

## APPENDIX A: CONDITIONS

**C**ONDITIONS ALTER A CREATURE'S CAPABILITIES IN a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous. A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

### BLINDED

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

### 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.

### 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.



BLINDED



CHARMED



FRIGHTENED

PETRIFIED

## 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.

## EXHAUSTION

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

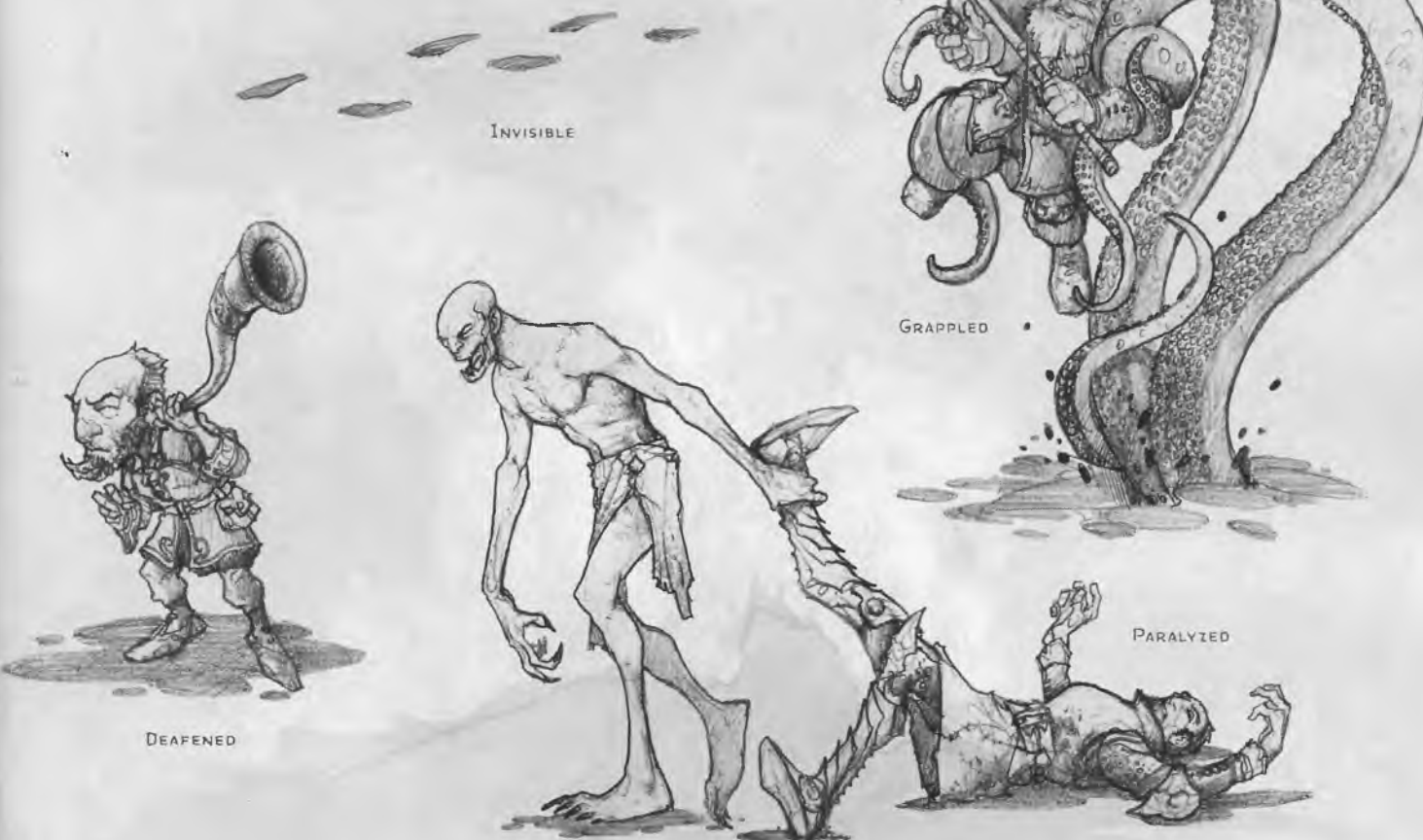
Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. 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 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.

## RESTRAINED

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

## STUNNED

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

## UNCONSCIOUS

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- 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.



PRONE



RESTRAINED



STUNNED



POISONED



UNCONSCIOUS

## APPENDIX B: GODS OF THE MULTIVERSE



RELIGION IS AN IMPORTANT PART OF LIFE IN THE worlds of the D&D multiverse. When gods walk the world, clerics channel divine power, evil cults perform dark sacrifices in subterranean lairs, and shining paladins stand like beacons against the darkness, it's hard to be ambivalent about the deities and deny their existence.

Many people in the worlds of D&D worship different gods at different times and circumstances. People in the Forgotten Realms, for example, might pray to Sune for luck in love, make an offering to Waukeen before heading to the market, and pray to appease Talos when a severe storm blows in—all in the same day. Many people have a favorite among the gods, one whose ideals and teachings they make their own. And a few people dedicate themselves entirely to a single god, usually serving as a priest or champion of that god's ideals.

Your DM determines which gods, if any, are worshiped in his or her campaign. From among the gods available, you can choose a single deity for your character to serve, worship, or pay lip service to. Or you can pick a few that your character prays to most often. Or just make a mental note of the gods who are revered in your DM's campaign so you can invoke their names when appropriate. If you're playing a cleric or a character with the Acolyte background, decide which god your deity serves or served, and consider the deity's suggested domains when selecting your character's domain.

### D&D PANTHEONS

Each world in the D&D multiverse has its own pantheons of deities, ranging in size from the teeming pantheons of the Forgotten Realms and Greyhawk to the more focused religions of Eberron and Dragonlance. Many of the nonhuman races worship the same gods on different worlds—Moradin, for example, is revered by dwarves of the Forgotten Realms, Greyhawk, and many other worlds.

### THE FORGOTTEN REALMS

Dozens of deities are revered, worshiped, and feared throughout the world of the Forgotten Realms. At least thirty deities are widely known across the Realms, and many more are worshiped locally, by individual tribes, small cults, or certain sects of larger religious temples.

#### THE LIFE AND DEATH DOMAINS

Many deities in this section suggest the Life domain, particularly if they are closely associated with healing, protection, childbirth, nurturing, or fertility. As described in the chapter 3, though, the Life domain is incredibly broad, and a cleric of any non-evil deity can choose it.

A number of other deities, mostly evil ones, suggest the Death domain, which is detailed in the *Dungeon Master's Guide*. Most clerics who choose this domain are evil NPCs, but if you want to worship a god of death, consult your Dungeon Master.

