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CHAPTER 1: CHARACTER CREATION

The first step to play is creating your player character (PC). Character creation involves making rules choices that define who your character is and what your character is good at, as well as creative choices about your character's history and personality.

This chapter contains exact steps and options to create your character. If you are creating a character for the first time, it can be helpful to work with your game master (GM) to choose options that make a good play experience.

STEP-BY-STEP CHARACTER CREATION

These are the steps needed to create your character.

STEP 0. GATHER MATERIALS

Make sure these basic tools are handy to record your character choices:

- pencil
- blank character sheet
- scratch paper
- dice (see About Those Dice in the sidebar)

ABOUT THOSE DICE

The *Black Flag Roleplaying* system uses polyhedral dice to resolve actions. These dice are abbreviated in game text, so a four-sided die is a d4, a six-sided die is a d6, and so on for d8, d10, d12, and d20.

Percentile dice rolls (1–100) are rolled with two dice and abbreviated d%.

STEP 1. CREATE A CHARACTER CONCEPT

It can help to think about what kind of character you want to play before you start picking from lists. Do you want to cast magic spells? Do you want to be good at swinging a sword? Do you want to play as a human or a member of some more fantastical lineage? Knowing what sounds like fun to you can help guide your decisions.

Talk to the other players about your ideas if they're around. Hearing what other players have in mind can help focus your choices or inspire you to create a concept that works well with other adventurers in your party. For example, if all the other PCs are rough-and-tumble warriors, you might want to make a cleric so you can patch them up with healing magic!

STEP 2. CHOOSE A CLASS

Choosing your character's **class** is the most important factor in bringing your concept into the game. Your character's class is sort of like their job. Each class covers a different set of capabilities and responsibilities.

Your character class gives you **class features** at 1st level as described in each class features table (see Character Classes later in this chapter) and lists other features you gain access to as your character gains adventuring experience and levels up. Your choice of character class also dictates your **proficiencies**, which is a game term describing what kinds of equipment you are trained to use (like armor, weapons, or tools) and what kinds of challenges you are best at handling (skills and saves).

Choosing your character class can also help you make other decisions. For example, each class has a **Quick Build** section that tells you which ability scores (described in Step 3) work best with your class abilities.

See the **Class Options at a Glance** table later in this chapter for a brief summary and comparison of each class.

STEP 3. DETERMINE ABILITY SCORES

At their core, characters are defined by six **abilities**:

- **Strength (STR)**, representing your physical might.
- **Dexterity (DEX)**, representing your agility and reaction time.
- **Constitution (CON)**, representing your endurance and physical fortitude.
- **Intelligence (INT)**, representing your ability to acquire and apply knowledge.
- **Wisdom (WIS)**, representing your intuition and mental fortitude.
- **Charisma (CHA)**, representing your self-confidence and your ability to influence others.

Each ability is assigned a number, called an **ability score**. These scores represent your various physical and mental abilities. Higher numbers in a score mean you character is better with that ability.

As you level up, you can increase these scores, but a PC can never have an ability score higher than 20. An average person has 10 in every ability score, so these numbers emphasize how powerful adventurers are!

THREE WAYS TO SCORE

There are three methods to determine your starting ability scores. No method is “better” than another, but some people like one way more, so we include them to appeal to different kinds of players.

METHOD ONE: ROLLING

This is the classic, providing surprises and maybe a tough choice. It helps make a character you adapt to, instead of you making all the decisions:

- Roll four d6s. Find the lowest die and throw it out. Then add up the remaining three dice to get your total. Write that number down on scratch paper.
- Do this five more times until you have six totals between 3 and 18.
- Assign those six numbers to the ability scores however you like.
- Finally, add 2 to one score of your choice that is 16 or below and add 1 to one score of your choice that is 17 or below.

METHOD TWO: POINT-BUY

If you don't want to leave it up to chance, you can assign ability scores with the point-buy method:

- Start with 32 points to spend on your ability scores.
- Each score costs a certain number of points. Find the cost of each potential score on the Point-Buy Cost table. (As an example, a score of 12 costs 4 points.)
- 18 is the highest ability score you can start with, and you can't have a score lower than 8.

- Buy one score for each of the six abilities.
- Don't add anything extra when you're done here. These numbers are already balanced without adding more.

POINT-BUY COST

SCORE	COST	SCORE	COST	SCORE	COST
8	0	12	4	16	11
9	1	13	5	17	13
10	2	14	7	18	16
11	3	15	9		

METHOD THREE: STANDARD ARRAY

To get started faster, use the standard array. Start with six numbers: 16, 14, 14, 13, 10, and 8. Assign them as ability scores however you want. Again, don't modify them any further. That's it!

FIND ABILITY MODIFIERS

Once you assign scores, use the following charts to figure out your ability modifiers. Your **ability modifiers** are the most important part of your ability scores. You use your modifiers much more than your score to calculate success or failure in the game.

ABILITY MODIFIERS

ABILITY SCORE	MODIFIER	ABILITY SCORE	MODIFIER
1	-5	12-13	+1
2-3	-4	14-15	+2
4-5	-3	16-17	+3
6-7	-2	18-19	+4
8-9	-1	20	+5
10-11	+0		

PC Wisdom: When you see an ability referenced in the rules, assume it means the ability score modifier (-1, 0, +1, +2, etc.) rather than the ability score itself (8, 10, 12, 14, etc.). For example, if a feature reads “. . . roll and add your STR,” that means add your Strength ability modifier, not your full Strength ability score.

STEP 4. CHOOSE A LINEAGE

Choose your character's lineage from the options in the Lineage section later in this chapter. Lineage tells you about certain hereditary traits such as average lifespan, size, speed, and any special adaptations like the ability to see in the dark.

Lineage represents the blood ties and hereditary traits of a creature. Adventurers can be humans or a common fantasy lineage, like dwarf or elf.

STEP 5. CHOOSE A HERITAGE

Choose your character's heritage from the options in the Heritage section later in this chapter. Heritage tells you about traits your character has because of their connection to a particular group or society.

Heritage represents the upbringing and culture of a character. Adventurers can come from nearly any kind of fantasy society, such as a big city, a forest enclave, or an underground citadel.

STEP 6. CHOOSE A BACKGROUND

Choose your character's background from the options in the Backgrounds section later in this chapter. Backgrounds give you skill proficiencies, talents, and languages learned.

Backgrounds represent what your character did as an individual before they took up the adventuring life. Adventurers are often a motley group and come from a wide variety of backgrounds. Backgrounds include options like adherent or scholar.

STEP 7. FILL IN THE BLANKS

At this point, your big decisions are locked in. You still need to equip your character (see Chapter 3) and pick spells if they're a spellcaster (see Chapter 4). But you've got the basics squared away.

Take some time to look things over and fill in any blank sections on your character sheet (see Final Checklist below).

Make sure to give your character a name and decide what they look like. It's also a good idea to think about your character's history and personality—but it's perfectly fine to decide these details later. You might discover more about who you want your character to be after playing for a couple of game sessions.

CHARACTER CLASSES

Every adventurer has a character class that dictates the heroic features they have access to. It can be helpful to think of a character's class like their job, with each type covering a different set of capabilities and responsibilities.

The Class Options at a Glance table gives an overview about the classes detailed in this section.

ELEMENTS OF A CLASS

This section breaks down the various components of a character class.

PROGRESSION TABLE

The Progression table for your class tells you what class features you get at 1st level and what new features you gain as you level up.

LEVEL

Characters start at 1st level and can advance up to 20th level. See the After Level 1 sidebar for more on this.

PROFICIENCY BONUS

Proficiency bonus (PB) represents the benefit of training. As your character advances in levels, their training leads to improved performance at things they are proficient in. Every class advances at the same rate, but we put the progression in each class Progression table for convenience. Whenever you make a check that involves a skill, tool, or save you have proficiency in, add your PB to that roll. Occasionally, a feature might allow you to double your PB on certain rolls, but doubled or not, apply your PB to a particular roll only once.

Checks and the role of PB when making checks is explained in greater detail in Chapter 2.

AFTER LEVEL 1

Characters start at 1st level and can advance up to 20th level by gaining **experience points (XP)** during their adventures. By default, PCs start with 0 XP.

When your PC gains a new level, you gain access to the benefits listed in the Progression table for the class at the new level. You also gain 1 hit die and more hit points.

To calculate these new hit points, roll the new hit die, add your CON modifier to the roll, and add the total to your total hit points. If you don't want to roll, you can use the average hit die value (listed in each class description) plus your CON modifier.

LEVELING METHODS

The GM keeps players aware of progress toward the next level by awarding XP or by tracking milestones. The GM decides which method to use.

TRACKING XP

When a GM tracks XP, they tally up the challenges that the PCs overcame during the session and award XP for

them at the end. This method is good for groups that battle lots of monsters and have clearly defined areas of challenge. The Level Advancement table details the XP you need to advance to new levels. Don't reset the XP total after each level, just keep piling it on.

TRACKING MILESTONES

When the GM tracks milestones, PCs level up when they achieve a specific goal established by the GM. The milestone method works well for looser, faster paced games or player groups that focus on storytelling, as opposed to tactical combat or dungeon delving.

As a general rule, 1st-level PCs should hit a level-up milestone after a single game session. Then, 2nd-level PCs should hit a milestone after two game sessions, and 3rd-level PCs should hit a milestone after three game sessions. They should hit another milestone approximately every three sessions after that. A GM can use dramatic license to speed up or slow down milestone advancement.

LEVEL ADVANCEMENT

LEVEL	XP	LEVEL	XP	LEVEL	XP	LEVEL	XP
1	0	6	14,000	11	85,000	16	195,000
2	300	7	23,000	12	100,000	17	225,000
3	900	8	34,000	13	120,000	18	265,000
4	2,700	9	48,000	14	140,000	19	305,000
5	6,500	10	64,000	15	165,000	20	355,000

HIT POINTS AND HIT DICE

Your class determines the size of your **hit dice (HD)**, which you use to calculate your **hit points (HP)**.

Your hit point total represents your character's life force. Classes with bigger hit dice—like a d10—are more likely to survive a few hits in combat than a class with smaller hit dice—like a d6.

At 1st level, your character starts with a hit point total equal to the highest number on their hit die, plus their CON modifier. So, a 1st-level fighter (d10 hit die) with a CON +3 starts with a hit point total of 13.

PROFICIENCIES

Proficiencies describe what kinds of equipment you are trained to use, like armor, weapons, and tools. They also describe what kind of challenges you are best at handling, represented by skills and saves.

STARTING EQUIPMENT

Each character class includes a list of starting equipment. If you are creating a 1st-level character, you get this equipment along with any equipment granted by your background.

FEATURE DESCRIPTIONS

Each class includes descriptions of each of the features listed in the class Progression table.

SUBCLASSES

Each class has access to a specialization of some kind—further study or training in a particular subject. These specializations are called subclasses. At the end of the class features section, you'll find some subclass options.

CLASS OPTIONS AT A GLANCE

CLASS	DESCRIPTION	HIT DIE	KEY ABILITY	SAVE PROFICIENCIES	EQUIPMENT PROFICIENCIES
Cleric	Faithful casters who wield divine magic	d8	WIS	WIS & CHA	Light and medium armor, shields, simple weapons
Fighter	Hardy adventurers who excel in combat and weapon use	d10	STR or DEX	CON & STR/DEX	All armor types, all weapon types
Rogue	Cunning adventurers who rely on agility and trickery	d8	DEX	DEX & INT	Light armor, simple weapons, martial weapons with the light property
Wizard	Cerebral casters who wield arcane magic	d6	INT	INT & WIS	None

CLERIC

CLASS FEATURES

As a cleric, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per cleric level

Hit Points at 1st Level: 8 + your CON modifier

Hit Points at Higher Levels: 1d8 (or 5) + your CON modifier per cleric level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saves: WIS, CHA

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

STARTING EQUIPMENT

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

- (a) a mace or (b) a warhammer (if proficient)
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

SPELLCASTING

1st-Level Cleric Feature

As a conduit for divine power, you can cast spells from the divine circle.

Cantrips

At 1st level, choose three cantrips from the divine circle spell list. You choose more divine circle cantrips to learn at higher levels, as shown in the Cantrips Known column of the Cleric Progression table.

Preparing and Casting Spells

You must prepare a spell in advance before you can cast it. Clerics may prepare any spell from the divine circle spell list that they have slots for. (Check the Cleric Progression table to see which rings you have slots for at your level.)

To prepare spells, choose a number of spells from the divine circle spell list equal to your WIS modifier + your cleric level (minimum of one spell). These prepared spells are the pool of options from which you can cast.

To cast a prepared spell, you must use a slot of the spell's ring or higher. You regain all used spell slots when you finish a long rest.

For example, if you're a 3rd-level cleric, you have four 1st-ring and two 2nd-ring spell slots. With a 16 WIS, your list of prepared spells can include six spells of 1st or 2nd ring, in any combination. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent in prayer and meditation: at least 1 minute per spell ring for each spell you change.

Spellcasting Ability

Wisdom is your spellcasting ability. You use your WIS whenever a spell refers to your spellcasting ability. In addition, use your WIS modifier when setting the save DC for a spell you cast and when making an attack roll with a spell.

Spell save DC = 8 + your PB + your WIS modifier

Spell attack modifier = your PB + your WIS modifier

Ritual Casting

As a cleric, you can also cast a long-form type of spell called a ritual. You do not need to prepare ritual spells, and they do not use up spell slots.

At 1st level, choose one ritual from the divine circle ritual list. You choose more divine rituals to learn at higher levels, as shown in the Rituals Known column of the Cleric Progression table. You can only learn a ritual spell from a ring you have spell slots for. Rituals you learn do not count against the number of spells you learn at each level.

CLERIC PROGRESSION

LEVEL	PB	FEATURES	CANTRIPS KNOWN	RITUALS KNOWN	1ST RING	2ND RING	3RD RING
1st	+2	Spellcasting, Manifestation of Faith	3	1	2	—	—
2nd	+2	Channel Divinity (1/rest)	3	1	3	—	—
3rd	+2	Cleric Subclass	3	2	4	2	—
4th	+2	Improvement	4	2	4	3	—
5th	+3	Destroy the Profane (CR ½)	4	3	4	3	2

Spellcasting Focus

You can use a holy symbol (see Adventuring Gear and Tools in Chapter 3) as a spellcasting focus for your spells.

MANIFESTATION OF FAITH

1st-Level Cleric Feature

All clerics, regardless of deity, demonstrate their faith in one of two primary ways—wielding it as a holy warrior or calling it forth as a worker of miracles. Choose one of the following ways your faith most readily manifests:

Manifest Might. You gain proficiency with heavy armor and martial weapons. Additionally, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal additional radiant or necrotic damage (your choice) equal to your PB.

Manifest Miracles. You learn one additional cantrip of your choice from any circle of magic. This cantrip counts as a divine cantrip for you, but it doesn't count against the number of cantrips you know. Additionally, you can add your PB to the damage you deal with any divine cantrip.

CHANNEL DIVINITY

2nd-Level Cleric Feature

You gain the ability to channel divine energy directly from you deity, which you use to power effects beyond spells. You start with one such effect: Turn the Profane. Some domains grant you additional effects as you advance in levels, as noted in the domain description (see Cleric Subclasses below).

When you use Channel Divinity, choose an effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saves. When you use such an effect from this class, the DC equals your cleric spell save DC.

Channel Divinity: Turn the Profane

As an action, you present your holy symbol and speak a prayer censuring unholy creatures. Each Fiend and Undead of your choice that can see or hear you within 30 feet of you must make a WIS save. If the creature fails its save, it is turned for 1 minute or until it takes any damage.

A turned creature must try to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. It can't take any reactions.

CLERIC SUBCLASS

3rd-Level Cleric Feature

Choose one domain related to your deity, such as Life or War (see Cleric Subclasses below). Your choice grants you domain spells and other features at 3rd level.

Domain Spells

Each subclass has a list of spells—its domain spells—that you gain access to as soon as you can cast spells of that ring (as shown in the Cleric Progression table). Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. Casting a domain spell, however, still uses up a spell slot as normal.

If you have a domain spell that doesn't appear on the divine circle spell list, it is still a divine spell for you.

IMPROVEMENT

4th-Level Cleric Feature

Increase one ability score of your choice by 1 and choose a talent for which you meet the prerequisites from the Magic Talent list (see the Talents section later in this chapter).

DESTROY THE PROFANE

5th-Level Cleric Feature

When a Fiend or Undead fails its save against your Turn the Profane feature, it is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy the Profane table.

DESTROY THE PROFANE

CLERIC LEVEL	DESTROYS FIENDS OR UNDEAD OF CR . . .
5th	1/2 or lower

CLERIC SUBCLASSES

You have proved your devotion to your faith and your efforts are rewarded with a deeper connection to your god—granting access to the powers of a domain they preside over. Two are presented here: Life Domain and War Domain.

LIFE DOMAIN

Gods of the Life Domain celebrate natural cycles of life and death, exemplifying health and vitality. Devotees of this domain are encouraged to heal the wounded, care for the sick, and oppose the perversion of undeath.

LIFE DOMAIN SPELLS

SPELL RING	SPELLS
1st	<i>bleed, cure wounds</i>
2nd	<i>lesser restoration, spiritual weapon</i>
3rd	<i>beacon of hope, revivify</i>

CHANNEL DIVINITY: PRESERVE LIFE

3rd-Level Life Domain Feature

Starting at 3rd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points

equal to five times your cleric level.

Choose any creatures within 30 feet of you and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. This healing has no effect on creatures of the Undead or Construct creature type.

DISCIPLE OF LIFE

3rd-Level Life Domain Feature

Your healing spells are more effective. Whenever you use a spell of 1st ring or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's ring.

WAR DOMAIN

Gods of the War Domain celebrate strength, reveling in the glory of victory and the thrill of competition. Gods with evil or chaotic proclivities emphasize the destruction and violence of war, but such gods are primarily worshipped by villainous factions. Most societies and heroic characters worship war gods who honor courage, demand excellence on the field of battle, and reward those who take up arms when the need is great.

WAR DOMAIN SPELLS

SPELL RING	SPELLS
1st	<i>command, shield of faith</i>
2nd	<i>magic weapon, spiritual weapon</i>
3rd	<i>fear, spirit guardians</i>

CHANNEL DIVINITY: MARK OF TRIUMPH

3rd-Level War Domain Feature

Starting at 3rd level, you can use your Channel Divinity to mystically mark a foe, making them easier to defeat.

As a bonus action, you present your holy symbol and mystically mark one creature you can see within 30 feet of you. Until the start of your next turn, any creature who attacks a marked creature has advantage on the first attack roll they make against it.

DISCIPLE OF WAR

3rd-Level War Domain Feature

Victory brings you closer to the divine, inspiring you to press beyond your normal limits. When you successfully hit a creature while using the Attack action, you can choose to make an additional weapon attack as part of that same action.

You can use this feature a number of times equal to your PB. You regain all expended uses when you finish a long rest.

FIGHTER

CLASS FEATURES

As a fighter, you have the following class features.

HIT POINTS

Hit Dice: 1d10 per fighter level

Hit Points at 1st Level: 10 + your CON modifier

Hit Points at Higher Levels: 1d10 (or 6) + your CON modifier per fighter level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, heavy armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saves: CON, and your choice of STR or DEX

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

STARTING EQUIPMENT

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

- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

LAST STAND

1st-Level Fighter Feature

When you take damage that would reduce your hit points to less than half your hit point maximum (rounded down), you can use your reaction to spend 1 or more of your hit dice, up to a number equal to your PB. Immediately roll those hit dice. You regain hit points equal to the sum of all dice rolled + your CON modifier.

FIGHTER PROGRESSION

LEVEL	PB	FEATURES
1st	+2	Last Stand, Martial Action
2nd	+2	Action Surge (1/rest)
3rd	+2	Fighter Subclass
4th	+2	Improvement
5th	+3	Multiattack (2/Attack action)

MARTIAL ACTION

1st-Level Fighter Feature

Your tactical expertise allows you to act quickly on the battlefield. You can take a bonus action on each of your turns in combat. This bonus action can only be used to perform a Weapon Option (see Chapter 3) or one of the unique Martial Actions granted by this feature.

Choose one of the following unique Martial Actions that you know. This feature grants more benefits at higher levels.

Aim

Requires Wielding a Ranged Weapon

As a bonus action, you take the time to increase the effectiveness of your next ranged weapon attack. Select one target you can see. If you make a ranged weapon attack against that target before the end of your turn, double your PB for the first attack roll.

Guard

Requires Wielding a Shield

As a bonus action, you raise your shield to intercept incoming attacks. Select one enemy creature within 5 feet of you. That creature has disadvantage on the first attack roll it makes against you or an ally within 5 feet of you before the start of your next turn.

Quick Strike

Requires Wielding Two Light Weapons

Once per turn, after 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 make two attacks with a different light melee weapon that you're holding in the other hand—instead of the one attack typically granted by two-weapon fighting. Don't add your ability modifier to the damage of these additional attacks unless the modifier is negative.

Wind Up

Requires Wielding a Two-Handed Weapon or a Versatile Weapon with Both Hands

As a bonus action, you take the time to increase the effectiveness of your next weapon attack. Select one target you can see within 5 feet of you. If you make a melee weapon attack against that target before the end of your turn, you double your PB for the first attack roll.

ACTION SURGE

2nd-Level Fighter Feature

When the need is great, you push your body to its absolute limits. On your turn, you can activate this feature to gain an additional action on top of your regular action and possible bonus action.

Once you use this feature, you must complete a short or long rest before you can use it again.

FIGHTER SUBCLASS

3rd-Level Fighter Feature

Your basic capabilities as a warrior have reached their peak. It is time to choose a discipline to focus your training. Choose a discipline from the options presented later in this section. Your discipline represents the unique techniques and maneuvers you employ in battle and gives you new features as you gain more levels in the fighter class.

IMPROVEMENT

4th-Level Fighter Feature

Increase one ability score of your choice by 1 and choose a talent for which you meet the prerequisites from the Martial Talent list (see the Talents section later in this chapter).

MULTIATTACK

5th-Level Fighter Feature

Your physical prowess has grown. On your turn, you can make two attacks when you take the Attack action.

FIGHTER SUBCLASSES

As you develop mastery, you gain new abilities that support your preferred combat tactics. The subclass you choose represents your specialized training in pursuit of ever-greater martial might.

SPELL BLADE

Fighters of the Spell Blade discipline view fighting with swords and sorcery as a logical marriage of power. For you, the arcane can be wielded as if it were a weapon, and honing your mind is just as important as honing your body.

ARCANE SPELLCASTING

3rd-Level Spell Blade Feature

When you reach 3rd level, you enhance your martial prowess with the ability to cast spells. See Spell Rules in Chapter 4 for the general rules of spellcasting and the arcane circle spell list.

Cantrips

You learn two cantrips of your choice from the arcane circle.

Spell Slots

The Spell Blade Progression table shows how many spell slots you have to cast your arcane circle spells of the 1st ring and higher. To cast one of these spells, you must use a slot

of the spell's ring or higher. You regain all used spell slots when you finish a long rest.

For example, if you know the 1st-ring spell *shield* and have a 1st-ring and a 2nd-ring spell slot available, you can cast *shield* using either slot.

Spells Known of 1st Level and Higher

When you choose this subclass at 3rd level, you know three 1st-ring arcane circle spells of your choice, two of which must be from the abjuration or evocation schools.

The Spells Known column of the Spell Blade Progression table shows when you learn more arcane circle spells of the 1st ring or higher. Each of these spells must be an abjuration or evocation spell of your choice and must be of a ring for which you have spell slots.

When you gain a level of fighter, you can replace one of the arcane circle spells you know with another spell of your choice from that spell list. The new spell must be of a ring for which you have spell slots, and it must be an abjuration or evocation spell—unless you're replacing the third spell you gained at 3rd level.

Spellcasting Ability

INT is your spellcasting ability for your Spell Blade spells since you learn spells through study and memorization. Use your INT whenever a spell refers to your spellcasting ability. In addition, use your INT modifier when setting the save DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your PB + your INT modifier

Spell attack modifier = your PB + your INT modifier

ENCHANT WEAPON

3rd-Level Spell Blade Feature

A crucial step on the path of the spell blade is learning to synergize weapons with your magical power. If you spend one hour of uninterrupted focus in contact with a weapon—which can be done during a rest—you can imbue that weapon with a limited form of enchantment. This enchantment lasts until you choose to end it, or you use this feature to enchant a different weapon.

Your enchanted weapon functions as a magic weapon with the following properties:

- You have +1 to attack rolls and damage rolls made with it. If the weapon would normally grant a magical bonus to attack and damage, your enchantment bonus stacks with the weapon's existing bonus.

SPELL BLADE PROGRESSION

FIGHTER LEVEL	FEATURES	CANTRIPS KNOWN	SPELLS KNOWN	1ST RING	2ND RING	3RD RING
3rd	Arcane Spellcasting, Enchant Weapon (+1), Expanded Talent List	2	3	2	—	—
4th	—	2	4	3	—	—
5th	—	2	4	3	—	—

- You can use a bonus action to summon the weapon if it is on the same plane of existence as you. When you do so, the weapon instantly appears in your hand.

Creatures who handle or inspect the enchanted weapon can tell it isn't a true magic item—unless the weapon was magic to begin with—otherwise, it follows the rules of a typical magic item (see Magic Items in Chapter 3).

EXPANDED TALENT LIST

3rd-Level Spell Blade Feature

When you gain a new talent, you can select that talent from the Martial or Magic Talent list.

WEAPON MASTER

Most fighters feel a deep connection to their weapons, but none more so than the Weapon Master. For them, a favored bow or blade is a natural extension of their body and a trusted ally against danger. Warriors who pursue the Weapon Master subclass learn to use their chosen arms with unparalleled efficiency and artistry.

WEAPON MASTER PROGRESSION

FIGHTER LEVEL	FEATURES
3rd	Mastery, Stunts

MASTERY

3rd-Level Weapon Master Feature

Choose three types of simple or martial weapons with which you have proficiency. You have mastered the use of those three weapons.

Once per turn, when you roll damage for an attack with a weapon you have mastered, you can reroll the weapon's damage dice and use either result.

STUNTS

3rd-Level Weapon Master Feature

As part of your training, you have learned to perform remarkable feats with your weapons. You gain access to special maneuvers called stunts, detailed below.

To use a stunt, you must wield a weapon that matches the weapon type listed in the stunt description (if one is listed). You can only use one stunt per turn. You gain access to new stunt options at higher levels.

All stunt options below are available to you at 3rd level. You can perform stunts a number of times equal to your PB + 1. After that, you need to finish a short or long rest to regain your full ability to perform stunts.

Saves. Some stunts require your target to make a save to resist its effects. The save DC for these stunts is calculated as follows:

Stunt Save DC = 8 + your PB + your STR or DEX modifier (you choose which)

STUNT OPTIONS

Stunts are presented in alphabetical order.

Arcing Strike

Requires a Two-Handed Weapon that Deals Slashing Damage

When you successfully deal damage with a weapon attack, you deal half that damage to a different target you can see within 5 feet of you.

Cheap Shot

Requires a Melee Weapon

When you successfully hit a target with a melee weapon as part of the Attack action, you can immediately make an unarmed strike against that target as part of the same Attack action.

Make It Count

When you take the Attack action, you can make a single attack with a +10 to the attack roll. You can't make additional attacks as part of that Attack action, even if a feature like Multiattack would normally allow you to do so.

Parry

Requires a Melee Weapon

When a creature you can see within 5 feet of you hits you with a weapon attack, you can use your reaction to reduce the damage you take by 1d10 + your PB (to a minimum of 0 damage).

Redirect

When you fail to hit a target with a weapon attack, you can use your reaction to immediately reroll the attack—but you must select a different target you can see within 5 feet of the original target.

Riposte

Requires a Melee Weapon that Doesn't Have the Heavy Property

When a creature you can see within 5 feet of you misses you with a weapon attack, you can use your reaction to immediately make a melee weapon attack against that creature.

Run Through

Requires a Weapon that Deals Piercing Damage

When you successfully deal damage with a weapon attack, you deal half that damage to a different target you can see within 5 feet of the original target.

Shifting Strike

Requires a Melee Weapon that Deals Slashing Damage

When you successfully hit a creature with a weapon as part of the Attack action, you can immediately move to a different unoccupied square within 5 feet of that target. This movement does not take up any of your move during your turn.

ROGUE

CLASS FEATURES

As a rogue, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per rogue level

Hit Points at 1st Level: 8 + your CON modifier

Hit Points at Higher Levels: 1d8 (or 5) + your CON modifier per rogue level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons and martial weapons with the light property

Tools: Thieves' tools

Saves: DEX, INT

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

STARTING EQUIPMENT

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

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools

EXPERTISE

1st-Level Rogue Feature

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your PB is doubled for any ability check you make that uses either of the chosen proficiencies. Note that thieves' tools are useful for disarming traps and required for opening locks.

SNEAK ATTACK

1st-Level Rogue Feature

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have

advantage on the attack roll. The weapon you use must have the finesse property or be a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

THIEVES' CANT

1st-Level Rogue Feature

During your rogue training, you learned Thieves' Cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature who knows Thieves' Cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether people in an area are easy marks or will provide a safe house for thieves on the run.

CUNNING ACTION

2nd-Level Rogue Feature

Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action (see Chapter 2).

ROGUE SUBCLASS

3rd-Level Rogue Feature

To distinguish yourself from common scoundrels and knaves, you cultivate a more specialized set of skills. Choose a subclass from the options presented later in this section, such as Thief or Enforcer. Your specialty grants you features at 3rd level and again at higher levels.

IMPROVEMENT

4th-Level Rogue Feature

Increase one ability score of your choice by 1 and choose a talent for which you meet the prerequisites from the Technical Talent list (see the Talents section later in this chapter).

UNCANNY DODGE

5th-Level Rogue Feature

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

ROGUE PROGRESSION

LEVEL	PB	SNEAK ATTACK	FEATURES
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Rogue Subclass
4th	+2	2d6	Improvement
5th	+3	3d6	Uncanny Dodge

ROGUE SUBCLASS

Not all rogues are criminals, but the long history of rogues working on the wrong side of the law carries forward in discussion of roguish specialties. A rogue's subclass represents the brand of skullduggery they bring to the table—typically in the context of a criminal operation.

ENFORCER

Enforcers excel at practical violence. Whether plying their trade as bounty hunters, assassins, or mercenaries, rogues of this specialty strive to make their bloody craft efficient and effective.

AMBUSH

3rd-Level Enforcer Feature

During the first round of combat, you have advantage on the first attack roll you make against any creature involved in the combat. Additionally, whenever you make a successful attack roll against a creature with the surprised condition, that attack is automatically considered a critical hit.

COLD-BLOODED

3rd-Level Enforcer Feature

Once per turn when you reduce a creature to 0 HP with a weapon attack, you can use the same weapon to immediately make a weapon attack against a different creature you can see within your weapon's range. You can't add Sneak Attack damage to this additional attack, even if circumstances would normally allow you to do so.

EXPANDED TALENT LIST

3rd-Level Enforcer Feature

When you gain a new talent, you can select that talent from the Martial or Technical Talent list.

THIEF

As a Thief, you have a reputation for quick thinking and quicker fingers. Leave throat-cutting and con-running to lesser scoundrels, you live to liberate treasures held under lock and key. The thrill of bypassing a sealed door, complex trap, or other “impassable” obstacle is the true prize—followed by the payday that comes from whatever you took.

FAST HANDS

3rd-Level Thief Feature

Experience has honed your skills, allowing you to accomplish precision work more quickly. In addition to its standard uses, you can now use the bonus action granted by your Cunning Action to do any of the following:

- Make a DEX (Sleight of Hand) check
- Use thieves' tools to attempt to disarm a trap or open a lock
- Take the Use an Object action

SECOND-STORY WORK

3rd-Level Thief Feature

You've never met a wall you couldn't conquer, and scaling such obstacles has become second nature. You gain a climb speed equal to your base movement speed. If you already have a climb speed when you gain this feature, it increases by 10 feet.

Additionally, when you make a long jump, you cover a number of feet equal to your walking speed if you move at least 10 feet on foot immediately before the jump. When you make a high jump, you can leap half your walking speed. Either way, each foot you clear on the jump costs a foot of movement. In the event a STR (Athletics) check is required to clear or extend a jump, you can choose to make a DEX (Acrobatics) check instead.

WIZARD

CLASS FEATURES

As a wizard, you have the following class features.

HIT POINTS

Hit Dice: 1d6 per wizard level

Hit Points at 1st Level: 6 + your CON modifier

Hit Points at Higher Levels: 1d6 (or 4) + your CON modifier per wizard level after 1st

PROFICIENCIES

Armor: None

Weapons: None

Tools: None

Saves: INT, WIS

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

STARTING EQUIPMENT

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

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

SPELLCASTING

1st-Level Wizard Feature

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

Cantrips

At 1st level, choose three cantrips from the arcane circle spell list. You choose more arcane circle cantrips to learn at higher levels, as shown in the Cantrips Known column of the Wizard Progression table.

Your Spellbook

At 1st level, your spellbook contains six 1st-ring arcane circle spells of your choice. Your spellbook is the repository of the spells you know—except for your cantrips, which are so simple and well-rehearsed that you don't even need to write them down anymore.

YOUR SPELLBOOK

The ability to find spells out in the world and copy them into your spellbook is a unique element of the wizard base class. Keep your eye out for spellbooks and spell scrolls during your adventures! If it has been a few sessions since your character found—or had an opportunity to purchase—such treasures, ask your GM about creating more opportunities to expand your repertoire.

Preparing and Casting Spells

You must prepare a spell in advance before you can cast it. Wizards may prepare any spell from their spellbook that they have slots for. (Check the Wizard Progression table to see which rings you have slots for at your level.)

To prepare spells, choose a number of spells from your spellbook equal to your INT modifier + your wizard level (minimum of one spell). These prepared spells are the pool of options from which you can cast.

To cast a prepared spell, you must use a slot of the spell's ring or higher. You regain all used spell slots when you finish a long rest.

For example, if you're a 3rd-level wizard, you have four 1st-ring and two 2nd-ring spell slots. With a 16 INT, your list of prepared spells can include six spells of 1st or 2nd ring, in any combination, chosen from your spellbook. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time studying your spellbook and re-memorizing incantations and gestures: at least 1 minute per spell ring for each spell you change.

Spellcasting Ability

Intelligence is your spellcasting ability. You use your INT whenever a spell refers to your spellcasting ability. In addition, use your INT modifier when setting the save DC for a spell you cast and when making an attack roll with a spell.

Spell save DC = 8 + your PB + your INT modifier

Spell attack modifier = your PB + your INT modifier

WIZARD PROGRESSION

LEVEL	PB	FEATURES	CANTRIPS KNOWN	RITUALS KNOWN	1ST RING	2ND RING	3RD RING
1st	+2	Spellcasting, Arcane Recovery	3	1	2	—	—
2nd	+2	Magic Sense	3	1	3	—	—
3rd	+2	Wizard Subclass	3	2	4	2	—
4th	+2	Improvement	4	2	4	3	—
5th	+3	Rote Learning (1st Ring)	4	3	4	3	2

Ritual Casting

As a wizard, you can also cast a long-form type of spell called a ritual. You do not need to prepare ritual spells, and they do not use up spell slots.

At 1st level, choose one ritual from the arcane circle ritual list. You choose more arcane rituals to learn at higher levels, as shown in the Rituals Known column of the Wizard Progression table. You can only learn a ritual spell from a ring you have spell slots for. Rituals you learn do not count against the number of spells you learn at each level.

Spellcasting Focus

You can use an arcane focus (see *Adventuring Gear and Tools* in Chapter 3) as a spellcasting focus for your spells.

Learning Spells of the 1st Ring and Higher

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook for free. Each spell must be of a ring for which you have spell slots, as shown on the Wizard Progression table. In your adventures, you might find other spells to add to your spellbook (see the *Your Spellbook* sidebar).

ARCANE RECOVERY

1st-Level Wizard Feature

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can recover used spell slots of your choice. Recovered spell slots can have a combined ring total equal to or less than half your wizard level (rounded up).

For example, if you're a 4th-level wizard, you can recover up to two rings' worth of spell slots. You can recover either a single 2nd-ring spell slot or two 1st-ring spell slots.

MAGIC SENSE

2nd-Level Wizard Feature

Your growing field experience allows you to perceive nearby magical workings. As an action, you can open your awareness to detect magical forces. Until the end of your next turn, you know the location of creatures with spellcasting ability, ongoing spell effects, or magic items within 30 feet of you. If the magical effect is the result of an ongoing spell, you learn which school of magic the spell belongs to.

Magic sense 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.

You can use this feature a number of times equal to your *PB* + 1. When you finish a long rest, you regain all uses.

WIZARD SUBCLASS

3rd-Level Wizard Feature

When you reach 3rd level, choose a subclass, representing the specialized way you practice magic. Examples include the *Battle Mage* or *Cantrip Adept*, detailed at the end of the wizard class description.

IMPROVEMENT

4th-Level Wizard Feature

Increase one ability score of your choice by 1 and choose a talent for which you meet the prerequisites from the Magic Talent list (see the Talents section later in this chapter).

ROTE LEARNING (1ST-RING)

5th-Level Wizard Feature

Your continued practice of the arcane has honed your mind, allowing you to fix a limited reservoir of spells in your mind. Choose one 1st-ring arcane circle spell in your spellbook. You always have it prepared, and it doesn't count against the number of spells you can prepare.

Casting a spell learned by rote still uses a spell slot as normal.

WIZARD SUBCLASSES

As long as there has been magic, there have been creatures determined to research, quantify, and define it. Most of them are wizards.

Centuries of magical study have led to various arcane traditions that encompass different methods of thinking about—and practicing—spellcasting. The subclass you choose represents the lens through which you focus your ongoing study of the arcane.

BATTLE MAGE

Those who wield magic are capable of great and terrible deeds. Thus, spellcasters have always had a place in the armies of magical societies. Those who follow the *Battle Mage* tradition are not interested in theoretical musings or tedious experiments. Instead, *Battle Mages* pursue new ways to enhance their power so they can destroy their foes (and defend their allies) with ever greater efficiency.

EXPANDED TALENT LIST

3rd-Level Battle Mage Feature

When your wizard level grants you an Improvement and you choose to gain a new talent, you can select a talent from the *Martial* or the *Magic* Talent list.

SPELL WARD

3rd-Level Battle Mage Feature

You can redirect a portion of your spellcasting energy into a defensive shield. When you cast an arcane spell of 1st ring or higher, you can simultaneously weave a protective ward around yourself.

While the ward is active, you gain the following benefits if you aren't wearing medium or heavy armor:

- You gain a bonus to your armor class (AC) equal to your *PB*.
- You have resistance to bludgeoning, piercing, and slashing damage.

Your *Spell Ward* lasts for 1 minute. It ends early if you are

knocked unconscious or if your turn ends and you haven't cast a spell of the 1st ring or higher since your last turn. You can also choose to dismiss your ward at any time (no action required by you).

You can use this feature a number of times equal to your PB, and you regain all uses of it when you finish a long rest.

