

Professions Sailor, farmer, acolyte, soldier, servant, hunter, entertainer, locksmith, blacksmith, brewer, scribe, carpenter, cartographer, shoemaker, baker, jeweler, leatherworker, mason, painter, potter, sailmaker, wagon maker, weaver, carver, slaver, moneylender, bounty hunter, guard, spy, tradesman, prostitute

Based off **Unique Trait** **Goal** **Appearance** **Information** **Loyalty**

Human Male Aseir, Haseid, Kheed, Zasheir, Fodel, Glar, Grigor, Igan, Ivor, Kosef, Mival, Pavel, Sergor, Darwin, Dorn, Evendur, Gorstag, Helm, Morn, Randal, Stedd, Ander, Blath, Bran, Frath, Geth, Lander, Luth, Malcer, Stor, Taman, Bareris, Kethoth, Mumed, Urhur, Borivik, Faurgar, Jandar, Kanithar, Madislak, Ralmevik, Shaumar, Vladislak, Chen, Chi, Fai, Jiang, Jun, Lian, Long, Meng, Shan, Wen, Anton, Diero, Marcon, Pieron, Rimardo, Romero, Salazar, Umbero

Female Atala, Ceidil, Hama, Jasmal, Meilil, Yasheira, Zasheida, Arveene, Esvele, Jhessail, Kerri, Lureene, Miri, Rowan, Tessele, Alethra, Kara, Katernin, Mara, Natali, Olma, Tana, Zora Betha, Cefrey, Kethra, Mara, Olga, Silifrey, Westra, Arizima, Chathi, Nephis, Nulara, Murithi, Sefris, Thola, Umara, Zolis, Hulmarra, Immith, Imzel, Navarra, Shevarra, Tammith. Yuldra, Bai, Chao, Jia, Lei, Mei, Qiao, Shui, Tai, Balama, Dona, Faila, Jalana, Luisa, Marta, Quara, Selise, Vonda

Surname Dumein, Jassan, Khalid, Mostana, Pashar, Rein, Amblecrown, Buckman, Dundragon, Evenwood, Greycastle, Tallstag, Bersk, Chernin, Dotsk, Kulenov, Marsk, Nemetsk, Shemov, Starag, Brightwood, Helder, Hornraven, Lackman, Storm wind, Windrivver, Anskuld, Fezim, Hahpet, Nathandem, Sepret, Chergoba, Dyernina, Ulmokina, Chien, Huang, Kao, Kung, Lao, Ling, Mei, Pin, Shin, Sum, Tan, Wan, Agosto, Astorio, Calabria, Domine, Falone, Marivaldi, Pisacar

Dwarf Male Adrik, Alberich, Baern, Barendd, Brottor, Bruenor, Dain, Darrak, Delg, Eberk, Einkil, Fargrim, Flint, Gardain, Harbek, Kildrak, Morgran, Orsik, Oskar, Rangrim, Rurik, Taklinn, Thoradin, Thorin, Tordek, Travok, Ulfgar, Veit, Vondal.

Female Amber, Artin, Audhild, Bardryn, Diesa, Eldeth, Falkrunn, Finellen, Gunnloda, Gurdis, Helja, Hlin, Kathra, Kristryd, Ilde, Liftrasa, Mardred, Riswynn, Sannl, Torbera, Torgga, Vistra **Clan** Balderk, Battlehammer, Brawnnavil, Dankil, Fireforge, Frostbeard, Gorunn, Holderhek, Ironfist, Loderr, Lutgehr, Rumnaheim, Strakeln, Torunn, Ungart

Elf Male Adran, Aelar, Aramil, Arannis, Aust, Berrian, Carric , Enialis, Erdan, Erevan, Galinndan, Hadarai, Heian, Himo, Immeral, Laucian, Mindartis, Paelias, Peren, Quarion, Riardon, Rolen, Soveliss, Thamior, Tharivol, Theren, Varis

Female Adrie, Althaea, Anastrianna, Andraste, Antinua, Bethryinna, Birel, Caelynn, Drusilia, Enna, Felosial, Ielenia, Jeleneth, Keyleth, Leshanna, Lia, Meriele, Miale, Naivara, Quelenna, Quillathe, Sariel, Shanairra, Silaqui, Theirastra, Thia, Vadanina, Valanthe **Child** Ara, Bryn, Del, Eryn, Faen, Innil, Lael, Mella, Naill, Naeris, Phann, Rael, Rinn, Sai, Syllin, Thia, Vall **Family** Amakiir, Amastacia, Galanodel, Holimion, Liadon, Meliamne, Nai'lo, Siannodel, Xiloscient

Hafling Male Alton, Ander, Cade, Corrin, Eldon, Errich, Finnan, Garret, Lindal, Lyle, Merric, Milo, Osborn, Perrin, Reed, Roscoe, Wellby **Female** Andry, Bree, Callie, Cora, Euphemia, Jillian, Kithri, Lavinia, Lidda, Merla, Nedda, Paela, Portia, Seraphina, Shaena, Trym, Vani, Verna **Family** Brushgather, Goodbarrel, Greenbottle, High-hill, Hilltopple, Leagallow, Tealeaf, Thorngage, Tosscombe, Underbough