### GREYHAWK

The gods of Greyhawk come from at least four different pantheons, representing the faiths of the various ethnic groups that populated the continent of Oerik over the ages. As a result, there's a great deal of overlap in their portfolios: Pelor is the Flan god of the sun and Pholtus is the Oeridian sun god, for example.

### DRAGONLANCE

The gods of the world of Krynn are three families: seven gods of good headed by Paladine and Mishakal, seven of neutrality headed by Gilean, and seven of evil headed by Takhisis and Sargonnas. These deities have been called by many different names and held in varying levels of esteem by different peoples and cultures through the world's history, but they are the only gods of this world—their place fixed in the stars as constellations.

### EBERRON

The world of Eberron has many different religions, but the most important revolves around a pantheon called the Sovereign Host and their malign shadow, the Dark Six. The gods of the Sovereign Host are thought to have dominion over every aspect of existence, and to speak with a unified voice. But the Dark Six are the primitive, bloody, and cruel gods who offer a dissenting voice.

Eberron's other religions are very different from the traditional D&D pantheons. The monotheistic Church of the Silver Flame is devoted to fighting against evil in the world, but plagued by corruption in its own ranks. The philosophy of the Blood of Vol teaches that divinity lies within all mortal beings and reveres the undead who have secured that immortality. Various mad cults are devoted to the demons and horrors imprisoned in Eberron's Underdark (called Khyber, the Dragon Below). The followers of the Path of Light believe that the world is heading toward a glorious future where the shadows that cloud this world will be transformed into light. And two related nations of elves revere their ancestral spirits: the Undying Court, preserved as spirits or even undead forms, and the glorified Spirits of the Past, the great heroes of ancient wars.

### NONHUMAN DEITIES

Certain gods closely associated with nonhuman races are revered on many different worlds, though not always in the same way. The nonhuman races of the Forgotten Realms and Greyhawk share these deities.

Nonhuman races often have whole pantheons of their own. Besides Moradin, for example, the dwarf gods include Moradin's wife, Berronar Truesilver, and a number of other gods thought to be their children and grandchildren: Abbathor, Clangeddin Silverbeard, Dugmaren Brightmantle, Dumathoin, Gorm Gulthyn, Haela Brightaxe, Marthammor Duin, Sharindlar, Thard Harr, and Vergadain. Individual clans and kingdoms of dwarves might revere some, all, or none of these deities, and some have other gods unknown (or known by other names) to outsiders.



## DEITIES OF THE FORGOTTEN REALMS

Deity	Alignment	Suggested Domains	Symbol
Auril, goddess of winter	NE	Nature, Tempest	Six-pointed snowflake
Azuth, god of wizards	LN	Knowledge	Left hand pointing upward, outlined in fire
Bane, god of tyranny	LE	War	Upright black right hand, thumb and fingers together
Beshaba, goddess of misfortune	CE	Trickery	Black antlers
Bhaal, god of murder	NE	Death	Skull surrounded by a ring of blood droplets
Chauntea, goddess of agriculture	NG	Life	Sheaf of grain or a blooming rose over grain
Cyric, god of lies	CE	Trickery	White jawless skull on black or purple sunburst
Deneir, god of writing	NG	Knowledge	Lit candle above an open eye
Eldath, goddess of peace	NG	Life, Nature	Waterfall plunging into still pool
Gond, god of craft	N	Knowledge	Toothed cog with four spokes
Helm, god of protection	LN	Life, Light	Staring eye on upright left gauntlet
Ilmater, god of endurance	LG	Life	Hands bound at the wrist with red cord
Kelemvor, god of the dead	LN	Death	Upright skeletal arm holding balanced scales
Lathander, god of birth and renewal	NG	Life, Light	Road traveling into a sunrise
Leira, goddess of illusion	CN	Trickery	Point-down triangle containing a swirl of mist
Lliira, goddess of joy	CG	Life	Triangle of three six-pointed stars
Loviatar, goddess of pain	LE	Death	Nine-tailed barbed scourge
Malar, god of the hunt	CE	Nature	Clawed paw
Mask, god of thieves	CN	Trickery	Black mask
Mielikki, goddess of forests	NG	Nature	Unicorn's head
Milil, god of poetry and song	NG	Light	Five-stringed harp made of leaves
Myrkul, god of death	NE	Death	White human skull
Mystra, goddess of magic	NG	Knowledge	Circle of seven stars, or nine stars encircling a flowing red mist, or a single star
Oghma, god of knowledge	N	Knowledge	Blank scroll
Savras, god of divination and fate	LN	Knowledge	Crystal ball containing many kinds of eyes
Selûne, goddess of the moon	CG	Knowledge, Life	Pair of eyes surrounded by seven stars
Shar, goddess of darkness and loss	NE	Death, Trickery	Black disk encircled with a border
Silvanus, god of wild nature	N	Nature	Oak leaf
Sune, goddess of love and beauty	CG	Life, Light	Face of a beautiful red-haired woman
Talona, goddess of disease and poison	CE	Death	Three teardrops on a triangle
Talos, god of storms	CE	Tempest	Three lightning bolts radiating from a central point
Tempus, god of war	N	War	Upright flaming sword
Torm, god of courage and self-sacrifice	LG	War	White right gauntlet
Tymora, goddess of good fortune	CG	Trickery	Face-up coin
Tyr, god of justice	LG	War	Balanced scales resting on a warhammer
Umberlee, goddess of the sea	CE	Tempest	Wave curling left and right
Waukeen, goddess of trade	N	Knowledge, Trickery	Upright coin with Waukeen's profile facing left



## DEITIES OF GREYHAWK

Deity	Alignment	Suggested Domains	Symbol
Beory, goddess of nature	N	Nature	Green disk
Boccob, god of magic	N	Knowledge	Eye within a pentagram
Celestian, god of stars and wanderers	N	Knowledge	Arc of seven stars inside a circle
Ehlonna, goddess of woodlands	NG	Life, Nature	Unicorn horn
Erythnul, god of envy and slaughter	CE	War	Blood drop
Fharlanghn, god of horizons and travel	NG	Knowledge, Trickery	Circle crossed by a curved horizon line
Heironeous, god of chivalry and valor	LG	War	Lightning bolt
Hextor, god of war and discord	LE	War	Six arrows facing downward in a fan
Kord, god of athletics and sport	CG	Tempest, War	Four spears and four maces radiating out from a central point
Incubulos, god of plague and famine	NE	Death	Reptilian eye with a horizontal diamond
Istus, goddess of fate and destiny	N	Knowledge	Weaver's spindle with three strands
Iuz, god of pain and oppression	CE	Death	Grimacing human skull
Nerull, god of death	NE	Death	Skull with either a sickle or a scythe
Obad-Hai, god of nature	N	Nature	Oak leaf and acorn
Olidammara, god of revelry	CN	Trickery	Laughing mask
Pelor, god of the sun and healing	NG	Life, Light	Sun
Pholtus, god of light and law	LG	Light	Silver sun or full moon partially eclipsed by a smaller crescent moon
Ralishaz, god of ill luck and insanity	CN	Trickery	Three bone fate-casting sticks
Rao, god of peace and reason	LG	Knowledge	White heart
St. Cuthbert, god of common sense and zeal	LN	Knowledge	Circle at the center of a starburst of lines
Tharizdun, god of eternal darkness	CE	Trickery	Dark spiral or inverted ziggurat
Trithereon, god of liberty and retribution	CG	War	Triskelion
Ulaa, goddess of hills and mountains	LG	Life, War	Mountain with a circle at its heart
Vecna, god of evil secrets	NE	Knowledge	Hand with eye in the palm
Wee Jas, goddess of magic and death	LN	Death, Knowledge	Red skull in front of fireball