TACTICAL CASTER

3rd-Level Battle Mage Feature

When you cast a spell that causes damage, you can choose yourself and any number of allies you can see to be immune to the damage caused by the spell. You can use this feature a number of times equal to your PB, and you regain all uses of it when you finish a long rest.

CANTRIP ADEPT

It's easy to dismiss the cantrip as an unsophisticated afterthought plied by hedge wizards. But clever, cautious wizards sometimes specialize in these humble hexes. While other mages must weigh the use of arcane resources, cantrip adepts hardly even notice. At their command, cantrips aren't so humble.

CANTRIP ADEPT FEATURES

WIZARD LEVEL	FEATURES
3rd	Arcane Alacrity, Cantrip Polymath

ARCANE ALACRITY

3rd-Level Cantrip Adept Feature

When you cast an arcane circle cantrip that has a casting time of 1 action, you can change the casting time to a bonus action for that casting. You can use this feature a number of times equal to your PB, and you regain all uses of it when you finish a long rest.

CANTRIP POLYMATH

3rd-Level Cantrip Adept Feature

Gain two cantrips of your choice from any circle spell list. For you, these cantrips count as arcane circle cantrips and don't count against the number of cantrips you know. In addition, any cantrip you learn or can cast from any source, such as from a lineage or talent, counts as an arcane circle cantrip for you.

LINEAGE

Lineage represents the blood ties and hereditary traits of a creature. It's what you're born to, no matter where you were born. Lineages include beastkin, dwarves, elves, and humans.

ELEMENTS OF A LINEAGE

Your lineage dictates certain traits that your character has due to their ancestry. The following sections are included among the traits of each lineage option.

AGE

This notes the age when a member of the lineage grows into adulthood, and their expected lifespan. You can choose any starting age for your adventurer, but if you want to play a very young or very old character, make sure to run it by your GM.

SIZE

Characters of most lineages are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few lineages are Small (between 2 and 4 feet tall) or can choose to be Small, which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding weapons with the heavy property (see the Weapon Properties section in Chapter 3 for details).

SPEED

Your speed determines how far you can move when traveling overland and in combat.

LINEAGE DESCRIPTIONS

These lineage options are available to adventurers.

BEASTKIN LINEAGE TRAITS

Your beastkin character has certain hereditary traits dictated by their lineage.

Age. Beastkin mature far more quickly than most humanoids, reaching adulthood within 5 years. Though they may live nearly a century, some beastkin live only 20 or 30 years.

Size. Beastkin are extremely diverse in weight and height, depending on their beast characteristics. Most are between 4 and 8 feet tall and Medium in size, but if your beastkin is shorter than 4 feet, your size is Small. Your weight varies depending on your beast characteristics. For example, a Medium-sized beastkin descended from bears likely weighs upward of 350 pounds, while an avian beastkin of the same size is likely to weigh 100 pounds or less. Use

your judgment to find a weight that seems right.

Speed. Your base walking speed is 30 feet.

Heightened Senses. You have proficiency in either the Perception or Survival skill.

Natural Weapons. You have claws, horns, hooves, fangs, spines, or a similar adaptation that serves as a natural weapon. Work with your GM to determine what type of natural weapon you possess and decide whether it does bludgeoning, piercing, or slashing damage. You can use your natural weapon to make unarmed strikes. When you hit with it, the strike deals 1d6 + your STR or DEX modifier damage (chosen at character creation) of your chosen type, instead of the bludgeoning damage normal for an unarmed strike.

Natural Adaptation. You inherited one of the following unique traits, determined by your characteristics:

- **Avian.** Leathery, feathery, or gossamer wings sprout from your back or connect to your outstretched arms. You have a fly speed equal to your walking speed. You can't fly while wearing medium or heavy armor. Carrying a heavy load or a creature of your size or larger while flying reduces your speed by half.
- **Agile.** Sharp claws, cloven hooves, robust limbs, reversed joints, or suction pads on your hands and feet allow you to scabble up trees, rock faces, and uneven surfaces with ease. You have a climb speed equal to your walking speed. In addition, you have advantage on saves made to avoid being knocked prone.
- **Aquatic.** Oily fur, scales, fins, webbed hands and feet, or long, gangly limbs are common for your people. You have a swim speed equal to your walking speed. You can hold your breath for up to 20 minutes.
- **Sturdy.** Powerful limbs, fat reserves, and thick hides are clear features of your origin. When you aren't wearing armor, you have a natural AC of 13 + your DEX modifier. Additionally, you count as one size larger when determining your carrying capacity and the weight you can push or drag.

DWARF LINEAGE TRAITS

Your dwarf character has certain hereditary traits dictated by their lineage.

Age. Dwarves are physically mature around age 20, but most consider themselves young until they reach age 50. On average, they live about 350 years.

Size. Dwarves stand between 4 and 5 feet tall and even the smallest average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have superior vision in naturally dark and dim conditions. 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 color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saves against becoming poisoned, and you are resistant to poison damage.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

ELF LINEAGE TRAITS

Your elf character has certain hereditary traits dictated by their lineage.

Age. Although elves reach physical maturity around age 20, mental and emotional faculties reach full maturity around the age of 100. Elves can live to be 750 years old.

Size. Elves range from under 5 feet to over 6 feet tall and tend toward slender builds, averaging around 110 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Heightened Senses. You have proficiency in the Perception skill.

Magic Ancestry. You have advantage on saves against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they enter a meditative trance state, remaining semiconscious for 4 hours a day. You choose whether or not you can dream while meditating. After resting in this way, you gain the same benefit that other creatures do from 8 hours of sleep.

HUMAN LINEAGE TRAITS

Your human character has certain hereditary traits dictated by their lineage.

Age. Humans reach adulthood in their late teenage years and rarely live to be more than 100 years old.

Size. Humans vary widely in height and weight, but most adults range between 5 feet and 6 feet tall, and they average around 150 pounds. If you play a human of average height, your size is Medium. If you choose to play a human shorter than 4 feet, you can choose your size to be Small.

Speed. Your base walking speed is 30 feet.

Ambitious. You gain proficiency in one skill of your choice, and you gain one talent of your choice. This talent can be from any of the talent lists, but you must meet the talent's prerequisites (if any are required).

HERITAGE

Heritage represents the upbringing and culture of a character. It's what your parents, community values, or other formative authority figures taught you. Example heritages include cosmopolitan (city dwellers), grove (forest denizens), and stone (undermountain folk).

Heroic characters sometimes come from unexpected origins. Your character might have been raised among a typical community of their lineage or from a totally different life.

ELEMENTS OF A HERITAGE

Heritage dictates certain abilities you have because of your connection to a group or society. Heritage includes all manner of tangible and intangible cultural elements, such as architecture, works of art, folklore, traditions, language, and natural environment.

The Common Heritage by Lineage table lists heritage options that are most common to members of a given lineage. So if you want to play a typical dwarf, select one of the heritage options listed in the dwarf section. However, you can choose any heritage, regardless of lineage, if you want a character with an unusual backstory. For example, if your character has one human parent and one elven parent, you could choose the human lineage to represent your dominant hereditary traits, but a common elven heritage to represent being raised in a predominantly elven society.

LANGUAGES

Heritage dictates how many languages you know. By default, all characters know the Common language and one other language, but some heritages and backgrounds allow you to choose even more. Choose your languages from the Standard Languages table or one common in your campaign. With the GM's permission, you can instead choose a language from the Esoteric Languages table or a secret language, such as Thieves' Cant or the tongue of druids. If you are unsure which language to choose, look at the suggested languages provided in each heritage option.

Some of these languages are actually families of languages with many dialects. For example, the Primordial language includes the Auran, Aquan, Ignan, and Terran dialects, one for each of the four elemental planes. Creatures who speak different dialects of the same language can communicate with one another.

STANDARD LANGUAGES

LANGUAGE	TYPICAL SPEAKERS	SCRIPT
Common	Humans	Common
Dwarvish	Dwarves	Dwarvish
Elvish	Elves	Elvish
Giant	Ogres, giants	Dwarvish
Gnomish	Gnomes	Dwarvish
Goblin	Goblinoids	Dwarvish
Halfling	Halflings	Common
Orcish	Orcs	Dwarvish

ESOTERIC LANGUAGES

LANGUAGE	TYPICAL SPEAKERS	SCRIPT
Abyssal	Demons	Infernal
Celestial	Celestials	Celestial
Draconic	Dragons, dragonborn	Draconic
Infernal	Devils	Infernal
Primordial	Elementals	Dwarvish
Sylvan	Fey creatures	Elvish
Undercommon	Underworld traders	Elvish

HERITAGE OPTIONS

This section contains descriptions of the heritage options available to adventurers. If you're not sure or want a character that reflects common fantasy archetypes, choose a recommended heritage listed on the table below.

COMMON HERITAGES BY LINEAGE

LINEAGE	RECOMMENDED HERITAGES
Beastkin	Slayer, Wildlands
Dwarf	Fireforge, Stone
Elf	Cloud, Grove
Human	Cosmopolitan, Nomadic

CLOUD HERITAGE

Cloud heritage characters were raised with the values and traditions of the cloud elf communities.

Many accounts concerning the origins of the elves have been spun, and almost all are deeply intertwined with tales of magic. In a time long lost to memory, a group of elves clung to these tales and named themselves mages, stewards of the magical forces that coursed through the cosmos. These elves were the first of the cloud elf tribes, and the towers they built to study the mysteries of the skies eventually became the hearts of thriving cities.

Though many elves still dwell within these towering cities, striving for a greater understanding of magic, people from all over the world have been drawn into these cloud communities—eager to study the arcane arts at the finest magic academies or simply to dwell among kindred spirits for whom magic is the center of their world.

Touch of Magic. Choose a school of magic for which you have an affinity. Learn a cantrip of your choice from that school of magic. When you reach 3rd level, choose a 1st-ring spell from that same school of magic. You learn this spell and can cast it at its lowest ring. Once you cast this spell, you must finish a long rest before you can cast it again using this feature. Your spellcasting ability for these spells is CHA, INT, or WIS (choose which during character creation).

World of Wonders. You have proficiency in the Arcana skill.

Languages. You know Common and two additional languages of your choice. Typical cloud heritage characters choose Elvish and Draconic.

COSMOPOLITAN HERITAGE

Cosmopolitan characters are citizens of the world whose values, interests, and ideas are influenced by exposure to many different peoples and cultures. Creatures of this heritage hail from major cities populated by people from many different parts of the world. Alternatively, it could mean you spent your formative years moving from place to place, immersing yourself in the customs and traditions of each community you lived with.

Street Smarts. While in a city or other urban environment, you have advantage on ability checks made to avoid getting lost and checks made to find a particular kind of business or other destination open to the public. Additionally, while you are in such environments, you can't be surprised unless you are asleep or otherwise incapacitated.

Worldly Wisdom. When you make a check related to understanding the purpose or significance of a building, rite, or object from a culture you aren't familiar with, you can add your PB to the roll. If you have proficiency in a relevant skill or tool, add double your PB to the roll.

Languages. You know Common and two additional languages of your choice. Typical cosmopolitan heritage characters choose Dwarvish and Elvish.

FIREFORGE HERITAGE

Fireforge heritage characters were raised with the values and traditions of the fireforge dwarven clans.

Dwarven legends are united that the best metalcrafting is done in the fires of the earth itself. Long ago, groups of dwarves following this tradition settled near areas of volcanic activity, turning such places into their forges. These dwarves were the founders of the fireforge clans. To this day, these communities toil in the heat of magma, creating weapons, armor, and goods noteworthy even among the finest dwarven crafts. They trade these goods for necessities not found in the harsh environment of their chosen settlements.

Fireforge communities maintain good relations with elemental creatures, coming to their aid when needed. In return, these elementals assist fireforge clans against giants, dragons, and other volcano-dwelling creatures who often compete for territory.

Expert Artisan. You gain proficiency with smith's tools.

Your PB is doubled for any ability check you make that uses them.

Forgecraft. You are resistant to fire damage.

Friend to Elementals. You can speak, read, and write Ignan in addition to your chosen languages.

Reforge. Your people have a deep connection with elemental fire and have learned how to repair forged items with a touch. You know the *mending* cantrip, and you can cast it as an action. However, you can use this trait to repair objects made only of metal, such as reconnecting two halves of a broken sword.

Languages. You know Common and one additional language of your choice. Typical fireforge heritage characters choose Dwarvish.

GROVE HERITAGE

Grove heritage characters were raised with the values and traditions of the grove elf communities.

When elves first walked the world, many chose to settle in the bounteous forests. These were the first grove elves, who established communities that intertwined with the natural world rather than seeking dominion over it. These communities preserve the forests they call home, communing with nature in sacred groves and taking up arms against those who dare to claim ownership of the land.

As natural spaces are threatened by growing populations, all manner of creatures have come to share the values of the grove elves. All whose hearts are open to the beasts and plants of the wild are welcome to settle among them.

Canopy Walker. You have a climbing speed equal to your walking speed.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Languages. You know Common and one additional language of your choice. Typical grove heritage characters choose Elvish.

NOMADIC HERITAGE

Nomadic heritage characters hail from a tight-knit community that regularly moves to and from different areas. Your people might flow with seasonally available plants and game, follow established trade routes, or roam for a more unique reason. People of nomadic heritage are suited to the rigors of travel and often understand environmental cycles and the hazards or benefits that come with them.

Resilient. You have advantage on checks or saves made to resist debilitating weather effects, such as those caused by extreme heat or cold. Additionally, when you complete a short rest, you can reduce your exhaustion level by one. Once used, you cannot reduce your exhaustion level in this way again until you complete a long rest.

Traveler. You have proficiency in the Survival skill.

Languages. You know Common and one additional language of your choice. Depending on the regions your people frequent or the kinds of communities your people

trade with, typical nomadic heritage characters choose Dwarvish or Elvish.

STONE HERITAGE

Stone heritage characters were raised with the values and traditions of the stone dwarven clans.

Above all else, the residents of the ancient cities of the stone dwarf clans value tradition and champion the deeds of ancestors who allowed their people to find safety within the earth. From infancy, people of the stone are instructed in the dwarven arts of smithing, metalworking, and masonry. Many devote their lives to mining and working precious metals beneath the surface of the world.

Though members of the stone dwarf clans take pride in their society, life in their cities is far from easy. The splendid caverns and mines occupied by the stone dwarves are under constant attack by other subterranean denizens. As children are raised to swing a mining pick, they are also taught to swing arms against the enemies that seek generations of dwarven treasures for themselves.

Dwarven Weapon Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Eye for Quality. When you make an ability check related to the origin of metalwork or masonry, you can add your PB to the roll. If you have proficiency in a relevant skill or tool, add double your PB.

Languages. You know Common and one additional language of your choice. Typical stone heritage characters choose Dwarvish.

SLAYER HERITAGE

Slayer heritage characters were raised with the values and traditions of the beastkin slayer communities.

Long ago, small packs of beastkin became entwined with dangerous fauna: tigers, bears, sharks, or scorpions to name a few. How the early beastkin survived and prospered alongside such vicious predators remains unclear, but the descendants of these beastkin, referred to as slayers, have an expert understanding of hunting, tracking, and harvesting from their environment.

Slayer communities dedicate their lives to hunting other powerful predators that might topple natural ecosystems, such as dragons or trolls. Sometimes slayer packs accept coin to kill specific monsters, but more often, they purchase goods they can't make with treasures seized from monster lairs or profits made from selling harvested monster parts.

Given their dangerous lifestyle, slayer communities value strength and tracking skill. Slayers who can no longer hunt due to age, illness, or injury are honorably retired from the pack to live with non-slayer relatives. However, rumor also tells of hidden villages populated by retired slayers.

Ferocity. You have proficiency in the Intimidation skill. Any nonmagical Beast whose CR is equal to or less than

your PB that targets you with an attack must first make a WIS check contested by your CHA (Intimidation). If you succeed, the beast must choose a new target or lose the attack. If you fail, it attacks normally. If you attack or deal damage to a creature, or cast a spell that affects a hostile creature, this effect ends for all Beasts that can see or hear you.

Tracker. When you make a check to locate, spot, or track a creature, you can add your PB to the roll. If you have proficiency in the skill or tool being used, add double your PB.

Languages. You know Common and one additional language of your choice. Typical slayer heritage characters choose Primordial.

WILDLANDS HERITAGE

Wildlands heritage characters were raised with the values and traditions of the wildlands communities.

In far flung corners of the world, wild places well up with environmental magic. Such overabundance of power might come from a mystic connection to the primal fey realms or a distant echo of a primordial spell cast long ago.

This power transforms the fauna that dwell there, giving rise to wise beasts with gifts of speech and reason. They develop nature-based societies unlike those found in humanoid civilizations.

Members of these communities are raised in territories unspoiled by the trappings of civilization, where beasts and humanoids live alongside one another as equals. A wildlands community is typically composed of intelligent beasts and humanoids with beast traits—like the beastkin—who work together to defend the interests of all who share their characteristics.

Indeed, preservation of these interests is one of the few reasons members of this heritage ever leave their territories. Whenever encroaching civilization puts a wildlands community at risk, the task of gathering information or forging diplomatic relations falls upon the more humanoid-like members of such groups.

Beast Affinity. Using a combination of both gestures and sounds, you can communicate simple ideas with Beasts, and you have advantage on checks made to interact with nonhostile Beasts.

Shepherd's Gift. You have proficiency in the Animal Handling skill. Any nonmagical Beast whose CR is equal to or less than your PB that targets you with an attack must first make a WIS check contested by your WIS (Animal Handling). If you succeed, the beast must choose a new target or lose the attack. If you fail, it attacks normally. If you attack or deal damage to a creature, or cast a spell that affects a hostile creature, this effect ends for all Beasts that can see or hear you.

Languages. You know Common and one additional language of your choice. Typical wildlands heritage characters choose Sylvan.

BACKGROUNDS

Background helps define your character's personal history (also called backstory) before taking up the mantle of an adventurer. When choosing a background, consider how it plays into your character's heritage and class. Did your life as a soldier naturally pave the way for you to become a fighter? Did a religious experience pull you away from a community that holds a different faith?

Your choice of background gives you access to additional proficiencies, talents, equipment, and other benefits like additional languages.

ELEMENTS OF A BACKGROUND

This section explains the various aspects of a background.

SKILL PROFICIENCIES

Each background gives a character proficiency in two skills. If your character would already gain the same skill proficiency from their class, lineage, or heritage features, you can choose a different skill proficiency instead.

ADDITIONAL PROFICIENCIES OR LANGUAGES

Most backgrounds grant proficiency with one or more tools (see the Adventuring Gear and Tools section in Chapter 3) or allow a character to learn additional languages.

EQUIPMENT

Each background provides a package of starting equipment.

TALENT

Each background allows a character to choose one talent from a short list of options. These options are typically a mix from all three talent lists, so they represent a unique opportunity to grab a talent from a list your class may not have access to in the future.

ADVENTURING MOTIVATION

A background contains suggested motivations to help inform your reasons for becoming an adventurer. You can roll to determine it randomly, pick one off the list, or use the suggestions as inspiration for creating your own motivation.

ADHERENT

You devoted yourself to furthering a singular focus in your life, be it a faith, belief, or cause. In the service of a god, priests may have tasked you with daily prayers, holy rites, and the recitation of sacred scripture. As an adherent of a secret society, you may have taken part in special initiations, cryptic ceremonies, or ritualistic sacrifice. Attending to these exacting procedures has ingrained a sense of duty and purpose within you which only a few may understand.

Perhaps you are a hopeful inductee into the clergy of a war god, a recently excommunicated priest of a fiend-worshipping sect, or a lifelong member of a secret society in which your "siblings" can be found across the globe. No matter how you came to adventuring, you carry the teachings and traditions of your devotion with you every step of the way.

Skill Proficiencies: Choose two from History, Investigation, Religion, or Persuasion.

Additional Proficiencies: Gain proficiency with calligrapher's supplies and one type of tool or instrument of your choice.

Equipment: A prayer book or ceremonial dagger, a reliquary (holy symbol), a block of fragrant incense, vestments, a set of common clothes, and a pouch containing 10 gp.

TALENT

As an adherent, you have devoted yourself to an array of highly specific tasks and teachings known only to your order, each of which commands mental and emotional precision. Choose a talent from the following list to represent this experience: Field Medic, Mental Fortitude, or Ritualist.

ADVENTURING MOTIVATION

Many adherents do not stray far from the object of their devotion. Those who roam often do so for reasons specific to their order. When you begin your adventures, consider what has tempted—or called—you to step away from the safety of your order into the unknown.

d8 ADVENTURING MOTIVATION

- | | |
|---|--|
| 1 | Adventuring lets me test the limits of my devotion. |
| 2 | Adventuring allows me to learn about and report on other religions and orders. |
| 3 | Adventuring allows me to practice more unorthodox methods of worship. |
| 4 | Adventuring is a way to find others sworn to my order. |
| 5 | Adventuring allows me to share my faith with heretics, pagans, and the uninitiated. |
| 6 | Adventuring brings glory and notoriety to my order. |
| 7 | Adventuring furnishes me with the tithe my order deserves. |
| 8 | Adventuring keeps me from being dragged back to the order from which I narrowly escaped. |

OUTCAST

A petty criminal, victim of ill fortune, or waif left to suffer on the fringe of civilization, you have spent your life surviving on scraps and taking what you can. Eking out a living on the compassionless streets has left you on the wrong side of the law but instilled skills and instincts to survive, overcome, and prosper in the darkest corners of any city.

Perhaps you are an urchin chased from your old stomping grounds, a pickpocket trying to make ends meet, or a reformed bandit trying to make amends. Whatever your circumstances, the thrills, exigencies, and misfortunes of life outside the law will never leave you.

Skill Proficiencies: Choose two from Deception, Insight, Sleight of Hand, or Stealth.

Additional Proficiencies: You gain proficiency with one type of game set and one of the following: a disguise kit, a poisoner's kit, or thieves' tools.

Equipment: A dark cloak and a set of dark common clothes, a silver coin given to you by a kind stranger, and a pouch containing 10 gp.

TALENT

As an outcast, you have developed skills and physical abilities to survive a life on the streets. Choose a talent from the following list to represent this experience: Aware, Hand to Hand, or Touch of Luck.

ADVENTURING MOTIVATION

Outcasts like you are familiar with the hardships adventurers face on their travels, but think about how your own history of such hardship shapes your relationships and reasons to travel to unfamiliar places. When you begin your adventures, consider why you chose—or were forced—to exchange a life of familiarity and criminal enterprise for a life of exploration and bravura.

d8 ADVENTURING MOTIVATION

- | | |
|---|---|
| 1 | Adventuring is a way to stay ahead of the law, I hope. |
| 2 | Adventuring is how I'll finally earn (or seize) my fortune. |
| 3 | Adventuring is a way to amass power and influence before my inevitable return home. |
| 4 | Adventuring is how I'll make amends for a life of wrongdoing. |
| 5 | Adventuring is a way to master my skills without fear of ending up in a cell. |
| 6 | Adventuring is a way to make a name for myself that will be feared and respected. |
| 7 | Adventuring is how I'll track down the person who ruined my life. |
| 8 | Adventuring is a way to find a crew I can trust. |

SCHOLAR

Whether enrolled in an institution of learning or apprenticed to a distinguished sage, you spent years researching a branch of study. Time spent in academic pursuits has honed your mind, allowing you to view the world through an intellectual lens afforded to few.

Perhaps you are a new graduate eager to learn more of the world, a retired teacher ready for new adventures, or a discredited researcher driven to prove your theories. Regardless, your way has always been lit by your keen mind and driven by an unquenchable thirst for knowledge.

Skill Proficiencies: Choose two from Arcana, History, Nature, or Religion.

Additional Proficiencies: Learn two additional languages of your choice or gain proficiency with one type of tool or vehicle relevant to your field of study.

Equipment: A bottle of ink, a quill, a small knife, a reference book on a highly specific subject of your choice, a set of common clothes, and a pouch containing 10 gp.

TALENT

As a scholar, you have spent time researching particular academic subjects at an institute of learning or under a knowledgeable teacher. Choose a talent from the following list to represent this experience: Polyglot, School Specialization, or Trade Skills.

ADVENTURING MOTIVATION

Most scholars happily spend their lives cloistered within libraries, laboratories, and workshops, immersed in academia. When you begin your adventures, consider why you chose—or were driven—to leave the comforts of a traditional lifestyle to heed the call of the unknown.

d8 ADVENTURING MOTIVATION

- | | |
|---|---|
| 1 | Adventuring supplies me with coin to fund my research. |
| 2 | Adventuring allows me to gain field experience relevant to my field of study. |
| 3 | Adventuring is a way to actually experience and see the things I've read in books. |
| 4 | Adventuring is a way to make ends meet until I can prove the validity of my research. |
| 5 | Adventuring allows me to uncover lost or forbidden knowledge not found within typical institutions. |
| 6 | Adventuring is the best way to collect data for my patron or employer. |
| 7 | Adventuring may lead me to the answers I desperately seek. |
| 8 | Adventuring is a way to escape a life of academia I never wanted. |

SOLDIER

Whether in a state military or tasked with defending a community, you have spent a significant portion of time risking your life to defend others. Surviving such dangerous work demands rigorous training, discipline, and sacrificing comforts that most people take for granted.

Perhaps you are a veteran searching for a new purpose, a deserter running from the atrocities of war, or a fresh-faced patriot pursuing new ways to fight for your cause. Whatever course you took, you forever bear the weight of duty.

Skill Proficiencies: Choose two from Animal Handling, Athletics, Medicine, or Survival.

Additional Proficiencies: Gain proficiency with land or water vehicles and one tool of your choice.

Equipment: A symbol of rank (like a letter, badge, or identification tags), a mess kit, a pack of playing cards or a set of dice, a set of common clothes, and a pouch containing 10 gp.

TALENT

As a soldier, you have received special training or honed natural capabilities that kept you safe during your service. Choose a talent from the following list to represent this experience: Combat Casting, Combat Conditioning, or Field Medic.

ADVENTURING MOTIVATION

As a soldier, you are accustomed to the dangers and demands of an adventurer's lifestyle, but you must consider how your military responsibilities have altered to accommodate your new path. When you begin your adventures, consider why your duties as a soldier have ended—or changed—to allow for less-regimented pursuits.

d8 ADVENTURING MOTIVATION

1	Adventuring is a way to support myself after being dishonorably discharged from service.
2	Adventuring is a way to continue fighting, even though the war is over.
3	Adventuring is a way to keep protecting others, since those I used to protect are now gone.
4	Adventuring is a way to use the skills I learned in military training without having to give my life to the military.
5	Adventuring is a way to perform special missions for those I serve.
6	Adventuring is a way to take justice into my own hands without concern for policy or politics.
7	Adventuring is the return to action I've craved since my retirement.
8	Adventuring is a way to keep my skills sharp before I can return to duty.

TALENTS

Talents represent the specific ways an adventurer has improved over the course of their adventures. Talents are divided into three categories: magic talents, martial talents, and technical talents. Your class typically determines which talent lists you have access to. Talents are gained in two main ways:

- When a character chooses their background during character creation, they select one talent from a list of options provided in the background.
- When a character class grants an Improvement, they choose a talent from the list specified by their class features—assuming the character meets any necessary prerequisites.

MAGIC TALENTS

Most magic talents affect a character's spellcasting abilities, but they also include features that strengthen the mind and defend against harmful magic effects.

COMBAT CASTING

Prerequisite: Ability to Cast Spells

Experience on the battlefield has given you superior focus to cast your spells. You gain the following benefits:

- You automatically succeed on CON saves to maintain your concentration on a spell if the DC is equal to or lower than a number equal to 8 + your PB (minimum DC 10).
- When a hostile creature provokes an opportunity attack from you, you can use your reaction to cast a cantrip instead of making a melee attack.
- You can use a shield or weapon you are holding as a spellcasting focus—as normal, you can use the same hand or hands holding this focus to perform somatic spell components.

ELEMENTAL SAVANT

Prerequisite: Ability to Cast at Least One Spell that Deals Damage

Choose one of the following elemental damage types: acid, cold, fire, lightning, or thunder. When you cast a spell that deals damage, you can convert the damage type of that spell to your chosen elemental damage type. You must decide to convert the damage type when you declare you are casting the spell.

Additionally, when you roll damage for a spell that naturally uses your chosen elemental damage type—not a spell you convert to your chosen type—you can reroll any damage dice results of 1. You must keep the new result.

You can select this talent multiple times, selecting a different damage type each time.

MENTAL FORTITUDE

Through rigorous mental exercise, you have fortified yourself against mind-altering effects. You gain the following benefits:

- Once per long rest when you fail an INT, WIS, or CHA save, you can choose to reroll the save and take the new result.
- If an ongoing effect causes you to be charmed, frightened, or stunned due to failing a save, you can repeat the save at the end of each of your turns, ending the condition on a success—even if the effect would not typically allow you to do so.

MENTAL PROWESS

Your steadfast commitment to honing your mental capabilities has yielded results. Increase your CHA, INT, or WIS ability score by 1. You can't raise an ability score above 20 in this way.

You can select this talent multiple times.

RITUALIST

Prerequisite: Ability to Cast Spells

Your study of magic has unlocked the mysteries of ritual spells. When you gain this talent, you also gain a ritual book, which contains the rituals you know. To cast a ritual spell, you must have your ritual book in hand.

Choose a circle of magic: arcane or divine. You must choose your rituals from that circle's ritual list. Regardless of which circle you choose, you use your normal spellcasting ability for these spells.

When you gain your ritual book, add one ritual of each spell ring you have already unlocked via your spellcasting class. For example, a cleric who selects this talent at 4th level has spell slots for the 1st ring and 2nd ring, so they would add one 1st-ring ritual and one 2nd-ring ritual to their book.

Each time you gain access to a new ring of spell slots by gaining a level in your spellcasting class, add one new ritual spell to your book. This new ritual must be from the same circle of magic you originally chose, and it must be of a ring for which you have spell slots. For example, when a cleric reaches 5th level, they gain access to 3rd-ring spells, so the cleric would select one ritual spell of 3rd ring or lower to add to their ritual book.

SCHOOL SPECIALIZATION

Prerequisite: Ability to Cast Spells

Choose one of the eight schools of magic: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation. You gain the following benefits:

- Whenever you cast a spell from your chosen school that requires you to make an attack roll, you add +1 to that roll.

- Whenever you cast a spell from your chosen school that requires a target to make a save versus your spell save DC, the DC increases by 1.
- If you use a spellbook to cast your spells, the gold and time you must spend copying a spell of that school into your spellbook is halved.

You can select this talent multiple times, selecting a different school of magic each time.

MARTIAL TALENTS

Martial talents affect a character's combat abilities, including enhancements to overall fitness and the ability to wield weaponry.

ARMORED COMBATANT

While you are wearing medium or heavy armor with which you are proficient, gain a +1 AC bonus. Furthermore, each instance of bludgeoning, piercing, and slashing damage you take is reduced by an amount equal to your PB.

ARTILLERIST

Prerequisite: STR Score of 13 or Higher

Extensive training has allowed you to master the use of complex ranged weapons. You gain the following benefits:

- You ignore the loading property of simple and martial weapons with which you are proficient.
- You have advantage on attack rolls made with siege weapons or other Large sized or larger projectile-launching objects you operate. Your GM has final say on whether or not an object falls into this category.

COMBAT CONDITIONING

You have endured extensive training to withstand the rigors of combat, making you harder to cut down.

- Your hit point maximum increases by 2 for each level you had previous to gaining this talent (if applicable). Each time you gain a new level, your hit point maximum increases by 2 (including for the level that allowed you to take this talent, if applicable).
- When you roll hit dice to recover hit points, you can ignore die rolls lower than your PB and instead treat those dice as if you rolled a number equal to your PB.

HAND TO HAND

Through regular practice in wrestling, boxing, or engaging in some form of martial arts, you have mastered techniques that allow you to efficiently fight without the use of weapons. You gain the following benefits:

- Your unarmed strikes deal bludgeoning damage equal to 1d4 + your STR—instead of the standard 1 + your STR.
- You have advantage on ability checks made to initiate or escape a grapple.

PHYSICAL FORTITUDE

Through rigorous conditioning, you have fortified yourself against physically debilitating effects. You gain the following benefits:

- Once per long rest when you fail a STR or CON save you can reroll the save and take the new result.
- If an ongoing effect causes you to be blinded, deafened, paralyzed, or poisoned due to failing a save, you can repeat the save at the end of each of your turns, ending the condition on a success—even if the effect would not typically allow you to do so.

PHYSICAL PROWESS

Your steadfast commitment to honing your physical capabilities has yielded results. Increase your STR, DEX, or CON ability score by 1. You can't raise an ability score above 20 in this way.

You can select this talent multiple times.

RANGED WEAPON MASTERY

You have mastered the art of wielding ranged weapons. You gain the following benefits:

- You don't have disadvantage on ranged weapon attack rolls made at long range.
- You don't have disadvantage on ranged weapon attack rolls made while a hostile creature is within 5 feet of you.
- Your ranged weapon attacks ignore half and three-quarters cover.

TWO WEAPON MASTERY

You have mastered the art of wielding two weapons simultaneously. You gain the following benefits:

- You have +1 to AC while wielding a different melee weapon in each hand.
- You can use the bonus action attack granted by two-weapon fighting even if the weapons you are wielding aren't light. Similarly, you are no longer restricted to the use of light weapons if you have the Quick Strike Martial Action.
- You can now draw or stow two one-handed weapons in the same time it would normally take you to draw or stow a single weapon.

TECHNICAL TALENTS

Technical talents affect a character's noncombat abilities, granting utility-based improvements to social encounters, exploration, and object interactions.

AWARE

You have exceptional situational awareness. When you select this talent, you gain the following benefits:

- When you roll for initiative, you can treat any d20 roll of 9 or lower as if you rolled a 10.
- As long as you are conscious, you can't be affected by the surprised condition.
- Hidden targets don't have advantage on attack rolls made against you.

DUNGEONEER

You've studied—or survived—your share of hazards and learned a thing or two about sniffing out secrets. When you select this talent, you gain the following benefits:

- You have advantage on ability checks made to actively search for secret doors or traps.
- Traveling at a fast pace doesn't impose the standard –5 penalty to your passive Perception score.
- You have advantage on saves made to avoid or resist traps and hazards.

FIELD MEDIC

You have studied first aid and can provide emergency medical assistance. When you select this talent, you gain the following benefits:

- When you stabilize a dying creature using first aid, that creature regains 1 HP.
- As an action, you can tend to the wounds of a creature you can see and touch. When you do, the creature recovers a number of hit points equal to twice their CON modifier. A creature healed in this way can't receive the benefits of this feature again until it completes a short or long rest.

POLYGLOT

You have studied language extensively, allowing you to communicate in multiple languages and puzzle out critical information from languages you don't know. When you select this talent, you gain the following benefits:

- Learn three languages of your choice.
- When you converse with a creature in a language that you both know (other than Common) you gain advantage on a single CHA ability check made to influence or interact with that creature. Once you use this feature, you can't do so again until you complete a long rest.
- When you make an ability check related to understanding the meaning of a verbal or written language you don't know, you can add your PB to the roll. If you have proficiency in a relevant skill or tool, double your PB for the roll.

TRADE SKILLS

You have honed the skills necessary to perform a particular job or profession. When you select this talent, decide what that profession is and gain the following benefits:

- Gain proficiency with one skill and one type of tool or vehicle relevant to your chosen profession. Alternatively, gain proficiency with two types of tools or vehicles relevant to your chosen profession.
- When you make an ability check where the use of a tool and the use of a skill would both apply to the check, and you are proficient with both the tool and the skill, you can make the check with advantage. For example, a character proficient in the Nature skill and proficient with an herbalism kit would have advantage on an ability check made to identify a plant.

You can select this talent multiple times, but you must choose a different profession each time.

TOUCH OF LUCK

Fortune's favor always makes its way back to you. You gain the following benefits:

- When you would gain 1 Luck point as a result of failing an attack roll or save, you instead gain 2 Luck points.
- If you have 5 Luck points and would gain a 6th point, your Luck point total resets to $d4 + 1$.

WELL-ROUNDED

You are an individual of many interests, and chasing your latest fascination has yielded results. Increase any ability score of your choice by 1. You can't raise an ability score above 20 in this way.

You can select this talent multiple times, but you must choose a different ability each time.

LUCK

Every PC has a special resource called Luck that can be used to influence the result of any of your checks: ability check, attack roll, or save.

GAINING LUCK POINTS

When you create your character, start with 0 Luck points. Gain Luck points in the following ways:

- Once per turn, when you fail an attack roll or save, gain 1 Luck point.
- The GM can award 1 Luck point as a reward for a clever idea, excellent roleplaying, or pursuing an interesting—rather than optimal—choice.
- The GM can award Luck to a party for surviving difficult encounters or achieving story goals (in addition to XP).

LOSING LUCK POINTS

You can have a maximum of 5 Luck points at one time. If a PC has 5 Luck points and would gain a 6th point, you must immediately roll a d4 and reset your Luck points to the die result.

SPENDING LUCK POINTS

You spend Luck points to add to any d20 roll you make. For example, if you have 4 Luck points, and roll a 13 on the die, you can spend 2 Luck points to make your roll result a 15 (leaving you with 2 Luck points for later).

Alternatively, immediately after you make a check (attack, ability check, or save), you can spend 3 Luck points to reroll a d20.

In either case, you spend Luck after you roll but before the GM declares whether the roll succeeds or fails. Luck can't offset effects of a natural 1 or create a natural 20.

CHAPTER 2: PLAYING THE GAME

This chapter details how the game works, breaking down the mechanical rules and elements necessary for play.

ROLLING THE DICE

Most of what happens during *Black Flag* game play can be handled through conversations between the player characters (PCs) and the Game Master (GM). But whenever a PC attempts something remarkable, where there is the potential to fail, it's time to roll the dice. Your character's ability modifiers and proficiencies can increase your chances of success, along with other factors covered here.

This section describes how dice rolls are used to determine success or failure. It outlines the stages of making a roll and how a roll may be affected by character capabilities or external circumstances.

MAKING CHECKS

Most dice rolls in the *Black Flag Roleplaying* game are **checks**. All checks involve rolling a 20-sided die called a d20.

To make a check, roll a d20 to determine your starting number. Then add one of the **ability modifiers** on your character sheet. Finally, if you are proficient in something relevant to the roll, add your **proficiency bonus** (PB). The total of those numbers is your **check result**.

Check Formula

Check Result = d20 + Ability Modifier + PB (If you have a relevant proficiency)

STAGES OF A CHECK

- Player describes the task they want to accomplish.
- GM decides if a check is needed. If not, play continues. If a check is needed, proceed to next step.
- GM declares what kind of check is needed, including which ability modifier it uses and what proficiencies are relevant.

- GM determines if the check is being made with advantage or disadvantage.
- Player rolls a d20 (or two d20s if they have advantage or disadvantage).
- Player adds their ability modifier and PB (if they have a relevant proficiency) to the number rolled to determine their check result.
- If desired, a PC spends Luck points to increase the check result.
- GM compares the check result to the check DC and declares whether the check succeeds or fails.