Dragonborne Male Arjhan, Balasar, Bharash, Donaar, Ghesh. Heskan, Kriv, Medrash, Mehen, Nadarr, Pandjed, Patrin, Rhogar, Shamash, Shedinn, Tarhun, Torinn **Female** Akra, Biri, Daar, Farideh, Harann, Flavilar, Kava, Korinn, Mishann, Nala, Perra, Sora, Surina, Thava, Uadjit **Childhood** Climber, Earbender, Leaper, Pious, Shieldbiter, Zealous

Clan Names Clethtinthiallor, Daardendrian, Delmirev, Fenkenkabradon, Kepeshkm olik, Kerrhylon, Kimbatuul, Myastan, Nem monis, Norixius, Ophinshtalajiir, Prexijandilin, Shestendeliath, Turnuroth, Verthisathurgiesh, Yarjerit.

Orc Male Dench, Feng, Gell, Henk, Holg, Imsh, Keth, Krusk, Mhurren, Ront, Shump, Thokk **Females** Baggi, Emen, Engong, Kansif, Myev, Neega, Ovak, Ownka, Shautha, Sutha, Vola, Volen, Yevelda

Gnome Male Alston, Alvyn, Boddynock, Brocc, Burgell, Dimble, Eldon, Erky, Fonkin, Frug, Gerbo, Gimble, Glim, Jebeddo, Kellen, Nam foodle, Orryn, Roondar, Seebo, Sindri, Warryn, Wrenn, Zook **Female** Bimpnottin, Breena, Caramip, Carlin, Donella, Duvamil, Ella, Ellyjobell, Ellywick, Lilli, Loopm ottin, Lorilla, Mardnab, Nissa, Nyx, Oda, Orla, Roywyn, Shamil, Tana, W aywocket, Zanna **Clan** Beren, Daergel, Folkor, Garrick, Nackle, Murnig, Ningel, Raulnor, Scheppen, Tim bers, Turen **Nicknames** Aleslosh, Badger, Cloak, Doublelock, Ku, Oneshoe, Sparklegem , Stump

Tiefling Male Akmenos, Amnon, Barakas, Damakos, Ekemon, Kairon, Leucis, Melech, Mordai, M orthos, Pelaios, Skam os, Therai **Female** Akta, Anakis, Criella, Damaia, Ea, Kallista, Lerissa, Makaria, Nemeia, Orianna, Phelaia, Rieta

Virtue Art, Fear, Hope, Music, Nowhere, Poetry, Quest, Random, Sorrow, Torment

CHALLENGE 0 (0-10 XP)

Awakened shrub	317
Baboon	318
Badger	318
Bat	318
Cat	320
Commoner	345
Crab	320
Crawling claw	44
Deer	321
Eagle	322
Frog	322
Giant fire beetle	325
Goat	330
Hawk	330
Homunculus	188
Hyena	331
Jackal	331
Lemure	76
Lizard	332
Myconid sprout	230
Octopus	333
Owl	333
Quipper	335
Rat	335
Raven	335
Scorpion	337
Sea horse	337
Shrieker	138
Spider	337
Vulture	339
Weasel	340

CHALLENGE 1/8 (25 XP)

Blood hawk	319
Camel	320
Cultist	345
Flumph	135
Flying snake	322
Giant crab	324
Giant rat	327
Giant weasel	329
Guard	347
Kobold	195
Manes	60
Mastiff	332
Merfolk	218
Monodrone	224
Mule	333
Noble	348
Poisonous snake	334
Pony	335
Slaad tadpole	276
Stirge	284
Tribal warrior	350
Twig blight	32

CHALLENGE 1/4 (50 XP)

Aarakocra	12
Acolyte	342
Axe beak	317
Blink dog	318
Boar	319
Bullywug	35
Constrictor snake	320
Draft horse	321

Dretch	57
Drow	128
Duodrone	225
Elk	322
Flying sword	20
Giant badger	323
Giant bat	323
Giant centipede	323
Giant frog	325
Giant lizard	326
Giant owl	327
Giant poisonous snake	327
Giant wolf spider	330
Goblin	166
Grimlock	175
Konku	194
Kuo-toa	199
Mud mephit	216
Needle blight	32
Panther	333
Pixie	253
Pseudodragon	254
Pteranodon	80
Riding horse	336
Skeleton	272
Smoke mephit	217
Sprite	283
Steam mephit	217
Swarm of bats	337
Swarm of rats	339
Swarm of ravens	339
Troglodyte	290
Violet fungus	138
Winged kobold	195
Wolf	341
Zombie	316

CHALLENGE 1/2 (100 XP)