## DEITIES OF DRAGONLANCE

The Gods of Good	Alignment	Suggested Domains	Symbol
Paladine, god of rulers and guardians	LG	War	Silver triangle
Branchala, god of music	NG	Light	Bard's harp
Habbakuk, god of animal life and the sea	NG	Nature, Tempest	Blue bird
Kiri-Jolith, god of honor and war	LG	War	Bison's horns
Majere, god of meditation and order	LG	Knowledge	Copper spider
Mishakal, goddess of healing	LG	Knowledge, Life	Blue infinity sign
Solinari, god of good magic	LG	no clerics	White circle or sphere
The Gods of Neutrality	Alignment	Suggested Domains	Symbol
Gilean, god of knowledge	N	Knowledge	Open book
Chislev, goddess of nature	N	Nature	Feather
Reorx, god of craft	N	Knowledge	Forging hammer
Shinare, goddess of wealth and trade	N	Knowledge, Trickery	Griffon's wing
Sirrion, god of fire and change	N	Nature	Multi-colored fire
Zivilyn, god of wisdom	N	Knowledge	Great green or gold tree
Lunitari, goddess of neutral magic	N	no clerics	Red circle or sphere
The Gods of Evil	Alignment	Suggested Domains	Symbol
Takhisis, goddess of night and hatred	LE	Death	Black crescent
Chemosh, god of the undead	LE	Death	Yellow skull
Hiddukel, god of lies and greed	CE	Trickery	Broken merchant's scales
Morgion, god of disease and secrecy	NE	Death	Hood with two red eyes
Sargonnas, god of vengeance and fire	LE	War	Stylized red condor
Zeboim, goddess of the sea and storms	CE	Tempest	Turtle shell
Nuitari, god of evil magic	LE	no clerics	Black circle or sphere

## DEITIES OF EBERRON

### The Sovereign Host

	Alignment	Suggested Domains	Symbol
Arawai, goddess of fertility	NG	Life, Nature	Sheaf of wheat tied with green ribbon
Aureon, god of law and knowledge	LN	Knowledge	Open tome
Balinor, god of beasts and the hunt	N	Life, Nature	Pair of antlers
Boldrei, goddess of community and home	LG	Life	Fire in a stone hearth
Dol Arrah, goddess of sunlight and honor	LG	Light, War	Rising sun
Dol Dorn, god of strength at arms	CG	War	Longsword crossed over a shield
Kol Korran, god of trade and wealth	N	Trickery	Nine-sided gold coin
Olladra, goddess of good fortune	NG	Life, Trickery	Domino
Onatar, god of craft	NG	Knowledge	Crossed hammer and tongs

### The Dark Six

	Alignment	Suggested Domains	Symbol
The Devourer, god of nature's wrath	NE	Tempest	Bundle of five sharpened bones
The Fury, goddess of wrath and madness	NE	War	Winged wyrm with woman's head and upper body
The Keeper, god of greed and death	NE	Death	Dragonshard stone in the shape of a fang
The Mockery, god of violence and treachery	NE	War	Five blood-spattered tools
The Shadow, god of dark magic	CE	Knowledge	Obsidian tower
The Traveler, deity of chaos and change	CN	Knowledge, Trickery	Four crossed, rune-inscribed bones

### Other Faiths of Eberron

	Alignment	Suggested Domains	Symbol
The Silver Flame, deity of protection and good	LG	Life, Light, War	Flame drawn on silver or molded from silver
The Blood of Vol, philosophy of immortality and undeath	LN	Death, Life	Stylized dragon skull on red teardrop gem
Cults of the Dragon Below, deities of madness	NE	Trickery	Varies
The Path of Light, philosophy of light and self-improvement	LN	Life, Light	Brilliant crystal
The Undying Court, elven ancestors	NG	Knowledge, Life	Varies
The Spirits of the Past, elven ancestors	CG	War	Varies

## NONHUMAN DEITIES

### Deity

	Alignment	Suggested Domains	Symbol
Bahamut, dragon god of good	LG	Life, War	Dragon's head in profile
Blibdoolpoolp, kuo-toa goddess	NE	Death	Lobster head or black pearl
Corellon Larethian, elf deity of art and magic	CG	Light	Quarter moon or starburst
Deep Sashelas, elf god of the sea	CG	Nature, Tempest	Dolphin
Eadro, merfolk deity of the sea	N	Nature, Tempest	Spiral design
Garl Glittergold, gnome god of trickery and wiles	LG	Trickery	Gold nugget
Grolantor, hill giant god of war	CE	War	Wooden club
Gruumsh, orc god of storms and war	CE	Tempest, War	Unblinking eye
Hruggek, bugbear god of violence	CE	War	Morningstar
Kurtulmak, kobold god of war and mining	LE	War	Gnome skull
Laogzed, troglodyte god of hunger	CE	Death	Image of the lizard/toad god
Lolth, drow goddess of spiders	CE	Trickery	Spider
Maglubiyet, goblinoid god of war	LE	War	Bloody axe
Moradin, dwarf god of creation	LG	Knowledge	Hammer and anvil
Rillifane Rallathil, wood elf god of nature	CG	Nature	Oak
Sehanine Moonbow, elf goddess of the moon	CG	Knowledge	Crescent moon
Sekolah, sahuagin god of the hunt	LE	Nature, Tempest	Shark
Semuanya, lizardfolk deity of survival	N	Life	Egg
Skerrit, centaur and satyr god of nature	N	Nature	Oak growing from acorn
Skoraeus Stonebones, god of stone giants and art	N	Knowledge	Stalactite
Surtur, god of fire giants and craft	LE	Knowledge, War	Flaming sword
Thrym, god of frost giants and strength	CE	War	White double-bladed axe
Tiamat, dragon goddess of evil	LE	Trickery	Dragon head with five claw marks
Yondalla, halfling goddess of fertility and protection	LG	Life	Shield



## FANTASY-HISTORICAL PANTHEONS

The Celtic, Egyptian, Greek, and Norse pantheons are fantasy interpretations of historical religions from our world's ancient times. They include deities that are most appropriate for use in a D&D game, divorced from their historical context in the real world and united into pantheons that serve the needs of the game.