ABILITY MODIFIERS

All checks in the game are tied to one of the six ability modifiers—Strength (STR), Dexterity (DEX), Constitution (CON), Wisdom (WIS), Intelligence (INT), or Charisma (CHA). You add one of these six **ability modifiers** to every check. The rules typically dictate which modifier you must use for a particular check, but in cases where no ability is listed, the GM decides which one is relevant.

For more information about applying ability modifiers to checks, see the Which Ability Modifier? sidebar.

PROFICIENCY BONUS

All PCs have a proficiency bonus determined by their level. Monsters also have this bonus, which is incorporated in their stat blocks.

Only add your PB to a die roll or DC once. For example, if two different rules allow you to add your PB to a WIS save, you may add it only once.

Occasionally, you might double or halve your PB before you add it. If some circumstance suggests that your PB applies more than once to the same roll, you still add it only once and double or halve it only once.

If your PB doesn't apply to a roll, doubling doesn't change that. For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your PB when you make INT (History) checks.

In general, don't double your PB for attack rolls or saves. If some feature or effect allows you to do so, the above rules still apply.

DETERMINING SUCCESS OR FAILURE

In most cases, you measure your check result against a target number the GM sets for you, called a **difficulty class (DC)**. If your check result is equal to or higher than the DC, your roll succeeds! If it's less than the DC, you fail.

DETERMINING DC

Most of the time, the rules tell the GM what a DC should be. For example, a PC must get a check result of 19 or higher to successfully attack a creature with an AC 19 (AC is one example of a pre-determined DC).

When the rules don't provide a DC, the GM gets to set an appropriate number. If you're the GM and you aren't sure, think about how hard you want a task to be. Then consult the Typical Difficulty Class table to assign a number. You can always set it at a number that isn't divisible by 5.

TYPICAL DIFFICULTY CLASS

DIFFICULTY	DC
High Chance of Success	10 or less
Moderate Chance of Success	15
Low Chance of Success	20
Almost No Chance of Success	25 or higher

ADVANTAGE AND DISADVANTAGE

Sometimes special circumstances allow you to roll a check with **advantage** or force you to roll a check with **disadvantage**.

Rolling with advantage means you roll two d20s, then use the higher of the two numbers to calculate your check result.

Rolling with disadvantage means you roll two d20s, then use the lower of the two numbers to calculate your check result.

For example, if you have advantage and roll a 17 and a 5, you use the 17. If you instead have disadvantage, use the 5.

If two or more favorable situations grant advantage, you still roll only one additional d20. Same goes for disadvantage. You only ever roll a maximum of two d20s.

If circumstances cause a roll to have both advantage and disadvantage, they cancel each other out, and you roll only one d20. This works no matter how many circumstances impose disadvantage or grant advantage. If they conflict at all, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and a rule lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if you have advantage or disadvantage on an ability check and roll a 1 and a 13, you could reroll the 1 or the 13, but not both.

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

LUCK

Every PC has a special resource called Luck. Use Luck to influence the result of any ability check, attack roll, or save you make.

SPENDING LUCK POINTS

Spend Luck points on a 1-for-1 bonus to add to any d20 roll you make. For example, if you have 4 Luck points, and roll a 13 on the die, you could spend 2 Luck points and make your result a 15. You then have 2 Luck points to use later. You can't use Luck points to offset the effects of rolling a natural 1 or create the effects of a natural 20. No one is that lucky.

Alternatively, immediately after you make an ability check, attack roll, or save, you can spend 3 Luck points to reroll a single d20 used for that roll.

GAINING LUCK POINTS

When you create your character, you start with 0 Luck points. You gain Luck points in the following ways:

- Once per turn, when you fail an attack roll or save, gain 1 Luck point.
- The GM can award 1 Luck point to a character as a reward for coming up with a clever idea, excellent roleplaying, or trying something interesting but not optimal.
- The GM can award Luck points to a party for surviving difficult encounters or achieving story goals (in addition to XP).

LOSING LUCK POINTS

A PC may have a maximum of 5 Luck points at one time. If your PC has 5 Luck points and would gain a sixth, you must immediately roll a d4 and reset your Luck points to the die result.

THE THREE TYPES OF CHECKS

Black Flag rules have three types of checks. All use the same core mechanics described in the Making Checks section, but each is used in different circumstances and has different rules around whether you add your PB to the check result. Each type of check is described in greater detail here.

ATTACK ROLLS

Attack rolls are checks used almost exclusively during combat for attacking. For a full rundown on attack rolls, refer to the Combat section later in this chapter.

RELEVANT PROFICIENCIES

If you have proficiency with the weapon you're using (simple or martial), add your PB to the attack roll.

SAVES

Saves are checks made to resist or avoid threats from spells, traps, poisons, diseases, or similar hazards. You don't normally decide to make a save; the GM asks you to make one because your character is at risk of harm.

To make a save, roll a d20 and add the appropriate ability modifier. For instance, use your DEX modifier for a DEX save.

The DC for a save is determined by the effect that calls for it. As an example, when you make a save against a spell, the DC is determined by the caster's spellcasting ability and PB.

The result of a successful or failed save is described in the effect after its DC.

A successful save usually means that a creature suffers no harm, or reduced harm, from an effect.

RELEVANT PROFICIENCIES

Your character class gives you proficiency in at least two saves based on which ability modifiers are useful for the class. The wizard, for example, is proficient in INT and WIS saves. Add your PB to saves according to your class.

ABILITY CHECKS

When you want to do something that isn't covered by an attack roll or save, make an ability check. Since ability checks cover a wide range of tasks, they are slightly more complex than the other two types of checks.

To make an ability check, roll a d20 and add the appropriate 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. You overcome the challenge. Otherwise, it's a failure. You make no progress toward the objective, or you make some progress but also suffer a setback, as determined by the GM.

CONTESTS

Sometimes your efforts are directly opposed by someone else. This can occur when multiple creatures try to do the same thing but only one can succeed, such as snatching a magic ring falling to the floor. It can also occur when one creature tries to prevent another one from accomplishing a goal—for example, a monster might try 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**.

Every participant in a contest makes an ability check. Apply appropriate bonuses and penalties, but instead of comparing the total to a DC, compare the check results. The participant with the highest check result wins the contest and either succeeds at the action or prevents other participants from succeeding.

If the contest results in a tie, the situation remains the same. Thus, one participant might win by default. If two creatures 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 it closed, a tie means that the door stays shut.

PASSIVE CHECKS

A **passive check** doesn't involve any die rolls. This kind of ability check can represent an average result for a task done repeatedly, such as searching for secret doors over and over again. Or a GM can use it to secretly determine whether a PC succeeds at something the player doesn't know to try to do, such as noticing a hidden monster.

A passive check total is called a **score**. Here's how to determine a character's passive score:

- 10 + all modifiers that normally apply to the check.
- If the character has advantage, add 5. For disadvantage, subtract 5.

So, for example, if a 1st-level character has a WIS +2 ability modifier and is proficient in the Perception skill, they have a passive Perception score of 14 (10 + 2 for WIS + 2 for PB).

WORKING TOGETHER

Sometimes two or more creatures team up on a job. The creature with the highest ability modifier is designated the lead for the effort. That creature can make an ability check with advantage, reflecting the help given by the others. In combat, this requires the Help action.

A creature can only provide help if they have capacity to do the task. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't work together on a lock-picking job. Moreover, a character can help only when their assistance would be productive. Threading a needle doesn't get any easier with another pair of hands.

GROUP CHECKS

When a number of individuals try to accomplish something as a group, the GM might ask for a **group check**. In this case, characters who are skilled at a particular task help cover those who aren't.

To make a group check, everyone in the group makes the ability check. If at least half the members succeed (round up), the whole group succeeds. Otherwise, the group fails.

Group checks don't come up often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers navigate a swamp, the GM might call for a WIS (Survival) group check to see if the whole party can avoid quicksand, sinkholes, and other hazards of the environment. If at least half the group succeeds, the successful characters can guide their companions out of danger. Otherwise, the group stumbles into a hazard.

RELEVANT PROFICIENCIES

Two main types of proficiencies can modify an ability check.

Tool Proficiencies

A tool helps you do something you couldn't otherwise do, such as repair an item, forge a document, or pick a lock. Your background, class, heritage, lineage, or talents can give you proficiency with certain tools. Proficiency with a tool allows you to add your PB to any ability check you make using that tool.

Tool use is not tied to a single ability modifier. The check depends on what you're trying to do, at the GM's discretion. For example, when using woodcarver's tools, the GM might ask you to make a DEX check to carve out fine detail or a STR check to make something out of particularly hard wood.

Skill Proficiencies

Every PC starts the game with skill proficiencies granted by their background, class, heritage, lineage, or talents. Proficiency in a skill means you can add your PB to ability checks that involve that skill. Without proficiency in a skill, you don't add your PB to ability checks.

For example, if a character attempts to climb a dangerous cliff, the GM might ask for a STR (Athletics) check. If the character is proficient in Athletics, the player rolls a d20, adds their character's STR modifier and then adds PB. If the character lacks that proficiency, the player rolls a d20 and adds only their character's STR modifier.

The rules in a scenario usually prompt a GM to ask for an ability check using a specific skill—for example, "Make a WIS (Perception) check." Sometimes though, more than one skill might reasonably apply to a situation. A player can ask the GM if a different skill is relevant to the check. If the GM agrees, the PC can try a skill they're more proficient in!

SKILL DESCRIPTIONS

The skill descriptions here explain the different ways you can use the skill.

ACROBATICS

Associated Ability: Dexterity (DEX)

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

ANIMAL HANDLING

Associated Ability: Wisdom (WIS)

When you want to calm a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the GM might call for a WIS (Animal Handling) check. You also make a WIS (Animal Handling) check to control your mount when you try something risky.

ARCANA

Associated Ability: Intelligence (INT)

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

ATHLETICS

Associated Ability: Strength (STR)

Your STR (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming.

Examples include:

Climbing a sheer or slippery cliff, avoiding hazards while scaling a wall, or clinging to a surface while something is trying to knock you off.

Jumping an unusually long distance or pulling off a stunt midjump.

Swimming or staying afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or a creature tries to pull you underwater or otherwise interfere with your swimming.

DECEPTION

Associated Ability: Charisma (CHA)

Your CHA (Deception) check determines whether you can convincingly hide the truth, verbally or through your actions. This deception ranges from misleading through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, cheat at gambling, wear a convincing disguise, dull suspicions with false assurances, or smile genuinely while telling a complete whopper.

HISTORY

Associated Ability: Intelligence (INT)

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

INSIGHT

Associated Ability: Wisdom (WIS)

Your WIS (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. This involves gleaning clues from body language, speech habits, and changes in mannerisms.

INTIMIDATION

Associated Ability: Charisma (CHA)

When you attempt to influence someone through threats, hostility, and physical violence, the GM might ask you to make a CHA (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down, or using a broken bottle to suggest that a sneering vizier reconsider.

INVESTIGATION

Associated Ability: Intelligence (INT)

When you look around for clues and make deductions based on those clues, you make an INT (Investigation) check. You might deduce the location of a hidden object, discern from 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 INT (Investigation) check.

MEDICINE

Associated Ability: Wisdom (WIS)

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

NATURE

Associated Ability: Intelligence (INT)

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

PERCEPTION

Associated Ability: Wisdom (WIS)

Your WIS (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of surroundings and the keenness of your senses. For example, you might try to overhear a conversation through a closed door, eavesdrop under an open window, or catch the scent of monsters moving stealthily through the forest. You might also try to spot things that are obscured or easy to miss, such as orcs lying

in ambush, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

PERFORMANCE

Associated Ability: Charisma (CHA)

Your CHA (Performance) check determines how well you delight an audience with music, dance, acting, storytelling, or other forms of entertainment.

PERSUASION

Associated Ability: Charisma (CHA)

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

RELIGION

Associated Ability: Intelligence (INT)

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

SLEIGHT OF HAND

Associated Ability: Dexterity (DEX)

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

STEALTH

Associated Ability: Dexterity (DEX)

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

SURVIVAL

Associated Ability: Wisdom (WIS)

The GM might ask you to make a WIS (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.

HIDING

The GM decides when circumstances are appropriate for hiding. When you attempt to hide, make a DEX (Stealth) check. Until you are discovered or stop hiding, that check result is contested by the Perception score of a creature who might discover you.

You can't attempt to hide from a creature that can sense you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase.

A creature with the invisible condition (see Appendix) can always attempt to hide and has advantage on DEX (Stealth) checks to do so.

In combat, most creatures stay alert for signs of danger, so if you come out of hiding and approach a creature, it typically senses you. However, under certain circumstances, the GM might allow you to stay hidden as you approach a distracted creature, granting you advantage on an attack roll (see Unseen Attackers and Targets in the Combat section of this chapter).

Perception Score. In a monster or NPC stat block, each creature has a Perception score. Whether a monster is actively searching for you or just going about their business, the GM compares your DEX (Stealth) check result to the creature's Perception score to see whether they notice you.

What Can You See? A big factor in determining whether you can find something is how well you can see. Visibility in an area could be lightly or heavily obscured (see Vision and Light in the Adventuring section of this chapter).

ADVENTURING

This section covers the various rules that come with exploring the world and some important ways PCs interact with the environment.

TIME

When the passage of time matters, the GM determines how long a task takes. Talking about the passage of time depends on what characters are trying to do and where they're trying to do it.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time in which every participant gets a **turn**.

In a dungeon environment, outside of combat, movement more often happens on a scale of **minutes**. It might take 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 10 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 fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best. Following the road between cities, the adventurers spend four uneventful days before a goblin ambush interrupts their journey.

A GM should always feel free to shift between these scales to match what's happening in the game and to keep things moving at the table.

MOVEMENT AND TRAVEL

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 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 dwarven stronghold, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes though, it's important to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. 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 creature has a speed, the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in a life-threatening situation.

When the situation is less dire, the following rules determine how far a character or monster can move in a minute, an hour, or a day.

TRAVEL PACE

While traveling, a party can move at a fast, normal, or slow pace, as shown on the Travel Pace table. The table states how far they can move in a period of time for their pace, 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 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 CON save at the end of the hour.

The DC is 10 + 1 for each hour past 8 hours. On a failed save, a character suffers one level of exhaustion (see Appendix).

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 8 to 10 miles, characters can cover larger distances at this pace, but this is 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	DISTANCE TRAVELED PER . . .			EFFECT
	MINUTE	HOURLY	DAY	
Fast	400 feet	4 miles	30 miles	-5 penalty to Perception score
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use Stealth

DIFFICULT TERRAIN

The travel speeds given on the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. However, 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 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 climbing or swimming speed. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful STR (Athletics) check. Similarly, gaining any distance in rough water might require a successful STR (Athletics) check.

JUMPING

Your STR determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to half your walking speed if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only a quarter of your walking speed. 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 the GM's option, you must succeed on a DC 10 STR (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 DEX (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 STR 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 STR (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 1/2 times your height.

FALLING

A fall from a great height is a common hazard for an adventurer. At the end of a fall, a creature lands prone and takes 1d6 bludgeoning damage for every 10 feet it fell—to a maximum of 20d6—unless it has a feature or ability that allows it to avoid taking damage from the fall.

SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its CON 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 CON 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 CON modifier of +2 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

VISION AND LIGHT

The 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 WIS (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) 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 can 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 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 in an area of magical darkness.

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 color in darkness, only shades of gray.

KEENSENSE

A creature with keensense 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.

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 saves against them, and perceive the true form of a creature with the shapechanger tag 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). 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 one pound of food per day. You can make food last longer by eating half rations. Eating half rations in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + CON modifier (minimum 1). Beyond that, a character automatically suffers one level of exhaustion at the end of each day.

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

WATER

A character needs one gallon of water per day or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 CON save 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 at least one level of exhaustion, the character suffers two levels each day with little or no water.

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 their 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 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 STR 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 (see Determining DC earlier in this chapter).

Characters can also damage objects with weapons and spells. Objects are immune to poison damage, but otherwise they can be affected by physical and magical attacks much like creatures can. The GM determines an object's AC and HP 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 STR and DEX saves, 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 STR check to break an object. The GM sets the DC for any such check.

STATISTICS FOR OBJECTS

Given enough time, it's safe to assume that a PC can (and will) destroy most breakable objects. In these cases, the GM decides what a PC can reasonably accomplish. For example, it is reasonable to say a fighter can never cut through a stone wall with a sword but can chop a candle in half in the time it takes to talk about it.

However, when time is a factor—like cutting through the ropes of a bridge before a horde of angry goblins charges across—giving objects some statistics helps everyone understand what's achievable. In these situations, use the following rules to determine an object's armor class and hit points.

Armor Class. An object's AC is a measure of how difficult it is to deal damage to the object by striking it. The object can't dodge, but its AC represents its material resilience. The Object Armor Class table provides suggested AC values for various substances.

OBJECT ARMOR CLASS

SUBSTANCE	AC	SUBSTANCE	AC
Cloth, paper, rope	11	Iron, steel	19
Crystal, glass, ice	13	Mithral	21
Wood, bone	15	Adamantine	23
Stone	17		

INTERACTING WITH OBJECTS AROUND YOU

Here are a few examples of the sorts of things you can do during your move or your action:

- Draw or sheathe a sword
- Open or close a door
- Get a potion from your backpack
- Pick up a dropped weapon
- 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
- 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

Hit Points. An object's hit points measure how much damage it can take before losing structural integrity. Resilient objects have more hit points than fragile ones. Whether an object is fragile or resilient is up to the GM. Large objects tend to have more hit points than small ones, unless breaking any small part of it breaks the whole thing. The Object Hit Points table provides suggested hit point amounts for fragile and resilient objects that are Large or smaller.

OBJECT HIT POINTS

SIZE	FRAGILE	RESILIENT
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft.-by-10-ft. window)	5 (1d10)	27 (5d10)

Huge and Gargantuan Objects. Normal weapons are of little use against many Huge and Gargantuan objects, such as a colossal statue, towering column of stone, or massive boulder. 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, though it might be simpler to decide how long the object can withstand whatever force is acting against it and track

that. If you do track hit points for the object, divide it into Large or smaller sections, and track each section separately. Destroying a smaller section 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 HP.

Objects and Damage Types. Objects are immune to poison damage. You might decide some damage types are more or less effective against a particular object or substance. 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. As always, use good judgment and let the GM make the call.

Damage Threshold. Big objects such as castle walls often have extra resilience represented by a damage threshold. An object with a damage threshold ignores any single attack that deals damage less than its damage threshold. For example, if a wall has a damage threshold of 10, attacks that deal 9 or less damage to it deal no damage at all.

RESTING

Heroic though they might be, adventurers need rest—time to sleep, eat, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

Adventurers can take short rests during an adventuring day and a long rest to end the day.

SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

You can spend one or more hit dice at the end of a short rest, up to your maximum number of hit dice (which is equal to your character's level). For each hit die spent in this way, roll the die and add your character's CON modifier to it. The character regains hit points equal to the total. You can decide to spend an additional hit die after each roll. You regain some spent hit dice upon finishing a long rest, as explained below.

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 character must begin the rest again to gain any benefit from it.

At the end of a long rest, you regain all lost hit points. You also regain spent hit dice, up to half of your maximum (minimum of 1). For example, if your character has 8 hit dice, you regain 4 of them upon finishing a long rest.

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.

COMBAT

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 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 all participants—PCs and monsters alike—roll initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

SURPRISE

A band of adventurers quietly sneaks up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down a dungeon passage, unnoticed by the adventurers until it engulfs one of them. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the DEX (Stealth) checks of anyone hiding with the Perception score of each creature on the opposing side. Any character or monster that doesn't notice a threat has the surprised condition 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 DEX 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 DEX check result to the one with the lowest. This is called **initiative order**, and the GM follows it to determine when each participant acts during each round. 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 in this chapter. Many class features and other abilities provide additional options for your action.

The Movement and Position section in this chapter gives more detailed rules for your move.

You don't have to move, take an action, or do 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 class features, spells, and other abilities let you take an additional action on your turn called a **bonus action**. The Cunning Action feature, for example, allows a rogue to take a bonus action. You can take a bonus action only when a class feature, spell, or other special ability states that you can do something as a bonus action. Otherwise, you don't have a bonus action to take.

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. Anything that deprives you of your ability to take an action also prevents you from taking a bonus action.

REACTIONS

Certain special abilities, spells, and situations allow you to take a **reaction**. A reaction is an instant response to a trigger, 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.

OTHER ACTIVITY ON YOUR TURN

Your turn can include a variety of minor flourishes that don't require your action or your move. Some pointers:

- You can communicate at any time through brief talking and gestures.
- You can 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, or you could draw your weapon as part of your Attack action.
- If you want to interact with a second object, you need to commit your action to it.
- 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.

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 be your entire move. However you move, deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

BREAKING UP YOUR MOVE

You can break up your movement on your turn, using some speed before and then the remainder after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

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 PCs 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.** After everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

MOVING BETWEEN ATTACKS

If your action involves more than one weapon attack, you can break up your movement even further by moving between attacks. For example, a fighter who can make two attacks with the Multiattack feature and has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack a different target.

USING DIFFERENT SPEEDS

If you have more than one speed, such as a walking speed and a flying speed, you can switch back and forth between them during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 30 and a flying speed of 60 because a wizard cast the *fly* spell on you, you could fly 20 feet, then walk 10 feet. If you wanted to walk any farther, you'd be done for your move, but you could still leap into the air to fly 30 feet more.

DIFFICULT TERRAIN

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. 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 the Appendix.

You can **drop prone** freely, without using any 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 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

MOVING AROUND OTHER CREATURES

You can move through a nonhostile creature's space. You can only move through a hostile creature's space 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, 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 ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. or larger

SPACE

A space is the area in feet that a creature effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but in a fight, it controls that space. 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 DEX saves. Attack rolls against the creature have advantage while it's squeezing.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action gained from your class or a special feature, or an action that you improvise. Many monsters have their own distinct actions 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 in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists.

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

Certain features, such as the fighter's Multiattack, allow you to make more than one attack with this action.

CAST A SPELL

Spellcasting characters, such as clerics and wizards, and some monsters can take the Cast a Spell action to cast a spell in combat. You can only cast spells this way if the spell has a casting time of 1 action. If a spell's casting time is longer than an action (minutes or hours) or a reaction, you can't take this action to cast it.

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 with a Dash.

DISENGAGE

When 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 DEX saves with advantage and attack rolls made against you have disadvantage if you can see the attacker. You lose this benefit if you are incapacitated (as explained in the Appendix) or if your speed drops to 0.

HELP

When you take the Help action, you lend aid to another creature to complete a task. That creature 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.

You can also take the Help action to aid a friendly creature attack a target within 5 feet of you. You feint, distract the target, or otherwise team up to make your ally's attack more effective. If your ally attacks the target before your next turn, they get advantage on their first attack roll.

HIDE

When you take the Hide action, you make a DEX (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 in this chapter.

READY

When you take the Ready action, you prepare to do something on another creature's turn using your reaction. This lets you get the jump on a foe or wait for a particular circumstance before you act. You must take your readied reaction before the start of your next turn.

First, name a perceivable circumstance that triggers your reaction. Then, state the action or move you will take in response to that trigger. 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.

You can ready a spell with the Ready action. You cast it as normal but hold its energy. Then, after the trigger, you release it with your reaction.

To be readied, a spell must have a casting time of 1 action, and holding the energy 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. Furthermore, if you take damage before you release the readied *magic missile*, 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 WIS (Perception) check or an INT (Investigation) check.

USE AN OBJECT

When you take the Use an Object action, you focus specifically on that interaction. Since you can normally interact with an object while doing something else, such as drawing a sword as part of an attack, this action is usually only needed when you want to interact with more than one object on your turn. If an object is complex or requires an ability check to use, the GM might require this action even if it's the only object you've handled this 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

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 check result equals or exceeds the target's AC, the attack hits. (The AC for an NPC or monster is in its stat block.)

MODIFIERS TO THE ROLL

When a PC makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's PB. When a monster makes an attack roll, it uses the modifier provided for the action in its stat block.

Ability Modifier. The ability modifier for a melee weapon attack is STR, and the ability modifier for a ranged weapon attack is DEX. Weapons with the finesse or thrown property break this rule; see weapon property descriptions in chapter 3 for more on that.

Some spells also require an attack roll. The ability

modifier used for a spell attack depends on the spellcasting ability of the spellcaster.

Proficiency Bonus. Add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency and any time you attack with a spell.

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**. See Critical Hits later in the chapter for more on this.

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 can try to escape notice by hiding, casting the *invisibility* spell, or lurking in darkness.

When you attack a target you can't see, you have disadvantage on the attack roll. This is true whether you're guessing at the target's location or targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, though the GM might just say that you 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.

COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target benefits 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 cover applies. 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 DEX saves. 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 DEX saves. 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 a target with total cover by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

RANGED ATTACKS

When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike 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 shortbow, have two ranges. The smaller 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

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 warhammer, 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 STR 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 flees or passes 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, 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 held in one hand, you can use a bonus action to attack with a different light melee weapon you hold 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

Using the Attack action, you can make a special melee attack to grapple a creature. If you can 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. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a STR (Athletics) check contested by the target's STR (Athletics) or DEX (Acrobatics) check (the target chooses which check to use). If you win the contest, you subject the target to the grappled condition (see Appendix). The condition specifies what ends 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. It must succeed on a STR (Athletics) or DEX (Acrobatics) check contested by your STR (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

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 can 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 STR (Athletics) check contested by the target's STR (Athletics) or DEX (Acrobatics) check (the target chooses which check to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

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 its 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.

TEMPORARY HIT POINTS

Some spells and special abilities give you temporary hit points. Don't add these to your current hit points. Instead, think of them as a buffer against damage, a pool of hit points that protects you from injury.

When you have temporary hit points and take damage, lose the temporary hit points first. Any leftover damage carries over to your current 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 current hit points, they can exceed your hit point maximum. You can be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and you can't stack temporary hit points together. If you have a pool of temporary hit points and then get more from another source, decide whether to keep the ones you have or take 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 unconscious, but only true healing can stabilize you.

Unless a feature that grants you temporary hit points has a duration, they last until depleted or you finish a long rest.

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. A penalty might cause you to deal 0 damage, but you never deal negative damage.

When attacking with a weapon, 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 damage once for all of them. For example, when a wizard casts *fireball*, the player rolls damage 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 damage dice at once.

For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the rogue's Sneak Attack feature, 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 black 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 a white dragon's breath deal cold damage.

Fire. Red 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 blue dragon's breath deal lightning damage.

Necrotic. Necrotic damage, dealt by certain Undead and a spell such as *chill 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 green dragon's breath deal poison damage.

Psychic. Mental abilities such as a psionic blast deal psychic damage.

Radiant. Radiant damage, dealt by a cleric'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 nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

HEALING

Unless it results in death, damage isn't permanent. 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, a druid grants a ranger 8 hit points of healing. If the ranger has 14 current hit points and has a hit point maximum of 20, the ranger regains 6 hit points, not 8.

A creature that dies can't regain hit points until magic such as the *revivify* spell has restored it to life.

DROPPING TO 0 HIT POINTS

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 cleric 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, and 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.

FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see Appendix). This unconsciousness ends if you regain any hit points.

DEATH SAVES

Whenever you start your turn with 0 hit points, you must make a special save, called a death save, to determine whether you creep closer to death or hang onto life. Unlike other saves, 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 save.

Roll a d20. If the roll is 10 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.

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 save and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death save 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 help a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death save.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it with a successful DC 10 WIS (Medicine) check.

A **stable** creature doesn't make death saves, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saves again if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

MONSTERS AND DEATH

Monsters generally die the instant they drop to 0 hit points, since tracking death saves for a dozen monsters can be tedious.

Mighty villains and special NPCs are common exceptions, though. The GM can decide to have them fall unconscious and follow the same rules as PCs.

KNOCKING A CREATURE OUT

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 choose to knock the creature out instead of killing it. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

MOUNTED COMBAT

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, granting you use of their speed and mobility.

MOUNTING AND DISMOUNTING

Once during your move, you can mount a creature that is within 5 feet of you, or you can dismount. This 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. 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 DEX save 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 save with the same results.

If your mount is knocked prone, you can use your reaction to dismount and land on your feet as it falls. Otherwise, you are dismounted and fall prone in a space within 5 feet of it.

CONTROLLING A MOUNT

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, generally prefer to 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 devour a downed 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 swimming speed (either natural or granted by magic) has disadvantage on attack rolls unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** can't hit a target beyond its normal range. The attack roll has disadvantage even within normal range unless the weapon is a crossbow, net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

CHAPTER 3: EQUIPMENT & MAGIC ITEMS

This chapter lists the equipment available to PCs and explains additional rules on the topic. It also contains a few magic items PCs might find during their adventures.

CURRENCY

Coins used in the game are minted in precious metals generally considered valuable by most cultures. This standardization of value is widely accepted, even by communities that wouldn't traditionally value such things.

The four most common coins are the copper piece (cp), the silver piece (sp), the gold piece (gp), and the platinum piece (pp). Average coins weigh less than half an ounce. A pouch of 50 coins weighs 1 pound.

CURRENCY CONVERSION

COIN	CP	SP	GP	PP
Copper (cp)	1	1/10	1/100	1/1,000
Silver (sp)	10	1	1/10	1/100
Gold (gp)	100	10	1	1/10
Platinum (pp)	1,000	100	10	1

SELLING NONMAGICAL ITEMS

Most nonmagical equipment can be resold for half its original value, assuming it is in good shape. Equipment retrieved from the corpses of monsters is rarely in resale condition.

Nonmagical treasures like cut gemstones, works of art, or fine jewelry can generally be resold at full price.

For rules on buying and selling magic items, see the Magic Items section later in this chapter.

EQUIPMENT

This section covers the standard nonmagical equipment available and the rules concerning their use.

ARMOR

Wearing armor increases your armor class (AC), which in turn increases your chance of avoiding enemy attacks. When an enemy attempts an attack, their attack roll total must meet or beat your AC to deal damage. So, the higher your AC, the greater the chance of avoiding damage!

The Armor table lists the cost, AC bonus, weight, special properties, and proficiencies required to successfully use the various kinds of armor.

ARMOR TYPES & PROFICIENCIES

Each armor is categorized into a type that is associated with a proficiency. For instance, a character with proficiency in light armor can wear any of the kinds of armor listed in the light armor section of the armor table without penalty.

Your character can wear any kind of armor, but if you don't have proficiency, you have disadvantage on all STR and DEX ability checks made while wearing it. It is also impossible to cast spells while wearing armor you aren't proficient with.

LIGHT ARMOR

Light armor provides minimal protection while still allowing its wearer to move with relative ease. Its flexibility makes it the go-to choice for rogues and other DEX-based character builds.

MEDIUM ARMOR

Medium armor provides more protection than light armor, but it uses bulkier materials that interfere with range of motion. The additional protection offered by medium armor makes it a popular choice for clerics who need to be close enough to the danger to aid their allies, but don't need to move quickly around the battlefield.

HEAVY ARMOR

Heavy armor provides the most protection of any armor type, but wearing it demands great physical prowess. Fighters are one of the few character classes that can take full advantage of heavy armor's defensive capabilities.

SHIELDS

Shields are a unique type of armor because they are held instead of worn. This means you can lose their AC bonus if the shield is destroyed or dropped. Wielding a shield requires the use of one hand, which means a PC can't use two-handed weapons while holding a shield. You can only benefit from one shield AC bonus at a time, even while holding multiple shields.

ARMOR PROPERTIES

Certain sets of armor have properties that affect how they are used, as shown in the Properties column of the Armor table.

Cumbersome. This armor is heavy and difficult to move in unless you possess the required STR. If a player character does not have a STR score equal to or greater than the STR score listed in parentheses, their movement speed is reduced by 10 feet while they wear the armor, even if they are proficient with it.

Natural Materials. This armor does not interfere with a druid's ability to cast spells. At GM's discretion, a shield can have this property.

Noisy. This armor imposes disadvantage on any ability checks made to avoid notice, like sneaking, hiding, or otherwise attempting to move silently.

ARMOR

ARMOR	COST	AC BONUS	WEIGHT	PROPERTIES
<i>Light Armor</i>				
Leather	10 gp	11 + DEX modifier	10 lb.	Natural Materials
Studded leather	45 gp	12 + DEX modifier	13 lb.	—
<i>Medium Armor</i>				
Hide	10 gp	12 + DEX modifier (max 2)	12 lb.	Natural Materials
Chain shirt	50 gp	13 + DEX modifier (max 2)	20 lb.	—
Scale mail	50 gp	14 + DEX modifier (max 2)	45 lb.	Noisy
Half plate	750 gp	15 + DEX modifier (max 2)	40 lb.	Noisy
<i>Heavy Armor</i>				
Ring mail	30 gp	14	40 lb.	Noisy
Chain mail	75 gp	16	55 lb.	Cumbersome (STR 13), Noisy
Splint	200 gp	17	60 lb.	Cumbersome (STR 15), Noisy
Plate	1,500 gp	18	65 lb.	Cumbersome (STR 16), Noisy
<i>Shield</i>				
Shield	10 gp	+2	6 lb.	—

GETTING INTO AND OUT OF ARMOR

The time it takes to don or doff armor depends on the armor's category.

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

Doff. This is the time it takes to remove armor. If you have help, reduce this time by half.

DONNING AND DOFFING ARMOR

CATEGORY	DON	DOFF
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

PC Wisdom: Casting spells with somatic components requires at least one free hand. Unless you have a feature that allows you to work around this (such as the Combat Caster talent), your spellcasting capabilities suffer while you hold both a weapon and a shield.

WEAPONS

The Weapons table lists the cost, damage dice and type, weight, weapon options, and special properties for common weapons. The table is also split by proficiencies required (simple and martial) to successfully wield the various weapons.

WEAPON TYPES & PROFICIENCIES

Each weapon is categorized into a type associated with a proficiency. For instance, a character with proficiency in martial weapons gets to add their PB to attack rolls made with any weapon listed in the martial weapons section of the Weapons table.

Any character can wield any weapon, but only a character with proficiency can add their PB to attack rolls with those weapons.

MELEE WEAPONS

Melee weapons are used to attack nearby targets (typically within 5 feet).

RANGED WEAPONS

Ranged weapons are used to attack targets at a distance.

SIMPLE WEAPONS

Simple weapons require little experience to use effectively. These weapons include clubs, maces, and other weapons often found in the hands of commoners.

MARTIAL WEAPONS

Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons tend to deal more damage and put their training to best use.

WEAPON OPTIONS

This section offers unique options for using weapons in ways other than dealing damage, giving different weapons distinct impacts on the battlefield, as shown in the Weapons table.

A character can use a weapon option only if the character is wielding and proficient with a weapon. If an option requires a creature to make an ability check or save, the DC equals 8 + the attacker's PB + the attacker's STR or DEX modifier (attacker's choice).

Unless specified otherwise, a weapon used to perform a weapon option has only the option's listed effect and doesn't deal normal weapon damage. If a weapon option instructs a character to make an attack with the weapon, and the character can make multiple attacks with the Attack action, the weapon option replaces only one of those attacks.

At the GM's discretion, some weapon options might not work against certain creatures. For example, the trip weapon option might not work against a creature without discernable legs, such as an ooze, or that is anchored or attached to the ground in some way, such as a tree with animated limbs.

BASH

When you make an attack with this weapon, you can hit the target in the side of the head or other vital organ, disorienting it for a moment. Make an attack roll with this weapon. On a hit, the target is briefly disoriented and has disadvantage on its next attack roll.

DISARM

When you make an attack with this weapon, you can choose to aim a jarring hit at the target's held weapon, knocking it from their grasp. Make an attack roll with this weapon. On a hit, the target must succeed on a STR or DEX save (target's choice) or drop its weapon, which lands in an unoccupied space within 5 feet of it. If no unoccupied space is within range, the weapon lands at the target's feet.

IMPROVISED WEAPONS

Sometimes characters don't have their favorite weapons and must fight with whatever's handy. 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.

When in doubt about how much damage an object should deal, find a weapon on the Weapons table most like the object and use its damage die. For example, a table leg is a

lot like a club. At the GM's discretion, a character proficient with a weapon can use a similar object as if it were that weapon and add their PB as normal.

If a character uses a ranged weapon to make a melee attack or throws a melee weapon that does not have the thrown property, those are considered improvised weapons, and typically deal 1d4 damage of an appropriate damage type. An improvised thrown weapon typically has range of 20 feet and a long range of 60 feet.

WEAPONS

WEAPON	COST	DAMAGE	WEIGHT	WEAPON OPTION	PROPERTIES
<i>Simple Melee Weapons</i>					
Club	1 sp	1d6 bludgeoning	2 lb.	Bash	Light
Dagger	2 gp	1d4 piercing	1 lb.	Pinning Shot	Finesse, light, thrown (range 20/60 ft.)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Bash	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Hamstring	Light, thrown (range 20/60 ft.)
Javelin	5 sp	1d6 piercing	2 lb.	Pinning Shot	Thrown (range 30/120 ft.)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Bash	Light, thrown (range 20/60 ft.)
Mace	5 gp	1d6 bludgeoning	4 lb.	Bash	—
Quarterstaff	2 sp	1d6/1d8 bludgeoning	4 lb.	Bash	Versatile
Spear	1 gp	1d6/1d8 piercing	3 lb.	Pull, Trip	Reach, versatile
<i>Simple Ranged Weapons</i>					
Crossbow, light	25 gp	1d8 piercing	5 lb.	Pinning Shot, Ricochet Shot	Ammunition (range 80/320 ft.), loading, two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	Pinning Shot	Finesse, thrown (range 20/60 ft.)
Shortbow	25 gp	1d6 piercing	2 lb.	Pinning Shot, Ricochet Shot	Ammunition (range 80/320 ft.), two-handed
Sling	1 sp	1d4 bludgeoning	—	Ricochet Shot	Ammunition (range 30/120 ft.)
<i>Martial Melee Weapons</i>					
Battleaxe	10 gp	1d8/1d10 slashing	4 lb.	Disarm, Hamstring	Versatile
Flail	10 gp	1d8 bludgeoning	2 lb.	Bash, Disarm	—
Greataxe	30 gp	1d12 slashing	7 lb.	Disarm, Hamstring	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Disarm, Hamstring	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Disarm, Hamstring, Pull, Trip	Heavy, reach, two-handed
Longsword	15 gp	1d8/1d10 slashing	3 lb.	Disarm, Hamstring	Versatile
Maul	10 gp	2d6 bludgeoning	10 lb.	Bash, Disarm	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	Disarm	—
Rapier	25 gp	1d8 piercing	2 lb.	Disarm	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Disarm	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Disarm	Finesse, light
Warhammer	15 gp	1d8/1d10 bludgeoning	2 lb.	Bash, Disarm	Versatile
<i>Martial Ranged Weapons</i>					
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Pinning Shot, Ricochet Shot	Ammunition (range 30/120 ft.), light, loading
Crossbow, heavy	50 gp	d10 piercing	18 lb.	Pinning Shot, Ricochet Shot	Ammunition (range 100/400 ft.), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Pinning Shot, Ricochet Shot	Ammunition (range 150/600 ft.), heavy, two-handed

HAMSTRING

When you make an attack with this weapon, you can make a painful but superficial wound on a leg of a Large or smaller creature. Make an attack roll with this weapon. On a hit, the target's walking speed is reduced by 10 feet for 1 minute. A creature's speed can't be reduced by more than 10 feet with this weapon option. A creature within 5 feet of the target can take an action to tend the wound with a successful WIS (Medicine) check (against your weapon option DC), ending the effect on the target. The effect also ends if the target receives magical healing.