Ape	317
Black bear	318
Cockatrice	42
Crocodile	320
Darkmantle	46
Deep gnome	215
Dust mephit	138
Gas spore	326
Giant goat	328
Giant sea horse	329
Giant wasp	163
Gnoll	164
Gray ooze	243
Hobgoblin	186
Ice mephit	215
Jackalwere	193
Lizardfolk	204
Magma mephit	216
Magmin	212
Myconid adult	232
Orc	246
Piercer	252
Reef shark	336
Rust monster	262
Sahuagin	263
Satyr	267
Scout	349

Shadow	269
Swarm of insects	338
Thug	350
Tridrone	225
Vine blight	32
Warhorse	340
Warhorse skeleton	273
Worg	341

CHALLENGE 1 (200 XP)

Animated armor	19
Brass dragon wyrmling	106
Brown bear	319
Bugbear	33
Copper dragon wyrmling	112
Death dog	321
Dire wolf	321
Dryad	121
Duergar	122
Faerie dragon (young)	133
Fire snake	265
Ghoul	148
Giant eagle	324
Giant hyena	326
Giant octopus	326
Giant spider	328
Giant toad	329
Giant vulture	329
Goblin boss	166
Half-ogre	238
Harpy	181
Hippogriff	184
Imp	76
Kuo-toa whip	200
Lion	331
Quadrone	226
Quaggoth spore servant	230
Quasit	63
Scarecrow	268
Specter	279
Spy	349
Swarm of quippers	338
Thri-kreen	288
Tiger	339
Yuan-ti pureblood	310

CHALLENGE 2 (450 XP)

Allosaurus	79
Ankheg	21
Awakened tree	317
Azer	22
Bandit captain	344
Berserker	344
Black dragon wyrmling	88
Bronze dragon wyrmling	109
Carrion Crawler	37
Centaur	38
Cult fanatic	345
Druid	346
Ettercap	131
Faerie dragon (old)	133
Gargoyle	140
Gelatinous cube	242
Ghast	148
Giant boar	323
Giant constrictor snake	324
Giant elk	325

Gibbering moulder	157
Githzerai monk	161
Gnoll pack lord	163
Green dragon wyrmling	95
Grick	173
Griffon	174
Hunter shark	330
Intellect devourer	191
Lizardfolk shaman	205
Merrow	219
Mimic	220
Minotaur skeleton	273
Myconid sovereign	232
Nothic	236
Ochre jelly	243
Ogre	237
Ogre zombie	316
Orc Eye of Gruumsh	247
Orog	247
Pegasus	250
Pentadron	226
Peryton	251
Plesiosaurus	80
Polar bear	334
Poltergeist (specter)	279
Priest	348
Quaggoth	256
Rhinoceros	336
Rug of smothering	20
Saber-toothed tiger	336
Sahuagin priestess	264
Sea hag	179
Silver dragon wyrmling	118
Spined devil	78
Swarm of poisonous snakes	338
Wererat	209
White dragon wyrmling	102
Will-o'-wisp	301

CHALLENGE 3 (700 XP)

Ankylosaurus	79
Basilisk	24
Bearded devil	70
Blue dragon wyrmling	91
Bugbear chief	33
Displacer beast	81
Doppelganger	82
Giant scorpion	327
Githyanki warrior	160
Gold dragon wyrmling	115
Green hag	177
Grell	172
Hell hound	182
Hobgoblin captain	186
Hook horror	189
Killer whale	331
Knight	347
Kuo-toa monitor	198
Manticore	213
Minotaur	223
Mummy	228
Nightmare	235
Owlbear	249
Phase spider	334
Quaggoth thonot	256
Spectator	30
Veteran	350

Water weird	299
Werewolf	211
Wight	300
Winter wolf	340
Yeti	305
Yuan-ti malison	309

CHALLENGE 4 (1,100 XP)

Banshee	23
Black pudding	241
Bone naga	233
Chuul	40
Couatl	43
Elephant	322
Ettin	132
Flameskull	134
Ghost	147
Gnoll fang of Yeenoghu	163
Helmed horror	183
Incubus	285
Lamia	201
Lizard king/queen	205
Orc war chief	246
Red dragon wyrmling	98
Sea hag (in coven)	179
Shadow demon	64
Succubus	285
Wereboar	209
Weretiger	210

CHALLENGE 5 (1,800 XP)

Air elemental	124
Barbed devil	70
Barlgura	56
Beholder zombie	316
Bulette	34
Cambion	36
Drow elite warrior	128
Earth elemental	124
Fire elemental	125
Flesh golem	169
Giant crocodile	324
Giant shark	328
Gladiator	346
Gorgon	171
Green hag (in coven)	177
Half-red dragon veteran	180
Hill giant	155
Mezzoloth	313
Night hag	178
Otyugh	248
Red slaad	276
Revenant	259
Roper	261
Sahuagin baron	264
Salamander	266
Shambling mound	270
Triceratops	80
Troll	291
Umber hulk	292
Unicorn	294
Vampire spawn	298
Water elemental	125
Werebear	208
Wraith	302
Xorn	304
Young remorhaz	258