### THE CELTIC PANTHEON

It's said that something wild lurks in the heart of every soul, a space that thrills to the sound of geese calling at night, to the whispering wind through the pines, to the unexpected red of mistletoe on an oak—and it is in this space that the Celtic gods dwell. They sprang from the brook and stream, their might heightened by the strength of the oak and the beauty of the woodlands and open moor. When the first forester dared put a name to the face seen in the bole of a tree or the voice babbling in a brook, these gods forced themselves into being.

The Celtic gods are as often served by druids as by clerics, for they are closely aligned with the forces of nature that druids revere.

### THE GREEK PANTHEON

The gods of Olympus make themselves known with the gentle lap of waves against the shores and the crash of the thunder among the cloud-enshrouded peaks. The thick boar-infested woods and the sere, olive-covered hillsides hold evidence of their passing. Every aspect of nature echoes with their presence, and they've made a place for themselves inside the human heart, too.

### THE EGYPTIAN PANTHEON

These gods are a young dynasty of an ancient divine family, heirs to the rulership of the cosmos and the maintenance of the divine principle of Ma'at—the fundamental order of truth, justice, law, and order that puts gods, mortal pharaohs, and ordinary men and women in their logical and rightful place in the universe.

The Egyptian pantheon is unusual in having three gods with the Death domain of different alignments. Anubis is the lawful neutral god of the afterlife, who



judges the souls of the dead. Set is a chaotic evil god of murder, perhaps best known for killing his brother Osiris. And Nephthys is a chaotic good goddess of mourning. Thus, although most clerics of the Death domain (found in the *Dungeon Master's Guide*) are villainous characters, clerics who serve Anubis or Nephthys need not be.

### THE NORSE PANTHEON

Where the land plummets from the snowy hills into the icy fjords below, where the longboats draw up on to the beach, where the glaciers flow forward and retreat with every fall and spring—this is the land of the Vikings, the home of the Norse pantheon. It's a brutal clime, and one that calls for brutal living. The warriors of the land have had to adapt to the harsh conditions in order to survive, but they haven't been too twisted by

the needs of their environment. Given the necessity of raiding for food and wealth, it's surprising the mortals turned out as well as they did. Their powers reflect the need these warriors had for strong leadership and decisive action. Thus, they see their deities in every bend of a river, hear them in the crash of the thunder and the booming of the glaciers, and smell them in the smoke of a burning longhouse.

The Norse pantheon includes two main families, the Aesir (deities of war and destiny) and the Vanir (gods of fertility and prosperity). Once enemies, these two families are now closely allied against their common enemies, the giants (including the gods Surtur and Thrym). Like the gods of Greyhawk, gods in different families sometimes have overlap in their spheres of influence: Frey (of the Vanir) and Odur (of the Aesir) are both associated with the sun, for example.

### CELTIC DEITIES

Deity	Alignment	Suggested Domains	Symbol
The Daghdha, god of weather and crops	CG	Nature, Trickery	Bubbling cauldron or shield
Arawn, god of life and death	NE	Life, Death	Black star on gray background
Belenus, god of sun, light, and warmth	NG	Light	Solar disk and standing stones
Brigantia, goddess of rivers and livestock	NG	Life	Footbridge
Diancecht, god of medicine and healing	LG	Life	Crossed oak and mistletoe branches
Dunatis, god of mountains and peaks	N	Nature	Red sun-capped mountain peak
Goibhniu, god of smiths and healing	NG	Knowledge, Life	Giant mallet over sword
Lugh, god of arts, travel, and commerce	CN	Knowledge, Life	Pair of long hands
Manannan mac Lir, god of oceans and sea creatures	LN	Nature, Tempest	Wave of white water on green
Math Mathonwy, god of magic	NE	Knowledge	Staff
Morrigan, goddess of battle	CE	War	Two crossed spears
Nuada, god of war and warriors	N	War	Silver hand on black background
Oghma, god of speech and writing	NG	Knowledge	Unfurled scroll
Silvanus, god of nature and forests	N	Nature	Summer oak tree

### GREEK DEITIES

Deity	Alignment	Suggested Domains	Symbol
Zeus, god of the sky, ruler of the gods	N	Tempest	Fist full of lightning bolts
Aphrodite, goddess of love and beauty	CG	Light	Sea shell
Apollo, god of light, music, and healing	CG	Knowledge, Life, Light	Lyre
Ares, god of war and strife	CE	War	Spear
Artemis, goddess of hunting and childbirth	NG	Life, Nature	Bow and arrow on lunar disk
Athena, goddess of wisdom and civilization	LG	Knowledge, War	Owl
Demeter, goddess of agriculture	NG	Life	Mare's head
Dionysus, god of mirth and wine	CN	Life	Thyrsus (staff tipped with pine cone)
Hades, god of the underworld	LE	Death	Black ram
Hecate, goddess of magic and the moon	CE	Knowledge, Trickery	Setting moon
Hephaestus, god of smithing and craft	NG	Knowledge	Hammer and anvil
Hera, goddess of marriage and intrigue	CN	Trickery	Fan of peacock feathers
Hercules, god of strength and adventure	CG	Tempest, War	Lion's head
Hermes, god of travel and commerce	CG	Trickery	Caduceus (winged staff and serpents)
Hestia, goddess of home and family	NG	Life	Hearth
Nike, goddess of victory	LN	War	Winged woman
Pan, god of nature	CN	Nature	Syrinx (pan pipes)
Poseidon, god of the sea and earthquakes	CN	Tempest	Trident
Tyche, goddess of good fortune	N	Trickery	Red pentagram

## EGYPTIAN DEITIES

Deity	Alignment	Suggested Domains	Symbol
Re-Horakhty, god of the sun, ruler of the gods	LG	Life, Light	Solar disk encircled by serpent
Anubis, god of judgment and death	LN	Death	Black jackal
Apep, god of evil, fire, and serpents	NE	Trickery	Flaming snake
Bast, goddess of cats and vengeance	CG	War	Cat
Bes, god of luck and music	CN	Trickery	Image of the misshapen deity
Hathor, goddess of love, music, and motherhood	NG	Life, Light	Horned cow's head with lunar disk
Imhotep, god of crafts and medicine	NG	Knowledge	Step pyramid
Isis, goddess of fertility and magic	NG	Knowledge, Life	Ankh and star
Nephthys, goddess of death and grief	CG	Death	Horns around a lunar disk
Osiris, god of nature and the underworld	LG	Life, Nature	Crook and flail
Ptah, god of crafts, knowledge, and secrets	LN	Knowledge	Bull
Set, god of darkness and desert storms	CE	Death, Tempest, Trickery	Coiled cobra
Sobek, god of water and crocodiles	LE	Nature, Tempest	Crocodile head with horns and plumes
Thoth, god of knowledge and wisdom	N	Knowledge	Ibis