PINNING SHOT

When you make an attack with this weapon, you can choose to shoot part of a Large or smaller creature's clothing and pin the clothing to the ground or nearby object or structure. The target must be wearing clothing, such as boots or a cloak, and must be on the ground or within 5 feet of an object or structure. Make an attack roll with this weapon. On a hit, the target can't move from its current space. A creature, including the target, can take its action to rip the cloth, pull out the arrow or bolt, unclasp or wriggle out of the clothing, or free itself in some other way.

by succeeding on a STR or DEX check (target's choice). The target must make only one check to free itself, using the highest DC of characters performing this weapon option, regardless of the number of arrows or bolts holding it in place.

PULL

When you make an attack with this weapon, you can pull a Large or smaller creature up to 5 feet closer to you as you slide the weapon's haft around the creature. Make an attack roll with this weapon. On a hit, the target is pulled up to 5 feet closer to you. If this movement would pull a creature into damaging terrain, such as lava or a pit, it can make a STR or DEX (target's choice) save, avoiding the pull on a success.

RICOCHET SHOT

As an action, you can ricochet an attack off an object or structure to hit a target you can see that has half or three-quarters cover. The target must be within 10 feet of an object or structure that isn't providing it with cover, and that object or structure must be within your weapon's normal range. Make an attack roll with this weapon against the target's AC as if it weren't behind cover. On a hit, the target takes damage as if hit by your attack. This weapon option expends the same ammunition as a normal attack with this weapon. This attack doesn't deal extra damage from features such as Sneak Attack, but it can deal extra damage from a magical effect on the ammunition, such as a +1 *shortbow* or an *arrow of slaying*.

TRIP

When you make an attack with this weapon, you can choose to sweep the weapon at a Large or smaller creature's legs. The target must succeed on a STR or DEX save (target's choice) or fall prone. If the target is mounted, it has advantage on the save.

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 an encounter, you can recover half your expended ammunition by taking 1 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 (see *Improvised Weapons* sidebar). A sling must be loaded to deal any damage when used in this way.

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

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

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.

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.

Thrown. If a weapon has the thrown property, you can throw it to make a ranged attack. If the weapon is a melee weapon, 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, use your STR, but if you throw a dagger, you can use either your STR or your DEX, since the dagger has the finesse property.

Two-Handed. This weapon requires you to use two hands when you attack with it.

Versatile. This weapon can be used with one or two hands. These weapons have two damage values listed. The higher damage value is used when you use two hands to make a melee attack.

ADVENTURING GEAR AND TOOLS

Equipment that is useful for adventurers, but isn't armor or weapons, is called adventuring gear. The Adventuring Gear table lists the price and weight of items commonly available for purchase. Any items that have special rules or require further explanation are listed in the Special Gear section.

SPECIAL 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 DEX check to extinguish the flames.

Antitoxin. A creature that drinks this vial of liquid gains advantage on saves against poison for 1 hour. It confers no benefit to Undead or Constructs.

Arcane Focus. An arcane focus is a special item—an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item—designed to channel

the power of arcane circle spells. A wizard can use such an item as a spellcasting focus.

Ball Bearings. As an action, you can spill these tiny metal balls from a 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 10 DEX save or fall prone. A creature moving through the area at half speed doesn't need to make the save.

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

Book. A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything that can be represented using text or pictures. A book of spells is a spellbook (described later in this section).

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 15 DEX save or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. 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.

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 (16 gp). Includes 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, 5 days of rations, a tinderbox, and a waterskin. The pack also has 50 feet of rope strapped to the side of it.

Diplomat's Pack (39 gp). Includes 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 (12 gp). Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of rope strapped to the side of it.

Entertainer's Pack (40 gp). Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

Explorer's Pack (10 gp). Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Priest's Pack (19 gp). Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

Scholar's Pack (40 gp). Includes 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.

ADVENTURING GEAR

GEAR	COST	WEIGHT	GEAR	COST	WEIGHT
Acid (vial)	25 gp	1 lb.			
Alchemist's fire (flask)	50 gp	1 lb.	Holy water (flask)	25 gp	1 lb.
<i>Ammunition</i>			Hourglass	25 gp	1 lb.
Arrows (20)	1 gp	1 lb.	Ink (1-ounce bottle)	10 gp	—
Crossbow bolts (20)	1 gp	1 1/2 lb.	Ink pen	2 cp	—
Sling bullets (20)	4 cp	1 1/2 lb.	Ladder (10-foot)	1 sp	25 lb.
Antitoxin (vial)	50 gp	—	Lamp	5 sp	1 lb.
<i>Arcane Focus</i>			Lantern, bullseye	10 gp	2 lb.
Crystal	10 gp	1 lb.	Lantern, hooded	5 gp	2 lb.
Orb	20 gp	3 lb.	Lock	10 gp	1 lb.
Rod	10 gp	2 lb.	Manacles	2 gp	6 lb.
Staff	5 gp	4 lb.	Mess kit	2 sp	1 lb.
Wand	10 gp	1 lb.	Mirror, steel	5 gp	1/2 lb.
Backpack	2 gp	5 lb.	Oil (flask)	1 sp	1 lb.
Barding	×4 (base armor cost)	×2 (base armor weight)	Paper (one sheet)	2 sp	—
Ball bearings (bag of 1,000)	1 gp	2 lb.	Perfume (vial)	5 gp	—
Barrel	2 gp	70 lb.	Pick, miner's	2 gp	10 lb.
Basket	4 sp	2 lb.	Piton	5 cp	1/4 lb.
Bedroll	1 gp	7 lb.	Poison, basic (vial)	100 gp	—
Bell	1 gp	—	Pole (10-foot)	5 cp	7 lb.
Blanket	5 sp	3 lb.	<i>Potion of healing</i> (see magic items)	50 gp	1/2 lb.
Book	25 gp	5 lb.	Pouch	5 sp	1 lb.
Bottle, glass	2 gp	2 lb.	Quiver	1 gp	1 lb.
Bucket	5 cp	2 lb.	Rations (1 day)	5 sp	2 lb.
Caltrops (bag of 20)	1 gp	2 lb.	Rope (50 feet)	1 gp	10 lb.
Candle	1 cp	—	Sack	1 cp	1/2 lb.
Case, map or scroll	1 gp	1 lb.	Saddle, riding	10 gp	25 lb.
Chain (10 feet)	5 gp	10 lb.	Sealing wax	5 sp	—
Chalk (1 piece)	1 cp	—	Shovel	2 gp	5 lb.
Chest	5 gp	25 lb.	Signal whistle	5 cp	—
Climber's kit	25 gp	12 lb.	Signet ring	5 gp	—
Clothes, common	5 sp	3 lb.	Soap	2 cp	—
Clothes, costume	5 gp	4 lb.	Spellbook	50 gp	3 lb.
Clothes, fine	15 gp	6 lb.	Spikes, iron (10)	1 gp	5 lb.
Component pouch	25 gp	2 lb.	Spyglass	1,000 gp	1 lb.
Crowbar	2 gp	5 lb.	Tent, two-person	2 gp	20 lb.
Flask or tankard	2 cp	1 lb.	Tinderbox	5 sp	1 lb.
Hammer	1 gp	3 lb.	Torch	1 cp	1 lb.
Healer's kit	5 gp	3 lb.	Vial	1 gp	—
<i>Holy symbol</i>			Waterskin	2 sp	5 lb. (full)
Amulet	5 gp	1 lb.			
Emblem	5 gp	—			
Reliquary	5 gp	2 lb.			

Chain. A chain has 10 hit points. It can be broken with a successful DC 20 STR check.

Climber's Kit. A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself to a solid surface within 5 feet of you (this surface can't be part of a creature); 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 spells, except for those components that have a specific cost (as indicated in a spell's description).

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

Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has 10 uses. 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 WIS (Medicine) check.

Holy Symbol. A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. A cleric can use a holy symbol as a spellcasting focus. 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—otherwise, the water has no effect.

A cleric may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-ring spell slot.

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 (1 pint) 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 (1 pint) 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 (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

Lock. A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 DEX check.

Your GM may decide that better locks are available for higher prices.

Manacles. These metal restraints can bind a Small or Medium creature. To escape the manacles, a creature must use their action to make a successful DC 20 DEX check or break them with a successful DC 20 STR check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 DEX check. Manacles are an object with AC 19 and 15 hit points.

Mess Kit. This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Oil. Oil usually comes in a clay flask that holds 1 pint. 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 5 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 5 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.

Poison, Basic. The poison in this vial can coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 CON save or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Potion of Healing. A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action. For more information about this item, see *potion of healing* in the Magic Item Descriptions section later in this chapter.

Pouch. A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described earlier in this section).

Quiver. A quiver can hold up to 20 arrows or 20 crossbow bolts.

Rations. Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts. One unit of rations is enough to feed one Medium or smaller creature for one day.

Rope. Rope is an object with AC 11 and 2 hit points. It can be burst with a DC 17 STR check.

Saddle. A riding 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.

Spellbook. Essential for wizards, a spellbook is a

leather-bound tome with 100 blank pages suitable for recording spells.

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

Tent. A simple and portable canvas shelter, a tent sleeps two.

Tinderbox. This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

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

TOOLS

These special tools include the items needed to pursue a craft or profession. The Tools table shows examples of the most common types of tools, each providing items related to a single profession. See Tool Proficiencies in Chapter 2 for rules on tool use.

Artisan's Tools. These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft.

Proficiency with a set of artisan's tools lets you add your PB to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

Disguise Kit. This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical

appearance. Proficiency with this kit lets you add your PB to any ability checks you make to create a visual disguise.

Gaming Set. This item can encompass a wide range of game pieces, but in most cases involve dice or decks of cards. A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your PB to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

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. Proficiency with this kit lets you add your PB to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and *potions of healing*.

Musical Instrument. Several common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your PB to any ability checks you make to play music with the instrument. Each type of musical instrument requires a separate proficiency.

Poisoner's Kit. A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your PB 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. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

TOOLS

TOOL	COST	WEIGHT	TOOL	COST	WEIGHT
<i>Artisan's Tools</i>			<i>Gaming Set</i>		
Alchemist's supplies	50 gp	8 lb.	Dice set	1 sp	—
Brewer's supplies	20 gp	9 lb.	Playing card set	5 sp	—
Calligrapher's supplies	10 gp	5 lb.	Herbalism kit	5 gp	3 lb.
Carpenter's tools	8 gp	6 lb.	<i>Musical Instrument</i>		
Cook's utensils	1 gp	8 lb.	Bagpipes	30 gp	6 lb.
Leatherworker's tools	5 gp	5 lb.	Drum	6 gp	3 lb.
Mason's tools	10 gp	8 lb.	Flute	2 gp	1 lb.
Painter's supplies	10 gp	5 lb.	Lute	35 gp	2 lb.
Potter's tools	10 gp	3 lb.	Lyre	30 gp	2 lb.
Smith's tools	20 gp	8 lb.	Horn	3 gp	2 lb.
Tinker's tools	50 gp	10 lb.	Poisoner's kit	50 gp	2 lb.
Weaver's tools	1 gp	5 lb.	Thieves' tools	25 gp	1 lb.
Woodcarver's tools	1 gp	5 lb.	Vehicles	*	*
Disguise kit	25 gp	3 lb.			

* See the Mounts and Vehicles section

MOUNTS AND VEHICLES

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry gear that would otherwise slow you down. The Mounts table shows each animal's speed and base carrying capacity.

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, add their carrying capacity together.

Mounts other than those listed here are available in fantasy gaming worlds, but they are rare and not normally available for purchase. These include flying mounts (pegasi, griffons, hippogriffs, and similar animals) and even aquatic mounts (giant sea horses, for example). Acquiring such a mount often means securing an egg and raising the creature yourself, making a bargain with a powerful entity, or negotiating with the mount itself.

Vehicle Proficiency. If you have proficiency with a certain kind of vehicle (land or water), you can add your PB 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 3 miles 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 100 pounds, in case adventurers carry it over land.

MOUNTS

MOUNT	COST	SPEED (PER ROUND)	CARRYING CAPACITY
Donkey or mule	8 gp	40 ft.	420 lb.
Horse, draft	50 gp	40 ft.	540 lb.
Horse, riding	75 gp	60 ft.	480 lb.
Mastiff	25 gp	40 ft.	195 lb.
Pony	30 gp	40 ft.	225 lb.
Warhorse	400 gp	60 ft.	540 lb.

DRAWN VEHICLES

ITEM	COST	WEIGHT
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Chariot	250 gp	100 lb.
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.

WATERBORNE VEHICLES

ITEM	COST	SPEED
Galley	30,000 gp	4 mph
Keelboat	3,000 gp	1 mph
Longship	10,000 gp	3 mph
Rowboat	50 gp	1½ mph
Sailing ship	10,000 gp	2 mph
Warship	25,000 gp	2½ mph

FOOD, DRINK, AND LODGING

The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging.

FOOD, DRINK, AND LODGING

ITEM	COST
Ale	
Pitcher (Gallon)	2 sp
Mug	4 cp
Inn stay (per day)	
Typical room	5 sp
Luxury room	2 gp
Meals (per day)	
Meal, common	3 sp
Meal, feast	2 gp
Wine	
Common (pitcher)	2 sp
Fine (bottle)	10 gp

SERVICES

Adventurers can pay NPCs 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 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 and whom the adventurers pay 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 for the duke.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help 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, they might hire a whole staff of servants and agents to run the place, from a castellan or steward all the way down to stable cleaners. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the compensation.

Skilled hirelings include anyone employed 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 laborers, porters, maids, and similar workers.

MAGIC ITEMS

Of the many rewards available to adventurers, magic items are perhaps the most coveted. These powerful objects are created using raw magic and are incredibly complicated to produce. Few beings in the world possess the knowledge to make magic items, which makes them hard to find and valuable.

The GM is the ultimate arbiter of where magic items appear, but they are often given as rewards for crawling through deadly dungeons or slaying the creatures that guard them.

USING A MAGIC ITEM

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 armor 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, the GM can rule that it doesn't adjust.

When a nonhumanoid tries to wear an item, it is up to GM discretion as to whether the item functions as intended. A ring placed on a tentacle might work, but a serpentfolk with a tail instead of legs can't wear boots.

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 armor, 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.

ATTUNEMENT

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 attunement. If the prerequisite is a class, a creature must be a member of that class to attune to the item. 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 from 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 a number of items equal to its proficiency bonus (PB) at any one time. Any attempt to attune to an additional 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.

ACTIVATING AN ITEM

Activating some magic items requires a user to do something special, such as holding the item and uttering a command word. The description of an 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.

SPELLS

Some magic items allow the user to cast a spell from the item. The spell is cast at the lowest possible spell ring, 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 PB 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.

MAGIC ITEM DESCRIPTIONS

This section lists some magic items found within the known universe. Each entry provides key information about the item, including its rarity category, whether or not it requires attunement to use, its price, and a description of its properties.

Ammunition, +1, +2, or +3

Weapon (Any Ammunition), Rarity Varies
Price Varies

You have a bonus to attack and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it successfully hits a target, the ammunition becomes a nonmagical piece of ammunition.

AMMUNITION

BONUS	RARITY	COST
+1	Uncommon	50 gp (each)
+2	Rare	100 gp (each)
+3	Very Rare	350 gp (each)

Armor, +1, +2, or +3

Armor (Light, Medium, Heavy), Rarity Varies
Price Varies

While wearing this armor, you receive the armor's standard bonus to AC and an additional AC bonus equal to its rarity bonus.

ARMOR

BONUS	RARITY	COST
+1	Rare	1,500 gp + armor base cost
+2	Very Rare	7,500 gp + armor base cost
+3	Legendary	25,000 gp + armor base cost

Bag of Devouring

Wondrous Item, Very Rare *15,000 gp*

This bag superficially resembles a *bag of holding* but is a feeding orifice for a gigantic, extradimensional creature. Turning the bag inside out temporarily closes the orifice.

The extradimensional creature attached to the bag can sense whatever is placed inside of it. Animal or vegetable matter placed wholly in the bag is devoured and lost forever. When part of a living creature is placed in the bag, as happens when someone reaches in, there is a 50 percent

chance that the creature is pulled inside the bag. A creature inside the bag can use its action to try to escape with a successful DC 15 STR (Athletics) check. Another creature can use its action to reach into the bag to pull a creature out, doing so with a successful DC 20 STR (Athletics) check (assuming that creature wasn't also pulled inside the bag). Any creature that starts its turn inside the bag is devoured, and its body is destroyed.

The bag holds up to 1 cubic foot of inanimate, non-organic objects without a fuss. However, once each day, the bag swallows these types of objects placed in the bag and spits them out into a random plane of existence. The GM determines the time and plane.

If the bag is pierced or torn, it is destroyed. Anything within it is transported to a random location on a random plane determined by the GM.

Bag of Holding

Wondrous Item, Uncommon 1,000 gp

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in another plane of existence. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a *bag of holding* inside an extradimensional space created by a *handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to another plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location within another plane. The gate then closes. The gate is one-way and can't be reopened.

Bead of Force

Wondrous Item, Rare 650 gp

This small black sphere measures 3/4 of an inch in diameter and weighs 1 ounce. Typically, 1d4 + 4 *beads of force* are found together.

You can use an action to throw a bead up to 60 feet. The bead explodes on impact and is destroyed. Each creature within a 10-foot radius of where the bead landed must succeed on a DC 15 DEX save or take 5d4 force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that fails the save and is completely

within the area is trapped inside this sphere. Creatures that succeed on the save, or are partially within the area, are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can.

An enclosed creature can use its action to push against the sphere's wall, moving the sphere up to half the creature's walking speed. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

Crystal Ball

Wondrous Item, Rarity Varies (Requires Attunement)

Price Varies

The typical *crystal ball* is a very rare magic item about 6 inches in diameter. While touching it, you can cast the *scrying* spell (save DC 17) with it.

The following crystal ball variants are legendary items and have additional properties.

Crystal Ball of Mind Reading. You can use an action to cast the *detect thoughts* spell (save DC 17) while you are scrying with the crystal ball, targeting creatures you can see within 30 feet of the spell's sensor. You don't need to concentrate to maintain *detect thoughts* for the duration of the spell, but it ends if scrying ends.

Crystal Ball of Telepathy. While scrying with the crystal ball, you can communicate telepathically with creatures you can see within 30 feet of the spell's sensor. You can also use an action to cast the *suggestion* spell (save DC 17) through the sensor on one of those creatures. You don't need to concentrate to maintain *suggestion* for the duration of the spell, but it ends if scrying ends. The *suggestion* power of the crystal ball can't be used again until the next dawn.

Crystal Ball of True Seeing. While scrying with the crystal ball, you have truesight with a radius of 120 feet centered on the spell's sensor.

CRYSTAL BALL

VARIANT	RARITY	COST
<i>Crystal Ball</i>	Very Rare	30,000 gp
<i>Crystal Ball of Mind Reading</i>	Legendary	52,000 gp
<i>Crystal Ball of Telepathy</i>	Legendary	60,000 gp
<i>Crystal Ball of True Seeing</i>	Legendary	70,000 gp

Immovable Rod

Rod, Uncommon 1,000 gp

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it defies gravity. The rod can hold up

to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 STR check, moving a fixed rod up to 10 feet on a success.

Oil of Slipperiness

Potion, Uncommon 350 gp

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 wears and carries (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.

Potion of Healing

Potion, Rarity Varies Price Varies

This red, glimmering potion allows you to regain hit points when you drink it. The number of hit points depends on the potion's rarity, as shown on the Potions of Healing table.

POTIONS OF HEALING

POTION OF...	RARITY	HP REGAINED	PRICE
<i>Healing</i>	Common	2d4 + 2	50 gp
<i>Greater Healing</i>	Uncommon	4d4 + 4	100 gp
<i>Superior Healing</i>	Rare	8d4 + 8	350 gp
<i>Supreme Healing</i>	Very Rare	10d4 + 20	1,500 gp

Spell Scroll

Scroll, Rarity Varies Price Varies

A *spell scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your circle's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, it is unintelligible.

Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your circle's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's ring. On a failed check, the spell disappears from the scroll with no other effect.

The spell ring determines the scroll's rarity, save DC, attack bonus, and price, as shown in the Spell Scroll table.

An arcane circle spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an

INT (Arcana) check with a DC equal to 10 + the spell's ring. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, copying destroys the scroll.

SPELL SCROLL

SPELL RING	RARITY	SAVE DC	ATTACK BONUS	PRICE
Cantrip	Common	13	+5	10 gp
1st	Common	13	+5	50 gp
2nd	Uncommon	13	+5	100 gp
3rd	Uncommon	15	+7	200 gp
4th	Rare	15	+7	350 gp
5th	Rare	17	+9	650 gp
6th	Very Rare	17	+9	1,500 gp
7th	Very Rare	18	+10	2,500 gp
8th	Very Rare	18	+10	5,000 gp
9th	Legendary	19	+11	10,500 gp

Wand of Secrets

Wand, Uncommon 500 gp

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges. If a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest you. The wand regains 1d3 expended charges daily at dawn.

Weapon, +1, +2, or +3

Weapon (Any), Rarity Varies Price Varies

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

WEAPON

BONUS	RARITY	PRICE
+1	Uncommon	1,000 gp + weapon base cost
+2	Rare	5,000 gp + weapon base cost
+3	Very Rare	15,000 gp + weapon base cost

Weapon of Smiting

Weapon (Any), Rare 8,000 gp + Weapon Base Cost

You have a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the weapon to attack a Construct.

When you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d6 bludgeoning damage, or 4d6 bludgeoning damage if it's a Construct. If a Construct would have 25 HP or fewer after taking this damage, the Construct is instantly destroyed.

CHAPTER 4: SPELLCASTING

Potent energies permeate the universe. Magic is the manipulation of those energies to change reality. Those who can harness such energies are called spellcasters.

Spellcasters are categorized into groups based on the source of their power. Regardless of sources, the laws that rule these reality-shaping effects, known as spells, are the same. This section outlines the rules of spellcasting and includes a selection of commonly seen spells.

WHAT IS A SPELL?

A spell is a manipulation of reality accomplished using a combination of will and energy. Every spell must have energy to fuel its effects and a spellcaster capable of controlling the flow of energy. Spells can accomplish any number of things—harm, protection, problem-solving—all guided by a caster’s imagination.

Creating a new spell is a work of extreme creativity and intense effort, often resulting from a lifetime of study. Because of this, most casters choose their spells from established pools of knowledge.

CIRCLES OF MAGIC

Circles of magic represent primary sources that fuel spellcaster abilities. This section details two circles of magic, arcane and divine, and explains their roles in spellcasting.

ARCANE CIRCLE

The arcane circle draws its power from manipulating measurable forces that govern material reality. This includes forces like heat, space, and gravity. An arcane caster uses a precise combination of words, gestures, and materials to ignite a roaring flame or link two locations hundreds of miles apart.

Arcane magic is governed by an extensive set of rules and calculations, which a caster uses to enact effects. It can resemble a science more than mystical workings. Harnessing magic from this circle requires creativity, precision, and a drive for perfection.

The tools of arcane magic are varied and often highly personal to the caster. Common tools include runes, recitations, and hand gestures.

Conversion from 5th Edition. When converting fifth edition spells into circles of magic, these qualities indicate that a spell might be arcane:

- The spell detects, suppresses, ends, or otherwise interacts with mechanical aspects of spellcasting.
- The spell harnesses elemental energy (acid, cold, fire, lightning, or thunder).
- The spell interacts with the five senses, whether to fool them or to extend their capabilities.

DIVINE CIRCLE

The divine circle draws its power from the connectivity between beings. A divine caster can imbue a dying creature with the will to live, channel the wrath of a god into a fire storm, or restore withered crops to a starving community.

Divine magic requires a connection between the caster and at least one other being to function. Harnessing magic from this circle requires devotion, awareness of others, and belief in improving the world for those served.

The common model for divine magic frames it within religious faith, where an individual enacts the will of a god. However, the divine circle is also accessible to a caster who acts out of devotion to a particular community, an evil pact set forth by a cult, or any similarly compelling source. Wherever need exists, there is the potential for divine magic.

Conversion from 5th Edition. When converting fifth edition spells into circles of magic, these qualities indicate that a spell might be divine:

- The spell specifically interacts with another creature’s life force, whether to heal or harm.
- The spell harnesses radiant or necrotic energy.
- The spell specifies interaction with a deity or includes the word “faith” in the description.

SPELL RINGS

Every spell is categorized into a ring, ranked from 1st to 9th. Higher rings require more energy to fuel the spell and have stronger effects.

Like the rings within a tree trunk, rings of magic encircle one another. A novice spellcaster starts at the center of the circle with access to the 1st ring. As they grow in ability, their powers expand toward the circle's edge, giving access to more rings. The further a ring is from the center, the higher level a spellcaster must be to use that ring's spells.

Each class provides a table of what spellcaster level you must achieve before you gain access to new spell rings. Typically, a spellcaster must be at least 17th level before they can cast spells from the 9th and final ring.

SPELL SLOTS

Spell slots are a measure of the energy a caster has to fuel their spells. Check the progression table for your spellcasting class to see how many spell slots your character has at a given level. As you gain levels, you gain new slots to cast spells from higher rings and more slots for spells from lower rings.

A caster who has used all their spell slots is spent, physically and mentally. They're out of energy for spells. To replenish spell slots, you must complete a short or long rest—each class specifies which type of rest and how many slots you regain. This rest represents the time needed to recover from the toll spellcasting takes on the body and mind.

SCHOOLS OF MAGIC

Practitioners and sages have attempted to quantify and categorize the complexities of magic into eight universally recognized categories known as spell schools. These schools have no inherent influence on a spell, but they help identify a spell's effect. Specific class features or character abilities may refer to these schools. The eight schools are broadly explained in this section.

ABJURATION

Abjuration spells use wards, shields, and other means of deflection to defend their target. Such spells might look like creating a force shield to block incoming missiles or imbuing a homestead with a ward to deter unwanted pests.

CONJURATION

Conjuration spells restructure space, enabling objects, creatures, and other targets to be transported from place to place. Such spells might look like causing a lost house key to appear in your hand or creating a portal that allows for instantaneous travel to a far-flung realm of existence.

DIVINATION

Divination spells collect information, allowing a user to glean locations, outcomes, or sensory feedback beyond the limitations of standard perception. Such spells might look like sensing the location of a hidden entrance or receiving a vision of future events.

ENCHANTMENT

Enchantment spells influence the minds of creatures, allowing a user to manipulate emotions or behavior.

EVOCATION

Evocation spells shape energy, allowing a user to channel healing, change air into roaring flame, or stir the skies into a raging storm.

ILLUSION

Illusion spells deceive the senses, allowing a user to mask or alter the truth and create objects that seem real.

NECROMANCY

Necromancy spells manipulate life, allowing a user to use another's life force to heal or reanimate the dead.

TRANSMUTATION

Transmutation spells alter the forms of creatures or objects, allowing a user to turn lead into gold or transform an enemy into a toad.

KNOWN SPELLS

A spellcaster must be extremely familiar with a spell or possess a magic item imbued with the spell to cast it. Each spellcasting class solves this familiarity issue differently.

For example, a wizard catalogs their known spells in a spellbook and adds to it whenever they discover a new spell. Your character class defines how many spells you know and can potentially learn as you gain more class levels.

PREPARED SPELLS

A prepared spell is ready to cast quickly, in the heat of battle, without extensive reading or setup. Due to the intense mental fortitude necessary, the number of spells a caster can prepare at one time is generally limited.

Some spellcasters, such as clerics and wizards, must prepare all their spells ahead of time through study or meditation. Different spellcasting classes with shorter known spell lists can automatically prepare all their known spells.

Your character class defines what you must do to prepare spells and how many spells you can have prepared at any given level.

CANTRIPS

Some spellcasters can employ a simple type of spell called a cantrip. A cantrip can be cast without using a spell slot and without being prepared. Repeated practice has fixed the spell in the caster's mind and infused the caster with the energy needed to produce the effect on demand. A cantrip's spell ring is 0.

Your class defines whether you can access cantrips, and how many cantrips you know at each class level.

RITUALS

Ritual spells are uniquely powerful magic that takes 1 minute or longer to cast and often requires costly material components. A caster can only learn ritual spells associated with their circle of magic.

Ritual spells don't use spell slots. Otherwise, ritual spells follow normal spellcasting rules.

Your character class defines whether you can access ritual spells, and how many rituals you know at each class level.

CASTING IN ARMOR

Because of the mental focus and precise gestures required for spellcasting, you must be proficient with any armor you are wearing to cast a spell. You are otherwise too distracted and hampered for spellcasting.

COMBINING MAGICAL EFFECTS

The effects of different spells combine 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 multiple castings, applies while their durations overlap.

For example, if two wizards cast *mage armor* on the same target, that target gains the spell's benefit only once; they don't get multiple AC bonuses.

ELEMENTS OF A SPELL

When a character casts a spell, the basic rules are the same regardless of the spell ring or its circle.

Each spell in this chapter includes basic information, including the spell's name, ring, circle, school, casting time, range, required components, and duration. Every spell also contains a description of its effect.

CASTING TIME

Most spells require a single action to cast, but some can be accomplished in a shorter or longer span.

BONUS ACTION

A spell cast with a bonus action is fast. You must use a bonus action on your turn to cast the spell, provided you haven't already taken a bonus action this turn. If you use your bonus action to cast a spell from the 1st ring or higher on your turn, you can't also use your action to cast a spell from the 1st ring or higher during the same turn.

REACTION

Some spells can be cast as reactions. These spells take a fraction of a second to bring about and are cast in response to specific triggering events. If a spell can be cast as a reaction, the spell description specifies the trigger required.

LONGER CASTING TIMES

Certain spells (particularly rituals) 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, and you must maintain concentration while you do so (see Concentration). If your concentration is broken, the spell fails, but the attempt doesn't use a spell slot. 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 a 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 appear in cones or lines that originate from you also have a range of self, indicating that the origin point must be you (see Area of Effect).

Once a spell is cast, its effects aren't limited by its range unless the spell's description says otherwise.

AREA 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 origin. Usually, the origin is a point in space that you choose within the spell's range, but some spells originate from a creature or an object.

A spell's effect expands in straight lines from its origin. If no unblocked straight line extends from the origin to a location within the area of effect, that location isn't included in the spell's area. To block one of these straight 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.

COMPONENTS

A spell's components are the physical requirements you must meet 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 can't cast the spell.

VERBAL (V)

Most spells require the chanting of mystic words. The combination of sounds, with specific pitch and resonance, sets the 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 might include a forceful gesticulation or an intricate set of motions. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

MATERIAL (M)

Casting some spells requires specific objects detailed in parentheses in the component entry. A character can use a component pouch or a spellcasting focus (found in Equipment) in place of the components specified for a spell. However, if a cost is indicated for a component, a pouch or focus can't substitute for it. The character must have that specific component to 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, 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 concentration to keep the 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 it 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 CON save to maintain your concentration. The DC of this save equals 10 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 save 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 CON save to maintain concentration on a spell.

DESCRIPTION

Each spell includes a description of its effects, including key information about how the spell works.

TARGETS

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described in the Area of Effect section).

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 the 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.

SPELL SAVES

Many spells specify that a target can make a save to avoid some or all of a spell's effects. The spell specifies the ability the target uses for the save and what happens on a success or failure.

The DC to resist a spell equals 8 + the caster's spellcasting ability modifier + the caster's PB + any special modifiers.

SPELL ATTACK ROLLS

Some spells require the caster to make an attack roll to determine whether the spell effect hits the intended target. A caster's attack bonus with a spell attack equals their spellcasting ability modifier + their PB.

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.

SPELL LISTS

This section lists the spells available to casters of the various circles of magic. The list is organized by circle, then by spell ring. Each spell also belongs to a school of magic, which is identified in parentheses after the spell's name.

ARCANE CIRCLE SPELL LIST

These spells are available to casters who draw power from the arcane circle.

CANTRIPS

Acid Splash (Conjuration)
Dancing Lights (Evocation)
Fire Bolt (Evocation)
Grave Touch (Necromancy)
Light (Evocation)
Mage Hand (Conjuration)
Mending (Transmutation)
Message (Transmutation)
Minor Illusion (Illusion)

Poison Spray (Conjuration)
Prestidigitation (Transmutation)
Ray of Frost (Evocation)
Shocking Grasp (Evocation)
True Strike (Divination)

1ST RING

Burning Hands (Evocation)
Charm Person (Enchantment)
Color Spray (Illusion)
Comprehend Languages (Divination)
Detect Magic (Divination)
Disguise Self (Illusion)
Expeditious Retreat (Transmutation)

False Life (Necromancy)
Feather Fall (Transmutation)
Fire under the Tongue (Transmutation)
Floating Disk (Conjuration)
Fog Cloud (Conjuration)
Grease (Conjuration)
Hideous Laughter (Enchantment)
Longstrider (Transmutation)
Mage Armor (Abjuration)
Magic Missile (Evocation)
Protection from Evil and Good (Abjuration)
Shield (Abjuration)
Silent image (Illusion)

Sleep (Enchantment)
Thunderwave (Evocation)

2ND RING

Acid Arrow (Evocation)
Blindness/Deafness (Necromancy)
Blur (Illusion)
Continual Flame (Evocation)
Darkness (Evocation)
Darkvision (Transmutation)
Detect Thoughts (Divination)
Elemental Blade (Evocation)
Enlarge/Reduce (Transmutation)
Flaming Sphere (Conjuration)
Gear Barrage (Conjuration)
Gentle Repose (Necromancy)
Gust of Wind (Evocation)
Hold Person (Enchantment)
Invisibility (Illusion)
Knock (Transmutation)
Levitate (Transmutation)
Locate Object (Divination)
Magic Weapon (Transmutation)
Mirror Image (Illusion)
Misty Step (Conjuration)
Ray of Enfeeblement (Necromancy)
Rope Trick (Transmutation)
Scorching Ray (Evocation)
See Invisibility (Divination)
Shatter (Evocation)
Spider Climb (Transmutation)
Suggestion (Enchantment)
Web (Conjuration)

3RD RING

Blink (Transmutation)
Counterspell (Abjuration)
Dispel Magic (Abjuration)
Fear (Illusion)
Fireball (Evocation)
Fly (Transmutation)
Gaseous Form (Transmutation)
Haste (Transmutation)
Hypnotic Pattern (Illusion)
Lightning Bolt (Evocation)
Major Image (Illusion)
Nondetection (Abjuration)
Protection from Energy (Abjuration)
Sending (Evocation)
Slow (Transmutation)
Stinking Cloud (Conjuration)
Tongues (Divination)

Vampiric Touch (Necromancy)
Water Breathing (Transmutation)

ARCANE CIRCLE RITUAL LIST

These rituals are available to casters who draw power from the arcane circle.

1ST RING

Alarm (Abjuration)
Create Familiar (Transmutation)
Identify (Divination)
Illusory Script (Illusion)
Unseen Servant (Conjuration)

2ND RING

Arcane Lock (Abjuration)
Arcanist's Magic Aura (Illusion)
Magic Mouth (Illusion)

3RD RING

Animate Dead (Necromancy)
Clairvoyance (Divination)
Glyph of Warding (Abjuration)
Magic Circle (Abjuration)
Phantom Steed (Illusion)
Tiny Hut (Evocation)

DIVINE CIRCLE SPELL LIST

These spells are available to casters who draw power from the divine circle.

CANTRIPS

Guidance (Divination)
Light (Evocation)
Mending (Transmutation)
Resistance (Abjuration)
Sacred Flame (Evocation)
Spare the Dying (Necromancy)
Thaumaturgy (Transmutation)

1ST RING

Bane (Enchantment)
Bless (Enchantment)
Command (Enchantment)
Cure Wounds (Evocation)
Detect Evil and Good (Divination)
Guiding Bolt (Evocation)
Healing Word (Evocation)
InFLICT Wounds (Necromancy)
Protection from Evil and Good (Abjuration)

Purify Food and Drink (Transmutation)
Sanctuary (Abjuration)
Shield of Faith (Abjuration)

2ND RING

Aid (Abjuration)
Blindness/Deafness (Necromancy)
Calm Emotions (Enchantment)
Find Traps (Divination)
Gear Barrage (Conjuration)
Gentle Repose (Necromancy)
Hold Person (Enchantment)
Lesser Restoration (Abjuration)
Locate Object (Divination)
Protection from Poison (Abjuration)
Silence (Illusion)
Spiritual Weapon (Evocation)
Warding Bond (Abjuration)
Zone of Truth (Enchantment)

3RD RING

Beacon of Hope (Abjuration)
Bestow Curse (Necromancy)
Create Food and Water (Conjuration)
Daylight (Evocation)
Dispel Magic (Abjuration)
Mass Healing Word (Evocation)
Protection from Energy (Abjuration)
Remove Curse (Abjuration)
Revivify (Necromancy)
Sending (Evocation)
Speak with Dead (Necromancy)
Spirit Guardians (Conjuration)
Tongues (Divination)

DIVINE CIRCLE RITUAL LIST

These rituals are available to casters who draw power from the divine circle.

1ST RING

Detect Poison and Disease (Divination)

2ND RING

Augury (Divination)
Prayer of Healing (Evocation)

3RD RING

Animate Dead (Necromancy)
Clairvoyance (Divination)
Glyph of Warding (Abjuration)
Magic Circle (Abjuration)

SPELL DESCRIPTIONS

This section presents a small sampling of spells commonly used. Spells are listed in alphabetical order.

ACID ARROW

2nd-Ring Arcane (Evocation)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (powdered rhubarb leaf and an adder's stomach)

Duration: Instantaneous

You launch a missile of acid toward your target.

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

ACID SPLASH

Arcane Cantrip (Conjuration)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You conjure a glob of acid to burst over your targets.

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 DEX save or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level.

AID

2nd-Ring Divine (Abjuration)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny strip of white cloth)

Duration: 8 hours

You bless allies with heightened vitality and newfound determination.

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

BANE

1st-Ring Divine (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of blood)

Duration: Concentration, up to 1 minute

You curse several targets within range with bad luck and ill will in their impending struggles.

Up to three creatures of your choice that you can see within range must make CHA saves.

Whenever a target that fails this save makes an attack roll or a save before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or save.

BEACON OF HOPE

3rd-Ring Divine (Abjuration)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

A wave of positivity issues from you, bolstering the hearts, wills, and healing capabilities of nearby allies.

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on WIS saves and death saves, and regains the maximum number of hit points possible from any healing.