CHALLENGE 6 (2,300 XP)	CHALLENGE 8 (3,900 XP)	CHALLENGE 10 (5,900 XP)	CHALLENGE 14 (11,500 XP)	CHALLENGE 18 (20,000 XP)
Chasme 105	Assassin 343	Aboleth 13	Adult black dragon 88	Demilich (not in lair) 48
Chimera 57	Chain devil 72	Death slaad 278	Adult copper dragon 111	CHALLENGE 19 (22,000 XP)
Cyclops 39	Cloaker 41	Deva 16	Beholder (in lair) 28	Balor 55
Dridr 45	Drow priestess of Lolth 129	Guardian naga 115	Death tyrant (not in lair) 29	CHALLENGE 20 (25,000 XP)
Galeb duhr 120	Fomorian 136	Stone golem 234	Ice devil 75	Ancient brass dragon 104
Githzerai zerth 139	Frost giant 155	Yochlol 98	CHALLENGE 15 (13,000 XP)	Ancient white dragon 77
Hobgoblin warlord 161	Githyanki knight 160	Young gold dragon 170	Adult bronze dragon 108	Demilich (in lair) 84
Invisible stalker 187	Green slaad 277	Young red dragon 65	Adult green dragon 94	Pit fiend 100
Kuo-toa archpriest 192	Hezrou 60	CHALLENGE 11 (7,200 XP)	Death tyrant (in lair) 29	CHALLENGE 21 (33,000 XP)
Mage 200	Hydra 190	Behir 25	Mummy lord (not in lair) 229	Ancient black dragon 87
Mammoth 347	Mind flayer arcanist 222	Dao 143	Purple worm 255	Ancient copper dragon 110
Medusa 332	Spirit naga 234	Djinni 144	Vampire (spellcaster) 297	Lich (not in lair) 202
Vrock 214	Tyrannosaurus rex 80	Efreeti 145	Vampire (warrior) 297	Solar 18
Wyvern 64	Young bronze dragon 108	Gynosphinx 282	CHALLENGE 16 (15,000 XP)	CHALLENGE 22 (41,000 XP)
Young brass dragon 101	Young green dragon 94	Horned devil 74	Adult blue dragon 91	Ancient bronze dragon 107
Young white dragon 303	CHALLENGE 9 (5,000 XP)	Marid 146	Adult silver dragon 170	Ancient green dragon 93
CHALLENGE 7 (2,900 XP)	Abominable yeti 306	Remorhaz 258	Iron golem 61	Lich (in lair) 202
Blue slaad 88	Bone devil 71	Roc 260	Marilith 17	CHALLENGE 23 (50,000 XP)
Drow mage 276	Clay golem 168	CHALLENGE 12 (8,400 XP)	Mummy lord (in lair) 229	Ancient blue dragon 90
Giant ape 111	Cloud giant 154	Arcanathoth 313	Planetar 117	Ancient silver dragon 130
Grick alpha 129	Fire giant 154	Archmage 342	CHALLENGE 17 (18,000 XP)	Empyrean 197
Mind flayer 323	Glabrezu 58	Erinyes 73	Adult blue dracolich 84	Kraken 116
Night hag (in coven) 178	Gray slaad 277	CHALLENGE 13 (10,000 XP)	Androsphinx 281	CHALLENGE 24 (62,000 XP)
Oni 173	Nycaloth 314	Adult brass dragon 28	Death knight 47	Ancient gold dragon 113
Shield guardian 222	Treant 289	Adult white dragon 105	Dragon turtle 119	Ancient red dragon 97
Stone giant 239	Young blue dragon 118	Beholder (not in lair) 62	Gold Dragon Adult 114	CHALLENGE 30 (155,000 XP)
Young black dragon 271	Young silver dragon 91	Nalfeshnee 257	Goristro 59	Tarrasque 286
Young copper dragon 156		Rakshasa 85	Red Dragon Adult 98	
Yuan-ti abomination 308		Storm giant 156		
		Ultraloth 314		
		Vampire 297		
		Young red shadow dragon 101		

XP Characters generally level up after 6-8 normal encounters.

Encounter XP for 4 PC's by CR 1 200 2 400 3 600 4 1000 5 2000 6 2400 7 3000 8 3600 9 4400 10 4800
11 6400 12 8000 13 8800 14 10,000 15 11200 16 12,800 17 15,600 18 16,800 19 19,600 20 22,800

Avoid naming the monster, describe its appearance instead.

Encounters are for the player's enjoyment first, not to make the coolest encounter.

Hint at the encounters possibility way before the party meets it.

Fill the location with things to interact with. Give the monsters a tactic and a weakness.

Don't be afraid to kill PC's or important NPC's.

Monsters above an intelligent of 3 are almost always smarter than rushing the players.

