.

### RUG OF SMOTHERING

*Large Construct*

**Armour Class:** 19 (Natural Armour)

**Hit Points:** 33 (6d10)

**Speed:** Flying 15 feet (hover)

STR	DEX	CON	INT	WIS	CHA
17	14	10	1	3	1
+3	+2	+0	-5	-3	-5

**Damage Immunities:** Poison, psychic

**Condition Immunities:** Blinded, bleeding, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses:** Blindsight 60 feet (blind beyond this radius)

**Languages:** -

**Initiative Bonus:** +2

**Proficiency Bonus:** +1d4

**Challenge Level:** 6 (3,500 XP)

### FEATURES

**Antimagic Susceptibility:** The rug is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**Damage Transfer:** While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

**False Appearance:** While the rug remains motionless, it is indistinguishable from a normal rug.

## ACTIONS

### Smother:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Effect:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 2d6 + 3 bludgeoning damage.

## HARVESTABLE RESOURCES

### Rug Of Smothering Threads:

Difficulty: DC

Tools: A simple bladed weapon.

Harvesting Time: 1 minute per foot of thread.

Resources: 1d20 feet of Rug Of Smothering thread.

Value: 20 sp per thread.

### ANKHEG

*Large Monstrosity*

**Armour Class:** 17 (Natural Armour)

**Hit Points:** 13 (2d10 + 2)

**Speed:** Walking 30 feet, burrowing 15 feet

STR	DEX	CON	INT	WIS	CHA
17	11	13	1	13	6
+3	+0	+1	-5	+1	-2

**Damage Immunities:** Acid

**Senses:** Darkvision 60 feet, Tremorsense 60 feet

**Languages:** -

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 2 (150 XP)

## ACTIONS

### Bite:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 2d6 + 3 slashing damage plus 1d6 acid damage.

*Effect:* If the target is a Large or smaller creature, they are grappled (escape DC 15). Until this grapple ends, the Ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

### Acid Spray:

*Action Type:* Bonus Action

*Range:* 30-foot line, 5 feet wide.

*Effect:* Provided that it has no creature grappled, each creature in that line must make a DC 12 Dexterity saving throw, taking 3d6 acid damage on a failed save, or half as much damage on a successful one.

## HARVESTABLE RESOURCES

### Ankheg Acid:

Difficulty: DC 11

Tools: Harvester's kit and vials.

Harvesting Time: 5 minutes per vial.

Resources: 1d20 vials of Ankheg acid.

Value: 10 sp per vial.

Effect: As an action you can throw a vial of Ankheg

acid up to 60 feet, any creature hit by this vial takes 2d6 acid damage, the vial is destroyed.

### Ankheg Acid:

Difficulty: DC

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time:

Resources:

Value:

Effect:

### Ankheg Shell:

Difficulty: DC 14

Tools: Harvester's kit.

Harvesting Time: 30 minutes.

Resources: Ankheg Shell.

Value: 80 sp

Effect: Medium (excluding hide armour) and heavy armour made with Ankheg shell grants the wearer resistance to acid damage.

## AZER

*Medium Elemental*

**Armour Class:** 17 (Iron Shield)

**Hit Points:** 26 (4d8 + 8)

**Speed:** Walking 25 feet

STR	DEX	CON	INT	WIS	CHA
17	12	15	12	13	10
+3	+1	+2	+1	+1	+0

**Saving Throws:** Constitution

**Damage Immunities:** Fire, poison

**Condition Immunities:** Poisoned

**Languages:** Ignan

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 4 (1,025 XP)

## FEATURES

**Heat Body:** A creature that touches the Azer or hits them with a melee attack while within 5 feet of them takes 1d10 fire damage.

**Heated Weapons:** When the Azer hits with a metal melee weapon, it deals an extra 1d6 fire damage (included in the attack).

**Illumination:** The Azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

## ACTIONS

### Guisarme:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 7, 10 foot reach, one target.

*Hit:* 2d8 + 3 slashing damage plus 1d6 fire damage.

## HARVESTABLE RESOURCES

### Azer's Blood:

Difficulty: DC 11

Tools: Harvester's kit and vials.

Harvesting Time: 5 minutes per vial.

Resources: 1d4 vials of Azer blood.

Value: 10 sp per vial.

Effect: As an action you can throw a vial of Azer blood up to 60 feet, any creature hit by this vial takes 2d6 fire damage, the vial is destroyed.

### Azer's Belongings:

Harvesting Time: Action.

Resources: A guisarme (damaged), an iron shield (damaged) and 14 cp (4d6) can be found.

### Bones:

Difficulty: DC 13

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d10 bones.

Value: 5 cp per bone.

### Skull:

Difficulty: DC 13

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 25 cp.

## COCKATRICE

*Small Monstrosity*

**Armour Class:** 13

**Hit Points:** 13 (3d6 + 3)

**Speed:** Walking 20 feet, flying 40 feet

STR	DEX	CON	INT	WIS	CHA
6	12	12	2	13	5
-2	+1	+1	-4	+1	-3

**Senses:** Darkvision 60 feet

**Languages:** -

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 3 (350 XP)

## ACTIONS

### Bite:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 1, 5 foot reach, one target.

*Hit:* 1d4 + 1 piercing damage.

*Effect:* The target must succeed on a DC 13 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

## HARVESTABLE RESOURCES

### Bones:

Difficulty: DC 12

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d12 bones.

Value: 5 cp per bone.

### Skull:

Difficulty: DC 12

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 10 cp.

### Cockatrice Venom:

Difficulty: DC 11

Tools: Harvester's kit and vials.

Harvesting Time: 1 minute per vial.

Resources: 1d4 vials of Cockatrice venom.

Value: 65 sp per vial.

Effect: Using an alchemy kit, Cockatrice venom can be brewed into Distilled Cockatrice Venom (DC 17, 40 ep per vial). Distilled Cockatrice venom can revert the effects of petrification.

## DARKMANTLE

*Small Ooze*

**Armour Class:** 14

**Hit Points:** 37 (5d6 + 20)

**Speed:** Walking 20 feet

STR	DEX	CON	INT	WIS	CHA
5	12	18	5	5	5
-3	+1	+4	-3	-3	-3

**Saving Throws:** Constitution

**Damage Resistances:** Necrotic

**Languages:** Understands Infernic but can't speak

**Initiative Bonus:** +1

**Proficiency Bonus:** +1d4

**Challenge Level:** 5 (2,500 XP)

## FEATURES

**Draining Energy:** A creature that touches the Darkmantle or hits them with a melee attack while within 5 feet of them takes 2d12 necrotic damage.

**Multiattack:** The Darkmantle makes two attacks.

## ACTIONS

### Draw Energy:

*Action Type:* Action

*Range:* 60-foot-radius centered on the Ghost.

*Effect:* One creature that the Darkmantle can see must make a DC 16 Constitution saving throw, taking 6d6 necrotic damage on a failed saving throw or half as much with a successful saving throw.

The Darkmantle or one other creature that the Darkmantle can see within 60 feet of them gains hit points equal half the damage dealt up to their hit point maximum.

## HARVESTABLE RESOURCES

### Darkmantle Essence:

Difficulty: DC 13

Tools: Harvester's kit and vials.

Harvesting Time: 20 minutes per vial.

Resources: 2d6 vials of Darkmantle essence.

Value: 15 sp per vial.

Effect: A creature that consumes a vial of Darkmantle essence gains resistance to necrotic damage for 1 hour.

Any creature carrying a vial of Darkmantle essence must succeed a DC 16 Constitution saving throw at dusk or take 6d6 necrotic damage on a failed saving throw and a Darkmantle appears.

## DEEP SLATE WORMLET

*Medium Monstrosity*

**Armour Class:** 17 (Natural Armour)

**Hit Points:** 21 (4d8 + 4)

**Speed:** Walking 20 feet, burrowing 20 feet

STR	DEX	CON	INT	WIS	CHA
15	8	12	8	10	8



+2   -1   +1   -1   +0   -1

**Damage Resistances:** Slashing

**Senses:** Darkvision 60 feet, Tremorsense 60 feet

**Languages:** -

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 4 (1,025 XP)

## FEATURES

**Stone Camouflage:** The Wormlet has advantage on Stealth checks when in rocky terrain.

## ACTIONS

### Bite:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 1d8 + 2 piercing damage.

*Range:* 60-foot-radius centered on the Ghost.

*Effect:* If the target is a Medium or smaller creature, they must succeed on a DC 14 Strength saving throw or be grappled.

### Swallow:

*Action Type:* Action

*Effect:* The Wormlet makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends.

While swallowed, the target is blinded and restrained, they have total cover against attacks and other effects outside the Wormlet, and they take 1d4 acid damage at the start of each of the Wormlet's turns. A Wormlet can have only one creature swallowed at a time.