BESTOW CURSE

3rd-Ring Divine (Necromancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

With a simple touch, you inflict a creature with a weakness of your choosing.

You touch a creature, and that creature must succeed on a WIS save 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 saves made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a WIS save 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.

BLESS

1st-Ring Divine (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sprinkling of holy water)

Duration: Concentration, up to 1 minute

You bless a group of creatures with affirmation and good fortune.

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a save before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or save.

BLINK

3rd-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You fade in and out, jumping rapidly between your current plane and the Ethereal.

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 began in, 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.

BLINDNESS/DEAFNESS

2nd-Ring Arcane and Divine (Necromancy)

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

Your words strike your target's senses, temporarily disabling their sight or hearing.

You can blind or deafen a foe. Choose one creature that you can see within range to make a CON save. 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 CON save. On a success, the spell ends.

BLUR

2nd-Ring Arcane (Illusion)

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You take on a blurred, shifting appearance that is difficult for others to clearly discern.

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 keensense, or can see through illusions, as with truesight.

BURNING HANDS

1st-Ring Arcane (Evocation)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

You release a gout of fire from your hands, blazing the area with arcane flames.

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 DEX save. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

CALM EMOTIONS

2nd-Ring Divine (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

With supernatural charm, you quell the riled emotions of a group of people.

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 CHA save; a creature can choose to fail this save if

it wishes. If a creature fails its save, choose one of the following two effects.

- **Suppression.** 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.
- **Indifference.** 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.

CHARM PERSON

1st-Ring Arcane (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

Your entrancing words and motions gain your target's confidence and friendship.

You attempt to charm a Humanoid you can see within range. It must make a WIS save, and does so with advantage if you or your companions are fighting it. If it fails the save, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

COLOR SPRAY

1st-Ring Arcane (Illusion)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a pinch of powder or sand that is colored red, yellow, and blue)

Duration: 1 round

You shower nearby foes with blinding colors and flashing lights.

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can affect. 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.

COMMAND

1st-Ring Divine (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You empower your spoken word with divine authority that few can resist.

You speak a one-word command to a creature you can see within range. The target must succeed on a WIS save 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.

Prone. 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.

COMPREHEND LANGUAGES

1st-Ring Arcane (Divination)

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of soot and salt)

Duration: 1 hour

You understand any language you hear or read.

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.

CONTINUAL FLAME

2nd-Ring Arcane (Evocation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (ruby dust worth 50 gp, which the

spell consumes)

Duration: Until dispelled

You create an unending flame, producing all the light of a torch without combustion.

A flame, equivalent in brightness to a torch, springs 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.

COUNTERSPELL

3rd-Ring Arcane (Abjuration)

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Components: S

Duration: Instantaneous

You quickly call forth antithetical elements to negate another caster's magic.

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd ring or lower, its spell fails and has no effect. If it is casting a spell of 4th ring or beyond, make an ability check using your spellcasting ability. The DC equals 10 + the spell's ring. On a success, the creature's spell fails and has no effect.

CREATE FOOD AND WATER

3rd-Ring Divine (Conjuration)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You conjure sustenance and water to feed a small band of adventurers or their horses, but not both.

You create 45 pounds of food and 30 gallons 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 but spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

CURE WOUNDS

1st-Ring Divine (Evocation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a wounded creature and heal them.

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier.

This spell has no effect on Undead or Constructs.

DANCING LIGHTS

Arcane Cantrip (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of phosphorus or wychwood, or a glowworm)

Duration: Concentration, up to 1 minute

You create a quartet of magical lights under your control.

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.

DARKNESS

2nd-Ring Arcane (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, M (bat fur and pitch or piece of coal)

Duration: Instantaneous

You conjure a globe of darkness that makes it impossible to see anything inside of it.

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 won'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 2nd ring spell or lower, the spell that created the light is dispelled.

DARKVISION

2nd-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dried carrot or an agate)

Duration: 8 hours

You enable your target to see in the dark.

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.

DAYLIGHT

3rd-Ring Divine (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

You conjure light as bright as day, which banishes darkness.

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 choose 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 ring or lower, the spell that created the darkness is dispelled.

DETECT MAGIC

1st-Ring Arcane (Divination)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You sense the presence of nearby magic.

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 EVIL AND GOOD

1st-Ring Divine (Divination)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You sense nearby creatures and locations who align to extreme notions of morality and transience.

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 THOUGHTS

2nd-Ring Arcane (Divination)

Casting Time: 1 action

Range: Self

Components: V, S, M (a copper piece)

Duration: Concentration, up to 1 minute

You reach out with your intellect, sensing the minds of others and their thoughts.

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 INT modifier of -4 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 WIS save. 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 INT check contested by your INT 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 INT modifier of -4 or less 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.

DISGUISE SELF

1st-Ring Arcane (Illusion)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You wear an illusion that makes your appearance seem different.

You make yourself—including your clothing, armor, 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 INT (Investigation) check against your spell save DC.

DISPEL MAGIC

3rd-Ring Arcane (Abjuration)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You break a spell's power, ending its effects.

Choose one creature, object, or magical effect within range. Any spell of 3rd ring or lower on the target ends. For each spell of 4th ring or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's ring. On a successful check, the spell ends.

ELEMENTAL BLADE

2nd-Ring Arcane (Evocation)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a leaf of sumac)

Duration: Concentration, up to 10 minutes

A blade of elemental energy appears in your hand.

You evoke an elemental 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. When the blade appears, you decide whether it deals acid, cold, fire, lightning, or thunder damage.

You can use your action to make a melee spell attack with the elemental blade. On a hit, the target takes 3d6 damage of the chosen type. The elemental blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ENLARGE/REDUCE

2nd-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of powdered iron)

Duration: Concentration, up to 1 minute

You change one target's size, dramatically shrinking or expanding its shape.

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a CON save. 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 STR checks and STR saves. 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 STR checks and STR saves. 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).

EXPEDITIOUS RETREAT

1st-Ring Arcane (Transmutation)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes.

You gain the ability 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.

FALSE LIFE

1st-Ring Arcane (Necromancy)

Casting Time: 1 action

Range: Self

Components: V, S, M (a small amount of alcohol or distilled spirits)

Duration: 1 hour

You imbue yourself with a wellspring of vitality.

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

FEAR

3rd-Ring Arcane (Illusion)

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S, M (a white feather or the heart of a hen)

Duration: Concentration, up to 1 minute

You give form to your target's worst fears. Then you show it to them.

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a WIS save 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 WIS save. On a successful save, the spell ends for that creature.

FEATHER FALL

1st-Ring Arcane (Transmutation)

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 30 feet

Components: V, M (a small feather or piece of down)

Duration: 1 minute

You quickly turn a hard fall into a gentle descent.

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, it takes no falling damage and can land on its feet, and the spell ends for that creature.

FIND TRAPS

2nd-Ring Divine (Divination)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You gain insight into nearby traps, learning their locations and relative danger.

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* or *glyph of warding* spells, 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.

FIREBALL

3rd-Ring Arcane (Evocation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny ball of bat guano and sulfur)

Duration: Instantaneous

You hurl a small ball of flame that explodes in a huge conflagration.

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. Each creature in a 20-foot-radius sphere centered on that point must make a DEX save. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

FIRE BOLT

Arcane Cantrip (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You send a bolt of fire blazing toward your target.

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).

FIRE UNDER THE TONGUE

1st-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 24 hours

You consume fire and hold it until you spit out the flames.

You can ingest a nonmagical fire up to the size of a Small campfire within range. The fire is stored harmlessly in your mouth and dissipates without effect if it is not expelled before the spell ends.

Once ingested, you can spit out the stored fire as an action. If you try to hit a particular target with the flames, treat this as a ranged attack with a range of 5 feet. Small campfire-sized flames deal 2d6 fire damage, while Tiny torch-sized flames deal 1d6 fire damage. Once you have spit out the flames, the fire goes out immediately unless it hits flammable material that can keep it fed.

FLAMING SPHERE

2nd-Ring Arcane (Conjuration)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

Duration: Concentration, up to 1 minute

You conjure a roiling ball of flame that acts on your command.

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 DEX save. 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 save 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.

FLOATING DISK

1st-Ring Arcane (Conjuration)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of mercury)

Duration: 1 hour

You conjure a floating platform to carry things for you.

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 500 pounds. 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.

FLY

3rd-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a wing feather from any bird)

Duration: Concentration, up to 10 minutes

With an arcane phrase and a touch, you grant the power of flight.

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.

FOG CLOUD

1st-Ring Arcane (Conjuration)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You conjure a thick mist that hangs in the air, obscuring sightlines.

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 10 miles per hour) disperses it.

GASEOUS FORM

3rd-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of gauze and a wisp of smoke)

Duration: Concentration, up to 1 hour

Your target transforms into a free-floating cloud of gas.

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 STR, DEX, and CON saves. 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.

GEAR BARRAGE

2nd-Ring Arcane (Conjuration)

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a handful of gears worth 5 gp)

Duration: Instantaneous

You hurl a cone of sharp, whirling gears.

You conjure a burst of magically propelled gears. Each creature in a 60-foot cone takes 3d8 slashing damage, or half as much damage with a successful DEX save. Constructs have disadvantage on this save.

GENTLE REPOSE

2nd-Ring Arcane and Divine (Necromancy)

Casting Time: 1 action

Range: Touch

Components: V, S, M (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 ward a cadaver against necromantic magic and powers.

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*.

GRAVE TOUCH

Arcane Cantrip (Necromancy)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You create a death grip to assail your target's life force.

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).

GREASE

1st-Ring Arcane (Conjuration)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of pork rind or butter)

Duration: 1 minute

You conjure a large puddle of slippery grease that is difficult to stand in.

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 DEX save or fall prone. A creature that enters the area or ends its turn there must also succeed on a DEX save or fall prone.

GUIDANCE

Divine Cantrip (Divination)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You bestow a brief moment of spiritual guidance in your target's next endeavor.

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.

GUIDING BOLT

1st-Ring Divine (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

A radiant energy bolt flies to your target. The next attack against them could hardly miss.

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 has advantage, thanks to the mystical dim light glittering on the target until then.

GUST OF WIND

2nd-Ring Arcane (Evocation)

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S, M (a legume seed)

Duration: Concentration, up to 1 minute

You bring forth a continuous blast of wind that blows back nigh everything in your path.

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 STR save 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 vapor, and 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.

HASTE

3rd-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shaving of licorice root)

Duration: Concentration, up to 1 minute

You imbue your target with swiftness, making them hard to hit and faster to hit back.

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on DEX saves, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, 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.

HEALING WORD

1st-Ring Divine (Evocation)

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

You say a quick prayer that knits small wounds on a nearby target.

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on Undead or Constructs.

HIDEOUS LAUGHTER

1st-Ring Arcane (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (tiny darts and a feather that is waved in the air)

Duration: Concentration, up to 1 minute

You ensorcel your target with uncontrollable laughter.

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 WIS save or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an INT modifier 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 WIS save. The target has advantage on the save if it's triggered by damage. On a success, the spell ends.

HOLD PERSON

2nd-Ring Arcane and Divine (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small, straight piece of iron)

Duration: Concentration, up to 1 minute

You paralyze your target where they stand.

Choose a Humanoid that you can see within range. The target must succeed on a WIS save or be paralyzed for the duration. At the end of each of its turns, the target can make another WIS save. On a success, the spell ends on the target.

HYPNOTIC PATTERN

3rd-Ring Arcane (Illusion)

Casting Time: 1 action

Range: 30 feet

Components: S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)

Duration: Concentration, up to 1 minute

You create a swathe of mesmerizing colors that bewitches any creature caught looking.

You create a twisting pattern of colors 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 WIS save. 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.

INFLECT WOUNDS

1st-Ring Divine (Necromancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Your pale, sickly hand threatens grievous harm upon whomever you touch.

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

INVISIBILITY

2nd-Ring Arcane (Illusion)

Casting Time: 1 action

Range: Touch

Components: V, S, M (an eyelash encased in tree sap)

Duration: Concentration, up to 1 hour

With a touch, your target disappears from sight.

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.

KNOCK

2nd-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You cause a targeted object to unlock, unstick, or unbar itself.

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

2nd-Ring Divine (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Your blessed touch cures a variety of lesser ailments and conditions suffered by a singular creature.

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

LEVITATE

2nd-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (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

You cause your target to hover in the air, untethered by gravity.

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 500 pounds. An unwilling creature that succeeds on a CON save 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.

LIGHT

Arcane and Divine Cantrip (Evocation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a firefly or phosphorescent moss)

Duration: 1 hour

You cause bright light to spring forth from whatever you touch.

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 colored 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 DEX save to avoid the spell.

LIGHTNING BOLT

3rd-Ring Arcane (Evocation)

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M ((a bit of fur and a rod of amber, crystal, or glass)

Duration: Instantaneous

You send a streaking bolt of electricity lancing out from your person.

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a DEX save. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

LOCATE OBJECT

2nd-Ring Arcane and Divine (Divination)

Casting Time: 1 action

Range: Self

Components: V, S, M (a forked twig)

Duration: Concentration, up to 10 minutes

You discern the direction and distance of a desired object.

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.

LONGSTRIDER

1st-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 hour

Your touch grants a burst of fleetness to your target.

You touch a creature. Its speed increases by 10 feet and its jump distance is tripled until the spell ends.

MAGE ARMOR

1st-Ring Arcane (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

At a touch, you weave invisible defenses around your target.

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its DEX modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

MAGE HAND

Arcane Cantrip (Conjuration)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You conjure a ghostly hand which you control as an extension of your reach.

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 10 pounds.

MAGIC MISSILE

1st-Ring Arcane (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Glowing motes of force unerringly streak toward your target.

You create three darts that each hit a creature of your choice you can see within range. You can choose whether the darts hit the same creature, or different creatures. Each dart deals 1d4 + 1 force damage to its target.

MAGIC WEAPON

2nd-Ring Arcane (Transmutation)

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You enchant a weapon with magical might, improving its use in combat.

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.

MAJOR IMAGE

3rd-Ring Arcane (Illusion)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You conjure a convincing, intricate illusion that functions at your mental command.

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 deal thunder damage or 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 INT (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.

MASS HEALING WORD

3rd-Ring Divine (Evocation)

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

You utter a compassionate word of power that swiftly heals the nearby wounded.

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. This spell has no effect on Undead or Constructs.

MENDING

Arcane and Divine Cantrip (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

In a moment of deep intent, something broken becomes whole again.

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

Arcane Cantrip (Transmutation)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a short piece of copper wire)

Duration: 1 round

You open a clandestine, two-way communication with your target, known only to you two.

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

Arcane Cantrip (Illusion)

Casting Time: 1 action

Range: 30 feet

Components: S, M (a bit of fleece)

Duration: 1 minute

A gesture manifests an illusion of a sound or image of your design.

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 footprints, 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 INT (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

MIRROR IMAGE

2nd-Ring Arcane (Illusion)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You conjure three images of yourself that constantly shift to obscure your true position.

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 DEX modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that targets it. A duplicate 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 keensense, or if it can perceive illusions as false, as with truesight.

MISTY STEP

2nd-Ring Arcane (Conjuration)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

With a quick arcane phrase, you teleport a short way away.

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

NONDETECTION

3rd-Ring Arcane (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes)

Duration: 8 hours

Your target appears unchanged, but your scrying mirror shows no sign of them.

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.

POISON SPRAY

Arcane Cantrip (Conjuration)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You fling a spume of poison at a nearby target.

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 CON save or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12).

PRESTIDIGITATION

Arcane Cantrip (Transmutation)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

You tap rudimentary magic to create a variety of helpful or irksome effects around you.

This spell is a minor 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.
- 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 color, 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.

PROTECTION FROM ENERGY

3rd-Ring Arcane and Divine (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You ward your target against harmful elemental energies.

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

PROTECTION FROM EVIL AND GOOD

1st-Ring Arcane and Divine (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration up to 10 minutes

You place a ward upon your target that protects against monstrous beings.

Until the spell ends, one willing creature you touch is protected against certain types of creatures: Aberrations, Celestials, Elementals, Fey, Fiends, and Undead.

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 save against the relevant effect.

PROTECTION FROM POISON

2nd-Ring Divine (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You banish poison from a creature and guard them against further contamination.

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 saves against being poisoned, and it has resistance to poison damage.

PURIFY FOOD AND DRINK

1st-Ring Divine (Transmutation)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Your invocation cleanses nearby food for safe consumption.

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.

RAY OF ENFEEBLEMENT

2nd-Ring Arcane (Necromancy)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A beam of black power lances from your finger, sapping the vigor of your target.

A 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 use STR until the spell ends.

At the end of each of the target's turns, it can make a CON save against the spell. On a success, the spell ends.

RAY OF FROST

Arcane Cantrip (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A chilling ray cascades upon your target, freezing them into lethargy.

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8).

REMOVE CURSE

3rd-Ring Divine (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Your touch immediately breaks any curses that bind a target.

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.

RESISTANCE

Divine Cantrip (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature cloak)

Duration: Concentration, up to 1 minute

You grant the target increased capacity to withstand harmful effects.

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one save of its choice. It can roll the die before or after making the save. The spell then ends.

REVIVIFY

3rd-Ring Divine (Necromancy)

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamonds worth 300 gp, which the spell consumes)

Duration: Instantaneous

You restore a recently slain creature from death to life.

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.

ROPE TRICK

2nd-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a powdered corn extract and a twisted loop of parchment)

Duration: 1 hour

You enchant a rope to transfix itself in the air. Climbing it leads to an extradimensional hideout.

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 falls to the ground when the spell ends.

SACRED FLAME

Divine Cantrip (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You bathe one target in holy, searing light.

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a DEX save or take 1d8 radiant damage. The target gains no benefit from cover for this save.

The spell's damage increases by 1d8 when you reach 5th level (2d8).

SANCTUARY

1st-Ring Divine (Abjuration)

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a small silver mirror)

Duration: 1 minute

Your prayers offer a refuge for yourself or another.

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 WIS save. 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.

SCORCHING RAY

2nd-Ring Arcane (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A series of superheated rays lance toward your chosen targets.

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.

SEE INVISIBILITY

2nd-Ring Arcane (Divination)

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of talc and a small sprinkling of powdered silver)

Duration: 1 hour

You temporarily improve your sight, gaining the ability to see invisible and ethereal things.

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.

SENDING

3rd-Ring Arcane and Divine (Evocation)

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a short piece of fine copper wire)

Duration: 1 round

You broadcast a mental message that anyone can understand and respond to.

You send a short message of twenty-five words or less to a creature with whom you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with an INT modifier of at least -5 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.

SHATTER

2nd-Ring Arcane (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a chip of mica)

Duration: Instantaneous

A point you can see bursts with a cacophony of sound.

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 CON save. 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 save.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

SHIELD

1st-Ring Arcane (Abjuration)

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell

Range: Self

Components: V, S

Duration: 1 round

You create a ward at the last moment, protecting yourself from all but the stoutest of strikes.

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

1st-Ring Divine (Abjuration)

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a small parchment with a bit of holy text written on it)

Duration: Concentration, up to 10 minutes

An aegis springs up around your target, protecting them from physical harm.

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

SHOCKING GRASP

Arcane Cantrip (Evocation)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a target within range before discharging a jolt of heart-stopping lightning.

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 armor 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).

SILENCE

2nd-Ring Divine (Illusion)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

You manifest a globe of silence in an area you choose.

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.

SILENT IMAGE

1st-Ring Arcane (Illusion)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes.

You create and control a convincing visual illusion.

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 INT (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

1st-Ring Arcane (Enchantment)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of fine sand or a cricket)

Duration: 1 minute

You charm the most susceptible targets nearby into a sudden state of sleeping unconsciousness.

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.

SLOW

3rd-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of molasses)

Duration: Concentration, up to 1 minute

You magically lengthen time around your targets, reducing their reaction time.

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a WIS save or be affected by this spell for the duration.

An affected target's speed is halved, it takes a -2 penalty to AC and DEX saves, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A creature affected by this spell makes another WIS save at the end of its turn. On a successful save, the effect ends for it.

SPARE THE DYING

Divine Cantrip (Necromancy)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You rescue a dying creature from their impending death.

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on Undead or Constructs.

SPEAK WITH DEAD

3rd-Ring Divine (Necromancy)

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (burning incense)

Duration: 10 minutes

You bring a spirit back into its cadaverous body for a dialogue of five questions and five answers.

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.

SPIDER CLIMB

2nd-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of bitumen and a spider)

Duration: Concentration, up to 1 hour

You grant the ability to walk up walls, ceilings, and vertical objects.

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 walking speed.

SPIRIT GUARDIANS

3rd-Ring Divine (Conjuration)

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a holy symbol)

Duration: Concentration, up to 10 minutes

You summon spirits to swarm around and guard you, while harrying nearby foes.

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration.

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 WIS save. On a failed save, the creature takes 3d8 radiant damage or 3d8 necrotic damage. On a successful save, the creature takes half as much damage.

SPIRITUAL WEAPON

2nd-Ring Divine (Evocation)

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You manifest a weaponized representation of your faith that fights at your command.

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 it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as Ninkash is known for her mace and Thor for his hammer) make this spell's effect resemble that weapon.

STINKING CLOUD

3rd-Ring Arcane (Conjuration)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a rotten egg or several skunk cabbage leaves)

Duration: Concentration, up to 1 minute

You create a heavy cloud that sickens whomever is caught within it.

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 CON save 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 save.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

SUGGESTION

2nd-Ring Arcane (Enchantment)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

Duration: Concentration, up to 8 hours

You lace your honeyed words with an undercurrent of compulsion.

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 WIS save. 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.

THAUMATURGY

Divine Cantrip (Transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Up to 1 minute

You display divine power through a bevy of parlor tricks and small miracles.

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 color 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.

THUNDERWAVE

1st-Ring Arcane (Evocation)

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

You create a forceful burst of sound that knocks back anything that fails to withstand it.

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a CON save. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, 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.

TONGUES

3rd-Ring Arcane and Divine (Divination)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small clay model of a ziggurat)

Duration: 1 hour

Your target gains the ability to speak and listen with universal understanding.

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.

TRUE STRIKE

Arcane Cantrip (Divination)

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You foretell a future momentary weakness and prepare to take advantage of it.

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. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

VAMPIRIC TOUCH

3rd-Ring Arcane (Necromancy)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Necromantic power coalesces around your hand. You can feed off your victims with a touch.

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.

WARDING BOND

2nd-Ring Divine (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pair of platinum rings worth at least 50 gp each, which you and the target must wear for the duration)

Duration: 1 hour

You bless a pair of rings that you and your target wear, intertwining their lifeforce with your own.

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, it gains a +1 bonus to AC and saves, and it has resistance to all damage. However, each time it takes 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.

WATER BREATHING

3rd-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a short reed or a piece of straw)

Duration: 24 hours

You grant a large group of creatures with the ability to breathe underwater.

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.

WEB

2nd-Ring Arcane (Conjuration)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of spiderweb)

Duration: Concentration, up to 1 hour

You conjure a large swath of exceptionally sticky spider-silk webbing.

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 (such as walls or trees) 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 its turn must make a DEX save. 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 STR 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

2nd-Ring Divine (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You create a sphere in which no one can lie.

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 CHA save. 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 save.

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.

RITUAL DESCRIPTIONS

The following section presents a sampling of Ritual spells most commonly used. The Rituals are listed in alphabetical order.

ALARM

1st-Ring Arcane Ritual (Abjuration)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a silver hand bell worth 10 gp)

Duration: 8 hours

Lines of magic flare and fade, outlining a warded area you choose.

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 mile 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 perform this ritual a second time before the duration of the first *alarm* spell has ended, the first alarm immediately ends.

ANIMATE DEAD

3rd-Ring Arcane and Divine Ritual (Necromancy)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, a pinch of bone dust, and a bloodstone worth at least 10 gp)

Duration: Instantaneous

You give the remains of the dead new unlife, crafting a servant out of bones, flesh, and your will.

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, such as to guard a particular chamber or corridor.

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.

If you attempt to cast this spell again while servants created by the first casting are still active, the servants created from the first casting are immediately destroyed.

As you unlock higher rings, this ritual grows in potency. Once you have access to 4th ring spell slots 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 LOCK

2nd-Ring Arcane Ritual (Abjuration)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (gold dust worth at least 25 gp, which the spell consumes)

Duration: Until dispelled

You lock a targeted object, making it difficult to bypass.

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

2nd-Ring Arcane Ritual (Illusion)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a small square of silk and burning incense worth at least 10 gp, which the spell consumes)

Duration: 24 hours

You drape your target in an illusory aura, masking its true nature beneath layers of misleading magic.

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. You choose a creature type and other spells and magical effects treat the target as if it were a creature of that type.

AUGURY

2nd-Ring Divine Ritual (Divination)

Casting Time: 1 minute

Range: Self

Components: V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)

Duration: Instantaneous

You attempt to discern the outcome of your own plans.

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.

CLAIRVOYANCE

3rd-Ring Arcane and Divine Ritual (Divination)

Casting Time: 10 minutes

Range: 1 mile

Components: V, S, M (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 conjure a small sphere through which you can spy and sense nearby locations.

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.

CREATE FAMILIAR

1st-Ring Arcane Ritual (Transmutation)

Casting Time: 1 hour

Range: 5 feet

Components: V, S, M (A life-sized statue, puppet, stuffed animal, or other suitable vessel worth at least 10 gp)

Duration: Instantaneous

You construct a facsimile of a helpful animal pet to act as your aide and companion.

As part of this ritual, you imbue your chosen vessel with a spark of your own life force to create an arcane familiar. This familiar assumes an animal form you choose from the following options: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel (see SRD for stat blocks). Upon completion of the ritual, your familiar appears in an unoccupied space within 5 feet of you. The familiar has the statistics of the chosen form, though it is considered a Construct rather than a Beast for any relevant spells or effects.

Bound in Blood. When your familiar first appears, your hit point maximum decreases by one. If you permanently dismiss your familiar or it is otherwise permanently destroyed, your hit point maximum returns to normal. This reduction can't be offset by any means as long as your familiar lives.

Communicating with Your Familiar. While your familiar is on the same plane or realm of existence as you, it can magically convey what it sees or senses to you, and you can

communicate with it telepathically.

Controlling Your Familiar. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

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 to do so, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your spell attack modifier for the roll.

As an action, you can touch your familiar to reincorporate it into your body. When you do so, it melds into your skin, where it awaits your summons. While it is incorporated, you can use an action to expel it from your body, causing it to appear in an unoccupied space within 5 feet of you.

Destroying Your Familiar. If a familiar drops to 0 hit points, its body is instantly destroyed. If you still live, your familiar regrows a new body in 1 hour, regaining all its hit points and becoming active again. The new body appears in an unoccupied space within 5 feet of you. If you die, your familiar is permanently destroyed, and the ritual must be performed again to create a new familiar. At any time, you can use an action to permanently dismiss your familiar, which instantly destroys it.

You can have only one arcane familiar at a time. If you attempt to cast this spell while your current familiar still lives, the ritual fails.

DETECT POISON AND DISEASE

1st-Ring Divine Ritual (Divination)

Casting Time: 1 minute

Range: Self

Components: V, S, M (a yew leaf)

Duration: Concentration, up to 10 minutes

You sense nearby toxic creatures and substances.

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.

GLYPH OF WARDING

3rd-Ring Arcane and Divine Ritual (Abjuration)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (incense and powdered diamond worth at least 200 gp, which the spell consumes)

Duration: Until dispelled or triggered

You ward a small area with a near-invisible mark.

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 INT (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 or drow), or alignment. 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 DEX save. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed save (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 ring 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.

IDENTIFY

1st-Ring Arcane Ritual (Divination)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pearl worth at least 100 gp and an owl feather)

Duration: Instantaneous

You divine an object's purpose and properties and what magic is affecting it.

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

1st-Ring Arcane Ritual (Illusion)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a lead-based ink worth at least 10 gp, which the spell consumes)

Duration: 10 days

You scribe an illusion of false, hidden, or indiscernible script that lasts for a tenday.

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, it 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.

MAGIC CIRCLE

3rd-Ring Arcane and Divine Ritual (Abjuration)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (holy water or powdered silver and iron worth at least 100 gp, which the spell consumes)

Duration: 1 hour

You ring a small location with warding magic and arcane runes, barring access for certain types of foes.

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 CHA save.
- 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.

MAGIC MOUTH

2nd-Ring Arcane Ritual (Illusion)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a small bit of honeycomb and jade dust worth at least 10 gp, which the spell consumes)

Duration: Until dispelled

You enchant an object to deliver a short message when the time is right.

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.

PHANTOM STEED

3rd-Ring Arcane Ritual (Illusion)

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: 1 hour

You conjure a swift, fragile mount.

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 10 miles in an hour, or 13 miles 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, if the steed takes any damage, or you cast this spell to summon a different steed.

PRAYER OF HEALING

2nd-Ring Divine Ritual (Evocation)

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

You spend ten minutes beseeching for aid to be visited upon you and your living allies.

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.

Once you cast this spell, you can't do so again until you complete a long rest.

As you unlock higher rings, this ritual grows in potency. Once you have access to 3rd-ring spell slots or higher, the healing increases by $1d8$ for each spell ring above 3rd.

TINY HUT

3rd-Ring Arcane Ritual (Evocation)

Casting Time: 1 minute

Range: Self (10-foot radius hemisphere)

Components: V, S, M (a small crystal bead)

Duration: 8 hours

A protective dome springs up around you, a refuge for you and those close to you.

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 color you choose, but it is transparent from the inside.

UNSEEN SERVANT

1st-Ring Arcane Ritual (Conjuration)

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a piece of string and a bit of wood)

Duration: 1 hour

An invisible servant of meager resources carries out a variety of low-skill tasks at your command.

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, a STR modifier of -4 , 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.

If you cast this spell again while a servant created by the first casting is still active, the servant created from the first casting is immediately destroyed.

ADDITIONAL SPELL DESCRIPTIONS

This section presents additional primordial or wyrd spells (and one ritual). PCs will likely not have access to them, so they are listed separately from the other spells so that GMs can find them quickly. Spells are listed in alphabetical order.

ANTILIFE SHELL

5th-Ring Divine and Primordial (Abjuration)

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 hour

A ward around you prevents living things from breaching its border.

A shimmering barrier extends out from you in a 10-foot radius and moves with you. It remains centered on you, hedging out creatures other than Undead and Constructs. The barrier lasts for the duration.

It prevents an affected creature from passing or reaching through. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier.

If you move so that an affected creature is forced to pass through the barrier, the spell ends.

BARKSKIN

2nd-Ring Primordial (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of oak bark)

Duration: Concentration, up to 1 hour

You cause a target's skin to grow craggy and resilient, like tree bark.

You touch a willing creature. Until the spell ends, the creature's skin has a rough, bark-like appearance, and its AC can't be less than 16, regardless of the armor it wears.

BLIGHT

4th-Ring Divine and Primordial (Necromancy)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A deluge of necromantic power desiccates your target's life force.

Necromantic energy rapidly washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a CON save. It takes 8d8 necrotic damage on a failed save or half damage on a successful one. This spell has no effect on Undead or Constructs.

If you target a Plant creature or a magical plant, it makes the save with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it withers and dies.

At Higher Rings. When you cast this spell using a spell slot of 5th ring or higher, the damage increases by 1d8 for each slot beyond 4th ring.

CLOUDKILL

5th-Ring Arcane and Primordial (Conjuration)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A toxic cloud poisons creatures caught within it.

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a CON save. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one.

Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Rings. When you cast this spell using a spell slot of 6th ring or higher, the damage increases by 1d8 for each slot beyond 5th ring.

CONE OF COLD

5th-Ring Arcane (Evocation)

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a small crystal or glass cone)

Duration: Instantaneous

A cone of biting cold air deals significant cold damage to everyone in it.

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a CON save. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Rings. When you cast this spell using a spell slot of 6th ring or higher, the damage increases by 1d8 for each slot beyond 5th ring.

DEATH WARD

4th-Ring Divine (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

Your target gains a measure of protection against death.

The first time the target of this spell would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends.

If the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends.

DRUIDCRAFT

Primordial Cantrip (Transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You command the forces of nature to create a variety of harmless, evocative effects.

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, torch, or small campfire.

ENTANGLE

1st-Ring Primordial (Conjuration)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a wide knot of weeds and vines that trip up and bind creatures caught within them.

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 STR save or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a STR check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

FAERIE FIRE

1st-Ring Wyrd (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Objects and creatures in an area are outlined with harmless, highly visible flames.

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 DEX save. 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.

FREEDOM OF MOVEMENT

4th-Ring Arcane, Divine, and Primordial (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a leather strap, bound around the arm or a similar appendage)

Duration: 1 hour

You grant your target a slippery boon, enabling them to evade and ignore any attempts to confine their movements.

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

GOODBERRY

1st-Ring Primordial (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sprig of mistletoe)

Duration: Instantaneous

You create a handful of nutritious berries that heal small wounds and fill hungry bellies.

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 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.

ICE STORM

4th-Ring Arcane and Primordial (Evocation)

Casting Time: 1 action

Range: 300 feet

Components: S, M (a pinch of dust and a few drops of water)

Duration: Instantaneous

A torrent of hailstones deals significant damage and briefly creates difficult terrain.

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a DEX save. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At Higher Rings. When you cast this spell using a spell slot of 5th ring or higher, the bludgeoning damage increases by 1d8 for each slot beyond 4th ring.

PRODUCE FLAME

Primordial Cantrip (Conjuration)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 10 minutes

You conjure a ball of handheld flame, useful as both a light source and a weapon.

A flickering flame appears in your hand. It remains 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).

SHILLELAGH

Primordial Cantrip (Transmutation)

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)

Duration: 1 minute

You briefly imbue a wooden weapon with primordial power.

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 instead of STR for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. 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.

SPEAK WITH ANIMALS

1st-Ring Primordial Ritual (Divination)

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: 10 minutes

You talk to and understand speech of animals.

You gain the ability to verbally communicate with Beasts and creatures with the Animal tag for the duration. The knowledge and awareness of many Beasts is limited by their INT, 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.

SPIKE GROWTH

2nd-Ring Primordial (Transmutation)

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (seven sharp thorns or seven sharpened twigs)

Duration: Concentration, up to 10 minutes

A patch of ground sprouts piercing thorns and difficult terrain that looks natural.

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 WIS (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

CHAPTER 5: MONSTERS

This chapter contains more than fifty monsters, including NPCs, described with lore, background, and game rules for use at the table.

OPTIONAL RULE: DOOM

At the start of each combat encounter, the Game Master (GM) gains a special resource called Doom based on the Challenge Rating (CR) of the encounter, as detailed in the Doom by Encounter Tier table. The GM can use Doom to influence the results of creature die rolls, turning the tide on the player characters (PC) or helping a creature last just one turn longer. The GM can spend Doom in the following ways:

- Give a creature advantage on an attack roll
- Give a PC disadvantage on a save
- Once per encounter, refresh, recharge, or otherwise gain one additional use of a limited-use feature, such as a dragon's Breath Weapon, a legendary creature's Legendary Resistance, or a spell in a mage's Spellcasting.

Doom is optional and exists to give creatures some extra staying power against particularly powerful, crafty, or resourceful PCs. Keep in mind, Doom doesn't have to be used in every combat encounter. As a GM, consider using Doom in an encounter if:

- The combat encounter is likely the only combat encounter the PCs will face that day, and the PCs are well-rested.
- You have multiple experienced players.
- You have more than four players.
- Your players' characters have extra magic items, resources, optimized statistics, or similar aspects that make them tougher than average PCs.
- If the encounter is particularly significant to the story, such as the fight against the leader of an antagonistic organization working against the PCs, the final fight of a major story arc, or a climactic fight against a powerful antagonist.

DOOM BY ENCOUNTER TIER

ENCOUNTER CR	DOOM
0–4	1
5–8	2
9–12	3
13–16	4
17–20	5
21+	6

HOW TO USE THESE MONSTERS

Rules for understanding the statistics of monsters (often called “creatures”) are described in this chapter. If you're a Game Master (GM), look this over and familiarize yourself with the elements of a creature and its statistics before using a creature in your game.

Description and Lore. Each creature entry includes an italicized description of it as well as lore describing the creature's origins, typical motives, and similar. The italicized description at the top of each entry is written as if the player characters (PCs) just stumbled upon the creature and often can be read aloud to your players when their characters first encounter the creature.

ELEMENTS OF A STAT BLOCK

The information you need to use a creature in your game is organized into an easy-reference format called a stat block. This section describes the meaning of the terms in a stat block and the contents of each heading within the stat block. Note that each creature's stat block has been written and organized with an eye toward making creatures faster and easier to use during your game, including displaying the precalculated results for ability checks, damage, ability scores, and other calculations.

NAME

This is what most people call this kind of creature. Some creatures have alternate names, regional names, or even specific titles, all of which are included in its lore.

CHALLENGE RATING

A creature's challenge rating (CR) 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 with a CR equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find a creature with a CR of 3 to be a worthy challenge, but not a deadly one.

Creatures that are significantly weaker than 1st-level characters have a challenge rating lower than 1. Creatures with a rating of 0 are insignificant except in large numbers; those with no effective attacks are worth 0 experience points (XP), while those that have attacks are worth 10 XP each.

Some creatures present a greater challenge than even a typical 20th-level party can handle. These creatures have a CR of 21 or higher and are specifically designed to test player skill.

USING CHALLENGE RATING

CR ranges from 0 up to 30, with fractions of 1/8, 1/4, and 1/2 between 0 and 1. In addition to helping determine the challenge compared to a party of PCs, CR can also help compare the challenge of one creature to another. For instance, a CR 2 creature is significantly less challenging than a CR 8 creature.

Depending on the level of the PCs, creatures within a range of CRs tend to work better than those outside of this range. A CR that's significantly lower than the PC party level doesn't provide sufficient challenge. A CR that's too high can be frustrating or even deadly to the PCs.

The PC Level to Creature CR Comparison table shows the range of creature CRs that tend to match well with PCs of a given level. The lower number represents the lowest CR likely to challenge the PCs (often in massed numbers), while the higher number represents the highest creature CR the PCs can likely defeat in combat.

PC LEVEL TO CREATURE CR COMPARISON

PC LEVEL	SUITABLE CREATURE CRs
1	0–1/2
2–4	1/8–6
5–10	1–15
11–16	3–21
17–20	5–30

EXPERIENCE POINTS BY CHALLENGE RATING

CR	XP	CR	XP	CR	XP
0	0 or 10	9	5,000	21	33,000
1/8	25	10	5,900	22	41,000
1/4	50	11	7,200	23	50,000
1/2	100	12	8,400	24	62,000
1	200	13	10,000	25	75,000
2	450	14	11,500	26	90,000
3	700	15	13,000	27	105,000
4	1,100	16	15,000	28	120,000
5	1,800	17	18,000	29	135,000
6	2,300	18	20,000	30	155,000
7	2,900	19	22,000		
8	3,900	20	25,000		

EXPERIENCE POINTS

The number of experience points (XP) a creature is worth is based on its CR. Typically, XP is awarded for defeating a creature, although the GM may also award XP for neutralizing the threat posed by the creature in some other manner.