Most monsters choose self-preservation over a fight to the death.

Ask players how they want to spectacularly finish bosses.

Winning doesn't always mean killing. Combat encounters can become social encounters and vice versa.

Some encounters only involve ability checks, talking, traps or problems requiring resources to be spent.

Don't come up with solutions to the problems you present, let the party do it and run with them.

<i>Simple Melee Weapons</i>						
Club	1 sp	1d4 bludgeoning	2 lb.	Light		
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)		
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed		
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)		
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)		
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)		
Mace	5 gp	1d6 bludgeoning	4 lb.	—		
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)		
Sickle	1 gp	1d4 slashing	2 lb.	Light		
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)		
Unarmed strike	—	1 bludgeoning	—	—		
<i>Simple Ranged Weapons</i>						
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed		
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)		
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed		
Sling	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120)		
<i>Martial Melee Weapons</i>						
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)		
Flail	10 gp	1d8 bludgeoning	2 lb.	—		
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed		
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed		
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed		
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed		
Lance	10 gp	1d12 piercing	6 lb.	Reach, special		
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)		
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed		
Morningstar	15 gp	1d8 piercing	4 lb.	—		
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed		
Rapier	25 gp	1d8 piercing	2 lb.	Finesse		
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light		
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light		
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)		
War pick	5 gp	1d8 piercing	2 lb.	—		
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)		
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach		
<i>Martial Ranged Weapons</i>						
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading		
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading		
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed		
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed		
Net	1 gp	—	3 lb.	Special, thrown (range 5/15)		
<i>Light Armor</i>						
Padded	5 gp	11 + Dex modifier	—	Disadvantage		8 lb.
Leather	10 gp	11 + Dex modifier	—	—		10 lb.
Studded leather	45 gp	12 + Dex modifier	—	—		13 lb.
<i>Medium Armor</i>						
Hide	10 gp	12 + Dex modifier (max 2)	—	—		12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	—	—		20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage		45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	—	—		20 lb.
Half plate	750 gp	15 + Dex modifier (max 2)	—	Disadvantage		40 lb.
<i>Heavy Armor</i>						
Ring mail	30 gp	14	—	Disadvantage		40 lb.
Chain mail	75 gp	16	Str 13	Disadvantage		55 lb.
Splint	200 gp	17	Str 15	Disadvantage		60 lb.
Plate	1,500 gp	18	Str 15	Disadvantage		65 lb.
<i>Shield</i>						
Shield	10 gp	+2	—	—		6 lb.

Abacus	2 gp	2 lb.
Acid (vial)	25 gp	1 lb.
Alchemist's fire (flask)	50 gp	1 lb.
<i>Ammunition</i>		
Arrows (20)	1 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1½ lb.
Sling bullets (20)	4 cp	1½ lb.
Antitoxin (vial)	50 gp	—
<i>Arcane focus</i>		
Crystal	10 gp	1 lb.
Orb	20 gp	3 lb.
Rod	10 gp	2 lb.
Staff	5 gp	4 lb.
Wand	10 gp	1 lb.
Backpack	2 gp	5 lb.
Ball bearings (bag of 1,000)	1 gp	2 lb.
Barrel	2 gp	70 lb.
Basket	4 sp	2 lb.
Bedroll	1 gp	7 lb.
Bell	1 gp	—
Blanket	5 sp	3 lb.
Block and tackle	1 gp	5 lb.
Book	25 gp	5 lb.
Bottle, glass	2 gp	2 lb.
Bucket	5 cp	2 lb.
Caltrops (bag of 20)	1 gp	2 lb.
Candle	1 cp	—
Case, crossbow bolt	1 gp	1 lb.
Case, map or scroll	1 gp	1 lb.
Chain (10 feet)	5 gp	10 lb.
Chalk (1 piece)	1 cp	—
Chest	5 gp	25 lb.
Climber's kit	25 gp	12 lb.
Clothes, common	5 sp	3 lb.
Clothes, costume	5 gp	4 lb.
Clothes, fine	15 gp	6 lb.
Clothes, traveler's	2 gp	4 lb.
Component pouch	25 gp	2 lb.
Crowbar	2 gp	5 lb.
<i>Druidic focus</i>		
Sprig of mistletoe	1 gp	—
Totem	1 gp	—
Wooden staff	5 gp	4 lb.
Yew wand	10 gp	1 lb.
Fishing tackle	1 gp	4 lb.
Flask or tankard	2 cp	1 lb.
Grappling hook	2 gp	4 lb.
Hammer	1 gp	3 lb.
Hammer, sledge	2 gp	10 lb.
Healer's kit	5 gp	3 lb.