## NORSE DEITIES

Deity	Alignment	Suggested Domains	Symbol
Odin, god of knowledge and war	NG	Knowledge, War	Watching blue eye
Aegir, god of the sea and storms	NE	Tempest	Rough ocean waves
Balder, god of beauty and poetry	NG	Life, Light	Gem-encrusted silver chalice
Forseti, god of justice and law	N	Light	Head of a bearded man
Frey, god of fertility and the sun	NG	Life, Light	Ice-blue greatsword
Freya, goddess of fertility and love	NG	Life	Falcon
Frigga, goddess of birth and fertility	N	Life, Light	Cat
Heimdall, god of watchfulness and loyalty	LG	Light, War	Curling musical horn
Hel, goddess of the underworld	NE	Death	Woman's face, rotting on one side
Hermod, god of luck	CN	Trickery	Winged scroll
Loki, god of thieves and trickery	CE	Trickery	Flame
Njord, god of sea and wind	NG	Nature, Tempest	Gold coin
Odur, god of light and the sun	CG	Light	Solar disk
Sif, goddess of war	CG	War	Upraised sword
Skadi, god of earth and mountains	N	Nature	Mountain peak
Surtur, god of fire giants and war	LE	War	Flaming sword
Thor, god of storms and thunder	CG	Tempest, War	Hammer
Thrym, god of fire giants and cold	CE	War	White double-bladed axe
Tyr, god of courage and strategy	LN	Knowledge, War	Sword
Uller, god of hunting and winter	CN	Nature	Longbow



## APPENDIX C: THE PLANES OF EXISTENCE

**I**NCREDIBLY VAST IS THE COSMOS OF THE DUNGEONS & DRAGONS game, which teems with a multitude of worlds as well as myriad alternate dimensions of reality, called the **planes of existence**. It encompasses every world where Dungeon Masters run their adventures, all within the relatively mundane realm of the Material Plane. Beyond that plane are domains of raw elemental matter and energy, realms of pure thought and ethos, the homes of demons and angels, and the dominions of the gods.

Many spells and magic items can draw energy from these planes, summon the creatures that dwell there, communicate with their denizens, and allow adventurers to travel there. As your character achieves greater power and higher levels, you might undertake a quest to rescue a friend from the horrific depths of the Abyss, or find yourself hoisting a tankard with the friendly giants of Ysgard. You might walk on streets made of solid fire or test your mettle on a battlefield where the fallen are resurrected with each dawn.

### THE MATERIAL PLANE

The Material Plane is the nexus where the philosophical and elemental forces that define the other planes collide in the jumbled existence of mortal life and mundane matter. All the worlds of D&D exist within the Material Plane, making it the starting point for most campaigns and adventures. The rest of the multiverse is defined in relation to the Material Plane.

The worlds of the Material Plane are infinitely diverse, for they reflect the creative imagination of the DMs who set their games there, as well as the players whose heroes adventure there. They include magic-wasted desert planets and island-dotted water worlds, worlds where magic combines with advanced technology and others trapped in an endless Stone Age, worlds where the gods walk and places they have abandoned.

The best-known worlds in the multiverse are the ones that have been published as official campaign settings for the D&D game over the years—Greyhawk, Blackmoor, Dragonlance, the Forgotten Realms, Mystara, Birthright, Dark Sun, and Eberron, among others. Each of these worlds boasts its own cast of heroic adventurers and scheming villains, its own ancient ruins and forgotten artifacts, its own dungeons and its own dragons. But if your campaign takes place on one of these worlds, it belongs to your DM—you might imagine it as one of thousands of parallel versions of the world, which might diverge wildly from the published version.

### MATERIAL ECHOES

The Material Plane is a richly magical place, and its magical nature is reflected in the two planes that share its central place in the multiverse. The Feywild and the Shadowfell are parallel dimensions occupying the same cosmological space, so they are often called echo planes or mirror planes to the Material Plane. The worlds and landscapes of these planes mirror the natural world of the Material Plane but reflect those features into different forms—more marvelous and magical in the Feywild, distorted and colorless in the Shadowfell. Where a volcano stands in the Material Plane, a mountain topped with skyscraper-sized crystals that glow with internal fire towers in the Feywild, and a jagged rock outcropping resembling a skull marks the spot on the Shadowfell.

The **Feywild**, also called the Plane of Faerie, is a land of soft lights and wonder, a country of little people with great desires, a place of music and death. It is a realm of eternal twilight, with slow lanterns bobbing in the gentle breeze and huge fireflies buzzing through groves and fields. The sky is alight with the faded colors of the setting, or perhaps rising, sun. But, in fact, the sun never truly sets or rises; it remains stationary, dusky and low in the sky. Away from the settled areas ruled by the Seelie Court, the land is a tangle of sharp-toothed brambles and syrupy fens—perfect territory for the Unseelie to hunt their prey. Fey creatures, such as those brought to the world by *conjure woodland beings* and similar spells, dwell in the Feywild.

The **Shadowfell**, also called the Plane of Shadow, is a darkly lighted dimension, a world of black and white where color has been leached from everything. It is a place of toxic darkness that hates the light, where the sky is a black vault with neither sun nor stars.

POSITIVE PLANE

OUTER PLANES

NEGATIVE PLANE

#### POSITIVE AND NEGATIVE PLANES

Like a dome above the other planes, the **Positive Plane** is the source of radiant energy and the raw life force that suffuses all living beings, from the puny to the sublime. Its dark reflection is the **Negative Plane**, the source of necrotic energy that destroys the living and animates the undead.

## BEYOND THE MATERIAL

Beyond the Material Plane, the various planes of existence are realms of myth and mystery. They're not simply other worlds, but different qualities of being, formed and governed by spiritual and elemental principles abstracted from the ordinary world.

### PLANAR TRAVEL

When adventurers travel into other planes of existence, they are undertaking a legendary journey across the thresholds of existence to a mythic destination where they strive to complete their quest. Such a journey is the stuff of legend. Braving the realms of the dead, seeking out the celestial servants of a deity, or bargaining with an efreeti in its home city will be the subject of song and story for years to come.

Travel to the planes beyond the Material Plane can be accomplished in two ways: by casting a spell or by using a planar portal.