SIZE

This is the relative size of the creature. 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 occupies on a battle map or grid.

SIZE CATEGORIES

SIZE	SPACE	EXAMPLES
Tiny	2.5 x 2.5 ft.	Imp, sprite
Small	5 x 5 ft.	Giant rat, goblin
Medium	5 x 5 ft.	Orc, werewolf
Large	10 x 10 ft.	Hippogriff, ogre
Huge	15 x 15 ft.	Fire giant, treant
Gargantuan	20 x 20 ft. or larger	Kraken, purple worm

TYPE

A creature's type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects interact in special ways with creatures of a particular type. For example, an *arrow of dragon slaying* deals extra damage to creatures of the dragon type, such as red dragons, dragon turtles, and wyverns. Here is an overview of each of the creature types. For a more detailed look at creature types, see Chapter 3.

Aberrations are utterly alien beings. Many have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world. Quintessential aberrations are creatures like aboleths, chuul, and gibbering mouther.

Beasts are living creatures of the natural world. Beasts include all varieties of wild animals, domesticated animals, and enormous creatures such as whales and dinosaurs.

Celestials dwell in higher realms outside of measurable or material reality. Many are servants of deities, acting as messengers, heralds, or agents in the mortal realm. Most of them lean innately toward forces of good and order. All of them strive to oppose or destroy Fiends. Celestials include beings like angels, couatls, and pegasi.

Constructs are made, not born. Often built of metal, stone, or wood, some are charged by their creators to follow a simple set of instructions, while others are given sentience and use independent thought. Golems, mehadrons, and clockwork creatures are iconic constructs.

Dragons are large, reptilian creatures of ancient origin and tremendous power. True dragons are highly intelligent, have innate magic, and grow in power as they increase in age, called age categories. The dragon creature type also includes creatures distantly related to true dragons, but less powerful, less magical, and often less intelligent, such as wyverns and pseudodragons.

Elementals are creatures born of raw elemental forces. 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. Elemental creatures include beings like genies, azers, and invisible stalkers.

Fey are magical creatures bound to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Feywild or the Bright Lands, also called the Plane of Fey. Some are also found in the Outer Planes, particularly in the Shadow Realm. Fey include dryads, sprites, and satyrs.

Fiends dwell in lower realms outside of measurable or material reality. A few are servants of deities, but many more labor under the leadership of archdevils and demon princes. Evil priests and mages sometimes summon fiends to the material world to do their bidding. Most fiends lean innately toward forces of evil and chaos. All of them strive to oppose or destroy Celestials. Fiends include demons, devils, hell hounds, and rakshasas.

Giants are enormous, powerful beings that tower over lesser creatures. They are humanlike in shape, though some bear unique adaptations that allow them to thrive in the harsh environments they claim. True giants include stone giants, fire giants, and cloud giants, but this category also includes lesser giants, such as ogres and trolls.

Humanoids are usually bipedal and often warm-blooded, including humans and a prodigious variety of other lineages. The most common Humanoids are the lineages available to player characters (PCs), including humans, dwarves, elves, and halflings. Almost as numerous are beings like goblinoids, gnolls, and lizardfolk.

Monstrosities are monsters in the strictest sense—frightening, abnormal creatures, not truly natural, and almost never benign. Some are the result of magical experimentation gone awry (such as owlbears), others are the product of terrible curses (such as chimeras), and many are monstrous animals (such as griffons). Monstrosities defy categorization, and in some sense, serve as a catch-all category for creatures that don't fit another type.

Oozes are gelatinous predators without fixed forms. These mindless eating machines consume anything they can dissolve, living or otherwise. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or living creatures unlucky enough to get in their way. Black puddings and gelatinous cubes are among the most recognizable oozes.

Plants are vegetable creatures, not ordinary flora. Most are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant. Fungal creatures such as shriekers and mycolids also fall into this category.

Undead are formerly living creatures brought to a state of undeath through the practice of necromantic magic, dark rites, or curses. Undead creatures include mindless animated corpses like zombies, potent predators like vampires, and tormented souls that lack a body, like ghosts or specters.

CATEGORIES

Some creatures fall into categories that are a bit more specific than their creature types but not as game rule-related as tags. This categorization denotes the creatures are more closely related to each other than they are to other creatures of their same creature type, but there aren't many, if any at all, game rules that reference or rely on that category. Categories are especially helpful when determining which creatures might be found together or working alongside each other. For example, bugbears, goblins, and hobgoblins are all part of the goblin family, regularly work together, and often inhabit the same areas. As such, they are listed as "Goblin, Creature Name" in this book.

TAGS

Creatures may have various tags that further specify their creature type. If a creature has a tag, it appears as part of the creature's stat block in parentheses after size and type. Tags indicate creatures that can be targeted by specific spells, magic items, and other features available to PCs. For example, the *moonbeam* spell has special effects against creatures with the Shapechanger tag.

If a creature has a subtag, the creature is considered to be both its tag and its subtag, though only the subtag is listed in the creature's stat block. For example, a werewolf is both a Lycanthrope and a Shapechanger—though only

Lycanthrope is listed in its stat block—and it is affected by spells, magic items, and other features that affect Shapechangers or Lycanthropes. The following are the most commonly used tags and their associated subtags:

Animal. A creature that is not of the Beast type but shares enough characteristics with Beasts that it can be affected by spells, features, or other abilities that specifically target Beasts, such as the *Speak with Animals* spell.

Golem. A specific type of Construct that is almost always humanoid in shape, is typically crafted wholly out of a specific material, and has some magical connection to its creator. This connection might be that the golem was made from the remains of the creator's loved one, made with some of the creator's blood, made from an object with great sentimental significance to the creator, or some other object or material personal to the creator.

Outsider. A creature from another plane or realm not bound by laws of material or measurable reality. There are a wide range of Outsiders from a variety of planes and realms. Some of the most common Outsiders are Angels, Demons, and Devils, which are defined as the following:

- **Angel.** A specific kind of Celestial Outsider bound in service to gods of good and order.
- **Demon.** A specific type of Fiend Outsider bound to the forces of evil and chaos.
- **Devil.** A specific type of Fiend Outsider bound in service to gods or fiendish lords of evil and order.

Shapechanger. A creature capable of changing form, such as werewolves, doppelgangers, and vampires. This tag applies only to creatures with the natural ability to change their shape. It doesn't apply to creatures that use magic—whether or not that magic is innate to the creature—to change their shape, such as gold dragons.

- **Lycanthrope.** A specific kind of Humanoid Shapechanger that changes its shape due to an animalistic curse called lycanthropy, allowing the creature to transform to and from an Animal form, its Humanoid form, and a hybrid of the two. The curse is typically passed by an attack from another Lycanthrope or by the creature having a Lycanthrope parent. Though all Lycanthropes are Shapechangers, not all Shapechangers are Lycanthropes.

ARMOR CLASS (AC)

Armor Class represents the creature's defenses, often abbreviated to AC. The higher the number, the more difficult the creature is to hit in combat.

The armor a creature uses (if any) is placed in parentheses after the AC value to help GMs alter the number if the creature's armor is removed in some special circumstance.

The AC included in each stat block has been calculated using the following formula. Keep in mind that AC is calculated before proficiency bonus (PB) is added to the

Ability Modifiers as explained in the Ability Modifiers section, presented later in this chapter:

$$\text{AC} = 10 + \text{DEX modifier} + \text{Any Additional Bonuses} \\ \text{(from equipment, natural armor, or special traits)}$$

HIT POINTS (HP)

Hit Points represent the health and vitality of the creature, often abbreviated to HP. The higher the number, the harder it is to kill or knock out the creature. Unlike PCs, creatures typically die or are destroyed when reduced to 0 HP.

SPEED

A creature's speed defines how far it can move during a single round of combat. If the creature has multiple ways to move (such as swimming or flying), those are also listed in this section. All creatures have a walking speed, simply called speed. Creatures with no ground-based movement have a walking speed of 0 feet. Some creatures have one or more of the following additional ways to move.

BURROW

A creature with a burrowing speed can move through sand, earth, mud, or ice. A creature can't burrow through solid rock unless it has a trait that allows it to do so.

CLIMB

A creature with a climbing speed can move on vertical surfaces with no check required. The creature doesn't need to spend extra movement to climb.

FLY

A creature with a flying speed can move by flying. Some creatures can hover, which makes them hard to knock out of the air. Such a creature stops hovering when it dies. If a creature can hover, the word "hover" appears in parenthesis after its fly speed.

SWIM

A creature with a swimming speed can move easily through liquid and doesn't need to spend extra movement to swim.

USING DIFFERENT SPEEDS

If a creature has more than one speed, such as a walking speed and a flying speed, it can switch back and forth between its speeds during its move. Whenever the creature switches, subtract the distance the creature has already moved from the new speed. The result determines how much farther the creature can move. If the result is 0 or less, the creature can't use the new speed during the current move.

For example, if a creature has a speed of 30 and a flying speed of 60, the creature could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

PERCEPTION

The Perception Value shows how observant the creature is, regardless of whether it's actively looking around. This Perception Value is calculated using a creature's Wisdom (WIS).

A PC attempting to hide from, sneak around, or stage a surprise attack against a creature must make a DEX (Stealth) check. If the result is equal to or higher than the creature's Perception Value, the PC succeeds and remains undetected. If it is lower, the PC fails, and the creature detects the character.

For instance, a goblin has a Perception Value of 9. A PC must roll a 9 or better on a DEX (Stealth) check to sneak past it.

The Perception Value included in each stat block has been calculated using the following formula. Some creatures are naturally perceptive, which allows them to add their PB or even double their PB when calculating their Perception Value. In such cases, the Perception value in the stat block already includes that bonus.

Perception Value = 10 + WIS modifier

STEALTH

The Stealth Value shows how readily a creature evades notice—either to sneak around or stage a surprise attack. Stealth is calculated using a creature's Dexterity (DEX).

A PC searching for unseen foes must make a WIS (Perception) check. If the result is equal to or higher than the creature's Stealth score, the PC succeeds and detects signs of the creature. If it is lower, the PC fails, and the creature remains undetected.

For instance, a goblin has a Stealth Value of 14. A PC must roll a 14 or better on a WIS (Perception) check to detect the goblin when it is trying to hide.

The Stealth Value included in each stat block has been calculated using the following formula. Some creatures are naturally stealthy, which allows them to add their PB or even double their PB when calculating their Stealth Value. In such cases, the Stealth value in the stat block already includes that bonus.

Stealth Value = 10 + DEX modifier

IMMUNE, RESISTANT, AND VULNERABLE

Some creatures are vulnerable, resistant, or immune to certain kinds of damage or conditions. Particular creatures are even vulnerable, 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.

Multiple Protective Sources. Multiple instances of a creature being resistant or vulnerable to a type of damage count as only one instance. For example, if a creature has resistance to fire damage, such as a from its natural

capabilities or the *protection from energy* spell, as well as resistance to nonmagical damage, such as from the *gaseous form* spell, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

Conditions and Damage. Each creature has only one line for each of the following categories. This means a creature resistant to cold damage and the grappled condition lists both cold and grappled in the Resistant line. In many cases, a creature being vulnerable, resistant, or immune to a condition is due to its creature type, which is noted as the associated trait's name in the appropriate category line and detailed in the traits section of the stat block.

VULNERABLE

If a creature is vulnerable to a type of damage and it takes damage of that type, the damage is doubled against the creature. For instance, a creature vulnerable to fire damage takes double damage from a *fireball* spell or flaming oil.

A creature that is vulnerable to a condition has disadvantage on checks and saves made to avoid becoming affected by that condition or to end it.

RESISTANT

If a creature is resistant to a type of damage and it takes damage of that type, the damage is halved (rounded down) against the creature.

A creature that is resistant to a condition has advantage on checks and saves made to avoid becoming affected by that condition or to end it.

IMMUNE

If a creature is immune to a type of damage, it doesn't take damage of that type or lose hit points when subjected to that type of damage. If a spell, class feature, or other effect deals damage of a type to which a creature is immune and has an extra effect, such as causing the charmed or frightened condition, the creature doesn't take that damage, but it might still be subjected to that extra effect. For example, a creature immune to bludgeoning damage would be immune to the bludgeoning damage of an otyugh's Tentacle Slam, but it might still become stunned if it fails the CON save from Tentacle Slam.

A creature that is immune to a condition automatically succeeds on checks and saves to avoid the condition and otherwise can't be affected by that condition.

SENSES

Creatures primarily perceive the world by sight. This is called vision. Creatures usually have secondary senses of hearing, smell, and touch that also allow them to interact with the environment, but vision is considered the "standard" primary sense.

If a creature has no unusual sensory capacity, this section

is marked with “—”. If a creature has a specialized sense that allows it to perceive in some way other than vision, it is noted in the senses line, followed by a radius in feet that defines the sense’s maximum range. Specialized senses that appear in a stat block:

DARKVISION

A creature with darkvision can see in nonmagical darkness. The creature can see in dim light within the radius as if it were bright light and can see in darkness as if it were dim light. A creature can’t discern color in darkness, only shades of gray. Many nocturnal creatures and creatures that live underground have this special sense.

KEENSENSE

A creature with keensense can perceive its surroundings using a sense other than vision. Creatures without vision, such as morlocks and gelatinous cubes, typically have this sense, as do creatures with echolocation or an extraordinary sense of smell, such as bats and true dragons.

If a creature has no other form of sensing, it has a parenthetical note to this effect, indicating that the radius of its keensense defines the maximum range of its perception.

TREMORSENSE

A creature with tremorsense can detect and pinpoint the source of vibrations if it and the source are in contact with the same ground or substance. Tremorsense can’t detect flying or incorporeal creatures. Many burrowing creatures, such as ankhegs and purple worms, have this special sense.

TRUESIGHT

A creature with truesight can see clearly in normal and magical darkness, see invisible creatures and objects, automatically detect and succeed on saves against visual illusions, and perceive the original form of a Shapechanger or creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane within range.

LANGUAGES

The languages that a creature can speak are listed in alphabetical order. If a creature can understand a language but can’t speak it, this is noted on this line. A “—” indicates that a creature neither speaks nor understands any language. Most languages are specific to a particular heritage or culture; a few are based on faith, commerce, or traveler’s tongues.

TELEPATHY

Telepathy is a magical ability that allows a creature to mentally communicate with another creature within a specified range. A telepathic creature can start or end a

telepathic conversation at will, without using an action, like talking. A telepathic creature doesn’t need to see a contacted creature to communicate, it just needs to be in range.

A telepathic creature can communicate with a creature that doesn’t have telepathy. The contacted creature doesn’t need to share a language with the telepathic creature to communicate, but it must be able to understand at least one language. The contacted creature can receive and respond to telepathic messages, but it can’t start or end telepathic communication.

Contact breaks if two creatures are no longer within range of each other or if the telepathic creature contacts a different creature. While a telepathic creature is incapacitated, it can’t start telepathy, and any contact ends.

A creature in an *antimagic field* or in any location where magic doesn’t function can’t send or receive telepathic messages.

ABILITY MODIFIERS

Every creature has six ability modifiers: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). These modifiers are used to determine pre-calculated elements of a stat block (like attack and damage). More importantly, the GM uses them whenever a creature must make:

- A save. The GM rolls a d20 and adds the relevant ability modifier.
- An ability check. The GM rolls a d20 and adds whichever ability modifier is most relevant.

If a creature is particularly good at checks and saves involving a certain ability, the creature’s proficiency bonus (PB) has already been added into the ability modifiers presented in the stat block. **You don’t need to add PB to any number in a stat block**—it’s already calculated for you.

TRAITS

Traits are a creature’s special characteristics that are likely to be relevant in combat. In a stat block, they appear after a creature’s ability modifiers but before any actions.

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, as described in the Combat rules (see Chapter 2).

MELEE AND RANGED ATTACKS

The most common actions that a creature takes in combat are melee and ranged attacks. These can be spell attacks or weapon attacks, where the “weapon” might be a physical

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 is that a “target” can be a creature, object, or structure. This designator on an attack reflects the creature’s natural inclination, but it doesn’t mean a tyrannosaurus rex can’t or won’t bite at a door to get to a creature it can smell on the other side. This designator helps reflect that a creature like a tyrannosaurus rex isn’t likely to strategically attack pillars of a building to make the building collapse on its prey or to otherwise attack an object or structure in a way that isn’t directly related to reaching its prey.

Hit. Any damage dealt and other effects that occur as a result of an attack hitting a target are described after the “Hit:” notation. In the Alpha Release, you might notice the math doesn’t match up perfectly. We’re trying some things to bring the power curve up a bit. Don’t sweat the arithmetic for now. But do note how the damage values work for your table.

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. A creature generally 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.

SPELLCASTING

A creature with the Spellcasting action is capable of casting spells through innate magical talent. Unless noted otherwise, a spell of 1st ring or higher is always cast at its lowest possible ring and can’t be cast at a higher ring. If a creature has a cantrip where its spellcaster level matters and no level is given, use the creature’s challenge rating.

A creature doesn’t adhere to the tenets, restrictions, or requirements of specific spellcasting classes, circles of magic, or similar spellcasting structures found among player characters, as a creature’s spellcasting is unique to the creature. A creature’s spells can’t be swapped out with other spells.

SPELL ATTACKS AND SAVE DCs

The Spellcasting action always lists the creature’s spellcasting ability and the spell save DC for its spells. When a spell requires a spell attack roll, use the creature’s spellcasting ability modifier + the creature’s proficiency bonus to determine the creature’s total spell attack bonus.

SPELL COMPONENTS

The Spellcasting action always notes if the creature doesn’t need to use a particular type of spell component, such as material components. If no exception is listed in the creature’s Spellcasting action, the creature must provide all necessary components to cast the spell. For the purposes of casting a spell, a creature needs free use of at least one limb to produce gestures for somatic components rather than specifically free use of one hand.

BONUS ACTIONS

If a creature can do something special with its bonus action, that information is contained here. If a creature has no special bonus action, this section is absent.

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 traits or actions have restrictions on the number of times they can be used. Common examples:

X/Day. This means a special ability can be used a limited number of times in a day, where “X” is a number (often 1 or 3). The creature must finish a long rest to regain expended uses.

For example, “1/Day” means a special ability can be used once and then the creature must finish a long rest to use it again.

Recharge X–Y. This means a creature can use a special ability once. Afterward, the ability has a random chance of recharging during each round of combat. “X” and “Y” are values on a d6 (often 5 and 6). At the start of each of the creature’s turns, roll a d6. If the result is in the range of 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 means that a creature can use a special ability once and then must finish a short or long rest to use it again.

Conditional. This covers a lot of territory where an ability can be used only after a certain condition is met. This information always appears in parenthesis. For example, “Vicious Bound (44 HP or Fewer)” means a creature can’t use the Vicious Bound action unless it has 44 hit points (HP) or fewer remaining.

EQUIPMENT

A stat block rarely refers to equipment, other than a creature’s armor or weapons. A creature that customarily wears clothes, such as a Humanoid, is assumed to be dressed appropriately.

A GM can equip creatures with additional gear and

trinkets as desired. The GM decides how much of a creature's equipment is recoverable after it is slain and whether any of that equipment is still usable. A battered suit of armor made for a creature is rarely usable by someone else, for instance.

If a spellcasting creature needs material components to cast its spells, assume that it has what 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 miles 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 doesn't have to use 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.

LAIRS

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 the 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.

MONSTERS A TO Z

This section contains creature entries in alphabetical order with Animals and NPCs listed in separate sections at the end.

ANIMATED OBJECTS

The emptiness within the suit of plate mail's visor demonstrates that no creature controls the armor from inside it. An iron sword floats in midair at rest—then suddenly swings and flourishes as though wielded by a trained swordfighter.

Animated objects are nonmagical objects given life by a spellcaster. Though little more than their mundane counterparts, animated objects can be given basic instructions to follow indefinitely or until given new instructions by their creators. The most common animated objects are decorative or seemingly innocuous armor and weapons instructed to protect their creators' homes, laboratories, treasuries, or other locations important to their creators.

Animated Armor. Crafted to look like field armor with dents and scratches showing signs of its use in battle, or ornately decorated for those who want something more aesthetically pleasing, animated armor moves as quickly as those who might wear it. It pummels foes with its gauntlets but can kick or otherwise ram opponents in the absence of its gauntlets.

Flying Sword. Often paired with animated armor, a flying sword appears equally as battle-worn or ornate as the accompanying armor. The sword may also sit alone, innocuous among a rack of weapons, ready to fly out at intruders. Though more maneuverable than most animated objects, its fragility makes it easier to destroy.

Animated Armor

CR 1

Medium Construct

Armor Class 18 (natural armor)

Hit Points 34

Speed 25 ft.

Perception 8

Stealth 10

Vulnerable acid

Resistant slashing

Immune Construct Resilience

Senses keensense 60 ft. (can't sense beyond this radius)

Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	-5	-2	-5

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a CON save against the caster's spell save DC or fall unconscious for 1 minute.

Construct Nature. The armor doesn't require air, food, drink, or sleep.

Construct Resilience. The armor is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The animated armor makes two Slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) bludgeoning damage.

BONUS ACTIONS

Helmet Bash (19 HP or Fewer). The animated armor slams its helmet into a creature it can sense within 5 feet of it. The target must succeed on a DC 13 STR save or take 4 (1d4 + 2) bludgeoning damage and be knocked prone.

Flying Sword

CR 1/4

Small Construct

Armor Class 16 (natural armor)

Hit Points 11

Speed 0 ft., fly 50 ft. (hover)

Perception 7 **Stealth** 13

Vulnerable acid

Resistant piercing

Immune prone | Construct Resilience

Senses keensense 60 ft. (can't sense beyond this radius)

Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+3	+0	-5	-3	-5

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 CON save against the caster's spell save DC or fall unconscious for 1 minute.

Construct Nature. The sword doesn't require air, food, drink, or sleep.

Construct Resilience. The sword is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

Slash. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8 + 1) slashing damage.

BONUS ACTIONS

Whirling Blade (6 HP or Fewer). The flying sword makes a Slash attack against a target it can sense within 5 feet of it.

CRIMSON JELLY

As light probes the darkness, it strikes a tiny oval-shaped bubble. Within its translucent form, strings of undulating comb-like structures scintillate with an eerie crimson glow.

Crimson jellies drift upon the currents of the endless darkness in deep waters or the underworld. These aggressive carnivores feed upon whatever creatures they come across. Their translucent forms are nearly invisible, and they move so rapidly, few creatures realize their presence until a jelly begins feasting on them.

Swarming. Crimson jellies reproduce asexually and with extreme speed. Almost immediately after feeding, the creatures break away from prey and divide. Within moments of encountering a single jelly, the unwary can be overwhelmed by a growing mob of ravenous jellies.

Crimson Jelly

CR 1/2

Tiny Ooze

Armor Class 12

Hit Points 20

Speed 0 ft., fly 60 ft. (hover), swim 30 ft.

Perception 10 **Stealth** 14

Resistant Ooze Resilience

Immune necrotic | Ooze Resilience

Senses keensense 10 ft. (can't sense beyond this radius)

Languages —

STR	DEX	CON	INT	WIS	CHA
-4	+4	+0	-5	+0	-1

Amorphous. The crimson jelly can move through space as narrow as 1 inch wide without squeezing.

Blood Sense. The crimson jelly can pinpoint, by scent, the location of creatures that aren't Constructs or Undead and that don't have all of their HP within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

Ooze Nature. The crimson jelly doesn't require sleep.

Ooze Resilience. The crimson jelly is resistant to the grappled and restrained conditions, and it is immune to exhaustion and to the blinded, charmed, deafened, frightened, and prone conditions.

Tainted Attacks. A creature that is reduced to 0 HP by a crimson jelly must succeed on a DC 9 CHA save or suffer one level of exhaustion. While a creature suffers from this exhaustion, it loses most of its memories aside from basic information about itself, such as its name and its capabilities, and it is wracked with nightmarish visions that include a crimson rune.

Transparent. While in an area of dim or bright light, the crimson jelly is invisible. While in darkness, creatures without darkvision can see the jelly's faint crimson glow.

ACTIONS

Feeding Paddles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The crimson jelly gains temporary HP equal to the necrotic damage dealt, and it attaches to the target. If the jelly had advantage on this attack, it attaches to the target's face, leaving the target unable to breathe or speak while the jelly is attached.

While attached, the crimson jelly can use only the Feeding Paddles action, and it moves with the target whenever the target moves, requiring none of the jelly's movement. The Crimson jelly can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the jelly by succeeding on a DC 12 STR check.

BONUS ACTIONS

Reproduce (Requires Temporary HP). While the crimson jelly has 1 or more temporary HP, it can split part of itself off into a new crimson jelly with HP equal to the original crimson jelly's temporary HP. The original crimson jelly then loses any temporary HP it has. The new crimson jelly otherwise has all the same statistics as its parent, except the new jelly can't gain temporary HP from Feeding Paddles attacks until it finishes a long rest.

DEMON, HUSK

The formless pile of desiccated hide and broken scales slowly twists and writhes across the ground like a sheet of canvas in the wind. As it draws closer, a guttural syllabic echo drones in a psychic reverberation.

Life on abyssal planes isn't easy, even for the demons native to it. Without regular trips to other planes, some lesser demons eventually wear away as the reality-bending chaos consumes them. What remains is known as a husk demon.

Expunged. Drained by the chaos and endless fury, little remains of what these demons once were, save for rage and hunger. Husk demons seek to consume the souls of sentient creatures from other planes, a whisper of their demonic form promising relief in the pits of the Abyss, if only they can consume enough souls. These demons slurp at the bodies and souls of creatures, steadily leeching the vitality and thirst for life from victims. After a kill, many husk demons burn and mutilate their victim with a mark of

their patron demon. Whether the husk demon recalls the meaning of the mark remains uncertain.

Tied to the Past. Husk demons inhabit the ruins of demonic strongholds, ancient demonic prisons, or temples on the Material Plane dedicated to dead gods or infernal exiles. Such sites often contain lost relics and artifacts to which the demons shared a distant connection in life. Experienced scavengers and looters tend to avoid areas said to be inhabited by husk demons, believing the demons to be long-dead guardians pressed into service by the powerful objects themselves. Unfortunate explorers or travelers seeking shelter from the weather may accidentally wander into such places on the Material Plane and find themselves surrounded by these starving fiends.

Husk Demon

CR 4

Medium Fiend (Demon)

Armor Class 15

Hit Points 82

Speed 40 ft., fly 25 ft.

Perception 13 **Stealth** 15

Resistant Demonic Resilience

Immune necrotic | exhaustion, prone | Demonic Resilience

Senses darkvision 60 ft.

Languages Abyssal, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+5	+3	-2	-1	-3

Amorphous. The husk demon can move through a space as narrow as 1 inch wide without squeezing.

Demonic Resilience. The husk demon is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

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

ACTIONS

Multiattack. The husk demon makes two Life Drain attacks.

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage plus 9 (2d8) necrotic damage, and the husk demon regain HP equal to half the necrotic damage dealt. The target must succeed on a DC 15 CON save or its HP maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its HP maximum to 0.

BONUS ACTIONS

Soul Feed. The husk demon feasts on the light in the soul of up to two creatures it can see within 20 feet of it, causing one of the following effects. Each target must succeed on a DC 15 CHA save or suffer the chosen effect. A creature that fails the save against Soul Feed two rounds in a row suffers one level of exhaustion.

- **Happiness Feast.** The husk demon feasts on the target's happiness, causing the target to become crestfallen. The target has disadvantage on attack rolls until the end of its next turn.
- **Hope Feast.** The husk demon feasts on the target's hope, causing the target to become despondent. The target has disadvantage on saves until the end of its next turn.
- **Motivation Feast.** The husk demon feasts on the target's motivation, causing the target to lose its ambitions and become apathetic. The target's speed is halved until the end of its next turn.

DEMON, QUASIT

This miniature fiend has horns jutting from its head, and its oversized bat ears almost rival the horns in length. It gazes with expressionless, black eyes.

Quasits take to mortal worlds to escape bullying from most other demons and to spread Abyssal destruction there by making themselves available as familiars to spellcasters. While serving as familiars, quasits goad their masters into vile acts. These acts often start small and simple, slowly escalating until the master has been fully corrupted by the quasit's influence.

Cowardly Shapechangers. Quasits rarely show their true forms, preferring instead to assume a shape suited for its current environment. The cowardly creatures also rely on their invisibility to escape destruction.

Quasit

CR 1

Tiny Fiend (Demon)

Armor Class 13

Hit Points 35

Speed 40 ft.

Perception 10 **Stealth** 15

Resistant Demonic Resilience

Immune Demonic Resilience

Senses darkvision 120 ft.

Languages Abyssal, Common

STR	DEX	CON	INT	WIS	CHA
-3	+5	+0	-2	+0	+0

Demonic Resilience. The quasit is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

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

ACTIONS

Claws (True Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 CON save or take 5

(2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Slam (Beast Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning, piercing, or slashing damage (based on the type of damage dealt by the Beast form's primary attack, such as Bite).

Invisibility (True Form Only). The quasit magically turns invisible until it attacks, uses Scare, or uses Change Shape, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

BONUS ACTIONS

Change Shape. The quasit magically transforms into a Medium or smaller Beast that has a CR no higher than its own or back into its true form, which is a Fiend. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

Scare (1/Day; True Form Only). One creature of the quasit's choice within 20 feet of it must succeed on a DC 13 WIS save or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DINOSAUR, TYRANNOSAURUS REX

Though this bipedal saurian has relatively stubby forelimbs, its crushing jaw and long sweeping tail mark it as a formidable predator.

One of the most aggressive and territorial dinosaurs, tyrannosaurs attack with confidence. They grab their prey, shaking it and crushing it with their powerful jaws while walloping other creatures with their tails. The dinosaurs attack their opponents until they or their opponents are dead. Humanoids suffering from tyrannosaurus predation keep tyrannosaurus skulls as trophies when they manage to defeat the dinosaurs. A typical tyrannosaurus rex stands 15 feet tall, measures 35 feet from snout to tail, and weighs 7 tons.

Tyrannosaurus Rex

CR 8

Huge Beast

Armor Class 13 (natural armor)

Hit Points 184

Speed 50 ft.

Perception 14 **Stealth** 10

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+8	+0	+4	-4	+1	-1

ACTIONS

Multiattack. The tyrannosaurus makes one Bite attack and one Tail attack. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 31 (4d12 + 5) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the tyrannosaurus can't Bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 23 (4d8 + 5) bludgeoning damage.

BONUS ACTIONS

Rending Shake. While grappling a creature, the tyrannosaurus shakes its head, tearing at the creature. The grappled creature must succeed on a DC 16 STR save or take 6 (1d12) slashing damage and be thrown up to 20 feet in a random direction and knocked prone. If the thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 DEX save or take the same damage and be knocked prone.

DINOSAUR, VELOCIRAPTOR

A small, wispy-feathered creature with a sweeping tail, vicious needle-like teeth, and hooked claws on its powerful back legs tilts its head from side to side before it darts forward.

An effective pack hunter, the velociraptor rarely travels alone. These dinosaurs spread out from one another and surround their prey, attacking ferociously from blind spots, ripping and tearing their targets with savage claws on their hind legs. Hard to train and forever plagued by instincts to kill, only the most foolish and determined humanoids attempt to tame velociraptors. Career caretakers display missing fingers and ghoulish scars as badges of honor.

Velociraptor

CR 1/2

Small Beast

Armor Class 13 (natural armor)

Hit Points 25

Speed 30 ft.

Perception 13 **Stealth** 14

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
-2	+4	+1	-3	+1	-2

Pack Tactics. The velociraptor has advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the target and the ally isn't incapacitated.

ACTIONS

Multiattack. The velociraptor makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the velociraptor can't Bite another target.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Maul. The velociraptor uses its claws to rip into one creature it is grappling. The target must make a DC 12 STR save, taking 10 (4d4) slashing damage on a failed save, or half as much damage on a successful one.

DRAGON, BLACK

This dragon has glossy black scales pitted gray and white with acid stains. Its crocodilian maw continually dribbles acid that hisses when it strikes something.

Black dragons are consummate bullies and aggressively defend their lairs against lesser creatures, often making examples of those they see as a threat. This also applies to their mates and their own young, which flee the most powerful specimen when they can. If a dragon learns about a settlement encroaching on its swampy domain, it first sends its allies to drive the interlopers away, and then it makes a personal visit to destroy any remaining resistance.

Cowardly. As bullies, black dragons quail in the face of superior beings, often in the form of larger black dragons resettling from other swampy lairs or their own young who have amassed enough wealth, power, and age to challenge their sire. When necessary, black dragons engage in ambushes, short raids, and night attacks to undermine stronger foes.

Gem Hoarders. Conditions force black dragons to carefully select their treasures. Metal corrodes from exposure to the dragons' acid and the damp air. Paper soaks through and disintegrates. Wood bloats and warps. Enchanted items last longer, but they too ultimately succumb to corrosion. However, gems persist in the unfavorable environment, so black dragons collect as many as possible. Each dragon has a favorite type of gem they covet, ranging from sapphires and rubies through less common stones like tourmalines and garnets. While the dragons don't have deep caverns for their hoards, the shallow waters of the swamps make it relatively simple to dredge for stored gems.

Local Despots. Compared to most chromatic dragons, black dragons content themselves with their own domain and rarely see the need to fly somewhere distant, devastate an area, and plunder from the fallen. They are satisfied with waylaying hapless travelers in their territory and retrieving treasure from those claimed by the swamp without their intervention.

Black Dragon Wyrmling

CR 2

Medium Dragon

Armor Class 17 (natural armor)

Hit Points 51

Speed 30 ft., fly 60 ft., swim 30 ft.

Perception 14 **Stealth** 14

Immune acid

Senses darkvision 60 ft., keensense 10 ft.

Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+3	+4	+3	+0	+2	+3

Amphibious. The black dragon can breathe air and water.

Pounce. If the dragon moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 13 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.

ACTIONS

Multiattack. The dragon makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 DEX save, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Young Black Dragon

CR 7

Large Dragon

Armor Class 18 (natural armor)

Hit Points 136

Speed 40 ft., fly 80 ft., swim 40 ft.

Perception 16 **Stealth** 15

Immune acid

Senses darkvision 120 ft., keensense 30 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+4	+5	+6	+1	+3	+5

Acidic Vapors. After the black dragon uses its Acid Breath, acid clings to its mouth, throat, and nostrils for a time, evaporating as the dragon breathes. While the dragon's Acid Breath is unavailable, acidic vapors surround it, and each creature that starts its turn within 10 feet of the dragon must succeed on a DC 15 CON save or be poisoned until the start of its next turn.

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) slashing damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 DEX save, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

DRAGON, RED

The mighty red dragons are one of the most feared varieties of dragons. Powerful, intelligent, and cunning, their attacks rend armor, and their flaming breath devastates anyone foolish enough to stand against them. Older red dragons develop additional attacks and even the ability to cast spells.

Avaricious and Territorial. Most dragons maintain hoards of gold, treasure, and magical items, but the greed of the red dragons is as legendary as their fire. They amass vast troves of wealth, preferring quantity over quality, and display trophies and skulls of slain foes prominently. Red dragons prefer to lair in volcanic caverns within mountains or subterranean areas of extreme heat. They surround their hoard chambers with twisting tunnels full of traps and guardians provided by the lesser creatures forced to serve them. Red dragons brook no incursions into their territory, which can stretch for miles around their lairs, and react to any perceived trespass with fury and fire.

Dominating Pride. Red dragons truly believe they are the mightiest of all dragons and superior to all other creatures. They are quick to boast of their own greatness and happy to demonstrate their supremacy by fang or fire. This pride makes them tyrannical, and many red dragons delight in forcing tribute or service from lesser creatures.

Incendiary Rage. The magical core of fire at the heart of every red dragon both generates their incinerating breath and makes them quick to anger. They take offense at even slight provocation, flying into devastating rages that last until their fury is vented.

A RED DRAGON'S LAIR

A red dragon favors high mountains, claiming snowy peaks, fuming volcanoes, or sprawling ancient ruins. A red dragon's immense strength, agile flight, and comfort in blistering temperatures make its lair difficult to traverse for most other creatures. From its skyward vantage point, a red dragon peers down at what it considers to be lesser kin. In the most extreme lairs, precariously maintained above the churning interior of active volcanoes, red dragons

retain azers, fire elementals, fire giants, and devils or demons to serve their whims. Sprawling dwarven tunnels, forgotten giant foundries, or lakes of boiling stone make the perfect respite for a red dragon's clutch or nest.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), a red dragon can take one of the following lair actions. The dragon can't use the same effect two rounds in a row:

- **Collapse.** The ceiling on a point the dragon can see within 120 feet of it collapses, covering a 20-foot square area on the ground directly below that point. Each creature in that area must succeed on a DC 15 DEX save or be knocked prone and buried under the rubble. A buried creature is restrained and unable to breathe or stand up. A creature, including the buried creature, can take its action to free the buried creature by succeeding on a DC 15 STR check while within reach of the buried creature.
- **Swirling Ash.** Searing ash blasts a point the dragon can see within 120 feet of it. Each creature within 30 feet of that point must make a DC 15 CON save. On a failure, a creature takes 10 (3d6) fire damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded. The ash ignites flammable objects within 30 feet of that point that aren't being worn or carried.
- **Conflagrate.** One creature the dragon can see within 120 feet of it becomes tethered to the Elemental Plane of Fire. The target must succeed on a DC 15 CHA save or be burned for 1 minute. While burned, the target takes 7 (2d6) fire damage at the start of each of its turns. The effect ends early if the target takes cold damage, is submerged in water, or the burn is removed with a *greater restoration* spell or similar magic.

REGIONAL EFFECTS

The region containing a red dragon's lair is suffused with fiery chaos, which creates one or more of the following effects.

- **Acid Rain.** Within 10 miles of the red dragon's lair, precipitation is oily and stinks of sulfur. Snow in the area may be gray or black as it falls, appearing like ash, though its temperature is unchanged.
- **Incited Rage.** Creatures within 3 miles of the red dragon's lair are quick to anger and slow to forgive. Such creatures have disadvantage on CHA checks, except CHA (Intimidation), and Beasts in the area that aren't domesticated are more aggressive than normal.
- **Unnatural Heat.** Within 1 mile of the red dragon's lair, temperatures are unnaturally high. Vegetation in the area withers and eventually crumbles to dust. Creatures in the area require twice as much water as

normal each day to survive, and each creature in the area must succeed on a DC 10 CON save every hour it remains in the area or suffer one level of exhaustion. Creatures that are resistant or immune to fire damage are unaffected by this regional effect.

Red Dragon Wyrmling

CR 4

Medium Dragon

Armor Class 17 (natural armor)

Hit Points 85

Speed 30 ft., climb 30 ft., fly 60 ft.

Perception 14 **Stealth** 12

Immune fire

Senses darkvision 60 ft., keensense 10 ft.

Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+4	+2	+5	+1	+2	+4

Pounce. If the dragon moves at least 15 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 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.