<i>Holy symbol</i>		
Amulet	5 gp	1 lb.
Emblem	5 gp	—
Reliquary	5 gp	2 lb.
Holy water (flask)	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Hunting trap	5 gp	25 lb.
Ink (1 ounce bottle)	10 gp	—
Ink pen	2 cp	—
Jug or pitcher	2 cp	4 lb.
Ladder (10-foot)	1 sp	25 lb.
Lamp	5 sp	1 lb.
Lantern, bullseye	10 gp	2 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Magnifying glass	100 gp	—
Manacles	2 gp	6 lb.
Mess kit	2 sp	1 lb.
Mirror, steel	5 gp	1½ lb.
Oil (flask)	1 sp	1 lb.
Paper (one sheet)	2 sp	—
Parchment (one sheet)	1 sp	—
Perfume (vial)	5 gp	—
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1¼ lb.
Poison, basic (vial)	100 gp	—
Pole (10-foot)	5 cp	7 lb.
Pot, iron	2 gp	10 lb.
Potion of healing	50 gp	1½ lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.
Ram, portable	4 gp	35 lb.
Rations (1 day)	5 sp	2 lb.
Robes	1 gp	4 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Sack	1 cp	1½ lb.
Scale, merchant's	5 gp	3 lb.
Sealing wax	5 sp	—
Shovel	2 gp	5 lb.
Signal whistle	5 cp	—
Signet ring	5 gp	—
Soap	2 cp	—
Spellbook	50 gp	3 lb.
Spikes, iron (10)	1 gp	5 lb.
Spyglass	1,000 gp	1 lb.
Tent, two-person	2 gp	20 lb.
Tinderbox	5 sp	1 lb.
Torch	1 cp	1 lb.
Vial	1 gp	—
Waterskin	2 sp	5 lb. (full)
Whetstone	1 cp	1 lb.

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
Orc	Orcs	Dwarvish

EXOTIC LANGUAGES

Language	Typical Speakers	Script
Abyssal	Demons	Infernal
Celestial	Celestials	Celestial
Draconic	Dragons, dragonborn	Draconic

Deep Speech	Mind flayers, beholders	—
Infernal	Devils	Infernal
Primordial	Elementals	Dwarvish
Sylvan	Fey creatures	Elvish
Undercommon	Underdark traders	Elvish