If the Wormlet takes damage from the swallowed creature, the Wormlet must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the Wormlet. If the Wormlet dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

## HARVESTABLE RESOURCES

### Deep Slate Wormlet Hide:

Difficulty: DC 16

Tools: A simple axe or bladed weapon.

Harvesting Time: 5 minutes per ration.

Resources: 1d12 rations.

Value: 35 cp per ration.

*Effect:* Light and hide armour made with Deep Slate Wormlet hide grants the wearer advantage with all Stealth checks in rocky terrain.

## DEVIL

### IMP

*Tiny Fiend (Devil)*

**Armour Class:** 15

**Hit Points:** 10 (3d4 + 3)

**Speed:** Walking 20 feet, flying 40 feet

STR	DEX	CON	INT	WIS	CHA
6	17	13	11	12	14

-3   +3   +1   +0   +1   +2

**Skills:** Deception, Insight, Persuasion, Stealth

**Damage Resistances:** Cold; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities:** Necrotic, poison

**Condition Immunities:** Poisoned

**Senses:** Darkvision 120 feet

**Languages:** Infernic, telepathy 120 feet

**Initiative Bonus:** +6

**Proficiency Bonus:** +1d4

**Challenge Level:** 3 (350 XP)

## FEATURES

**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.

## ACTIONS

### Sting (Bite in Beast Form):

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.

*Hit:* 1d4 + 3 piercing damage.

*Effect:* The target must make on a DC 13 Constitution saving throw, taking 3d6 poison damage on a failed save, or half as much damage on a successful one.

### Change Shape:

*Action Type:* Action

*Range:* Self

*Effect:* The Imp polymorphs into a beast form that resembles a rat (walking 20 feet), a raven (walking 20 feet, flying 60 feet), or a spider (walking 20 feet, climb 20 feet), or back into their true form. Their statistics are the same in each form, except for the speed changes noted. Any equipment they're wearing or carrying isn't transformed. They revert to their true form if they die.

### Invisibility:

*Action Type:* Bonus Action

*Range:* Self

*Effect:* The Imp magically turns invisible until they attack or until their concentration ends (as if concentrating on a spell). Any equipment the Imp wears or carries is invisible with them.

## HARVESTABLE RESOURCES

### Bones:

Difficulty: DC 14

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d10 bones.

Value: 5 cp per bone.

### Skull:

Difficulty: DC 14

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 5 cp.

### Imp Venom:

Difficulty: DC 11

Tools: Harvester's kit and vials.

Harvesting Time: 1 minute per vial.

Resources: 1d4 vials of Imp venom.

Value: 50 sp per vial.

Effect: As a bonus action you can a vial of Imp venom to a weapon attack, the creature must make a DC 13 Constitution saving throw, on a failed the target takes an additional 3d6 poison damage, or half as much damage on a successful save.

## LEMURE

*Medium Fiend (Devil)*

**Armour Class:** 7

**Hit Points:** 13 (3d8)

**Speed:** Walking 15 feet

STR	DEX	CON	INT	WIS	CHA
22	17	21	12	16	17
+6	+3	+5	+1	+3	+3

**Damage Resistances:** Cold

**Damage Immunities:** Necrotic, poison

**Condition Immunities:** Charmed, frightened, poisoned

**Senses:** Darkvision 120 feet

**Languages:** Understands Infernic but can't speak

**Initiative Bonus:** -6

**Proficiency Bonus:** +1d4

**Challenge Level:** 3 (350 XP)

## FEATURES

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

**Hellish Rejuvenation:** A Lemure that dies in the Nine Hells comes back to life with all their hit points in 1d10 days unless their remains are sprinkled with holy water.

## ACTIONS

### Fist:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4, 5 foot reach, one target.

*Hit:* 1d4 bludgeoning damage.

## HARVESTABLE RESOURCES

### Lemure Hide:

Difficulty: DC 15

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 15 minutes per hide.

Resources: 8d4 hide.

Value: 5 sp per hide, 10 sp per ration or 35 sp per days worth of rations.

Effect: When a creature consumes a Lemure ration, they must succeed on a DC 20 Constitution saving throw or undergo a metamorphosis. Devils automatically succeed on this saving throw.

One week after consuming a Lemure ration, the creature's creature type changes to fiend (Devil). Five weeks after that point, they become a Lemure. Each time the creature eats a Lemure ration, they lose one week before they transform. Once the transformation is complete, the creature will attack anything within sight.

Only the *wish* spell, divine intervention or a deal with a Devil native to Abyra can undo this metamorphosis.

## DOPPELGANGER

*Medium Monstrosity (shapechanger)*

**Armour Class:** 18

**Hit Points:** 52 (8d8 + 16)

**Speed:** Walking 30 feet

STR	DEX	CON	INT	WIS	CHA
11	18	14	11	12	14
+0	+4	+2	+0	+1	+2

**Skills:** Deception, Insight

**Condition Immunities:** Charmed

**Languages:** Common

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d6

**Challenge Level:** 8 (8,500 XP)

## FEATURES

**Ambusher:** In the first round of a combat, the Doppelganger has advantage on attack rolls against any creature they have surprised.

**Multiattack:** The Doppelganger makes two melee attacks.

**Shapechanger:** The Doppelganger can use its action to polymorph into a Small or Medium Humanoid they have seen, or back into their true form. Their statistics, other than their size, are the same in each form. Any equipment they're wearing or carrying isn't transformed. They revert to their true form if they die.

**Surprise Attack:** If the Doppelganger surprises a creature and hits them with an attack during the first round of combat, the target takes an extra 3d4 damage from the attack.

## ACTIONS

### Slam:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d6 + 4, 5 foot reach, one target.

*Hit:* 3d6 + 4 bludgeoning damage.

### Read Thoughts:

*Action Type:* Bonus Action

*Range:* 60-foot-radius centered on the Doppelganger.

*Effect:* The Doppelganger magically reads the surface thoughts of one creature within that area. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the Doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the Doppelganger has advantage on Insight, Deception, Intimidation, and Persuasion checks against the target.

## HARVESTABLE RESOURCES

### Doppelganger Blood:

Difficulty: DC 12

Tools: Harvester's kit and vials.

Harvesting Time: 5 minutes per vial.

Resources: 1d4 vials of Doppelganger blood.

Value: 85 ep per vial.

Effect: A creature that consumes a vial of Doppelganger blood can polymorph, for 1 hour, into a Small or Medium Humanoid that they have seen

before, during this time they can end the effect early as an action reverting back into their true form. Their statistics, other than their size, are the same in each form. Any equipment they're wearing or carrying isn't transformed. They revert to their true form if they die.

#### **Bones:**

Difficulty: DC 16

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d20 bones.

Value: 5 cp per bone.

#### **Skull:**

Difficulty: DC 16

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 25 cp.

### **HARPY**

*Medium Monstrosity*

**Armour Class:** 16

**Hit Points:** 38 (7d8 + 7)

**Speed:** Walking 20 feet, flying 40 feet

STR	DEX	CON	INT	WIS	CHA
12	13	12	7	10	13
+1	+2	+1	-2	+0	+1

**Languages:** Common

**Initiative Bonus:** +7

**Proficiency Bonus:** +1d6

**Challenge Level:** 7 (5,750 XP)

### **FEATURES**

**Multiattack:** The Harpy makes two attacks: one with its claws and one with its club.

### **ACTIONS**

#### **Claws:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d6 + 2, 5 foot reach, one target.

*Hit:* 2d4 + 2 slashing damage.

#### **Club:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d6 + 3, 5 foot reach, one target.

*Hit:* 1d4 + 2 slashing damage.

#### **Luring Song:**

*Action Type:* Bonus Action

*Range:* 300-foot-radius centered on the Harpy.

*Effect:* Every humanoid and giant within that can hear the Harpy must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The Harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the Harpy is incapacitated.

While charmed by the Harpy, a target is incapacitated and ignores the songs of other Harpies. If the charmed target is more than 5 feet away from the Harpy, the target must move on its turn toward the Harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a

source other than the Harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this Harpy's song for the next 24 hours.

### **HARVESTABLE RESOURCES**

#### **Harpy's Belongings:**

Harvesting Time: Action.

Resources: A club (damaged) can be found.

#### **Bones:**

Difficulty: DC 13

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d20 bones.

Value: 5 cp per bone.

#### **Skull:**

Difficulty: DC 13

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 25 cp.

### **HIPPOGRIFF**

*Large Monstrosity*

**Armour Class:** 14

**Hit Points:** 19 (3d10 + 3)

**Speed:** Walking 40 feet, flying 60 feet

STR	DEX	CON	INT	WIS	CHA
17	13	13	2	12	8
+3	+1	+1	-4	+1	-1

**Skills:** Perception

**Languages:** -

**Initiative Bonus:** +2

**Proficiency Bonus:** +1d4

**Challenge Level:** 3 (350 XP)

### **FEATURES**

**Keen Sight:** The Hippogriff has advantage on Perception checks that rely on sight.

**Multiattack:** The Hippogriff makes two attacks: one with its beak and one with its claws.

### **ACTIONS**

#### **Beak:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.

*Hit:* 1d10 + 3 piercing damage.