ACTIONS

Multiattack. The dragon makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 DEX save, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Young Red Dragon

CR 10

Large Dragon

Armor Class 18 (natural armor)

Hit Points 193

Speed 40 ft., climb 40 ft., fly 80 ft.

Perception 18 **Stealth** 14

Immune fire

Senses darkvision 120 ft., keensense 30 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+6	+4	+9	+2	+4	+8

Boil Over. When the red dragon hasn't unleashed its Fire Breath, the heat builds and rolls outward from it. While the dragon's Fire Breath is available, it emits immense heat, and each creature that starts its turn within 10 feet of the dragon must succeed on a DC 17 CON save or take 7 (2d6) fire damage.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 DEX save, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Adult Red Dragon

CR 17

Huge Dragon

Armor Class 19 (natural armor)

Hit Points 301

Speed 40 ft., climb 40 ft., fly 80 ft.

Perception 23 **Stealth** 16

Immune fire

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+8	+6	+13	+3	+7	+11

Boil Over. When the red dragon hasn't unleashed its Fire Breath, the heat builds and rolls outward from it. While the dragon's Fire Breath is available, it emits immense heat, and each creature that starts its turn within 20 feet of the dragon must succeed on a DC 21 CON save or take 7 (2d6) fire damage. A creature that fails this save by 5 or more also suffers one level of exhaustion.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Every creature of the dragon's choice within 120 ft. of it must succeed on a DC 19 WIS save or become frightened of the dragon for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect for itself on a success. If a creature's save succeeds or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 DEX save, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 19 CHA save or be vulnerable to fire damage until the end of its next turn. A target resistant to fire damage isn't resistant to it for the duration. A target immune to fire damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 DEX save or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

ELEMENTAL, FIRE

This mobile flame casts light in varying hues of yellow and orange, setting flammable objects alight as it touches them.

Fire elementals are the most inherently destructive of the quartet of elementals, burning and igniting everything they touch. Fortunately, they react to water like ordinary fire, but as intelligent creatures, they back away from the immediate threat of extinguishment only to then quickly maneuver around it to strike at opponents, especially those using water as a weapon.

Fire Elemental

CR 5

Large Elemental

Armor Class 13

Hit Points 110

Speed 50 ft.

Perception 10 **Stealth** 13

Resistant Elemental Resilience

Immune fire | Elemental Resilience

Senses darkvision 60 ft.

Languages Ignan

STR	DEX	CON	INT	WIS	CHA
+0	+3	+3	-2	+0	-2

Elemental Nature. The fire elemental doesn't require air, food, drink, or sleep.

Elemental Resilience. The fire elemental is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to poison damage, to exhaustion, and to the grappled, paralyzed,

petrified, poisoned, prone, restrained, and unconscious conditions.

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until a creature takes an action to douse the fire, the burning creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two Fiery Touch or Spit Fire attacks.

Fiery Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Spit Fire. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 12 (2d8 + 3) fire damage.

GELATINOUS CUBE

A floating skeleton surrounded by a wreath of coins moves towards you. As it approaches your light, you realize it is suspended within a quivering, transparent cube of goo.

With cubical forms adapted to dungeon corridors, gelatinous cubes can feed on anything found on the floors, walls, or even ceilings. They can digest softer organic materials, such as cloth, flesh, leather, and even wood, over time. Harder materials, such as bone and metals, are eventually passed out of the cube. Gelatinous cubes are practically invisible unless they have fed recently and still carry non-digestible items within them.

Gelatinous Cube

CR 2

Large Ooze

Armor Class 6

Hit Points 75

Speed 15 ft.

Perception 8 **Stealth** 7

Vulnerable cold

Resistant Ooze Resilience

Immune acid, piercing | Ooze Resilience

Senses keensense 60 ft. (can't sense beyond this radius)

Languages —

STR	DEX	CON	INT	WIS	CHA
+3	-3	+5	-5	-2	-5

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the save. Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 STR check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Ooze Nature. The cube doesn't require sleep.

Ooze Resilience. The cube is resistant to the grappled and restrained conditions, and it is immune to exhaustion and to the blinded, charmed, deafened, frightened, and prone conditions.

Transparent. While motionless, the cube's Stealth is 15, even when the cube is in plain sight.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 3) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter a Large or smaller creature's space. When the cube enters a creature's space, the creature must make a DC 13 DEX save. On a success, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed save.

On a failed save, the cube enters the creature's space, the creature takes 10 (3d6) acid damage, and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 13 STR check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

REACTIONS

Skewer Prey. When the gelatinous cube is subjected to piercing damage, it can move a random creature engulfed by it to intercept the attack. The creature takes the piercing damage as if it were the target.

GHOUL

This gaunt, gray humanoid wears rags and smells strongly of rotting flesh. It flicks a long tongue out of its mouth, sensing for its next warm meal.

Ghouls amass in nightmarish packs to scour the world for the flesh of the dead. Though capable hunters, most ghoulish packs raid cemeteries and ancient crypts to feast on

putrefied flesh. Forever starving for their next meal, ghouls never decay nor age and may prowl the long-forgotten mausoleums of dead civilizations for thousands of years, searching for their next morsel of flesh.

Abyssal Creator. A demon lord with dominion over undead laid waste to a mortal army and saw fit to experiment on the abundance of corpses. Thus were made the first ghouls. The demon lord crafted these ghouls to be undead shock troops smart enough to follow orders but not enough to question them.

Bestial Nature. Contributing to their mental diminishment, ghouls have a never-ending desire to eat flesh. They carry none of their concerns from their former lives, so their clothes are reduced to rags. The animalistic ghouls hunt in packs, sniffing the air for prey and running on their forelimbs and legs when chasing down their victims. They also proudly embrace the nauseating stench they emanate after they consume and revel in their kills.

Ghoul

CR 1

Medium Undead

Armor Class 12

Hit Points 32

Speed 30 ft., climb 30 ft.

Perception 12 **Stealth** 14

Immune charmed | Undead Resilience

Senses darkvision 60 ft.

Languages Common

STR	DEX	CON	INT	WIS	CHA
+1	+2	+0	-2	+2	-2

Ghoul Hunger. A disease spread by ghouls, *ghoul hunger* instills a despicable hunger for Humanoid flesh in the creature suffering it. Until the disease is cured, the infected creature is poisoned. This effect can be suppressed for 1 hour if the infected creature consumes any amount of Humanoid flesh. Every 12 hours that elapse, the infected creature must succeed on a DC 13 CON save or its HP maximum is reduced by 7 (2d6). The creature has disadvantage on this save if it consumed any amount of Humanoid flesh while diseased. This reduction lasts until the creature finishes a long rest after the disease is cured. The creature dies if this effect reduces its HP maximum to 0. If the infected creature fails two of these saves or dies while infected, it becomes a ghoul, or a ghast if its PB is +4 or higher, in a flesh-rending transformation. Only a *wish* spell or similarly powerful magic can reverse the transformation. A creature that succeeds on two saves recovers from the disease.

Hungry Dead Nature. The ghoul doesn't require air or sleep. In addition, it must consume at least 2 pounds of raw meat every 24 hours, or it loses its immunity to exhaustion and risks starvation until it does so. While it has any levels of exhaustion from starvation, the ghoul can't remove levels of exhaustion until it consumes at least 4 pounds of raw meat.

Spider Climb. The ghoul can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Undead Resilience. The ghoul is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Multiattack. The ghoul makes one Bite attack and one Claws attack. If both attacks hit a Humanoid target, the target must succeed on a DC 13 CON save or contract Ghoul Hunger (see the Ghoul Hunger trait).

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 9 (2d6 + 2) slashing damage. If the target is a creature other than an elf, Construct, or Undead, it must succeed on a DC 13 CON save or be paralyzed for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

GOBLIN, BUGBEAR

A hirsute, brown-furred humanoid with dark eyes and elongated ears wields a massive, heavily spiked club.

Named for their unique appearance, bugbears embraced the terror-inducing term. The consummate carnivores enjoy the crunch of bones beneath their bloody clubs.

Bullies. While bugbears prefer to hunt and battle alone, they sometimes find themselves in leadership positions over smaller goblins. Their command is marked by bouts of terror, where they randomly inflict pain or humiliation on their subordinates. They don't expect pushback from lesser goblins, but they back down from the rare, coordinated response. This attitude persists when bugbears fight other creatures. If assured of an easy win, they brutalize and taunt their foes. However, they flee when their opponents demonstrate superiority on the battlefield, unless an even more powerful leader threatens their lives.

Sneaky Combatants. Owing to their cowardice, bugbears try to attack with the element of surprise and are deadly against surprised enemies. They wait for cover of darkness or choose locations where they can hide. If the conditions aren't right, they coerce their subordinates to create a distraction for them.

Bugbear

CR 1

Medium Humanoid

Armor Class 14 (hide armor)

Hit Points 40

Speed 30 ft.

Perception 10 **Stealth** 16

Senses darkvision 60 ft.

Languages Common, Goblin

STR	DEX	CON	INT	WIS	CHA
+5	+2	+1	-1	+0	-1

Brutal. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

ACTIONS

Spiked Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. A surprised target takes an extra 4 (1d8) piercing damage and must succeed on a DC 13 CON save or be stunned until the end of its next turn.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Bugbear Champion

CR 4

Medium Humanoid

Armor Class 18 (breastplate, shield)

Hit Points 85

Speed 30 ft.

Perception 11 **Stealth** 16

Resistant charmed, frightened

Senses darkvision 60 ft.

Languages Common, Goblin

STR	DEX	CON	INT	WIS	CHA
+6	+2	+2	+1	+1	+0

Brutal. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

ACTIONS

Multiattack. The bugbear champion makes two Morningstar attacks and one Shield Smash attack, or it makes three Javelin attacks.

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Shield Smash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 STR save or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage in melee or 7 (1d6 + 4) piercing damage at range.

REACTIONS

Stubborn Attacker (Recharge 5–6). When the champion misses with an attack, it can change that miss to a hit.

GOBLIN

Stepping out of the shadows, this small yellowish-green humanoid has long, pointed ears and peculiar nose slits. It grins slyly as a dozen more step into view behind it.

Though often considered the lowest of sneaks and thieves, goblins largely ignore what others think of them, stubbornly prospering in areas disregarded by civilization and completing tasks that others disdain. Fortunately, a goblin can find joy almost anywhere.

Cunning Over Strength. Goblin leaders are chosen for their intelligence and deviousness rather than strength at arms. Similarly, goblins value numbers over an individual's strength, relying on each other to overwhelm powerful foes.

Natural Spies. Many goblins parley their natural stealth into careers. In urban environments, they excel in spycraft, information gathering, and thievery. In the wilderness, goblins are skillful scouts, trappers, and bandits.

Delight in Thievery. Goblin culture considers stealing a delightful challenge. A goblin who can't guard a possession doesn't deserve it. Every goblin appreciates a good robbery, even if they are the victim. However, this peculiarity often leads to friction between goblins and other peoples.

Goblin

CR 1/4

Small Humanoid

Armor Class 15 (leather armor, shield)

Hit Points 12

Speed 30 ft.

Perception 9 **Stealth** 14

Senses darkvision 60 ft.

Languages Common, Goblin

STR	DEX	CON	INT	WIS	CHA
-1	+4	+0	+0	-1	-1

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Gang Up (1/Day). The goblin moves up to half its speed toward a creature it can see. Each friendly goblin within 30 feet of the goblin can use its reaction to join the gang up and move up to half its speed toward the same target. This movement doesn't provoke opportunity attacks. If the initiating goblin is within 5 feet of the target, the target must make a DC 12 DEX save, taking 5 (2d4) bludgeoning damage on a failed save, or half as much damage on a successful one. For each goblin after the first that participated in the gang up and that is within 10 feet of the target, the damage increases by 1 as arrows, knives, sharp pocket scraps,

and similar “weapons” fly at the target from all angles. Afterwards, each goblin after the first that participated in the gang up can’t use Gang Up until it finishes a short or long rest.

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.

Goblin Captain

CR 1

Small Humanoid

Armor Class 17 (chain shirt, shield)

Hit Points 32

Speed 30 ft.

Perception 11 **Stealth** 14

Senses darkvision 60 ft.

Languages Common, Goblin

STR	DEX	CON	INT	WIS	CHA
+0	+4	+0	+1	+1	+0

ACTIONS

Multiattack. The goblin captain makes two Scimitar or Shortbow attacks. If both attacks hit one target, the goblin captain can make one extra Scimitar or Shortbow attack.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

Get That One! The goblin captain points at a target and calls out to a friendly goblin it can see within 30 feet of it. The chosen goblin can use its reaction to move up to half its speed and make one melee attack against the target.

Nimble Escape. The goblin takes the Disengage or Hide action.

REACTIONS

Protect Me! When a creature the goblin captain can see targets it with an attack, the captain can sidestep behind an ally within 5 feet of it, moving to an unoccupied space within 5 feet of the ally. The chosen ally becomes the target of the attack instead.

GOBLIN, HOBGOBLIN

The military bearing of this humanoid is evident in its stance and in its readied weapon. The warrior’s yellow eyes seem to watch everything.

Hobgoblins stand about as tall as a human, though they are more powerfully built. As a society, most hobgoblin enclaves are highly organized military communities, called cohorts, where members are ranked according to their skills and accomplishments.

Rule Bound. The militant hobgoblins live their lives according to the Decrees, a complicated set of rules, laws, and customs. Tenets of the Decrees are so ingrained that even hobgoblins who leave the community to become adventurers continue to model their reactions and decisions on its lessons.

The Goblin Oath. All hobgoblins are sworn to serve their cohorts from birth, raised to honor the Decrees and their superiors in equal measure. The cohort combines military virtues with family loyalty to create a potent whole. To swear by the cohort is the most binding promise a hobgoblin can give.

Hobgoblin

CR 1/2

Medium Humanoid

Armor Class 18 (chain mail, shield)

Hit Points 18

Speed 30 ft.

Perception 10 **Stealth** 8 (13 without heavy armor)

Senses darkvision 60 ft.

Languages Common, Goblin

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+0	+0	-1

ACTIONS

Multiattack. The hobgoblin makes two Longsword or Longbow attacks.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BONUS ACTIONS

Tactical Analysis. The hobgoblin briefly studies one creature it can see within 30 feet of it. It has advantage on the next attack roll it makes against that creature before the start of the its next turn.

Hobgoblin Commander**CR 3***Medium Humanoid***Armor Class** 17 (half plate)**Hit Points** 72**Speed** 30 ft.**Perception** 10 **Stealth** 9 (14 without heavy armor)**Resistant** charmed, frightened**Senses** darkvision 60 ft.**Languages** Common, Goblin

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+1	+0	+2

Unshakable Command. Each friendly creature within 30 feet of the hobgoblin commander can't be charmed or frightened while the commander isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin commander makes three Greatsword or Longbow attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

BONUS ACTIONS

Martial Tactics. The hobgoblin commander employs one of the following tactics:

- **Emboldening Shout.** One friendly creature within 30 feet of the hobgoblin commander that it can see gains 7 (2d6) temporary HP until the start of the commander's next turn.
- **Pressing Advance.** The commander moves up to half its speed and commands one friendly creature it can see within 30 feet of it to also move. The target can use its reaction to move up to half its speed in the direction of the commander's choosing. This movement for both creatures is unaffected by difficult terrain and doesn't provoke opportunity attacks.

GRIMLOCK

Uttering a repetitive clicking sound, a rugged, human-like creature shuffles forward, cocking its head to one side as if listening intently. It has gray skin, stringy hair, and large, sightless red eyes.

Grimlocks descend from the human population of a vast empire long ago lost to the underground in some forgotten calamity. Over generations, they adapted to the world below ground, gradually losing their sight and evolving new senses.

Blind Stewards. Xenophobic hunter-gatherers, grimlocks retain some slight vestige of their ancestors' mighty empire in the form of complicated techno-

arcane devices. Grimlock shamans use complicated oral traditions to pass down knowledge of how to maintain these machines, though few grimlocks know how to construct them. This doesn't stop grimlocks from pocketing baubles cast off from these devices, and many grimlocks have found the baubles to be effective at repelling or disorienting intruders.

Echosense. Grimlocks speak and understand the language of the subterranean world, though they prefer to speak their own dialect of Dwarvish. The clicking sounds that form most of their words also serve as a form of echolocation.

Sensitive Hearing. Relying on hearing and scent, grimlocks thrive in dark environments. However, their sensitive ears are particularly vulnerable to loud sounds.

Grimlock**CR 1/4***Medium Humanoid***Armor Class** 11**Hit Points** 17**Speed** 30 ft.**Perception** 11 **Stealth** 13**Vulnerable** thunder | deafened**Senses** keensense 30 ft. (can't sense beyond this radius)**Languages** Dwarvish, Undercommon

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	-1	+1	-2

Blind Senses. The grimlock can't use its keensense while deafened and unable to smell.

Heightened Hearing and Smell. The grimlock's Perception is 16 when perceiving by hearing or smell.

Rock Camouflage. The grimlock's Stealth is 18 while in rocky terrain.

ACTIONS

Spiked Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

BONUS ACTIONS

Strange Bauble. The grimlock reaches into a pocket, pulls out a small object, and throws it at a creature the grimlock can sense within 30 feet. The grimlock chooses one of the following objects:

- **Flashing Rock.** The grimlock throws a scintillating rock at the target that bursts with a myriad of colors. The target must succeed on a DC 11 DEX save or be blinded until the end of its next turn.
- **Illusory Dancer.** The grimlock throws a small disk that emits a blurry, fractured illusion of a graceful, humanoid dancer. The target must succeed on a DC 11 CHA save or be incapacitated until the end of its next turn as it is mesmerized by the dance.

- **Whirling Death.** The grimlock throws a small, bladed gear that grows larger and larger as it travels toward the target, threatening to slice the target into pieces. The target must succeed on a DC 11 WIS save or be frightened until the end of its next turn. On a success, the target realizes the gear's growth was a magical, illusory effect and that the gear never increased in size.

HARPY

With the body of a woman and the wings and talons of a swift raptor, this monstrosity slashes the air as she dives at prey. Often, a harpy strikes with a deadly song on her lips.

Harpies dwell in dark forests and along coastlines, building their eyries in high places to protect their young. Dangerous hunters with a taste for human and giant flesh, they lure prey to its doom using their magical voices or descend upon it with talon and claw.

Agents of the Divine. Though loathed now, harpies were once the favored messengers of the gods until some now-forgotten transgression exiled them from the divine realms. Harpies claim they have no stories or legends of that time.

Clamor Eyries. Harpies live in large flocks of six to ten mated pairs and their children. A typical clamor is led by the strongest hunters or most powerful singers.

Urban Harpies. A few harpies have found acceptance in large urban centers. They trade their aerial speed or magical songs for coins.

Harpy

CR 1

Medium Monstrosity

Armor Class 13

Hit Points 38

Speed 20 ft., fly 40 ft.

Perception 10 **Stealth** 13

Resistant charmed | Monstrosity Resilience

Senses darkvision 120 ft.

Languages Common

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	-2	+0	+1

Monstrosity Resilience. The harpy is resistant to exhaustion and to the frightened condition.

ACTIONS

Multiattack. The harpy makes two Claw or Screech attacks. If both Screech attacks hit one Giant or Humanoid, the target has disadvantage on the next save it makes against the harpy's Luring Song before the start of the harpy's next turn.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Screech. *Ranged Spell Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 8 (2d6 + 1) thunder damage.

BONUS ACTIONS

Luring Song. The harpy sings a magical melody. Every Humanoid and Giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 WIS save or be charmed until the song ends. The harpy must use 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 save. A charmed target can also repeat the save at the end of each of its turns. If the save is successful, the effect ends on it. A target that successfully saves is immune to this harpy's song for the next 24 hours.

HELL HOUND

Brimstone permeates the air around this hulking canine. The beast's claws are curved daggers, its eyes shine with a burning radiance, and flames curl out of its fanged mouth.

Hellhounds are fiends punished by their kin and forcibly transformed into the shape of a beast. They roam the infernal realms in cruel packs or serve whatever masters they hope will restore them to original forms.

Infernal Guardians. Hellhounds are often encountered near sites important to evil creatures or demonic incursions. Greater demons give mortal supplicants the service of hellhounds as a reward, though it also helps the demon to watch over them.

No Mere Beast. Despite their shape and other bestial instincts, hellhounds are still fiends, and they retain most of their intellect and cruel cunning. Opponents who expect them to act like hounds seldom discover their error before they are consumed. They prefer to fight in great numbers, and when they begin a hunt, very little dissuades them.

Hell Hound

CR 3

Medium Fiend (Outsider)

Armor Class 15 (natural armor)

Hit Points 76

Speed 50 ft.

Perception 15 **Stealth** 11

Immune fire | charmed, frightened

Senses darkvision 60 ft.

Languages understands Infernal but can't speak

STR	DEX	CON	INT	WIS	CHA
+5	+1	+2	-2	+3	-2

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Prey Sense. The hound can pinpoint, by scent, the location of Medium and smaller creatures within 30 feet of it.

ACTIONS

Multiattack. The hell hound makes two Bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 DEX save, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

HIPPOGRIFF

Flashing down from the sky, this creature has the body and rear legs of a horse, but the head, wings, and forelegs of a mighty eagle. With a raptor's scream, it dives to strike.

The swift hippogriffs hunt the mountain steppes, plains, and wild places of the world. They are omnivorous but prefer meat. A single hippogriff considers an extremely wide swath as its hunting territory and remains in an area until the food supply is exhausted.

Eternal Mates. Hippogriffs mate for life, raising one to two young at a time. They lay eggs, taking turns watching over them (or hatchlings) while the other mate hunts for food. When a hippogriff dies, its mate often starves itself to death.

Loyal Steeds. Hippogriff eggs are prized treasures and valuable to everyone from elven lords to powerful human generals. A single egg is valued at 2,000 gp. Of all the monstrous mounts, hippogriffs are the easiest to train. However, the death of a hippogriff's rider sends the mount into a frenzy.

Hippogriff

CR 1

Large Monstrosity (Animal)

Armor Class 11

Hit Points 44

Speed 40 ft., fly 60 ft.

Perception 13 **Stealth** 10

Resistant Monstrosity Resilience

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	-4	+3	-1

Heightened Sight. The hippogriff's Perception is 18 when perceiving by sight.

Monstrosity Resilience. The hippogriff is resistant to exhaustion and to the frightened condition.

ACTIONS

Multiattack. The hippogriff makes one Beak attack and one Claws attack.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) slashing damage.

BONUS ACTIONS

Dive (Recharge 5–6). While flying, the hippogriff dives onto a creature below it. The hippogriff moves at least 20 feet in a straight line toward a creature it can see. The target must succeed on a DC 13 STR save or take 7 (2d6) bludgeoning damage and be knocked prone.

KOBOLD

They skulk out of the shadows: short, draconic humanoids covered with scales ranging in hue from rust to inky black. They have red eyes and reptilian tails, and though only the size of gnomes, they hold their weapons with easy familiarity.

Kobolds are diligent, hardworking creatures who view life through a practical lens. They instinctively conform to the wishes of anyone stronger than themselves rather than risk confrontation. Kobolds can be found in dark forests, deep underground, and in the heart of urban centers.

Clever Miners. Skilled miners and inordinately clever with mechanical devices, kobolds routinely surround their warrens with traps, deadfalls, and camouflage.

Collective Community. Kobolds share a strong communal instinct, knowing that only by acting together can they hope to defeat threats against them. When kobolds travel with other lineages, they extend this spirit to their companions.

Talented Witches and Alchemists. Kobolds collect items thrown away by dwarves, humans, and others and use them in strange brews and potions.

Kobold

CR 1/8

Small Humanoid

Armor Class 12

Hit Points 9

Speed 30 ft.

Perception 8 **Stealth** 14

Senses darkvision 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
-2	+4	-1	-1	-2	-1

Pack Tactics. The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, and its Perception is 3 when perceiving by sight.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

BONUS ACTIONS

Scurry. The kobold moves up to 15 feet without provoking opportunity attacks. If the kobold is aware of traps in the area, the kobold can choose if this movement triggers any of them.

MIMIC

A hateful crimson eye opens on the surface of the otherwise innocuous barrel. Then another eye opens, and another still. With startling speed, the barrel becomes a pseudopod-wielding horror, its toothy maw opening wide.

The dungeon delver's bane, a mimic is a stealthy predator that transforms itself into an inanimate object, perfectly copying the appearance of wood or stone. It typically poses as furniture, doors, stairs, and the like. In its natural form, it resembles an amorphous blob with flesh-like protrusions resembling objects it previously copied.

Deceptive Hunters. While not terribly intelligent, mimics are uncanny predators. They lurk in well trafficked areas of dungeons, wildernesses, or urban environments, assuming shapes intended to lure prey. They then use their sticky adhesive skin to trap their next meal.

Taste Focused. Mimics are supremely patient, but they are obsessed with consuming prey to relish the taste, not necessarily to sate hunger. The taste buds of a mimic's tongue are extremely sensitive, and they gather a great deal of information with every bite.

Mimic

CR 2

Medium Monstrosity (Shapechanger)

Armor Class 12 (natural armor)

Hit Points 58

Speed 20 ft.

Perception 11 **Stealth** 13

Vulnerable cold

Resistant grappled | Monstrosity Resilience

Immune acid | prone

Senses keensense 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	-3	+1	-1

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Monstrosity Resilience. The mimic is resistant to exhaustion and to the frightened condition.

ACTIONS

Multiattack. The mimic makes two Pseudopod attacks. If it is grappling a creature, it can replace one attack with a Bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one grappled creature. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) acid damage.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

BONUS ACTIONS

Change Shape. The mimic transforms into a Large or smaller object or back into its true, amorphous form, which is a Monstrosity. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

REACTIONS

Prey Shield. When a creature the mimic can see hits it with an attack while it is grappling a creature, the mimic can roll the grappled creature in front of the blow, forcing the grappled creature to take the damage instead.

MYCOLID

This small living fungus has the white fibrous stalk and soft, spongy head of a mushroom. Beneath its wide, bell-shaped cap, humanoid arms clutch ramshackle gardening instruments and crude weapons, while flat leg-stalks move the plant-creature toward any potential threats.

Mycolids sprout in areas infused with unnatural magical energy, such as the fetid bog of a black dragon, the cavernous ruins of the underworld, or the shady glade blessed by an archfey or druid. Regardless of region or

climate, commoner mycolids spend most of their lives cultivating a huge variety of mushrooms into a single unbroken chain of interconnected growth.

Community First. They thrive in harsh environments without thought for shelter, culture, art, or history, and instead pour every moment of their relatively short lives into expanding the colony. Few creatures attack the peaceful fungal folk, but those that do find their woody bodies, soft, springy heads, and immunity to pain difficult to overcome. When a colony is threatened, every commoner mycolid fights to the death to protect the collective.

Highly Toxic. Though commoner mycolids are safe to handle, creatures foolish enough to eat one may succumb to their potent toxins. In extreme situations, mycolids may let themselves be eaten to kill massive or dangerous creatures and add fertilizer to the colony. Mycolids spores are a powerful defense mechanism as well, and older mycolids have more powerful spores. Even newborn commoner mycolid spores can addle the mind of most beasts.

Shared Memory. Each mycolid is a clone of a single progenitor called a spore lord. A family of like mycolids, the spawn of an individual spore lord, is called a “ring,” and each ring shares a collective pool of memories and consciousness connected to a mycelial network. As such, mycolids remember their own births as though they tended to their younger selves personally and can recall every birth and death since the ring began. Though all members of a ring look identical, no two rings are exactly alike. Separate rings cannot share thoughts or memories, but all mycolids can communicate telepathically over short distances.

Spore Lord. When a safe area of rich, damp fertilizer can be secured, a commoner mycolid may undergo a rapid change into a more powerful form capable of using its spores to create a near-endless supply of identical offspring. This form, called a spore lord, does not rule over other mycolids. But while commoners tend to the health of mushrooms and mycolid sprouts, spore lords protect the colony from threats and supply it with a stream of clones. A single spore lord might create dozens or hundreds of clones of itself in its lifetime, and a dozen spore lords from different colonies may amass in a single fertile location without conflict.

Magic Channelers. Upon transformation, a spore lord is made larger, stronger, and smarter by the primal magic that spawned it. Spore lords instinctively know how to manipulate the environment through cultivation and magic.

Communal Knowledge. All members of a spore lord’s ring share its memories, but commoners lack the capacity to understand how and why the spore lord is different, though they recognize it. Only when separated from the colony can a commoner reach such an understanding, usually moments before it changes into a spore lord itself.

Mycolid Commoner

CR 1/2

Small Plant

Armor Class 12

Hit Points 22

Speed 15 ft.

Perception 13

Stealth 14

Resistant poison | Plant Resilience

Senses keensense 120 ft. (can’t sense beyond this radius)

Languages understands Sylvan but can’t speak, telepathy 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	-2	+3	-3

Fungal Toxicity. A creature that hits the mycolid with a melee attack while within 5 feet of it must succeed on a DC 13 CON save or become poisoned for 1 hour. If the poison isn’t neutralized before 1 hour has passed, the creature must succeed on a DC 13 CON save, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Mycolid Connection. The mycolid can pinpoint the location of each friendly mycolid within 120 feet of it. In addition, its telepathy range increases to 120 feet when communicating with other mycolids.

Plant Resilience. The mycolid is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

ACTIONS

Gardening Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 5 (2d4) poison damage.

Slowing Spores (Recharge 5–6). The mycolid ejects slowing spores from its body. Each creature that isn’t a mycolid within 5 feet of the mycolid must make a DC 13 WIS save. On a failure, a creature takes 5 (2d4) poison damage and is slowed until the end of its next turn. On a success, a creature takes half the damage and isn’t slowed. A slowed creature’s speed is halved, and it can’t take reactions.

BONUS ACTIONS

Fetid Feast. The mycolid draws sustenance from a Medium or larger pile of carrion or rotting vegetation within 5 feet of it. It regains 5 (2d4) HP. The mycolid can’t use Fetid Feast on a pile of carrion or vegetation if it or another mycolid has already used Fetid Feast on that pile.

Mycolid Spore Lord

CR 3

Medium Plant

Armor Class 14 (natural armor)

Hit Points 72

Speed 15 ft.

Perception 14

Stealth 12

Resistant Plant Resilience

Immune poison

Senses keensense 120 ft. (can't sense beyond this radius)

Languages understands Druidic and Sylvan but can't speak, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	-1	+4	-1

Fungal Toxicity. A creature that hits the mycolid with a melee attack while within 5 feet of it must succeed on a DC 13 CON save or become poisoned for 5 hours. If the poison isn't neutralized before 5 hours have passed, the creature must succeed on a DC 14 CON save, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Mycolid Connection. The spore lord can pinpoint the location of each friendly mycolid within 1 mile of it. In addition, its telepathy range increases to 1 mile when communicating with other mycolids.

Plant Resilience. The mycolid is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

ACTIONS

Multiattack. The spore lord makes two Fungal Staff attacks or uses Hurl Sap twice.

Fungal Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) poison damage.

Hurl Sap. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 11 (2d8 + 2) poison damage, and the sap sticks to the target. While the sap is stuck, the target takes 4 (1d8) poison damage at the start of each of its turns. A creature can use an action to scrape away the sap, ending the effect.

Mushroom Ring (Recharge 5–6). The spore lord causes fungal growth to erupt from a point on the ground it can sense within 120 feet of it. A ring of mushrooms sprouts in a 15-foot radius around that point. Each creature that isn't a mycolid within that ring must make a DC 14 CON save, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. Each mycolid within that ring gains 5 (2d4) temporary HP.

Slumber Spores (Recharge 5–6). The spore lord ejects sleep-inducing spores from its body. Each creature that isn't a mycolid within 10 feet of the spore lord must make a DC 14 WIS save. On a failure, a creature takes 9 (2d8) poison damage and falls unconscious for 1 minute. On a success, a creature takes half the damage and doesn't fall unconscious. The unconscious creature wakes if it takes damage or if a creature uses an action to wake it.

BONUS ACTIONS

Fetid Feast. The spore lord draws sustenance from a Medium or larger pile of carrion or rotting vegetation within 5 feet of it. It regains 7 (2d6) HP. The spore lord can't use Fetid Feast on a pile of carrion or vegetation if it or another mycolid has already used Fetid Feast on that pile.

ORC

A gray-skinned humanoid glares with red-rimmed eyes. He brandishes his axe and growls, his tusked mouth twisting into a toothy snarl as he advances.

Orcs are broad and muscular, with coarse features, prominent tusks on their lower jaws, and deeply set eyes. They commonly have a dusky gray skin color, though this can vary by region or tribe, with tones ranging from pale white to sandy or even mottled white and black, with a few sporting greenish or orange tinges.

Rule of Might. Aggressive, opportunistic warriors, orcs follow the rule of might. In orcish culture, you are entitled to whatever you can take, for however long you are strong enough to hold it. Tribes choose homes based on the other creatures that live nearby and what they have worth taking, even if those others are another orc tribe.

Great War Banners. Occasionally, tribes band together under the banner of a leader of exceptional might, a Great Chief, to take some great prize. Such hordes rarely last beyond the initial raid, with each tribe seizing its share and returning home to celebrate victory.

Orc

CR 1/2

Medium Humanoid

Armor Class 13 (hide armor)

Hit Points 25

Speed 30 ft.

Perception 10 **Stealth** 11

Senses darkvision 60 ft.

Languages Common, Orc

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	-2	+0	+0

Relentless (Recharges after a Short or Long Rest). If the orc takes 10 damage or less that would reduce it to 0 HP, it is reduced to 1 HP instead.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

BONUS ACTIONS

Aggressive. The orc can move up to its speed toward a hostile creature that it can see.

OTYUGH

An enormous mound rises from the muck, grasping with its tentacles as a massive, toothy maw opens on its front.

This bizarre creature's body is a shapeless mass of flesh atop three thick fins. Three tentacles sprout from the body, two longer ones ending in spiky, grasping pads, and a third, shorter limb bearing the otyugh's eyes and nostrils. Much of the creature's front side is taken up by a cavernous mouth filled with sharp teeth.

Adaptable Appetites. Otyughs are omnivorous, eating anything organic and delighting in rot, waste, and carrion. Their constant hunger extends to living creatures as well. They hide while submerged in water or bury themselves in mud or filth, lashing out at potential prey as they pass.

Damp Dwellers. Otyughs prefer wet environs, lairing in swamps, rainforests, partially flooded caves, or other wilderness areas prone to damp and decay. They can also be found in populated areas. City sewers, village middens, or boneyards contain what these sewer horrors view as abundant sources of food.

Otyugh

CR 5

Large Aberration

Armor Class 14 (natural armor)

Hit Points 108

Speed 30 ft.

Perception 11 **Stealth** 10

Resistant Aberrant Resilience

Immune poison | poisoned

Senses darkvision 120 ft.

Languages Otyugh

STR	DEX	CON	INT	WIS	CHA
+3	+0	+7	-2	+1	-2

Aberrant Resilience. The otyugh is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Stench. Each creature that starts its turn within 10 feet of the otyugh must succeed on a DC 15 CON save or be poisoned until the start of its next turn.

ACTIONS

Multiattack. The otyugh makes one Bite attack and two Tentacle attacks. It can replace both Tentacle attacks with a use of Tentacle Slam.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 CON save or become infected with a disease. Until the disease is cured, the target is poisoned. Every 24 hours that elapse, the infected creature must repeat the save, reducing its HP maximum by 5 (1d10) on a failure. The disease is cured on a success. The creature dies if the disease reduces its HP maximum to 0. This reduction to the creature's HP maximum lasts until it finishes a long rest after the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13). The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or into a solid surface. Each creature must make a DC 15 STR save. On a failure, a creature takes 14 (4d6) bludgeoning damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.

OWLBEAR

Bursting from the forest undergrowth, a massive creature—equal parts bear and raptor—gives a roaring screech as it charges.

Vicious carnivores, owlbears devour vast amounts of deer, boar, and other creatures in the forests they inhabit—and vomit up distinctive bezoars of undigested bone, hide, and feathers. An owlbear has the shape and mass of a grizzly bear, with a thick coat of fur intermixed with feathers. The massive body is topped with a great, owl-like head, complete with large, round eyes and a curved, hooked beak that can grip and tear its prey. Though incapable of flight, the owlbear's limbs are covered with enough feathers for gliding when it leaps from sufficiently high cliffs and hills.

Territorial. Territorial and testy, owlbears are quick to challenge interlopers in their domain. An owlbear faces larger or more numerous opponents with undaunted savagery that often scares off larger and even more powerful foes.

Nesting. Normally solitary, owlbears remain together only to rear their hatchlings until they are old enough to fend for themselves. Mated pairs sometimes build an enormous stick-nest in a cavern or on a rocky spire. An angry owlbear defending its eggs or young is especially dangerous.

Tribal Guardians. Despite their hostility, humanoid tribes sometimes capture owlbear hatchlings or eggs, raising them as fearsome guardians or mounts. Dwarves have also been known to keep owlbears as guards.

Owlbear**CR 3***Large Monstrosity (Animal)***Armor Class** 14 (natural armor)**Hit Points** 80**Speed** 40 ft.**Perception** 13 **Stealth** 11**Resistant** Monstrosity Resilience**Senses** darkvision 60 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+1	+3	-4	+1	-2

Glide. The owlbear has long, sturdy feathers along its forelimbs and sides that expand while falling to slow its rate of descent to 60 feet per round, landing on its feet and taking no falling damage. It can move up to 5 feet horizontally for every 1 foot it falls. The owlbear can't gain height with its gliding feathers alone. If subjected to a strong wind or lift of any kind, it can use the updraft to glide farther.

Heightened Sight and Smell. The owlbear's Perception is 18 when perceiving by sight or smell.

Monstrosity Resilience. The owlbear is resistant to exhaustion and to the frightened condition.

ACTIONS

Multiattack. The owlbear makes one Beak attack and one Claw attack. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15).

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Vicious Bound (44 HP or Fewer). The owlbear roars and barrels through creatures. It moves up to 20 feet in a straight line and can move through the space of any Medium or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 15 STR save. On a failure, a creature takes 18 (4d8) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

BONUS ACTIONS

Rend. The owlbear violently wrenches a Medium or smaller creature it is currently grappling. The target must make a DC 15 STR save, taking 9 (2d8) slashing damage on a failed save, or half as much damage on a successful one.

PEGASUS

A noble flying horse, its coat shining like newly fallen snow, soars overhead on majestic, feathered wings, mane and tail streaming behind it.

Free-spirited creatures, pegasi soar the skies with wild dignity. Ranging far from civilization, pegasi are comfortable only in the presence of their own kind.

Intruders cause them to take wing quickly to find more secluded surroundings. Their diet is similar to mundane horses, feeding on grass and flowers in alpine meadows and taking water from mountain streams and high lakes.

Mountain Nests. Fiercely protective of their young, pegasi build nests in rocky hills, atop spires and peaks inaccessible to most creatures without the power of flight. When the young are ready to leave the nest, the entire herd watches over and protects them until they reach adulthood.

Heroic Servitors. Pegasi are intelligent, autonomous, and untamable. However, a being of pure heart and good intent can sometimes convince a pegasus to become its companion, especially if the being is in desperate need or faces some monumental task, such as thwarting those with evil motives.