COMMON ITEMS	Periapt of wound closure	Daern's instant fortress	Ring of spell storing
Potion of climbing	Philter of love	Dagger of venom	Ring of the ram
Potion of healing	Pipes of haunting	Dimensional shackles	Ring of x-ray vision
Spell scroll (1st level)	Pipes of the sewers	Dragon slayer	Robe of eyes
Spell scroll (cantrip)	Potion of animal friendship	Elixir of health	Rod of rulership
	Potion of fire breath	Elven chain	Rod of the pact keeper +2
UNCOMMON ITEMS	Potion of giant strength (hill giant)	Figurine of wondrous power (bronze griffon)	Rope of entanglement
Adamantine armor	Potion of greater healing	Figurine of wondrous power (ebony fly)	Scroll of protection
Alchemy jug	Potion of growth	Figurine of wondrous power (golden lions)	Shield +2
Ammunition +1	Potion of poison	Figurine of wondrous power (ivory goats)	Shield of missile attraction
Amulet of proof against detection and location	Potion of resistance	Figurine of wondrous power (marble elephant)	Spell scroll (4th level)
Bag of holding	Potion of water breathing	Figurine of wondrous power (onyx dog)	Spell scroll (5th level)
Bag of tricks	Quiver of Ehlonna	Figurine of wondrous power (serpentine owl)	Staff of charming
Boots of elvenkind	Ring of jumping	Flame tongue	Staff of healing
Boots of striding and springing	Ring of mind shielding	Folding boat	Staff of swarming insects
Boots of the winterlands	Ring of swimming	Gem of seeing	Staff of the woodlands
Bracers of archery	Ring of warmth	Giant slayer	Staff of withering
Brooch of shielding	Ring of water walking	Glamoured studded leather	Stone of controlling earth elementals
Broom of flying	Robe of useful items	Helm of teleportation	Sun blade
Cap of water breathing	Rod of the pact keeper +1	Heward's handy haversack	Sword of life stealing
Circlet of blasting	Rope of climbing	Horn of blasting	Sword of wounding
Cloak of elvenkind	Saddle of the cavalier	Horn of valhalla (silver or brass)	Tentacle rod
Cloak of protection	Sending stones	Horseshoes of speed	Vicious weapon
Cloak of the manta ray	Sentinel shield	Instrument of the bard (Canaith mandolin)	Wand of binding
Decanter of endless water	Shield +1	Instrument of the bard (Cli lyre)	Wand of enemy detection
Deck of illusions	Slippers of spider climbing	Instrument of the bard (Cli lyre)	RARE ITEMS (CONTINUED)
Driftglobe	Spell scroll (2nd level)	Instrument of the bard (Cli lyre)	Wand of fear
Dust of disappearance	Spell scroll (3rd level)	Instrument of the bard (Cli lyre)	Wand of fireballs
Dust of dryness	Staff of the adder	Instrument of the bard (Cli lyre)	Wand of lightning bolts
Dust of sneezing and choking	Staff of the python	Instrument of the bard (Cli lyre)	Wand of paralysis
Elemental gem	Stone of good luck (luckstone)	Instrument of the bard (Cli lyre)	Wand of the war mage +2
Eversmoking bottle	Sword of vengeance	Instrument of the bard (Cli lyre)	Wand of wonder
Eyes of charming	Trident of fish command	Instrument of the bard (Cli lyre)	Weapon +2
Eyes of minute seeing	Wand of magic detection	Instrument of the bard (Cli lyre)	Wings of flying
Eyes of the eagle	Wand of magic missiles	RARE ITEMS (CONTINUED)	
Figurine of wondrous power (silver raven)	Wand of secrets	loun stone (protection)	VERY RARE ITEMS
Gauntlets of ogre power	Wand of the war mage +1	loun stone (reserve)	Ammunition +3
Gem of brightness	Wand of web	loun stone (sustenance)	Amulet of the planes
Gloves of missile snaring	Weapon +1	Iron bands of bilarro	Animated shield
Gloves of swimming and climbing	Weapon of warning	Mace of disruption	Armor +2
Gloves of thievery	Wind fan	Mace of smiting	Arrow of slaying
Goggles of night	Winged boots	Mace of terror	Bag of devouring
Hat of disguise	RARE ITEMS	Mantle of spell resistance	Belt of giant strength (fire giant)
Headband of intellect	Ammunition +2	Necklace of fireballs	Belt of giant strength (frost or stone giant)
Helm of comprehending languages	Amulet of health	Necklace of prayer beads	Candle of invocation
Helm of telepathy	Armor +1	Oil of etherealness	Carpet of flying
Immovable rod	Armor of resistance	Periapt of proof against poison	Cloak of arachnida
Instrument of the bard (Doss lute)	Armor of vulnerability	Portable hole	Crystal ball
Instrument of the bard (Fochlucan bandore)	Arrow-catching shield	Potion of clairvoyance	Dancing sword
Instrument of the bard (Mac-Fuirmidh cittern)	Bag of beans	Potion of diminution	Demon armor
Javelin of lightning	Bead of force	Potion of gaseous form	Dragon scale mail
UNCOMMON ITEMS (CONTINUED)	Belt of dwarvenkind	Potion of giant strength (fire giant)	Dwarven plate
Keoghtom's ointment	Belt of giant strength (hill giant)	Potion of giant strength (frost or stone giant)	Dwarven thrower
Lantern of revealing	Berserker axe	Potion of heroism	Efreeti bottle
Mariner's armor	Boots of levitation	Potion of invulnerability	Figurine of wondrous power (obsidian steed)
Medallion of thoughts	Boots of speed	Potion of mind reading	Frost brand
Mithral armor	Bowl of commanding water elementals	Potion of superior healing	Helm of brilliance
Necklace of adaptation	Bracers of defense	Quaal's feather token	Horn of valhalla (bronze)
Oil of slipperiness	Brazier of commanding fire elementals	Ring of animal influence	Horseshoes of a zephyr
Pearl of power	Cape of the mountebank	Ring of evasion	Instrument of the bard (Anstruth harp)
Periapt of health	Censer of controlling air elementals	Ring of feather falling	loun stone (absorption)
	Chime of opening	Ring of free action	loun stone (agility)
	Cloak of displacement	Ring of protection	loun stone (fortitude)
	Cloak of the bat	Ring of resistance	
	Cube of force		

Ioun stone (insight)	Staff of power	Ring of invisibility
Ioun stone (intellect)	Staff of striking	Ring of spell turning
Ioun stone (leadership)	Staff of thunder and lightning	Ring of three wishes
Ioun stone (strength)	Sword of sharpness	Robe of the archmagi
Manual of bodily health	Tome of clear thought	Rod of lordly might
Manual of gainful exercise	Tome of leadership and influence	Rod of resurrection
Manual of golems	Tome of understanding	Scarab of protection
Manual of quickness of action	Wand of polymorph	Sovereign glue
Mirror of life trapping	Wand of the war mage +3	Spell scroll (9th level)
Nine lives stealer	Weapon +3	Sphere of annihilation
Nolzur's marvelous pigments	LEGENDARY ITEMS	Staff of the magi
Oathbow	Apparatus of Kwalish	Sword of answering
Oil of sharpness	Armor +3	Talisman of pure good
Potion of flying	Armor of invulnerability	Talisman of the sphere
Potion of giant strength (cloud giant)	Belt of giant strength (cloud giant)	Talisman of ultimate evil
Potion of invisibility	Belt of giant strength (storm giant)	Tome of the stilled tongue
Potion of longevity	Cloak of invisibility	Universal solvent
Potion of speed	Crystal ball	Vorpal sword
Potion of supreme healing	Cubic gate	Well of many worlds
Potion of vitality	Deck of many things	SENTIENT ITEMS
Ring of regeneration	Defender	Blackrazor
Ring of shooting stars	Efrete chain	Moonblade
Ring of telekinesis	Hammer of thunderbolts	Wave
Robe of scintillating colors	Holy avenger	Whelm
Robe of stars	Horn of valhalla (iron)	
Rod of absorption	Instrument of the bard (Ollamh harp)	ARTIFACTS
Rod of alertness	Ioun stone (greater absorption)	Axe of the Dwarvish Lords
Rod of security	Ioun stone (mastery)	Book of Exalted Deeds
Rod of the pact keeper +3	Ioun stone (regeneration)	Book of Vile Darkness
Scimitar of speed	Iron flask	Eye and Hand of Vecna
Shield +3	Luck blade	Orb of Dragonkind
Spell scroll (6th level)	Plate armor of etherealness	Sword of Kas
Spell scroll (7th level)	Potion of giant strength (storm giant)	Wand of Orcus
Spell scroll (8th level)	Ring of djinni summoning	
Spellguard shield	Ring of elemental command	
Staff of fire		
Staff of frost		