#### **Talons:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.

*Hit:* 2d6 + 3 slashing damage.

### **HARVESTABLE RESOURCES**

#### **Hide:**

Difficulty: DC 11

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 15 minutes per hide.

Resources: 8d4 hide.

Value: 5 sp per hide, 10 sp per ration or 35 sp per days worth of rations.

Effect: Hide that isn't salted or chilled becomes waste after 1 day, you can spend 15 minutes and 100 grams of salt to turn the hide into rations. Rations can last up to 3 days whilst chilled rations will last 3 weeks.

#### **Bones:**

Difficulty: DC 12

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 2d20 bones.

Value: 5 cp per bone.

#### **Hide:**

Difficulty: DC 11

Tools: A simple axe or bladed weapon.

Harvesting Time: 5 minutes per ration.

Resources: 2d20 rations.

Value: 35 cp per ration.

#### **Skull:**

Difficulty: DC 12

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 40 cp.

## MINDFLAYER

Corpses rising from the lifeless body of those unlucky enough to fall be a Beholder. Their face featureless, Mindflayers have smooth grey skin and long sharp claws

### MINDFLAYER

*Medium Aberration*

**Armour Class:** 20 (Natural Armour)

**Hit Points:** 16 (3d8 +3)

**Speed:** Walking 30 feet

STR	DEX	CON	INT	WIS	CHA
15	14	13	8	12	9
+2	+2	+1	-1	+1	-1

**Damage Immunities:** Necrotic, psychic

**Senses:** Tremorsense 60 feet

**Languages:** -

**Initiative Bonus:** +2

**Proficiency Bonus:** +1d4

**Challenge Level:** 3 (350 XP)

## ACTIONS

#### **Claws:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 1d8 + 2 slashing damage.

## HARVESTABLE RESOURCES

#### **Mindflayer Hide:**

Difficulty: DC 16

Tools: A simple axe or bladed weapon.

Harvesting Time: 5 minutes per ration.

Resources: 1d12 rations.

Value: 35 cp per ration.

Effect: Light and hide armour crafted with Mindflayer hide lets the wearer make a claw attack as an action, 1d8 + Strength or Intelligence, necrotic or psychic damage.

## PSEUDODRAGON

*Tiny Dragon*

**Armour Class:** 19 (Natural Armour)

**Hit Points:** 7 (2d4 + 2)

**Speed:** Walking 15 feet, flying 60 feet

STR	DEX	CON	INT	WIS	CHA
6	15	13	10	12	10
-2	+2	+1	+0	+1	+0

**Skills:** Perception, Stealth

**Damage Resistances:** Fire and scalding

**Senses:** Blindsight 10 feet, Darkvision 60 feet

**Languages:** Understands Common and Dracosieian but can't speak

**Initiative Bonus:** +3

**Proficiency Bonus:** +1d4

**Challenge Level:** 2 (150 XP)

## FEATURES

**Keen Senses:** The pseudodragon has advantage on Perception checks that rely on sight, hearing, or smell.

**Magic Resistance:** The pseudodragon has advantage on saving throws against spells and other magical effects.

**Limited Telepathy:** The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

## ACTIONS

#### **Bite:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 1d4 + 2 piercing damage.

#### **Sting:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 2, 5 foot reach, one target.

*Hit:* 1d4 + 2 piercing damage.

*Effect:* The target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until they take damage or another creature uses an action to shake them awake.

## HARVESTABLE RESOURCES

#### **Pseudodragon Venom:**

Difficulty: DC 11

Tools: Harvester's kit and vials.

Harvesting Time: 1 minute per vial.

Resources: 1d4 vials of Pseudodragon venom.

Value: 50 sp per vial.

Effect: As a bonus action you can a vial of Pseudodragon venom to a weapon attack, the target must succeed a DC 13 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails



by 5 or more, the target falls unconscious for the same duration, or until they take damage or another creature uses an action to shake them awake.

**Bones:**

Difficulty: DC 13  
Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 1d10 bones.  
Value: 5 cp per bone.

**Skull:**

Difficulty: DC 13  
Tools: Harvester's kit or a simple bladed weapon.  
Harvesting Time: 1 minute.  
Resources: 1 skull.  
Value: 5 cp.

QUASIT

*Tiny Fiend (Demon)*

**Armour Class:** 15

**Hit Points:** 8 (3d4)

**Speed:** Walking 40 feet

STR	DEX	CON	INT	WIS	CHA
5	17	10	7	10	10
-3	+3	+0	-2	+0	+0

**Skills:** Stealth

**Damage Resistances:** Cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities:** Necrotic, poison

**Condition Immunities:** Poisoned

**Senses:** Darkvision 120 feet

**Languages:** Infernic, telepathy 120 feet

**Initiative Bonus:** +1

**Proficiency Bonus:** +1d4

**Challenge Level:** 3 (350 XP)

FEATURES

**Magic Resistance:** The Quasit has advantage on saving throws against spells and other magical effects.

ACTIONS

**Claws (Bite in Beast Form):**

*Action Type:* Action  
*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.  
*Hit:* 1d4 + 3 piercing damage.  
*Effect:* The target must succeed on a DC 12 Constitution saving throw or take 2d4 poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.

**Change Shape:**

*Action Type:* Action  
*Range:* Self  
*Effect:* The Quasit polymorphs into a beast form that resembles a bat (walking 10 feet, flying 40 feet), a centipede (walking 40 feet, climbing 40 feet), or a toad (walking 40 feet, swimming 40 feet), or back into their true form. Their statistics are the same in each form, except for the speed changes noted. Any equipment they're wearing or carrying isn't transformed. They revert to their true form if they

die.

**Scare (1/Day):**

*Action Type:* Action  
*Range:* 20-foot radius centered on the Quasit.  
*Effect:* One creature of the Quasit's choice within the area must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of their turns, with disadvantage if the Quasit is within line of sight, ending the effect on Themselves on a success.

**Invisibility:**

*Action Type:* Bonus Action  
*Range:* Self  
*Effect:* The Quasit magically turns invisible until they attack or until their concentration ends (as if concentrating on a spell). Any equipment the Quasit wears or carries is invisible with them.

HARVESTABLE RESOURCES

**Bones:**

Difficulty: DC 13  
Tools: A simple bladed weapon.  
Harvesting Time: 5 minutes per bone.  
Resources: 1d10 bones.  
Value: 5 cp per bone.

**Skull:**

Difficulty: DC 13  
Tools: Harvester's kit or a simple bladed weapon.  
Harvesting Time: 1 minute.  
Resources: 1 skull.  
Value: 5 cp.

SKELETON

*Medium Undead*

**Armour Class:** 17 (Armour Scraps)

**Hit Points:** 13 (2d8 + 4)

**Speed:** Walking 30 feet

STR	DEX	CON	INT	WIS	CHA
10	14	15	6	8	5
+0	+2	+2	-2	-1	-3

**Damage Vulnerabilities:** Bludgeoning

**Damage Immunities:** Poison

**Condition Immunities:** Exhaustion, Poisoned

**Senses:** Darkvision 60 feet

**Languages:** Understands the languages they knew in life but can't speak

**Initiative Bonus:** +4

**Proficiency Bonus:** +1d4

**Challenge Level:** 2 (150 XP)

ACTIONS

**Shortsword:**

*Action Type:* Action  
*Attack:* Melee, 1d20 + 1d4 + 7, 5 foot reach, one target.  
*Hit:* 2d6 + 2 piercing damage.

**Shortbow:**

*Action Type:* Action  
*Attack:* Ranged, 1d20 + 1d4 + 5, 80/320 range, one target.  
*Hit:* 2d6 + 2 piercing damage.

## HARVESTABLE RESOURCES

### Belongings:

Difficulty: DC

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time:

Resources:

Value:

Effect:

### Bones:

Harvesting Time: 1 Action per bone.

Resources: 1d20 bones.

Value: 5 cp per bone.

### Skull:

Harvesting Time: 1 Action.

Resources: 1 skull.

Value: 25 cp.

## SPRITE

*Tiny Fey*

**Armour Class:** 18 (Leather Armour)

**Hit Points:** 2 (1d4)

**Speed:** Walking 10 feet, flying 40 feet

STR	DEX	CON	INT	WIS	CHA
3	18	10	14	13	11
-4	+4	+0	+2	+1	+0

**Languages:** Common, Samisk, Terdisk

**Initiative Bonus:** +4

**Proficiency Bonus:** +1d4

**Challenge Level:** 1 (50 XP)

## ACTIONS

### Longsword:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 8, 5 foot reach, one target.

*Hit:* 2d10 + 4 slashing damage, or 2d12 + 4 slashing damage if used with two hands.