**Spells.** A number of spells allow direct or indirect access to other planes of existence. *Plane shift* and *gate* can transport adventurers directly to any other plane of existence, with different degrees of precision. *Etherealness* allows adventurers to enter the Ethereal Plane and travel from there to any of the planes it touches—the Shadowfell, the Feywild, or the Elemental Planes. And the *astral projection* spell lets adventurers project themselves into the Astral Plane and travel to the Outer Planes.

**Portals.** A portal is a general term for a stationary interplanar connection that links a specific location on one plane to a specific location on another. Some portals are like doorways, a clear window, or a fog-shrouded passage, and simply stepping through it effects the interplanar travel. Others are locations—circles of standing stones, soaring towers, sailing ships, or even whole towns—that exist in multiple planes at once or flicker from one plane to another in turn. Some are vortices, typically joining an Elemental Plane with a very similar location on the Material Plane, such as the heart of a volcano (leading to the Plane of Fire) or the depths of the ocean (to the Plane of Water).

### TRANSITIVE PLANES

The Ethereal Plane and the Astral Plane are called the Transitive Planes. They are mostly featureless realms that serve primarily as ways to travel from one plane to another. Spells such as *etherealness* and *astral projection* allow characters to enter these planes and traverse them to reach the planes beyond.

The **Ethereal Plane** is a misty, fog-bound dimension that is sometimes described as a great ocean. Its shores, called the Border Ethereal, overlap the Material Plane and the Inner Planes, so that every location on those planes has a corresponding location on the Ethereal Plane. Certain creatures can see into the Border Ethereal, and the *see invisibility* and *true seeing* spell grant that ability. Some magical effects also extend from the Material Plane into the Border Ethereal, particularly effects that use force energy such as *forcecage* and *wall*

*of force*. The depths of the plane, the Deep Ethereal, are a region of swirling mists and colorful fogs.

The **Astral Plane** is the realm of thought and dream, where visitors travel as disembodied souls to reach the planes of the divine and demonic. It is a great, silvery sea, the same above and below, with swirling wisps of white and gray streaking among motes of light resembling distant stars. Erratic whirlpools of color flicker in midair like spinning coins. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain.

### INNER PLANES

The Inner Planes surround and enfold the Material Plane and its echoes, providing the raw elemental substance from which all the worlds were made. The four **Elemental Planes**—Air, Earth, Fire, and Water—form a ring around the Material Plane, suspended within the churning **Elemental Chaos**.

At their innermost edges, where they are closest to the Material Plane (in a conceptual if not a literal geographical sense), the four Elemental Planes resemble a world in the Material Plane. The four elements mingle together as they do in the Material Plane, forming land, sea, and sky. Farther from the Material Plane, though, the Elemental Planes are both alien and hostile. Here, the elements exist in their purest form—great expanses of solid earth, blazing fire, crystal-clear water, and unsullied air. These regions are little-known, so when discussing the Plane of Fire, for example, a speaker usually means just the border region. At the farthest extents of the Inner Planes, the pure elements dissolve and bleed together into an unending tumult of clashing energies and colliding substance, the Elemental Chaos.

### OUTER PLANES

If the Inner Planes are the raw matter and energy that makes up the multiverse, the Outer Planes are the direction, thought and purpose for such construction. Accordingly, many sages refer to the Outer Planes as divine planes, spiritual planes, or godly planes, for the Outer Planes are best known as the homes of deities.

When discussing anything to do with deities, the language used must be highly metaphorical. Their actual homes are not literally “places” at all, but exemplify the idea that the Outer Planes are realms of thought and spirit. As with the Elemental Planes, one can imagine the perceptible part of the Outer Planes as a sort of border region, while extensive spiritual regions lie beyond ordinary sensory experience.

Even in those perceptible regions, appearances can be deceptive. Initially, many of the Outer Planes appear hospitable and familiar to natives of the Material Plane. But the landscape can change at the whims of the powerful forces that live on the Outer Planes. The desires of the mighty forces that dwell on these planes can remake them completely, effectively erasing and rebuilding existence itself to better fulfill their own needs.

Distance is a virtually meaningless concept on the Outer Planes. The perceptible regions of the planes often seem quite small, but they can also stretch on to what seems like infinity. It might be possible to take a guided tour of the Nine Hells, from the first layer to the ninth, in a single day—if the powers of the Hells desire it. Or it could take weeks for travelers to make a grueling trek across a single layer.

The most well-known Outer Planes are a group of sixteen planes that correspond to the eight alignments (excluding neutrality) and the shades of distinction between them.

## OUTER PLANES

Outer Plane	Alignment
Mount Celestia, the Seven Heavens of	LG
Bytopia, the Twin Paradises of	NG, LG
Elysium, the Blessed Fields of	NG
The Beastlands, the Wilderness of	NG, CG
Arborea, the Olympian Glades of	CG
Ysgard, the Heroic Domains of	CN, CG
Limbo, the Ever-Changing Chaos of	CN
Pandemonium, the Windswept Depths of	CN, CE
The Abyss, the Infinite Layers of	CE
Carceri, the Tarterian Depths of	NE, CE
Hades, the Gray Waste of	NE
Gehenna, the Bleak Eternity of	NE, LE
The Nine Hells (of Baator)	LE
Acheron, the Infinite Battlefield of	LN, LE
Mechanus, the Clockwork Nirvana of	LN
Arcadia, the Peaceable Kingdoms of	LN, LG

The planes with some element of good in their nature are called the **Upper Planes**. Celestial creatures such as angels and pegasi dwell in the Upper Planes. Planes with some element of evil are the **Lower Planes**. Fiends such as demons, devils, and yugoloths dwell in the Lower Planes. A plane's alignment is its essence, and a character whose alignment doesn't match the plane's experiences a profound sense of dissonance there. When a good creature visits Elysium, for example, it feels in tune with the plane, but an evil creature feels out of tune and more than a little uncomfortable.

## OTHER PLANES

Existing somehow between or beyond the known planes of existence are a variety of other realms.

### SIGIL AND THE OUTLANDS

The Outlands is the plane between the Outer Planes, a plane of neutrality, but not the neutrality of nothingness. Instead it incorporates a little of everything, keeping it all in a paradoxical balance—simultaneously concordant and in opposition. It is a broad region of varied terrain, with open prairies, towering mountains, and twisting, shallow rivers, strongly resembling an ordinary world of the Material Plane.

The Outlands is circular, like a great wheel—in fact, those who envision the Outer Planes as a wheel point to the Outlands as proof, calling it a microcosm of the

planes. That argument might be circular, however, for it is possible that the arrangement of the Outlands inspired the idea of the Great Wheel in the first place.

Around the outside edge of the circle, evenly spaced, are the **gate-towns**: sixteen settlements, each built around a portal leading to one of the Outer Planes. Each town shares many of the characteristics of the plane where its gate leads.