Poison causes exhaustion, sleep, incapacitation, blindness, deafness, truth telling or madness. It is often curable by a source of healing equal to the damage dealt by the poison.

Madness causes creature to suddenly strike, want, hate or fear illusions only they can see or false memories that they truly believe in. This can cause them to fail certain ability checks and gain flaws. It's curable or suppressible by a form of divine restoration, dispel evil or calm emotions.

Curses causes the creature to change in body, change in mental state or attract spirits. A change in mental state can cause flaws or madness. A change in physical form could change their body into that of another creature or that of a non-sentient object. Attracted spirits may blight nearby food, whisper to the creature, disturb objects, summon storms, or slowly possess them. All curses are acquired differently and most can be cured by a special means. Some minor curses can be removed by remove curse.

Rumored Location Generator

D20	The
1.	Flood
2.	Thieves
3.	Shadow
4.	Guarded
5.	Last
6.	Ancient
7.	Bone
8.	Silver
9.	No Man's
10.	Ruined
11.	Lost
12.	Half
13.	Witches
14.	Weeping
15.	Mad
16.	Fools
17.	Cursed
18.	Blood
19.	Shifting
20.	Lovely

D20	-
1.	City
2.	Pass
3.	Crypt
4.	Mountain
5.	Desert
6.	Ship
7.	Forest
8.	Sea
9.	College
10.	Hill
11.	Cavern
12.	Tower
13.	Isle
14.	Swampland
15.	Garden
16.	Forest
17.	Temple
18.	Fortress
19.	Tree
20.	Crater

D20	That
1.	You never leave
2.	Grows
3.	Lies
4.	Possesses
5.	Rots
6.	Whispers
7.	Travels
8.	Finds you
9.	Floats
10.	Obeys
11.	Is full of riches
12.	Drips with blood
13.	Turns friends into enemies
14.	Causes storms
15.	Hasn't been found in thousands of years
16.	Cannot be found on purpose
17.	Never ends
18.	Steals items
19.	Is larger on the inside
20.	Vanishes

Average Loot by Levels (before being split)	Gold	Consumable	Permanent
1-4	560 Total 140 per level	5 common 3 uncommon 1 rare	2 uncommon
5-11	23.5k Total 3190 per level	9 common 10 uncommon 5 rare 1 very rare	6 uncommon 2 rare
12-16	110k Total 20.2k per level	4 common 7 uncommon 8 rare 5 very rare 1 legendary	2 rare 3 very rare 1 legendary
17-20	684k Total 171k per level	4 rare 12 very rare 3 legendary	1 rare 2 very rare 3 legendary

Expenses for a day	Room with a bed	Food	Equipment maintenance	Total
Wretched	-	-	-	-
Squalid	5cp	3cp	2cp	1sp
Poor	1sp	6cp	4cp	2sp
Modest	5sp	3sp	2sp	1gp
Comfortable	1gp	6sp	4sp	2gp
Wealthy	2gp	12sp	8sp	4gp
Aristocratic	5gp+	3gp+	2gp+	10gp+

Service	Pay
Coach	3cp per mile (at 12 miles an hour) 288cp per day (at 96 miles a day) 1cp within a city
Hireling	2sp per day for an unskilled commoner 2gp per day for a skilled worker
Messenger	2cp per mile (at 3 miles an hour) 48cp per day (at 24 miles a day)
Road or Gate Toll	1cp
Ship Passage	1sp per mile (at 2 miles an hour) 16sp per day (at 16 miles a day)

Vehicle	Pace
Walking	300ft per minute 3 miles per hour 24 miles per day
Riding a horse	600ft per minute 6 miles per hour 48 miles per day

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

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.

INVISIBLE

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

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 Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

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.

EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

STUNNED

- A stunned creature is incapacitated (see the condition), can't move, and can speak only haltingly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.