### Shortbow:

*Action Type:* Action

*Attack:* Ranged, 1d20 + 1d4 + 7, 80/320 range, one target.

*Hit:* 2d6 + 4 piercing damage.

*Effect:* The target must succeed on a DC 13

Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until they take damage or another creature takes an action to shake them awake.

### Heart Sight:

*Action Type:* Bonus Action

*Range:* Touch

*Effect:* When the sprite touches a creature they magically know the creature's current emotional state. If the target fails a DC 13 Charisma saving throw, the sprite can read the creature's mind. Celestials, fiends, and undead automatically fail the saving throw.

### Invisibility:

*Action Type:* Bonus Action

*Range:* Touch

*Effect:* When the sprite magically turns invisible until they attack or cast a spell, or until their concentration ends (as if concentrating on a spell).

Any equipment the sprite wears or carries is invisible with it.

## HARVESTABLE RESOURCES

### Belongings:

Difficulty: DC

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time:

Resources:

Value:

Effect:

### Skull:

Difficulty: DC 14

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 5 cp.

## XORN

*Medium Elemental*

**Armour Class:** 20 (Natural Armour)

**Hit Points:** 73 (7d8 + 42)

**Speed:** Walking 20 feet, burrowing 20 feet

STR	DEX	CON	INT	WIS	CHA
17	10	22	11	10	11
+3	+0	+6	+0	+0	+0

**Skills:** Perception, Stealth

**Damage Resistances:** Piercing and slashing from nonmagical attacks that aren't adamantite

**Senses:** Darkvision 60 feet, Tremorsense 60 feet

**Languages:** Terran

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d6

**Challenge Level:** 7 (5,750 XP)

## FEATURES

**Earth Glide:** The Xorn can burrow through nonmagical, unworked earth and stone. While doing so, the Xorn doesn't disturb the material it moves through.

**Multiattack:** The Xorn makes three claw attacks and one bite attack.

**Stone Camouflage:** The Xorn has advantage on Stealth checks made to hide in rocky terrain.

**Treasure Sense.** The Xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

## ACTIONS

### Bite:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d6 + 3, 5 foot reach, one target.

*Hit:* 3d6 + 3 piercing damage.

### Claws:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d6 + 3, 5 foot reach, one target.

*Hit:* 1d6 + 3 slashing damage.

## HARVESTABLE RESOURCES

### Bones:

Difficulty: DC 16

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d20 bones.

Value: 5 cp per bone.

**Hide:**

Difficulty: DC 16

Tools: A simple axe or bladed weapon.

Harvesting Time: 5 minutes per ration.

Resources: 1d12 rations.

Value: 35 cp per ration.

**Pelt:**

Difficulty: DC 15

Tools: A simple bladed weapon.

Harvesting Time: 10 minutes.

Resources: 1 Pelt.

Value: 65 cp.

Effect: Light and medium armour made with a Xorn pelt grants the wearer advantage with Stealth checks in rocky terrain.

**Skull:**

Difficulty: DC 16

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 25 cp.

Tools: Harvester's kit and a tankard.

Harvesting Time: 1 hour.

Resources: 1 tankard of Congealed Zombie blood.

Value: 40 cp

Effect: Using an alchemy kit, Congealed Zombie venom can be brewed into Homogenised Zombie Blood (DC 13, 95 sp per vial).

**Bones:**

Difficulty: DC 11

Tools: A simple bladed weapon.

Harvesting Time: 5 minutes per bone.

Resources: 1d20 bones.

Value: 5 cp per bone.

**Skull:**

Difficulty: DC 11

Tools: Harvester's kit or a simple bladed weapon.

Harvesting Time: 1 minute.

Resources: 1 skull.

Value: 25 cp.

## ZOMBIE

*Medium Undead*

**Armour Class:** 10

**Hit Points:** 22 (3d8 + 9)

**Speed:** Walking 20 feet

STR	DEX	CON	INT	WIS	CHA
13	6	16	3	6	5
+1	-2	+3	-4	-2	-3

**Saving Throws:** Wisdom

**Damage Immunities:** Necrotic, poison

**Condition Immunities:** Exhaustion, Poisoned

**Senses:** Darkvision 60 feet

**Languages:** Understands the languages they knew in life but can't speak

**Initiative Bonus:** -2

**Proficiency Bonus:** +1d4

**Challenge Level:** 3 (350 XP)

## FEATURES

**Undead Fortitude:** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

## ACTIONS

**Slam:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 1, 5 foot reach, one target.

*Hit:* 1d6 + 1 bludgeoning damage.

## HARVESTABLE RESOURCES

**Congealed Zombie Blood:**

Difficulty: DC 13

# NONPLAYER CHARACTERS

This section contains statistics for various nonplayer characters (NPCs) that adventurers might encounter during a campaign, including lowly commoners and mighty archmages. These stat blocks can be used to represent both human and nonhuman NPCs.

## CUSTOMIZING NPCs

There are many easy ways to customize the NPCs in this appendix for your home campaign.

**Lineage Traits.** You can add lineage traits to an NPC. For example, a Egimniar Ecomancer might have a speed of 25 feet and the Lucky trait. Adding lineage traits to an NPC doesn't alter their challenge level. For more on lineage traits, see Lineages (Page 5).

**Spell Swaps.** One way to customize an NPC spellcaster is to replace one or more of their spells. You can substitute any spell on the NPC's spell list with a different spell of the same level from the same spell list. Swapping spells in this manner doesn't alter an NPC's challenge level.

**Armour and Weapon Swaps.** You can upgrade or downgrade an NPC's armour, or add or switch weapons. Adjustments to Armour Class and damage can change an NPC's challenge level.

**Magic Items.** The more powerful an NPC, the more likely it has one or more magic items in their possession. An archmage, for example, might have a magic staff or wand, as well as one or more potions and scrolls. Giving an NPC a potent damage-dealing magic item could alter their challenge level.

## ACOLYTE

**Acolytes** are junior members of a clergy, usually answerable to a priest. They perform a variety of functions in a temple and are granted minor spellcasting power by their deities.

### ACOLYTE

*Medium Humanoid (any lineage)*

**Armour Class:** 11

**Hit Points:** 7 (2d6)

**Movement Speeds:** Walking 30 feet

STR	DEX	CON	INT	WIS	CHA
10	10	10	10	14	1
+0	+0	+0	+0	+2	+1

**Skills:** Medicine, Religion

**Languages:** Any one language (usually Common)

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 2 (150 XP)

## FEATURES

**Spellcasting:** The acolyte is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +4 to hit with spell attacks). The acolyte has following High Priest spells known:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

## ACTIONS

**Club:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 1, 5 foot reach, one target.

*Hit:* 1d4 bludgeoning damage.

## HARVESTABLE RESOURCES

**Acolyte's Belongings:**

Harvesting Time: Action.

Resources: 5 cp (2d4), 2 (1d4) rations, a club and a holy symbol of their god can be found.

## BANDIT

**Bandits** rove in gangs and are sometimes led by thugs, veterans, or spellcasters. Not all bandits are evil. Oppression, drought, disease, or famine can often drive otherwise honest folk to a life of banditry.

**Pirates** are bandits of the high seas. They might be freebooters interested only in treasure and murder, or they might be privateers sanctioned by the crown to attack and plunder an enemy nation's vessels.

### BANDIT

*Medium Humanoid (any lineage)*

**Armour Class:** 15 (Leather Armour)

**Hit Points:** 13 (2d12 + 2)

**Speed:** Walking 25 feet

STR	DEX	CON	INT	WIS	CHA
11	12	12	10	10	10
+0	+1	+1	+0	+0	+0

**Languages:** Any one language (usually Common)

**Initiative Bonus:** +1

**Proficiency Bonus:** +1d4

**Challenge Level:** 2 (150 XP)

## ACTIONS

**Light Crossbow:**

*Action Type:* Action

*Attack:* Ranged, 1d20 + 1d4 + 6, 80/320 range, one target.

*Hit:* 4d4 + 1 piercing damage.

**Scimitar:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 4, 5 foot reach, one target.

*Hit:* 1d12 + 1 piercing damage.

## HARVESTABLE RESOURCES

**Bandit's Belongings:**

Harvesting Time: Action.

Resources: 12 cp (5d4), 9 (2d8) rations, a light crossbow (damaged), 4 crossbow bolts, a scimitar (damaged) and leather armour (damaged) can be found.

## BERSERKER

Hailing from uncivilized lands, unpredictable

**berserkers** come together in war parties and seek



conflict wherever they can find it.