At the center of the Outlands, like the axle of the planar wheel, the Spire shoots impossibly high into the sky. Above this thin peak floats the ring-shaped city of Sigil, the City of Doors. This bustling planar metropolis holds countless portals to other planes and worlds.

Sigil is a trader's city. Goods, merchandise, and information come to it from across the planes. There is a brisk trade in information about the planes, in particular in the command words or items required for the operation of particular portals. These portal keys are highly sought after, and many travelers within the city are looking for a particular portal or a portal key to allow them to continue on their way.

### DEMIPLANES

Demiplanes are small extradimensional spaces with their own unique rules. They are pieces of reality that don't seem to fit anywhere else. Demiplanes come into being by a variety of means. Some are created by spells, such as *demiplane*, or generated at the desire of a powerful deity or other force. They may exist naturally, as a fold of existing reality that has been pinched off from the rest of the multiverse, or as a baby universe growing in power. A given demiplane can be entered through a single point where it touches another plane. Theoretically, a *plane shift* spell can also carry travelers to a demiplane, but the proper frequency required for the tuning fork is extremely hard to acquire. The *gate* spell is more reliable, assuming the caster knows of the demiplane.

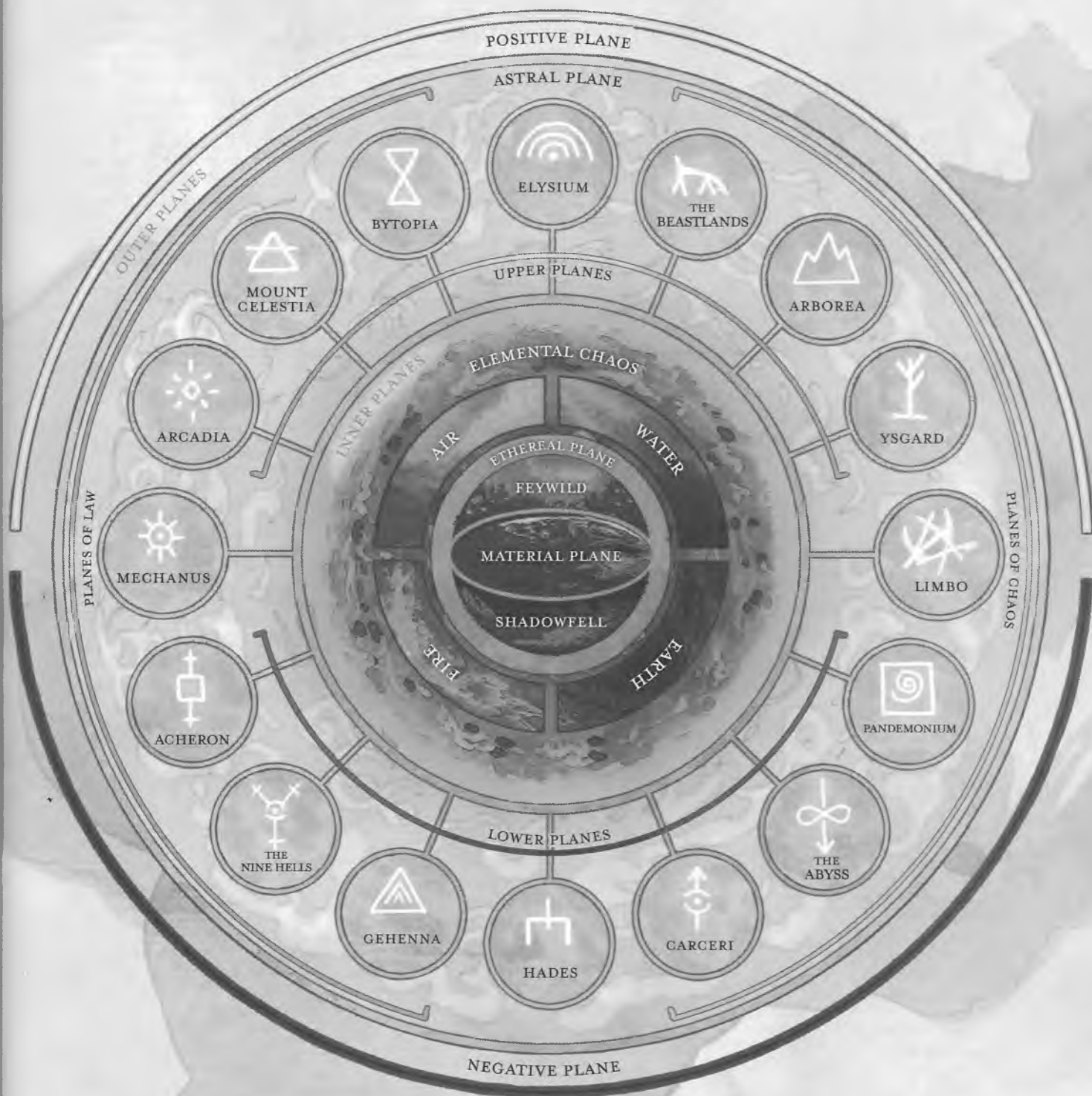
### THE FAR REALM

The Far Realm is beyond the known multiverse. In fact, it might be an entirely separate multiverse with its own physical and magical laws. Where stray energies from the Far Realm leak onto another plane, life and matter are warped and twisted into alien shapes that defy ordinary geometry and biology.

The entities that abide in the Far Realm are too alien for a normal mind to accept without damage. Titanic creatures swim through nothingness, preoccupied with madness. Unspeakable things whisper awful truths to those who dare listen. For mortals, knowledge of the Far Realm is a triumph of mind over the rude boundaries of matter, space, and eventually sanity.

There are no known portals to the Far Realm, or at least none that are still viable. Ancient elves once pierced the boundary of eons with a vast portal to the Far Realm within a mountain called Firestorm Peak, but their civilization imploded in bloody terror and the portal's location—even its home world—is long-forgotten. Other portals might still exist, marked by the alien forces leaking through to corrupt the Material Plane around them.





## APPENDIX D: CREATURE STATISTICS



PELLS AND CLASS FEATURES ALLOW CHARACTERS to transform into animals, summon creatures to serve as familiars, and create undead. Statistics for such creatures are grouped in this appendix for your convenience. For information on how to read a stat block, see the *Monster Manual*.

### BAT

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 1 (1d4 – 1)

**Speed** 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	15 (+2)	8 (–1)	2 (–4)	12 (+1)	4 (–3)

**Senses** blindsight 60 ft., passive Perception 11

**Languages** —

**Challenge** 0 (10 XP)

**Echolocation.** While it can't hear, the bat has no blindsight.

**Keen Hearing.** The bat has advantage on Wisdom (Perception) checks that rely on hearing.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature.