Pegasus**CR 2***Large Celestial (Animal)***Armor Class** 12**Hit Points** 57**Speed** 60 ft., fly 90 ft.**Perception** 12 **Stealth** 12**Resistant** Celestial Resilience**Immune** charmed**Senses** —**Languages** understands Celestial, Common, Elvish, and Sylvan but can't speak

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+0	+2	+1

Celestial Resilience. The pegasus is resistant to radiant damage.

Diving Pounce. If the pegasus is flying and 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 14 STR save or be knocked prone. If the target is prone, the pegasus can make one Hooves attack against it as a bonus action.

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

Magic Weapons. The pegasus's weapon attacks are magical.

ACTIONS

Multiattack. The pegasus makes two Hooves attacks.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Catch Rider. If the pegasus's rider fails a check or save to remain in the saddle or is subjected to an effect that would dismount it, the pegasus can shift to catch the falling rider, preventing the rider from being dismounted.

PURPLE WORM

An enormous worm, its body armored in plates of bluish-purple chitin, bursts from the cavern floor. Its vast, toothy maw is large enough to swallow a horse whole.

Truly the rulers of their domains, purple worms claim the Underworld as their hunting grounds. These tremendous monsters can bore through solid rock, creating new tunnels and passageways as they travel. Any creature a purple worm encounters besides another of its kind is prey.

Follow Prey by Sound. Purple worms are attracted by sound and vibration, leading most subterranean humanoids to travel as quietly as possible and ensure that battles are short and decisive. Major settlements in the Underworld have contingencies in place for a purple worm attack.

Gemstones and Ore. A purple worm digests the earth and rock it ingests while tunneling, excreting it along the tunnels it creates and in the caverns where it rests. In mineral-rich areas, brave souls may find undigested gems and unrefined ores among a purple worm's waste, or even inside its body if they are mighty enough to defeat it.

Purple Worm

CR 15

Gargantuan Monstrosity

Armor Class 18 (natural armor)

Hit Points 255

Speed 50 ft., burrow 30 ft.

Perception 14 **Stealth** 8

Resistant Monstrosity Resilience

Immune prone

Senses keensense 60 ft., tremorsense 60 ft.

STR	DEX	CON	INT	WIS	CHA
+9	-2	+11	-5	+4	-3

Monstrosity Resilience. The purple worm is resistant to exhaustion and to the frightened condition.

Tunneler. A purple worm can burrow through solid rock at half its burrow speed. Doing so creates a 10-foot-diameter tunnel behind it.

ACTIONS

Multiattack. The worm makes one Bite attack and one Tail Stinger attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must make a DC 19 DEX save or be swallowed by the purple worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside of the worm, and it takes 21 (6d6) acid

damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 CON save at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 19 (3d6 + 9) piercing damage, and the target must make a DC 19 CON save, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Thrash (Recharge 5–6). The purple worm convulses its large body, smashing everything around it. Each creature within 20 feet of the worm must make a DC 19 STR save. On a failure, a creature takes 54 (12d8) bludgeoning damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.

BONUS ACTIONS

Rapid Digestion. The purple worm's digestive system absorbs some of the already digested material from creatures it has swallowed. If the purple worm has at least one swallowed creature inside it, the purple worm regains 9 (2d8) HP. This healing increases by 4 (1d8) for each creature currently inside the purple worm, to a maximum of 10d8.

RUST MONSTER

A strange, insectile creature skitters forward on four legs. It waves two large, feathery antennae about in a questing manner.

As its name implies, this odd creature can rust ferrous metals, allowing it to eat the oxidized results. The rust monster roams caves and tunnels seeking out such metals. When it finds it, the creature aggressively rushes to devour the meal. Because rust monsters have a basic, animalistic intelligence, an adventurer can save their sword or shield by distracting the creature with another source of metal.

Armored Shell. A rust monster is about the size of a large dog. It has an insectile appearance, with armored plates like an exoskeleton. It has segmented legs but, unlike an insect, only four of them. It has a thin, whip-like tail that thrashes when the creature is agitated or catches the scent of metals.

Color Matches Diet. The coloration of its hide varies depending on its diet. A rust monster whose diet includes large amounts of mithral would have a silvery sheen to its hide, for example.

Rust Monster

CR 1/2

Medium Monstrosity

Armor Class 14 (natural armor)

Hit Points 25

Speed 40 ft.

Perception 11 **Stealth** 13

Resistant Monstrosity Resilience

Senses darkvision 60 ft., tremorsense 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	-4	+1	-2

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Monstrosity Resilience. The rust monster is resistant to exhaustion and to the frightened condition.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

Spider Climb. The rust monster can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 DEX save to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

SKELETON

Half hidden in darkness, skeletal bones clad in rusted armor and rotten clothing lurch toward you. The thing's bony hands grip a sword with malign intent.

Skeletons are fleshless undead that have been reconstructed and animated by fell magic. Soulless, emotionless, and driven by the whims of their master, the skeleton is an unshakable guardian. Skeletons can be found in desecrated temples, graveyards, and cemeteries where they can watch, completely motionless, for eons. New and masterful necromancers use skeletons as stalwart guards and servants, though they understand such creatures have no loyalty beyond the magic that controls them.

Dark Intelligence. While lacking humanoid intelligence, skeletons possess a cleverness that extends beyond a mere

beast or construct. Their malicious minds remember how to wield weapons and armor, and they collect and use weapons or shields taken from the recent dead. Skeletons look upon the living with eyeless sockets and unsettling patience as their instincts judge distances, tactics, and methods to separate a potential target's flesh from their bones.

Moldering Bodies. Though dried strands of tendon or wisps of stubborn hair may cling to a skeleton, magic alone is responsible for its movement. Piercing weapons and arrows may skip from the skeleton's hardened bone, but heavy blows shatter them.

Skeleton

CR 1/4

Medium Undead

Armor Class 13 (armor scraps)

Hit Points 14

Speed 30 ft.

Perception 9 **Stealth** 14

Vulnerable bludgeoning

Resistant piercing

Immune Undead Resilience

Senses darkvision 60 ft.

Languages understands all languages it knew in life but can't speak

STR	DEX	CON	INT	WIS	CHA
+0	+2	+2	-2	-1	-3

False Appearance. While the skeleton remains motionless and prone, it is indistinguishable from an inanimate Humanoid skeleton.

Undead Nature. The skeleton doesn't require air, food, drink, or sleep.

Undead Resilience. The skeleton is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

REACTIONS

Counterattack (Recharge 6). When a creature the skeleton can see hits it with an attack, the skeleton can make one Shortsword or Shortbow attack against the attacker.

Warhorse Skeleton

CR 1/2

Large Undead

Armor Class 13 (barding scraps)

Hit Points 25

Speed 60 ft.

Perception 11 **Stealth** 13

Vulnerable bludgeoning

Resistant piercing

Immune Undead Resilience

Senses darkvision 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	-4	+1	-3

False Appearance. While the warhorse skeleton remains motionless and prone, it is indistinguishable from an inanimate warhorse skeleton.

Undead Nature. The skeleton doesn't require air, food, drink, or sleep.

Undead Resilience. The skeleton is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

BONUS ACTIONS

Counterattack (Recharge 6). When a creature the warhorse skeleton can see hits it with a melee attack while within 5 feet of it, the skeleton can make one Hooves attack against the attacker.

SPOREBORN

A low hiss emerges from the shambling form crowned with fleshy fungal growth.

The sporeborn are humanoid creatures transformed by an infectious fungus, which takes control of victims and uses them as a vehicle to spread its spores into other hosts. The apocalyptic fungus has no real intelligence, only a drive to reproduce. Humanoids can be infected by the fungus through contaminated food or water, breathing the spore clouds, or the bite of an infected host.

Stages of Infection. Creatures infected by the apocalyptic fungus go through different stages of infection before they ultimately expire. Most die before reaching the final stage, though the fungus in their bodies continues to grow, dissolving the host's remains. If the host body sustains serious damage or can no longer move easily, the fungus attempts to move into a dark, sheltered area so that, as the body decays, the fungus fruits and releases its spores. Sunlight kills the fungus and its spores.

Skullblooms. Infected humanoids that succumb to the fungus become sporeborn skullblooms. Skullblooms show physical signs of their transformation, as the spores inside the host's brain sprout into spongy stalks that break through the skull to crown the head, while patches of fungus break through the cheeks and around the eye

sockets and random areas of the body. Skullblooms stalk or ambush victims and use cooperative tactics, such as herding potential victims toward other skullblooms lying in wait. Sometimes skullblooms enter periods of inertia, lying down or leaning up against a wall or tree and allowing the fungus to spread over them, only to burst out and attack when a potential target passes by.

Bloatblossoms. Skullblooms eventually grow into bloatblossoms. A riot of fungal growth makes the body of these sporeborn broad and ungainly, with layers of tough, fibrous growth that protect it from damage. Bloatblossoms have better echolocation than the younger skullblooms, as well as nodules filled with mycotoxins that they can tear from their bodies and hurl at targets.

Skullbloom

CR 1/2

Medium Plant

Armor Class 11 (natural armor)

Hit Points 23

Speed 30 ft.

Perception 11

Stealth 12

Resistant Plant Resilience

Senses keensense 10 ft.

Languages understands the languages it knew in life but can't speak

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	-4	-1	-3

Heightened Hearing. The skullbloom's Perception is 16 while perceiving by hearing.

Plant Resilience. The skullbloom is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage plus 4 (1d8) poison damage. If the target is a Humanoid, it must succeed on a DC 12 CON save or become infected with apocalyptic fungus (see sidebar).

BONUS ACTIONS

Instinct to Pursue. The skullbloom takes the Dash action toward an uninfected Humanoid it can see or sense.

Bloatblossom

CR 2

Medium Plant

Armor Class 15 (natural armor)

Hit Points 60

Speed 20 ft.

Perception 11

Stealth 12

Resistant Plant Resilience

Senses keensense 60 ft. (can't sense beyond this radius)

Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+0	+3	-4	-1	-3

Heightened Hearing. The bloatl Blossom's Perception is 16 while perceiving by hearing.

Plant Resilience. The bloatl Blossom is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

ACTIONS

Multiattack. The bloatl Blossom makes one Bite attack and one Slam attack, or it makes two Toxic Nodule attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 4 (1d8) poison damage. If the target is a Humanoid, it must succeed on a DC 13 CON save or become infected with apocalyptic fungus (see sidebar).

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 4 (1d8) poison damage. If the target is Medium or smaller, it is grappled (escape DC 13).

Toxic Nodule. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 12 (2d8 + 3) poison damage, and the target must succeed on a DC 13 CON save or be poisoned until the end of its next turn.

BONUS ACTIONS

Instinct to Pursue. The bloatl Blossom takes the Dash action toward an uninfected Humanoid it can see or sense.

APOCALYPTIC FUNGUS

Disease

An infectious disease transmitted via fungal spores. Infected creatures become irritable and sensitive to noise. In the final stages, fibrous fungal growths sprout from the skin—particularly around the cranium. If left untreated, infected creatures turn into **sporeborn skullblooms**.

Trigger: A humanoid that ingests food or water contaminated with the spores of the apocalyptic fungus, breathes in the spores, or is bitten by an infected creature must make a DC 12 CON save or become infected.

Effects: An infected target can't regain hit points and when it finishes a long rest must make a DC 15 CON save or gain two levels of exhaustion. When the infected target reaches the sixth level of exhaustion, it does not die but instead becomes a **skullbloom**, at which point no mundane or magical healing can return the creature to its former state. If a humanoid infected with apocalyptic fungal spores is killed, it rises an hour later as a **skullbloom**.

Resolution: Pre-transformation, the fungal infection can only be cured by the *lesser restoration* spell or similar magic.

SPRITE

The sound of buzzing wings whines nearby. A tiny humanoid, held aloft on dragonfly wings, appears as though from thin air.

Sprites are diminutive fey that protect the deepest forests and the holiest glades. Attentive and well trained in guerrilla tactics, sprites are among the most aggressive and loyal fey. They may appear to travelers and parlay, uncovering interlopers' intentions with their Heart Sight and acting against those whose intentions are suspect.

Unseen Warriors. Sprites travel through the forest in bands of six to one hundred. They mask their numbers using their diminutive size and natural ability to turn invisible. Though sprites have been known to turn would-be trespassers away from their forest homes with traps, noises, or theatrical distractions, they are armed with arrows that can put creatures into a deep sleep. While their quarry sleeps, they may fetch a far more dangerous threat, retreat, or signal for reinforcements to dissuade further hostility.

Stern Protectors. Unlike many fey, sprites are serious, even-tempered, and intent on doing as little harm as possible. Those they judge worthy might find themselves protected within the sprites' territory, while those found wanting could walk headlong into ambushes, traps, and enraged beasts. Sprites refrain from tricks and mischief but suffer no evil within their domains.

Sprite

CR 1/4

Tiny Fey

Armor Class 14 (leather armor)

Hit Points 13

Speed 10 ft., fly 40 ft.

Perception 11 **Stealth** 17

Resistant Fey Resilience

Senses —

Languages Common, Elvish, Sylvan

STR	DEX	CON	INT	WIS	CHA
-4	+3	+0	+2	+1	+0

Fey Resilience. The sprite is resistant to the charmed and unconscious conditions.

Speak with Beasts and Plants. The sprite can communicate with Beasts and Plants as if they shared a language.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 CON save or become poisoned for 1 minute. If the save fails by 5 or more, the poisoned target falls unconscious for the same duration, or until it

takes damage or another creature takes an action to shake it awake.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

BONUS ACTIONS

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 13 CHA save, the sprite also knows if the creature has malign intentions or intends to commit malevolent acts within the next hour. Celestials, Fiends, and Undead automatically fail the save.

Swift Flight. The sprite moves up to half its speed without provoking opportunity attacks.

STAR CROW

A tiny, pulsing mote weaves through the night. As it approaches, its phosphorescent glow slowly dims into blackness. Seconds later, the thing erupts with a blinding flash.

Star crows are tiny, formless alien beings that lack sentience or emotion. These glowing creatures are drawn to sentient beings, feeding ravenously on the beings' thoughts. They have also been known to carry and transfer memories of one sentient creature to another. Star crows transmit these thoughts as a powerful illusory experience, a pastiche of raw emotion, color, images, and sounds. Some star crows bear the wisdom of primordial beings, while others deliver incomprehensible knowledge.

Immortal. Star crows have an infinite lifespan. They do not age and do not require food, water, air, or rest. The memories each star crow carries degrade, combine, or interlace with the eons of visions a single star crow may possess. A star crow reproduces by splitting, making a perfect copy of itself, when it acquires too many memories to handle without corruption. A newly spawned star crow assumes about a fourth of the information, lessening the burden of its parent.

Star Crow

CR 1/4

Tiny Aberration

Armor Class 15 (natural armor)

Hit Points 12

Speed 20 ft., fly 60 ft. (hover)

Perception 13 **Stealth** 15

Vulnerable poison

Resistant Aberrant Resilience

Immune psychic, radiant | blinded, exhaustion, prone

Senses truesight 120 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
-2	+3	+1	-5	+3	-5

Aberrant Resilience. The star crow is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

Illumination. The star crow sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

ACTIONS

Radiant Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) radiant damage, and the star crow attaches to the target. While attached, the star crow can use only the Thought Share action and Blinding Burst bonus action, and it moves with the target whenever the target moves, requiring none of the star crow's movement. The star crow can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the star crow by succeeding on a DC 13 STR check.

Thought Share. The star crow learns some of the attached target's memories, and the attached target experiences a rapid sequence of memories from other creatures the star crow has encountered. The target takes 5 (2d4) psychic damage and must succeed on a DC 13 CHA save or be stunned until the end of its next turn.

BONUS ACTIONS

Blinding Burst (Recharge 5–6). The star crow dims then suddenly bursts with blinding light. Each creature within 30 feet of the star crow must succeed on a DC 13 CON save or be blinded until the end of its next turn.

TROLL

This hunched giant stares hungrily with wide eyes. Baring massive fangs, it reaches out with long, hooked claws.

Trolls stand about 15 feet tall, seeming shorter due to their bowed legs and stooped postures. Long arms end in wicked, curved claws that scrape the ground when the troll moves. Powerful, fang-filled jaws sit below long, broad noses and massive, bloodshot eyes.

Variable Appearance. Troll appearance varies widely, and they are prone to a variety of cosmetic mutations. Skin tones and body types include scaled or slimy, broad and rangy, and even somewhat twiggy or stonelike in some cases. Some sport shaggy mops of hair and even beards, while others are completely hairless.

Bullies. Trolls are natural bullies, killing to sate their appetites. They enjoy extorting food and wealth from weaker creatures through threats of violence.

Regeneration. The troll's most notable feature is its powerful regenerative capabilities. Given time, a troll

can recover from nearly any wound, even complete dismemberment or beheading. Only wounds delivered with acid or fire can overcome a troll's regeneration.

Troll

CR 5

Large Giant

Armor Class 15 (natural armor)

Hit Points 94

Speed 30 ft.

Perception 12 **Stealth** 13

Vulnerable Giant Attributes

Resistant Giant Attributes

Senses darkvision 60 ft.

Languages Giant

STR	DEX	CON	INT	WIS	CHA
+4	+1	+5	-2	-1	-2

Giant Attributes. The troll is resistant to the stunned condition, and it is vulnerable to the prone condition.

Heightened Smell. The troll's Perception is 17 while perceiving by smell.

Regeneration. The troll regains 10 HP at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 HP and doesn't regenerate.

ACTIONS

Multiattack. The troll makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 11 (2d6 + 4) piercing damage.

BONUS ACTIONS

Frenzy (52 HP or Fewer). Desperate for a meal as its injuries mount, the troll moves up to half its speed and makes one Bite attack against a creature it can see within range. The troll then regains HP equal to half the damage dealt.

WORG

A canine as large as a horse bears down, its oily muzzle caked in blood and saliva. Its thick, heavy shoulders and massive neck sway side to side, and with each step, its long, mangy tail drags along behind it.

An enormous creature resembling a wolf, worgs are nightmarish hunters with a taste for humanoid flesh. They willingly stalk inhospitable terrain in their endless hunt for their next meal, roaming snow fields, volcanic barrens, even stony badlands. Known to collect grisly bounties and to coat their bodies with fetid remains, worgs are more

ferocious than any natural beast.

Warren Dweller. Worgs often shelter in warrens, tunnels, and caves in which they can travel quickly to prey and away from predators. Such places are fetid, vile places full of half-eaten corpses that the worg seems to have gorged itself on without consequence.

Willing Mounts. While many beasts of burden must be trained to hold a rider, worgs tend to willingly carry goblins, who share a great number of similarities to the worg, and use the smaller creatures to find more bountiful humanoid prey. Possessing surprising intelligence, worgs have learned to speak Goblin as well as their own guttural language. On rare occasions, worgs have even learned to speak and understand Common or Elvish.

Worg

CR 1/2

Large Monstrosity (Animal)

Armor Class 13 (natural armor)

Hit Points 25

Speed 30 ft.

Perception 14 **Stealth** 13

Resistant Monstrosity Resilience

Senses darkvision 60 ft.

Languages Goblin, Worg

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	-2	+0	-1

Heightened Hearing and Smell. The worg's Perception is 19 while perceiving by hearing or smell.

Monstrosity Resilience. The worg is resistant to exhaustion and to the frightened condition.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 STR save or be knocked prone.

BONUS ACTIONS

Loathsome Howl (1/Day). The worg unleashes an unnatural howl audible out to a distance of 300 feet. Each creature of the worg's choice within 30 feet of it must succeed on a DC 13 CHA save or be frightened of it for 1 minute. A frightened creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. Until it finishes a long rest, the worg can sense the direction but not the exact location of each creature that was frightened by Loathsome Howl.

ZOMBIE

A rotting corpse shambles forward, arms outstretched and flailing.

Zombies are the animated corpses of the dead, brought to unlife by necromantic magic, creating tireless, fearless servants that obey without hesitation. Occasionally, zombies are produced by other methods. Victims of wights, for example, often rise as zombies under command of the undead that killed them. Sometimes an enduring source of necromantic magic corrupts an area, causing nearby corpses to spontaneously rise as zombies.

Decayed Corpses. The appearance of zombies varies widely, depending upon the condition of the corpse prior to animation. A corpse dead from natural causes and stolen from an undertaker may be well-preserved, if obviously not alive, while a zombie animated from a drowning victim is bloated and sagging. Some necromancers use whatever is at hand. Others may choose the most disgusting corpses to add an additional fear factor for those that must face the zombies in combat.

Dim Intellect. Zombies have no personality and little intellect, following only the most basic commands. They can wield weapons if armed but simply batter an opponent with its limbs if not. They do not have the intellect to avoid even obvious hazards, shambling into open pits if they exist between them and a target or walking heedlessly through a fire to attack, unless commanded otherwise in that moment. When not under specific orders, a zombie simply stands awaiting commands, though if a living creature comes close enough for it to detect, it attacks, as the dark magics animating a zombie make it malicious toward the living.

Non-Human Zombies. Zombies are most commonly animated human remains, but the flesh of any living thing can be animated as a zombie. Zombie giants, for example, would be stronger and harder to kill than a human zombie. They would attack like other zombies, though they could throw rocks like a living giant if commanded to do so. Non-humanoid zombies typically attack as they did when living. A zombie dragon, for example, would attack with claws and teeth, and it could still fly if its wings were intact.

Zombie

CR 1/4

Medium Undead

Armor Class 8

Hit Points 16

Speed 20 ft.

Perception 10 **Stealth** 8

Immune Undead Resilience

Senses darkvision 60 ft.

Languages understands the languages it knew in life but can't speak

STR	DEX	CON	INT	WIS	CHA
+2	-2	+3	-4	+0	-3

Undead Fortitude. If damage reduces the zombie to 0 HP, it must make a CON save with a DC equal to 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 HP instead.

Undead Nature. The zombie doesn't require air, food, drink, or sleep.

Undead Resilience. The zombie is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. The target is grappled (escape DC 12) if it is a Medium or smaller creature, and the zombie doesn't already have a creature grappled.

BONUS ACTIONS

Rotten Hold. The zombie gnaws idly on the creature grappled by it. The target must succeed on a DC 12 CON save or take 2 (1d4) poison damage. A Humanoid slain by this bonus action rises 24 hours later as a zombie, unless the Humanoid is restored to life or its body is destroyed.

Ogre Zombie

CR 2

Large Undead

Armor Class 8

Hit Points 72

Speed 30 ft.

Perception 8 **Stealth** 8

Immune Undead Resilience

Senses darkvision 60 ft.

Languages understands Common and Giant but can't speak

STR	DEX	CON	INT	WIS	CHA
+4	-2	+4	-4	-2	-3

Undead Fortitude. If damage reduces the zombie to 0 HP, it must make a CON save with a DC equal to 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 HP instead.

Undead Nature. The zombie doesn't require air, food, drink, or sleep.

Undead Resilience. The zombie is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Multiattack. The ogre zombie makes two Morningstar attacks.

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Lumbering Charge (Recharge 5–6). The ogre shoulders its weapon and charges forward, shoving into creatures on its way. It moves up to 20 feet in a straight line and can move through the space of any Medium or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 14 STR save. On a failure, a creature takes 14 (4d6) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

ANIMALS

This section contains statistics for various animals. From the loyal mastiff to the wily rat, these animals can be found across the world, helping or harring the PCs. The stat blocks are presented alphabetically.

Insect, Scorpion

CR 0

Tiny Beast

Armor Class 11 (natural armor)

Hit Points 8

Speed 10 ft.

Perception 9 **Stealth** 12

Resistant poison

Senses keensense 10 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
-4	+0	-1	-5	-1	-4

ACTIONS

Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 9 CON save, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one

Mastiff

CR 1/8

Medium Beast

Armor Class 12

Hit Points 9

Speed 40 ft.

Perception 11 **Stealth** 12

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	-4	+1	-2

Heightened Hearing and Smell. The mastiff's Perception 16 while perceiving by hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

REACTIONS

Protect Friend. When a friendly Humanoid the mastiff can see is hit by an attack from a creature within 5 feet of the mastiff, the mastiff can make one Bite attack against that attacking creature.

Rat, Giant

CR 1/8

Small Beast

Armor Class 12

Hit Points 9

Speed 30 ft.

Perception 10 **Stealth** 14

Senses darkvision 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
-2	+2	+0	-4	+0	-3

Heightened Smell. The rat's Perception is 15 while perceiving by smell.

Pack Tactics. The rat has advantage on attack rolls against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage. If the target is a creature, it must make a DC 10 CON save. On a failure, the target contracts the *rat plague* disease (see sidebar) or is poisoned until the end of its next turn (the GM's choice).

Rat, Swarm of Rats

CR 1/4

Medium Swarm of Tiny Beasts

Armor Class 10

Hit Points 14

Speed 30 ft.

Perception 10 **Stealth** 12

Resistant Swarm Resilience

Immune Swarm Resilience

Senses darkvision 30 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
-1	+0	-1	-4	+0	-4

Heightened Smell. The swarm's Perception is 15 when perceiving by smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain HP or gain temporary HP.

Swarm Resilience. The swarm is resistant to bludgeoning, piercing, and slashing damage, and it is immune to the charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned conditions.

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its HP or fewer. If the target is a creature, it must make a DC 9 CON save. On a failure, the target contracts the *rat plague* disease (see sidebar) or is poisoned until the end of its next turn (the GM's choice).

DISEASED RATS

Many rats, especially those found in urban environments and swamps, carry the following unique disease that spreads through their bites. At the GM's discretion, a rat might not spread this disease, poisoning the target instead.

Rat Plague. This disease is passed through the bites of infected rats, but rats are immune to the disease's effects. Until the disease is cured, the creature is poisoned and can't regain HP except by magical means. Every 24 hours that elapse, the infected creature must repeat the save (using the DC of the infecting rat's Bite), reducing its HP maximum by 3 (1d6) on a failure. The disease is cured on a success. This reduction lasts until the creature finishes a long rest after the disease is cured. The creature dies if the disease reduces its HP maximum to 0.

Raven

CR 0

Tiny Beast

Armor Class 12

Hit Points 7

Speed 10 ft., fly 50 ft.

Perception 11 **Stealth** 14

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
-4	+2	-1	-4	+1	-2

Carrion Sense. The raven can pinpoint, by scent, the location of carrion, dead creatures, and Undead without the Incorporeal Movement trait within 60 feet of it.

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 10 WIS (Insight) check.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Wolf

CR 1/4

Medium Beast

Armor Class 13 (natural armor)

Hit Points 14

Speed 40 ft.

Perception 11 **Stealth** 14

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	-4	+1	-2

Heightened Hearing and Smell. The wolf's Perception is 16 while perceiving by 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. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

NPCs

This section contains statistics for various humanoids. From faithful apostles to crude thugs, these NPCs can be found across the world, breathing life into any place the PCs wander. The stat blocks are presented alphabetically and assume no lineage. To make an NPC of a specific lineage, add that lineage's traits, such as darkvision, to the stat block.

Acolyte

CR 1/4

Medium Humanoid (Any Lineage)

Armor Class 10

Hit Points 15

Speed 30 ft.

Perception 13 **Stealth** 10

Senses —

Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+0	+4	+0

Divine Providence. Each friendly creature within 20 feet of the acolyte that isn't a Construct or Undead has advantage on death saves.

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 3 (1d6) necrotic or radiant damage (the acolyte's choice).

Radiant Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 6 (1d4 + 4) radiant damage.

Spellcasting. The acolyte casts one of the following spells using WIS as the spellcasting ability (spell save DC 13).

At will: *light, thaumaturgy*

3/day each: *bless, cure wounds, sanctuary*

Bandit

CR 1/8

Medium Humanoid (Any Lineage)

Armor Class 12 (leather armor)

Hit Points 9

Speed 30 ft.

Perception 10 **Stealth** 13

Senses —

Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+0	+0	+0

Opportunist. The bandit has advantage on opportunity attacks.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BONUS ACTIONS

Steal Item. The bandit steals an object from one creature it can see within 5 feet of it. The target must succeed on a DC 11 DEX save or lose one object it is wearing or carrying of the bandit's choice. The object must weigh no more than 10 pounds, can't be a weapon, and can't be wrapped around or firmly attached to the target, such as a shirt or armor.

Bandit Captain

CR 2

Medium Humanoid (Any Lineage)

Armor Class 16 (studded leather)

Hit Points 51

Speed 30 ft.

Perception 10 **Stealth** 16

Senses —

Languages any two languages

STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	+2	+0	+2

Opportunist. The bandit captain has advantage on opportunity attacks.

ACTIONS

Multiattack. The bandit captain makes one Dagger attack and two Scimitar attacks, or it makes three Dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

BONUS ACTIONS

Reposition Forces (Recharge 5–6). Each friendly bandit and thug under the bandit captain's command moves up to half its speed in a direction of the captain's choice. This movement doesn't provoke opportunity attacks.

REACTIONS

Parry. The bandit captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Commoner**CR 0***Medium Humanoid (Any Lineage)***Armor Class** 10**Hit Points** 8**Speed** 30 ft.**Perception** 10**Stealth** 10**Senses** —**Languages** any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+0	+0	+0

ACTIONS**Club.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.*Hit:* 2 (1d4) bludgeoning damage.**Sling.** *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Angry Mob (1/Day). The commoner moves up to half its speed toward a creature it can see. Each friendly commoner within 30 feet of the commoner can use its reaction to join the angry mob and move up to half its speed toward the same target. This movement doesn't provoke opportunity attacks. If the initiating commoner is within 5 feet of the target, the target must make a DC 10 DEX save, taking 2 (1d4) bludgeoning damage on a failed save, or half as much damage on a successful one. For each commoner after the first that participated in the angry mob and that is within 10 feet of the target, the damage increases by 1 as stones, clubs, sticks, and similar "weapons" fly at the target from all angles. Afterwards, each commoner after the first that participated in the mob can't use Angry Mob until it finishes a short or long rest.

Cultist**CR 1/8***Medium Humanoid (Any Lineage)***Armor Class** 13 (studded leather)**Hit Points** 9**Speed** 30 ft.**Perception** 11**Stealth** 11**Resistant** Dark Devotion**Senses** —**Languages** any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+0	+1	+2

Dark Devotion. The cultist is resistant to the charmed and frightened conditions.

ACTIONS

Sacrificial Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage. If the target is paralyzed, prone, stunned, or unconscious, it takes an extra 2 (1d4) slashing damage.

REACTIONS

For the Cause! When a friendly creature the cultist can see within 5 feet of it is hit by an attack that would reduce that creature to 0 HP, the cultist can leap in front of the attack, taking the damage instead.

Cultist, Fanatic**CR 2***Medium Humanoid (Any Lineage)***Armor Class** 14 (studded leather)**Hit Points** 60**Speed** 30 ft.**Perception** 13**Stealth** 12**Resistant** Dark Devotion**Senses** —**Languages** any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+0	+3	+3

Dark Devotion. The fanatic is resistant to the charmed and frightened conditions.

ACTIONS

Multiattack. The fanatic makes two Sacrificial Dagger or Dark Bolt attacks.

Sacrificial Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 7 (2d6) fire or necrotic damage (the fanatic's choice). If the target is paralyzed, prone, stunned, or unconscious, it takes an extra 2 (1d4) slashing damage.

Unholy Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 3) fire or necrotic damage (the fanatic's choice).

Spellcasting. The fanatic casts one of the following spells, using WIS as the spellcasting ability (spell save DC 13):

At will: *light, thaumaturgy*3/day each: *command, inflict wounds*2/day: *hold person***BONUS ACTIONS**

Unholy Brand (Recharge 5–6). One creature the fanatic can see within 30 feet of it must succeed on a DC 13 CHA save or be marked with an unholy brand until the start of the fanatic's next turn. While the creature is branded, Fiends and cultists have advantage on attack rolls against it.

Druid**CR 2***Medium Humanoid (Any Lineage)***Armor Class** 11 (16 with *barkskin*)**Hit Points** 66**Speed** 30 ft.**Perception** 13 **Stealth** 11**Senses** —**Languages** Druidic plus any two languages

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+1	+3	+0

ACTIONS**Multiattack.** The druid makes two Flowering Quarterstaff or Poison Bolt attacks.**Flowering Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 5 (2d4) poison damage.**Poison Bolt.** *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (3d4 + 3) poison damage.**Spellcasting.** The druid casts one of the following spells, using WIS as the spellcasting ability (spell save DC 13):At will: *druidcraft*, *speak with animals*3/day each: *entangle*, *cure wounds*, *thunderwave*2/day each: *barkskin*, *spike growth***BONUS ACTIONS****Change Shape.** The druid magically transforms into a Medium or smaller Beast that has a challenge rating no higher than its own, or back into its true form, which is Humanoid. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies. In a new form, the druid retains its HP, HD, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.**Guard****CR 1/8***Medium Humanoid (Any Lineage)***Armor Class** 14 (chain shirt)**Hit Points** 8**Speed** 30 ft.**Perception** 13 **Stealth** 11**Senses** —**Languages** any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+0	+1	+0

ACTIONS**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.**REACTIONS****Protector's Parry.** When a friendly creature the guard can see within 5 feet of it is the target of an attack, the guard can interpose its weapon between the creature and the attacker. The friendly creature adds 2 to its AC against that attack. To use this reaction, the guard must be able to see the attacker and be wielding a melee weapon.**Knight****CR 3***Medium Humanoid (Any Lineage)***Armor Class** 18 (plate)**Hit Points** 68**Speed** 30 ft.**Perception** 13 **Stealth** 5 (10 without heavy armor)**Resistant** charmed, frightened**Senses** —**Languages** Common and one other language

STR	DEX	CON	INT	WIS	CHA
+3	+0	+2	+1	+1	+2

Chivalrous Presence. The knight exudes a powerful presence. At the start of each of the knight's turns, it chooses one of the following presences, which lasts until the start of the knight's next turn.

- **Empowering Presence.** Each friendly creature that starts its turn within 15 feet of the knight has advantage on the first attack roll it makes before this presence ends.
- **Protective Presence.** Hostile creatures have disadvantage on attack rolls against friendly creatures within 5 feet of the knight.
- **Unwavering Presence.** Each friendly creature within 15 feet of the knight is resistant to the charmed and frightened conditions.

ACTIONS**Multiattack.** The knight makes three Greatsword attacks.**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.**BONUS ACTIONS****Champion's Challenge.** The knight challenges one creature it can see within 30 feet of it. The target must succeed on a DC 13 CHA save or have disadvantage on attack rolls against creatures that aren't the knight until the end of its next turn.

Mage**CR 6***Medium Humanoid (Any Lineage)***Armor Class** 12 (15 with *mage armor*)**Hit Points** 133**Speed** 30 ft.**Perception** 11 **Stealth** 12**Senses** —**Languages** any four languages

STR	DEX	CON	INT	WIS	CHA
-1	+2	+0	+7	+1	+0

Arcane Weapons. The mage's weapon attacks are magical. When the mage hits with any weapon, the weapon deals an extra 3d6 force damage (included in the attack).

Magic Resistance. The mage has advantage on saves against spells and other magical effects.

ACTIONS

Multiattack. The mage makes three Dagger or Fire Bolt attacks. It can replace one attack with a use of Spellcasting.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 10 (3d6) force damage.

Fire Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 14 (3d6 + 4) fire damage.

Spellcasting. The mage casts one of the following spells, using INT as the spellcasting ability (spell save DC 15).

At will: *detect magic, light, mage hand, prestidigitation*
 3/day each: *fly, mage armor, mirror image*
 2/day each: *fireball, haste, slow*
 1/day each: *cone of cold, greater invisibility*

Spy**CR 1***Medium Humanoid (Any Lineage)***Armor Class** 12**Hit Points** 42**Speed** 30 ft.**Perception** 16 **Stealth** 17**Senses** —**Languages** any two languages

STR	DEX	CON	INT	WIS	CHA
+0	+5	+0	+1	+2	+3

ACTIONS

Multiattack. The spy makes two Shortsword or Hand Crossbow attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

BONUS ACTIONS

Cunning Action. The spy takes the Dash, Disengage, or Hide action.

Feint (Recharge 4–6). The spy makes a feint at one creature within 5 feet of it, pretending to go in for an attack in one direction only to change it up at the last moment. The target must succeed on a DC 13 WIS save or the spy has advantage on the next attack roll it makes against the target.

Thug**CR 1/2***Medium Humanoid (Any Lineage)***Armor Class** 11 (leather armor)**Hit Points** 25**Speed** 30 ft.**Perception** 10 **Stealth** 12**Senses** —**Languages** any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	+0	+0	+0

Brutal. A melee weapon deals one extra die of its damage when the thug hits with it (included in the attack).

Pack Tactics. The thug has advantage on attack rolls 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

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

BONUS ACTIONS

Sucker Punch. The thug employs unscrupulous tactics to hit its opponent in a vulnerable spot. One creature the thug can see within 5 feet of it must make a DC 12 DEX save. On a failure, the target takes 2 (1d4) bludgeoning damage.

Veteran**CR 3***Medium Humanoid (Any Lineage)***Armor Class** 17 (breastplate)**Hit Points** 64**Speed** 30 ft.**Perception** 12 **Stealth** 14**Senses** —**Languages** Common plus any one language

STR	DEX	CON	INT	WIS	CHA
+5	+2	+2	+0	+0	+0

ACTIONS

Multiattack. The veteran makes two Longsword attacks and two Shortsword attacks, or it makes three Longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

BONUS ACTIONS

Shoulder. The veteran shoves a creature it can see within 5 feet of it. The target must succeed on a DC 13 STR save or be knocked prone.

REACTIONS

Parry. The veteran adds 2 to its AC against one melee attack that would hit it. To do so, the veteran must see the attacker and be wielding a melee weapon.

APPENDIX: CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, class feature, monster attack, or other effect. Most conditions are impairments (such as blinded), but a few are advantageous (such as invisible).

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. The following definitions specify what happens to a creature while it is affected by a condition.

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against a blinded creature have advantage, and a blinded creature's attack rolls have disadvantage.

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

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.

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. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

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 had some food and drink.

EXHAUSTION

LEVEL	EFFECT
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saves
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its 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.
- The invisible creature has advantage on DEX (Stealth) checks made to Hide.
- Attack rolls against an invisible creature have disadvantage, and an invisible 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 STR and DEX saves.
- Attack rolls against a paralyzed creature have advantage.
- Any attack that hits a paralyzed 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 objects 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 a petrified creature have advantage.
- The creature automatically fails STR and DEX saves.
- The creature has resistance to all 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 a prone 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 a restrained creature have advantage, and a restrained creature's attack rolls have disadvantage.
- The creature has disadvantage on DEX saves.

STUNNED

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails STR and DEX saves.
- Attack rolls against a stunned creature have advantage.

SURPRISED

- A surprised creature can't move or take an action on its first turn of combat, and it can't take a reaction until after its first turn ends.

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.
- The creature automatically fails STR and DEX saves.
- Attack rolls against an unconscious creature have advantage.
- Any attack that hits an unconscious creature is a critical hit if the attacker is within 5 feet of the creature.