## BERSERKER

*Medium Humanoid (any lineage)*

**Armour Class:** 19 (Hide Armour)

**Hit Points:** 66 (7d12 + 21)

**Speed:** Walking 30 feet

STR	DEX	CON	INT	WIS	CHA
17	12	17	9	11	9
+3	+1	+3	-1	+0	-1

**Languages:** Any one language (usually Common)

**Initiative Bonus:** +1

**Proficiency Bonus:** +1d6

**Challenge Level:** 7 (5,750 XP)

## FEATURES

**Multiattack:** The berserker makes two greataxe attacks.

**Reckless:** At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

## ACTIONS

### Greataxe:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d6 + 9, 5 foot reach, one target.

*Hit:* 6d4 + 3 slashing damage.

## HARVESTABLE RESOURCES

### Berserker's Belongings:

Harvesting Time: Action.

Resources: 13 (2d12) rations, a greataxe and hide armour can be found.

## COMMONER

**Commoners** include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.

## COMMONER

*Medium Humanoid (any lineage)*

**Armour Class:** 11

**Hit Points:** 4 (1d8)

**Speed:** Walking 30 feet

STR	DEX	CON	INT	WIS	CHA
10	10	10	10	10	10
+0	+0	+0	+0	+0	+0

**Languages:** Any one language (usually Common)

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 1 (50 XP)

## ACTIONS

### Club:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 1, 5 foot reach, one target.

*Hit:* 1d4 bludgeoning damage.

## HARVESTABLE RESOURCES

### Commoner's Belongings:

Harvesting Time: Action.

Resources: 2 cp (1d4), 2 (1d4) rations and a club can be found.

## CULTIST

**Cultists** swear allegiance to dark powers such as elemental princes, demon lords, or archdevils. Most conceal their loyalties to avoid being ostracized, imprisoned, or executed for their beliefs. Unlike evil acolytes, cultists often show signs of insanity in their beliefs and practices.

## CULTIST

*Medium Humanoid (any lineage)*

**Armour Class:** 14 (Leather Armour)

**Hit Points:** 9 (2d8)

**Speed:** Walking 25 feet

STR	DEX	CON	INT	WIS	CHA
11	12	10	10	11	10
+0	+1	+0	+0	+0	+0

**Skills:** Deception, Religion

**Languages:** Any one language (usually Common)

**Initiative Bonus:** +1

**Proficiency Bonus:** +1d4

**Challenge Level:** 1 (150 XP)

## FEATURES

**Dark Devotion:** The cultist has advantage on saving throws against being charmed or frightened.

## ACTIONS

### Dagger:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 5, 5 foot reach, one target. or Ranged, 1d20 + 1d4 + 7, 20/80 range, one target.

*Hit:* 2d4 + 2 piercing damage.

### Light Crossbow:

*Action Type:* Action

*Attack:* Ranged, 1d20 + 1d4 + 9, 80/320 range, one target.

*Hit:* 4d4 + 2 piercing damage.

### Shapechange:

*Action Type:* Bonus Action

*Effect:* Maela can polymorph into a Small or Medium Humanoid she has seen before, or back into your true form. Other than her size, her statistics remain the same in her new form. Any equipment she is wearing or carrying aren't transformed. She reverts back to her true form if her hit points are reduced to 0.

### Scimitar:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 4, 5 foot reach, one target.

*Hit:* 1d12 + 4 piercing damage.

## HARVESTABLE RESOURCES

### Cultist's Belongings:

Harvesting Time: Action.

Resources: 9 cp (2d8), 5 (2d4) rations, a scimitar and leather armour can be found.

## CULT FANATIC

**Cult fanatics** are often part of a cult's leadership, using their charisma and dogma to influence and prey on those of weak will. Most are interested in personal power above all else.

### CULT FANATIC

*Medium Humanoid (any lineage)*

**Armour Class:** 18 (Leather Armour)

**Hit Points:** 18 (4d6 + 4)

**Speed:** Walking 25 feet

STR	DEX	CON	INT	WIS	CHA
11	14	12	10	13	14
+0	+2	+1	+0	+1	+2

**Skills:** Deception, Persuasion, Religion

**Languages:** Any one language (usually Common)

**Initiative Bonus:** +2

**Proficiency Bonus:** +1d4

**Challenge Level:** 4 (3,500 XP)

### FEATURES

**Dark Devotion:** The cultist has advantage on saving throws against being charmed or frightened.

**Multiattack:** The fanatic makes two melee attacks.

**Spellcasting:** The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +3 to hit with spell attacks). The fanatic has following High Priest spells known:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (4 slots): *command, inflict wounds, shield of faith*
- 2nd level (3 slots): *hold person, spiritual weapon*

### ACTIONS

**Dagger:**

*Action Type:* Action

**Attack:** Melee, 1d20 + 1d4 + 5, 5 foot reach, one target. or Ranged, 1d20 + 1d4 + 5, 20/80 range, one target.

**Hit:** 2d4 + 2 piercing damage.

### HARVESTABLE RESOURCES

**Cult Fanatic's Belongings:**

Harvesting Time: Action.

Resources: 10 sp (4d4), 7 (2d6) rations, a dagger and leather armour can be found.

## DRUID

**Druids** dwell in forests and other secluded wilderness locations, where they protect the natural world from monsters and the encroachment of civilization.

Some are **shamans** who heal the sick, pray to spirits, and provide spiritual guidance.

## DRUID

*Medium Humanoid (typically Oakanic or Xylemisk)*

**Armour Class:** 13 (17 with *barkskin*)

**Hit Points:** 22 (4d8 + 4)

**Speed:** Walking 30 feet

STR	DEX	CON	INT	WIS	CHA
10	12	13	12	15	11
+0	+1	+1	+1	+2	+0

**Skills:** Medicine, Nature, Perception

**Languages:** Tredisk plus any two languages

**Initiative Bonus:** +1

**Proficiency Bonus:** +1d4

**Challenge Level:** 4 (2,500 XP)

### FEATURES

**Spellcasting:** The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +4 to hit with spell attacks). The druid has following Ecomancer spells prepared:

- Cantrips (at will): *druidcraft, produce flame, shillelagh*
- 1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
- 2nd level (3 slots): *animal messenger, barkskin*

### ACTIONS

**Quarterstaff:**

*Action Type:* Action

**Attack:** Melee, 1d20 + 1d4 (1d20 + 1d4 + 2 to hit with *shillelagh*), 5 foot reach, one target target.

**Hit:** 1d6 bludgeoning damage or 1d8 bludgeoning damage if used with two hands, or 2d6 + 2 bludgeoning damage with *shillelagh*.

### HARVESTABLE RESOURCES

**Druid's Belongings:**

Harvesting Time: Action.

Resources: 5 (2d4) rations, a druidic focus a quarterstaff can be found.

## GUARD

**Guards** include members of a city watch, sentries in a citadel or fortified town, and the bodyguards of merchants and nobles.

### GUARD

*Medium Humanoid (any lineage)*

**Armour Class:** 18 (Chain Shirt, Wooden Shield)

**Hit Points:** 15 (2d12 + 2)

**Speed:** Walking 25 feet

STR	DEX	CON	INT	WIS	CHA
13	12	12	10	11	10
+1	+1	+1	+0	+0	+0

**Skills:** Perception

**Languages:** Any one language (usually Common)

**Initiative Bonus:** +4

**Proficiency Bonus:** +1d8

**Challenge Level:** 2 (150 XP)

## ACTIONS

### Short Spear:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 4, 5 foot reach, one target. or Ranged, 1d20 + 1d4 + 4, 30/120 range, one target.

*Hit:* 1d10 + 1 piercing damage.

## HARVESTABLE RESOURCES

### Guard's Belongings:

Harvesting Time: Action.

Resources: 10 cp (3d6), 2 (1d4) rations, a short spear, a wooden shield and chain shirt armour can be found.

## KNIGHT

**Knights** are warriors who pledge service to rulers, religious orders, and noble causes. Whether undertaking a quest or patrolling a realm, a knight often travels with an entourage that includes squires and hirelings who are commoners.

### KNIGHT

*Medium Humanoid (any lineage)*

**Armour Class:** 23 (Plate Armour)

**Hit Points:** 68 (8d12 + 16)

**Speed:** Walking 25 feet

STR	DEX	CON	INT	WIS	CHA
16	11	14	11	11	15
+3	+0	+2	+0	+0	+2

**Saving Throws:** Constitution, Wisdom

**Damage Resistances:** Slashing

**Languages:** Any one language (usually Common)

**Initiative Bonus:** -1

**Proficiency Bonus:** +1d6

**Challenge Level:** 8 (8,500 XP)

## FEATURES

**Brave:** The knight has advantage on saving throws against being frightened.

**Multiattack:** The knight makes two melee attacks.

**Parry:** The knight can perform the Parry action as a bonus action.

## ACTIONS

### Heavy Crossbow:

*Action Type:* Action

*Attack:* Ranged, 1d20 + 1d6 + 6, 100/400 range, one target.

*Hit:* 6d4 piercing damage.

### Greatsword:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d6 + 8, 5 foot reach, one target.

*Hit:* 3d8 + 3 slashing damage.

## REACTIONS

**Leadership:** Whenever a nonhostile creature that the knight can see within 30 feet of them makes an attack roll or a saving throw. The creature can add 1d6 to their roll provided they can hear the knight.

## HARVESTABLE RESOURCES

### Knight's Belongings:

Harvesting Time: Action.

Resources: 36 sp (8d8), 10 (3d6) rations, a greatsword, a heavy crossbow, 14 crossbow bolts and plate armour can be found.

## MAGE

**Mages** spend their lives in the study and practice of magic. Good mages offer counsel to nobles and others in power, while evil mages dwell in isolated sites to perform unspeakable experiments without interference.

### MAGE

*Medium Humanoid (any lineage)*

**Armour Class:** 17 (20 with *mage armour*)

**Hit Points:** 40 (9d8)

**Speed:** Walking 30 feet

STR	DEX	CON	INT	WIS	CHA
9	14	11	17	12	11
-1	+2	+0	+3	+1	+0

**Saving Throws:** Intelligence, Wisdom

**Skills:** Arcana, History

**Languages:** Any four languages

**Initiative Bonus:** +2

**Proficiency Bonus:** +1d6

**Challenge Level:** 9 (12,000 XP)

## FEATURES

**Spellcasting:** The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +5 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armour*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

## ACTIONS

### Dagger:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d6 + 5, 5 foot reach, one target. or Ranged, 1d20 + 1d4 + 7, 20/80 range, one target.

*Hit:* 2d4 + 2 piercing damage.

## HARVESTABLE RESOURCES

### Mage's Belongings:

Harvesting Time: Action.

Resources: 17 sp (5d6), 2 (1d4) rations, an arcane focus, a dagger and a spell book can be found.

## NOBLE

**Nobles** wield great authority and influence as members of the upper class, possessing wealth and

connections that can make them as powerful as monarchs and generals. A noble often travels in the company of guards, as well as servants who are commoners.

The noble's statistics can also be used to represent **courtiers** who aren't of noble birth.

## NOBLE

*Medium Humanoid (any lineage)*

**Armour Class:** 17 (Breast Plate Armour)

**Hit Points:** 9 (2d8)

**Speed:** Walking 20 feet

STR	DEX	CON	INT	WIS	CHA
11	12	11	12	14	16
+0	+1	+0	+1	+2	+3

**Skills:** Deception, Insight, Persuasion

**Languages:** Any two languages

**Initiative Bonus:** +1

**Proficiency Bonus:** +1d4

**Challenge Level:** 2 (150 XP)

## FEATURES

**Parry:** The noble can perform the Parry action as a bonus action.

## ACTIONS

**Rapier:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 6, 5 foot reach, one target.

*Hit:* 4d4 + 1 piercing damage.

## HARVESTABLE RESOURCES

**Noble's Belongings:**

Harvesting Time: Action.

Resources: 40 ep (9d8), a rapier and breast plate armour can be found.

## PRIEST

**Priests** bring the teachings of their gods to the common folk. They are the spiritual leaders of temples and shrines and often hold positions of influence in their communities. Evil priests might work openly under a tyrant, or they might be the leaders of religious sects hidden in the shadows of good society, overseeing depraved rites. A priest typically has one or more acolytes to help with religious ceremonies and other sacred duties.

### PRIEST

*Medium Humanoid (any lineage)*

**Armour Class:** 17 (Chain Shirt)

**Hit Points:** 27 (5d8 + 5)

**Speed:** Walking 25 feet

STR	DEX	CON	INT	WIS	CHA
10	10	12	13	16	13
+0	+0	+1	+1	+3	+1

**Skills:** Medicine, Persuasion, Religion

**Languages:** Any two languages

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 5 (2,500 XP)

## FEATURES

**Divine Eminence:** As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 3d6 radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting:** The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +5 to hit with spell attacks). The priest has the following High Priest spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

## ACTIONS

**Mace:**

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 3, 5 foot reach, one target.

*Hit:* 1d10 bludgeoning damage.

## HARVESTABLE RESOURCES

**Priest's Belongings:**

Harvesting Time: Action.

Resources: 14 sp (4d6), 7 (3d4) rations, holy symbol, a mace and chain shirt armour can be found.

## SCOUT

**Scouts** are skilled hunters and trackers who offer their services for a fee. Most hunt wild game, but a few work as bounty hunters, serve as guides, or provide military reconnaissance.

### SCOUT

*Medium Humanoid (any lineage)*

**Armour Class:** 17 (Leather Armour)

**Hit Points:** 19 (3d10 + 3)

**Speed:** Walking 25 feet

STR	DEX	CON	INT	WIS	CHA
11	14	12	11	13	11
+0	+2	+1	+0	+1	+0

**Skills:** Nature, Perception, Stealth, Survival

**Languages:** Any one language (usually Common)

**Initiative Bonus:** +3

**Proficiency Bonus:** +1d4

**Challenge Level:** 3 (350 XP)

## FEATURES

**Keen Hearing and Sight:** The scout has advantage on Perception checks that rely on hearing or sight.

**Multiattack:** The scout makes two melee attacks or two ranged attacks.



## ACTIONS

### Longbow:

*Action Type:* Action

*Attack:* Ranged, 1d20 + 1d4 + 2, 200/800 range, one target.

*Hit:* 6d4 + 2 piercing damage.

### Shortsword:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 7, 5 foot reach, one target.

*Hit:* 2d6 + 2 piercing damage.

## HARVESTABLE RESOURCES

### Scout's Belongings:

Harvesting Time: Action.

Resources: 17 cp (7d4), 7 (3d4) rations, 2 shortswords, a longbow, 11 arrows and leather armour can be found.

## SPY

Rulers, nobles, merchants, guildmasters, and other wealthy individuals use **spies** to gain the upper hand in a world of cutthroat politics. A spy is trained to secretly gather information. Loyal spies would rather die than divulge information that could compromise them or their employers.

### SPY

*Medium Humanoid (any lineage)*

**Armour Class:** 15

**Hit Points:** 27 (6d8)

**Speed:** Walking 30 feet

STR	DEX	CON	INT	WIS	CHA
10	15	10	12	14	16
+0	+2	+0	+1	+2	+3

**Skills:** Deception, Insight, Investigation, Perception, Persuasion, Sleight Of Hand, Stealth

**Languages:** Any two language

**Initiative Bonus:** +3

**Proficiency Bonus:** +1d4

**Challenge Level:** 6 (3,500 XP)

## FEATURES

**Multiattack:** The spy makes two melee attacks.

**Sneak Attack (1/Turn):** The spy deals an extra 3d4 damage when they hit a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

**Quick Feet:** The spy can use a bonus action to Dash, Disengage, Hide or Parry.

## ACTIONS

### Hand Crossbow:

*Action Type:* Action

*Attack:* Ranged, 1d20 + 1d4 + 5, 30/120 range, one target.

*Hit:* 2d6 + 2 piercing damage.

### Shortsword:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 7, 5 foot reach, one target.

*Hit:* 2d6 + 2 piercing damage.

## HARVESTABLE RESOURCES

### Spy's Belongings:

Harvesting Time: Action.

Resources: 21 sp (6d6), 9 (2d8) rations, 2 shortswords, a hand crossbow, 7 crossbow bolts and leather armour can be found.

## THUG

**Thugs** are ruthless enforcers skilled at intimidation and violence. They work for money and have few scruples.

### THUG

*Medium Humanoid (any lineage)*

**Armour Class:** 16 (Leather Armour)

**Hit Points:** 42 (5d12 + 10)

**Speed:** Walking 25 feet

STR	DEX	CON	INT	WIS	CHA
15	11	14	10	10	11
+2	+0	+2	+0	+0	+0

**Skills:** Intimidation

**Languages:** Any one language (usually Common)

**Initiative Bonus:** +0

**Proficiency Bonus:** +1d4

**Challenge Level:** 5 (2,500 XP)

## FEATURES

**Multiattack:** The thug makes two melee attacks.

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

## ACTIONS

### Heavy Crossbow:

*Action Type:* Action

*Attack:* Ranged, 1d20 + 1d4 + 6, 100/400 range, one target.

*Hit:* 6d4 piercing damage.

### Mace:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 5, 5 foot reach, one target.

*Hit:* 1d10 + 2 bludgeoning damage.

## HARVESTABLE RESOURCES

### Thug's Belongings:

Harvesting Time: Action.

Resources: 5 sp (2d4), 9 (2d8) rations, a mace, a heavy crossbow, 13 crossbow bolts and leather armour can be found.

## TRIBAL WARRIOR

**Tribal warriors** live beyond civilization, most often subsisting on fishing and hunting. Each tribe acts in accordance with the wishes of its chief, who is the

greatest or oldest warrior of the tribe or a tribe member blessed by the gods.

## TRIBAL WARRIOR

*Medium Humanoid (typically Oakanic or Xylemisk)*

**Armour Class:** 13 (Padded Armour)

**Hit Points:** 11 (2d8 + 2)

**Speed:** Walking 25 feet

STR	DEX	CON	INT	WIS	CHA
13	11	12	8	11	8
+1	+0	+1	-1	+0	-1

**Languages:** Any one language

**Initiative Bonus:** +1

**Proficiency Bonus:** +1d4

**Challenge Level:** 2 (150 XP)

## FEATURES

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

## ACTIONS

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### Short Spear:

*Action Type:* Action

*Attack:* Melee, 1d20 + 1d4 + 4, 5 foot reach, one target. or Ranged, 1d20 + 1d4 + 4, 30/120 range, one target.

*Hit:* 1d10 + 1 piercing damage.

## HARVESTABLE RESOURCES

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### Tribal Warrior's Belongings:

Harvesting Time: Action.

Resources: 7 (2d6) rations, a short spear and padded armour can be found.

# APPENDIX GM-D:

## OBJECTS

When characters need to saw through ropes, shatter a window, or smash a vampire’s coffin, the only hard and fast rule is this: given enough time and the right tools, characters can destroy any destructible object.

Use common sense when determining a character’s success at damaging an object. Can a fighter cut through a section of a stone wall with a sword? No, the sword is likely to break before the wall does.

For the purpose of these rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone, not a building or a vehicle that is composed of many other objects.

### STATISTICS FOR OBJECTS

When time is a factor, you can assign an Armour Class and hit points to a destructible object. You can also give it immunities, resistances, and vulnerabilities to specific types of damage.

**Armour Class.** An object’s Armour Class is a measure of how difficult it is to deal damage to the object when striking it (because the object has no chance of dodging out of the way). The Object Armour Class table provides suggested AC values for various substances.

#### OBJECT ARMOUR CLASS

Substance	AC
Cloth, paper, rope	11
Crystal, glass, ice	13
Wood, bone	15
Stone	17
Iron, steel	19
Mithral	21
Adamantine	23

**Hit Points.** An object’s hit points measure how much damage it can take before losing its structural integrity. Resilient objects have more hit points than fragile ones. Large objects also tend to have more hit points than small ones, unless breaking a small part of the object is just as effective as breaking the whole thing. The Object Hit Points table provides suggested hit points for fragile and resilient objects that are Large or smaller.

#### OBJECT HIT POINTS

Size	Fragile	Resilient
Tiny (bottle, lock)	1d4	2d4
Small (chest, lute)	1d6	3d6
Medium (barrel, chandelier)	1d8	4d8
Large (cart, 10-foot-by-10-foot window)	1d10	5d10

**Huge and Gargantuan Objects.** Normal weapons are of little use against many Huge and Gargantuan objects, such as a colossal statue, towering columns of stone, or massive boulders. That said, one torch can burn a Huge tapestry, and an earthquake spell can reduce a colossus to rubble. You can track a Huge or Gargantuan object’s hit points if you like, or

you can simply decide how long the object can withstand whatever weapon or force is acting against it. If you track hit points for the object, divide it into Large or smaller sections, and track each section’s hit points separately. Destroying one of those sections could ruin the entire object. For example, a Gargantuan statue of a human might topple over when one of its Large legs is reduced to 0 hit points.

**Objects and Damage Types.** Objects are immune to poison and psychic damage. You might decide that some damage types are more effective against a particular object or substance than others. For example, bludgeoning damage works well for smashing things but not for cutting through rope or leather. Paper or cloth objects might be vulnerable to fire and lightning damage. A pick can chip away stone but can’t effectively cut down a tree. As always, use your best judgment.

**Damage Threshold.** Big objects such as castle walls often have extra resilience represented by a damage threshold. An object with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the object’s damage threshold is considered superficial and doesn’t reduce the object’s hit points.

# APPENDIX GM-E:

## POISONS

Given their insidious and deadly nature, poisons are illegal in most societies but are a favorite tool among assassins, Daeric, and other evil creatures.

Poisons come in the following four types.

**Contact.** Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

**Ingested.** A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

**Inhaled.** These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

**Injury.** Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

## SAMPLE POISONS

Each type of poison has its own debilitating effects.

**Assassin's Blood (Ingested).** A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 1d12 poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

**Burnt Othur Fumes (Inhaled).** A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 3d6 poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 1d6 poison damage. After three successful saves, the poison ends.

**Crawler Mucus (Contact).** This poison must be harvested from a dead or incapacitated crawler. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Daeric Poison (Injury).** This poison is typically made only by the Daeric, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

**Essence of Ether (Inhaled).** A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature

wakes up if it takes damage or if another creature takes an action to shake it awake.

**Malice (Inhaled).** A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

**Midnight Tears (Ingested).** A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 9d6 poison damage on a failed save, or half as much damage on a successful one.

**Oil of Taggit (Contact).** A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

**Pale Tincture (Ingested).** A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 1d6 poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 1d6 poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

**Torpor (Ingested).** A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated.

**Truth Serum (Ingested).** A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a zone of truth spell.



# APPENDIX GM-F: TRAPS

Traps can be found almost anywhere. One wrong step in an ancient tomb might trigger a series of scything blades, which cleave through armour and bone. The seemingly innocuous vines that hang over a cave entrance might grasp and choke anyone who pushes through them. A net hidden among the trees might drop on travellers who pass underneath. In a fantasy game, unwary adventurers can fall to their deaths, be burned alive, or fall under a fusillade of poisoned darts.

A trap can be either mechanical or magical in nature. **Mechanical traps** include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. **Magic traps** are either magical device traps or spell traps. Magical device traps initiate spell effects when activated. Spell traps are spells such as glyph of warding and symbol that function as traps.

## TRAPS IN PLAY

When adventurers come across a trap, you need to know how the trap is triggered and what it does, as well as the possibility for the characters to detect the trap and disable or avoid it.

### TRIGGERING A TRAP

Most traps are triggered when a creature goes somewhere or touches something that the trap's creator wanted to protect. Common triggers include stepping on a pressure plate or a false section of floor, pulling a trip wire, turning a doorknob, and using the wrong key in a lock. Magic traps are often set to go off when a creature enters an area or touches an object. Some magic traps (such as the glyph of warding spell) have more complicated trigger conditions, including a password that prevents the trap from activating.

### DETECTING AND DISABLING A TRAP

Usually, some element of a trap is visible to careful inspection. Characters might notice an uneven flagstone that conceals a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame will erupt, or otherwise detect something that points to a trap's presence.

A trap's description specifies the checks and DCs needed to detect it, disable it, or both. A character actively looking for a trap can attempt a Perception check against the trap's DC. If the adventurers detect a trap before triggering it, they might be able to disarm it, either permanently or long enough to move past it. You might call for an Investigation check for a character to deduce what needs to be done, followed by a Dexterity check using thieves' tools to perform the necessary sabotage.

Any character can attempt an Investigation check to detect or disarm a magic trap, in addition to any other checks noted in the trap's description. The DCs are the same regardless of the check used. In addition, dispel magic has a chance of disabling most magic traps. A magic trap's description provides the DC for the ability check made when you use dispel magic.

In most cases, a trap's description is clear enough that you can adjudicate whether a character's actions locate or foil the trap. As with many situations, you shouldn't allow die rolling to override clever play and good planning. Use your

common sense, drawing on the trap's description to determine what happens. No trap's design can anticipate every possible action that the characters might attempt.

You should allow a character to discover a trap without making an ability check if an action would clearly reveal the trap's presence. For example, if a character lifts a rug that conceals a pressure plate, the character has found the trigger and no check is required.

Foiling traps can be a little more complicated. Consider a trapped treasure chest. If the chest is opened without first pulling on the two handles set in its sides, a mechanism inside fires a hail of poison needles toward anyone in front of it. After inspecting the chest and making a few checks, the characters are still unsure if it's trapped. Rather than simply open the chest, they prop a shield in front of it and push the chest open at a distance with an iron rod. In this case, the trap still triggers, but the hail of needles fires harmlessly into the shield.

Traps are often designed with mechanisms that allow them to be disarmed or bypassed. Intelligent monsters that place traps in or around their lairs need ways to get past those traps without harming themselves. Such traps might have hidden levers that disable their triggers, or a secret door might conceal a passage that goes around the trap.

### TRAP EFFECTS

The effects of traps can range from inconvenient to deadly, making use of elements such as arrows, spikes, blades, poison, toxic gas, blasts of fire, and deep pits. The deadliest traps combine multiple elements to kill, injure, contain, or drive off any creature unfortunate enough to trigger them. A trap's description specifies what happens when it is triggered.

The attack bonus of a trap, the save DC to resist its effects, and the damage it deals can vary depending on the trap's severity. Use the Trap Save DCs and Attack bonuses table and the Damage Severity by Level table for suggestions based on three levels of trap severity.

A trap intended to be a **setback** is unlikely to kill or seriously harm characters of the indicated levels, whereas a **dangerous** trap is likely to seriously injure (and potentially kill) characters of the indicated levels. A **deadly** trap is likely to kill characters of the indicated levels.

### TRAP SAVE DCs AND ATTACK BONUSES

Trap Danger	Save DC	Attack Bonus
Setback	10–11	+3 to +5
Dangerous	12–15	+6 to +8
Deadly	16–20	+9 to +12

### DAMAGE SEVERITY BY LEVEL

Character Level	Setback	Dangerous	Deadly
1st–4th	1d10	2d10	4d10
5th–10th	2d10	4d10	10d10
11th–16th	4d10	10d10	18d10
17th–20th	10d10	18d10	24d10

## COMPLEX TRAPS

Complex traps work like standard traps, except once activated they execute a series of actions each round. A complex trap turns the process of dealing with a trap into something more like a combat encounter.

When a complex trap activates, it rolls initiative. The trap's description includes an initiative bonus. On its turn, the trap activates again, often taking an action. It might make successive attacks against intruders, create an effect that changes over time, or otherwise produce a dynamic challenge. Otherwise, the complex trap can be detected and disabled or bypassed in the usual ways.

For example, a trap that causes a room to slowly flood works best as a complex trap. On the trap's turn, the water level rises. After several rounds, the room is completely flooded.

## SAMPLE TRAPS

The magical and mechanical traps presented here vary in deadliness and are presented in alphabetical order.

### COLLAPSING ROOF

#### MECHANICAL TRAP

This trap uses a trip wire to collapse the supports keeping an unstable section of a ceiling in place. The trip wire is 3 inches off the ground and stretches between two support beams. The DC to spot the trip wire is 10. A successful DC 15 Dexterity check using thieves' tools disables the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

Anyone who inspects the beams can easily determine that they are merely wedged in place. As an action, a character can knock over a beam, causing the trap to trigger. The ceiling above the trip wire is in bad repair, and anyone who can see it can tell that it's in danger of collapse.

When the trap is triggered, the unstable ceiling collapses. Any creature in the area beneath the unstable section must succeed on a DC 15 Dexterity saving throw, taking 4d10 bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the area is filled with rubble and becomes difficult terrain.

### FALLING NET

#### MECHANICAL TRAP

This trap uses a trip wire to release a net suspended from the ceiling. The trip wire is 3 inches off the ground and stretches between two columns or trees. The net is hidden by cobwebs or foliage. The DC to spot the trip wire and net is 10. A successful DC 15 Dexterity check using thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When the trap is triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped under the net and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot-square section of it, freeing any creature trapped in that section.

## FIRE-BREATHING STATUE

#### MAGIC TRAP

This trap is activated when an intruder steps on a hidden pressure plate, releasing a magical gout of flame from a nearby statue. The statue can be of anything, including a dragon or a wizard casting a spell.

The DC is 15 to spot the pressure plate, as well as faint scorch marks on the floor and walls. A spell or other effect that can sense the presence of magic, such as detect magic, reveals an aura of evocation magic around the statue.

The trap activates when more than 10 kilograms of weight is placed on the pressure plate, causing the statue to release a 30-foot cone of fire. Each creature in the fire must make a DC 13 Dexterity saving throw, taking 4d10 fire damage on a failed save, or half as much damage on a successful one.

Wedging an iron spike or other object under the pressure plate prevents the trap from activating. A successful *dispel magic* (DC 13) cast on the statue destroys the trap.

## PITS

#### MECHANICAL TRAP

Four basic pit traps are presented here.

**Simple Pit.** A simple pit trap is a hole dug in the ground. The hole is covered by a large cloth anchored on the pit's edge and camouflaged with dirt and debris.

The DC to spot the pit is 10. Anyone stepping on the cloth falls through and pulls the cloth down into the pit, taking damage based on the pit's depth (usually 10 feet, but some pits are deeper).

**Hidden Pit.** This pit has a cover constructed from material identical to the floor around it. A successful DC 15 Perception check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 Investigation check is necessary to confirm that the trapped section of floor is actually the cover of a pit. When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is usually 10 or 20 feet deep but can be deeper.

Once the pit trap is detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be magically held shut using the arcane lock spell or similar magic.

**Locking Pit.** This pit trap is identical to a hidden pit trap, with one key exception: the trap door that covers the pit is spring-loaded. After a creature falls into the pit, the cover snaps shut to trap its victim inside.

A successful DC 20 Strength check is necessary to pry the cover open. The cover can also be smashed open. A character in the pit can also attempt to disable the spring mechanism from the inside with a DC 15 Dexterity check using thieves' tools, provided that the mechanism can be reached and the character can see. In some cases, a mechanism (usually hidden behind a secret door nearby) opens the pit.

**Spiked Pit.** This pit trap is a simple, hidden, or locking pit trap with sharpened wooden or iron spikes at the bottom. A creature falling into the pit takes 2d10 piercing damage from the spikes, in addition to any falling damage. Even nastier versions

have poison smeared on the spikes. In that case, anyone taking piercing damage from the spikes must also make a DC 13 Constitution saving throw, taking 4d10 poison damage on a failed save, or half as much damage on a successful one.

## POISON DARTS

### MECHANICAL TRAP

When a creature steps on a hidden pressure plate, poison-tipped darts shoot from spring-loaded or pressurized tubes cleverly embedded in the surrounding walls. An area might include multiple pressure plates, each one rigged to its own set of darts.

The tiny holes in the walls are obscured by dust and cobwebs, or cleverly hidden amid bas-reliefs, murals, or frescoes that adorn the walls. The DC to spot them is 15. With a successful DC 15 Investigation check, a character can deduce the presence of the pressure plate from variations in the mortar and stone used to create it, compared to the surrounding floor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Stuffing the holes with cloth or wax prevents the darts contained within from launching.

The trap activates when more than 10 kilograms of weight is placed on the pressure plate, releasing four darts. Each dart makes a ranged attack with a +8 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this attack roll).

(If there are no targets in the area, the darts don't hit anything.) A target that is hit takes 1d4 piercing damage and must succeed on a DC 15 Constitution saving throw, taking 2d10 poison damage on a failed save, or half as much damage on a successful one.

## POISON NEEDLES

### MECHANICAL TRAP

A poisoned needle is hidden within a treasure chest's lock, or in something else that a creature might open. Opening the chest without the proper key causes the needle to spring out, delivering a dose of poison.

When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 2d10 poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

A successful DC 20 Investigation check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

## ROLLING SPHERE

### MECHANICAL TRAP

When 10 or more kilograms of pressure are placed on this trap's pressure plate, a hidden trapdoor in the ceiling opens, releasing a 10-foot-diameter rolling sphere of solid stone.

With a successful DC 15 Perception check, a character can spot the trapdoor and pressure plate. A search of the floor accompanied by a successful DC 15 Investigation check reveals variations in the mortar and stone that betray the pressure plate's presence. The same check made while inspecting the

ceiling notes variations in the stonework that reveal the trapdoor.

Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Activation of the sphere requires all creatures present to roll initiative. The sphere rolls initiative with a +8 bonus. On its turn, it moves 60 feet in a straight line. The sphere can move through creatures' spaces, and creatures can move through its space, treating it as difficult terrain. Whenever the sphere enters a creature's space or a creature enters its space while it's rolling, that creature must succeed on a DC 15 Dexterity saving throw or take 10d10 bludgeoning damage and be knocked prone.

The sphere stops when it hits a wall or similar barrier. It can't go around corners, but smart dungeon builders incorporate gentle, curving turns into nearby passages that allow the sphere to keep moving.

As an action, a creature within 5 feet of the sphere can attempt to slow it down with a DC 20 Strength check. On a successful check, the sphere's speed is reduced by 15 feet. If the sphere's speed drops to 0, it stops moving and is no longer a threat.

## SPHERE OF ANNIHILATION

### MAGICAL TRAP

Magical, impenetrable darkness fills the gaping mouth of a stone face carved into a wall. The mouth is 2 feet in diameter and roughly circular. No sound issues from it, no light can illuminate the inside of it, and any matter that enters it is instantly obliterated. A successful DC 20 Arcana check reveals that the mouth contains a sphere of annihilation that can't be controlled or moved. It is otherwise identical to a normal sphere of annihilation.

Some versions of the trap include an enchantment placed on the stone face, such that specified creatures feel an overwhelming urge to approach it and crawl inside its mouth. This effect is otherwise like the sympathy aspect of the *antipathy/sympathy* spell. A successful *dispel magic* (DC 18) removes this enchantment.



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