**Hit:** 1 piercing damage.

### BLACK BEAR

*Medium beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (–4)	12 (+1)	7 (–2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/2 (100 XP)

**Keen Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell.

#### ACTIONS

**Multiattack.** The bear makes two attacks, one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

**Hit:** 5 (1d6 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

**Hit:** 7 (2d4 + 2) slashing damage.

### BOAR

*Medium beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (–4)	9 (–1)	5 (–3)

**Senses** passive Perception 9

**Languages** —

**Challenge** 1/4 (50 XP)

**Charge.** If the boar moves at least 20 feet straight toward a creature right before hitting it with a tusk attack, the target takes an extra 3 (1d6) slashing damage and must succeed on a DC 11 Strength saving throw or be knocked prone.

**Relentless (Recharges after the Boar Finishes a Short or Long Rest).** If the boar takes damage that reduces it to 0 hit points, unless the damage is 7 or more or from a critical hit, it drops to 1 hit point instead.

#### ACTIONS

**Tusk.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

**Hit:** 4 (1d6 + 1) slashing damage.

### BROWN BEAR

*Large beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 34 (4d10 + 12)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (–4)	13 (+1)	7 (–2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

**Keen Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell.

#### ACTIONS

**Multiattack.** The bear makes two attacks, one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

**Hit:** 8 (1d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

**Hit:** 11 (2d6 + 4) slashing damage.

## CAT

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 2 (1d4)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	15 (+2)	10 (+0)	3 (−4)	12 (+1)	7 (−2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

**Keen Smell.** The cat has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.

*Hit:* 1 slashing damage.

## CONSTRICTOR SNAKE

*Large beast, unaligned*

**Armor Class** 12

**Hit Points** 13 (2d10 + 2)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (−5)	10 (+0)	3 (−4)

**Senses** blindsight 10 ft., passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 5 (1d6 + 2) piercing damage.

**Constrict.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled. Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

## CROCODILE

*Large beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 19 (3d10 + 3)

**Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (−4)	10 (+0)	5 (−3)

**Skills** Stealth +2

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

**Hold Breath.** The crocodile can hold its breath for 15 minutes.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled.

Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

## DIRE WOLF

*Large beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 37 (5d10 + 10)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (−4)	12 (+1)	7 (−2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and isn't incapacitated.

### 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 Strength saving throw or be knocked prone.

## FROG

*Tiny beast, unaligned*

**Armor Class** 11

**Hit Points** 1 (1d4 − 1)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (−5)	13 (+1)	8 (−1)	1 (−5)	8 (−1)	3 (−4)

**Skills** Perception +1, Stealth +3

**Senses** darkvision 30 ft., passive Perception 11

**Languages** —

**Challenge** 0 (0 XP)

**Amphibious.** The frog can breathe air and water.

**Standing Leap.** As part of its movement and without a running start, the frog can long jump up to 10 feet and high jump up to 5 feet.

## GIANT EAGLE

Large beast, neutral good

**Armor Class** 13

**Hit Points** 26 (4d10 + 4)

**Speed** 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (–1)	14 (+2)	10 (+0)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Giant Eagle, understands Common but doesn't speak it

**Challenge** 1 (200 XP)

**Keen Sight.** The eagle has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The eagle makes two attacks, one with its beak and one with its talons.

**Beak.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 6 (1d6 + 3) piercing damage.

**Talons.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 10 (2d6 + 3) slashing damage.

## GIANT SPIDER

Large beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (–4)	11 (+0)	4 (–3)

**Skills** Stealth +7

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

*Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, and paralyzed while poisoned in this way.

**Web (Recharge 5–6).** *Ranged Weapon Attack:* +5 to hit, range 30 ft./60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## HAWK (FALCON)

Tiny beast, unaligned

**Armor Class** 13

**Hit Points** 1 (1d4 – 1)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	16 (+3)	8 (–1)	2 (–4)	14 (+2)	6 (–2)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** —

**Challenge** 0 (10 XP)

**Keen Sight.** The hawk has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Talons.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 1 slashing damage.

## IMP

Tiny fiend (devil, shapeshifter), lawful evil

**Armor Class** 13

**Hit Points** 10 (3d4 + 3)

**Speed** 20 ft., fly 40 ft. (20 ft. in rat form; 20 ft., fly 60 ft. in raven form; 20 ft., climb 20 ft. in spider form)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

**Skills** Deception +4, Insight +3, Persuasion +4, Stealth +5

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Infernal, Common

**Challenge** 1 (200 XP)

**Shapeshifter.** The imp can use its action to polymorph into the beast form of a rat, a raven, or a spider, or into its devil form. Its statistics are the same in each form, although its attack is different in some of them. Any equipment it carries is not transformed. If slain, the imp reverts to its devil form.

**Devil's Sight.** Magical darkness doesn't impede the imp's darkvision.

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

## ACTIONS

**Sting (Bite in Beast Form).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Invisibility.** The imp turns invisible until it attacks or until its concentration ends. Anything the invisible imp is carrying or wearing is invisible as long as it remains in contact with the imp.

## LION

*Large beast, unaligned*

**Armor Class** 12

**Hit Points** 26 (4d10 + 4)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (–3)	12 (+1)	8 (–1)

**Skills** Perception +3, Stealth +6

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

**Keen Smell.** The lion has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The lion has advantage on attack rolls against a creature if at least one of the lion's allies is within 5 feet of the creature and isn't incapacitated.

**Pounce.** If the lion moves at least 20 feet straight toward a target right before hitting it with a claw attack, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can take a bonus action to make one bite attack against it.

**Running Leap.** As part of its movement and after a 10-foot running start, the lion can long jump up to 25 feet.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 7 (1d8 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 6 (1d6 + 3) slashing damage.

## MASTIFF

*Medium beast, unaligned*

**Armor Class** 12

**Hit Points** 5 (1d8 + 1)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (–4)	12 (+1)	7 (–2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/8 (25 XP)

**Keen Hearing and Smell.** The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## MULE

*Medium beast, unaligned*

**Armor Class** 10

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (–4)	10 (+0)	5 (–3)

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

**Beast of Burden.** The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

**Sure-Footed.** Whenever the mule would be knocked prone, it stays on its feet if it succeeds on a DC 10 Dexterity saving throw.

## ACTIONS

**Hooves.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

*Hit:* 4 (1d4 + 2) bludgeoning damage.



IMP



## OWL

*Tiny beast, unaligned*

**Armor Class** 11

**Hit Points** 1 (1d4 – 1)

**Speed** 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	13 (+1)	8 (–1)	2 (–4)	12 (+1)	7 (–2)

**Skills** Perception +3, Stealth +3

**Senses** darkvision 120 ft., passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

**Flyby.** The owl provokes no opportunity attacks when it flies out of an enemy's reach.

**Keen Sight.** The owl has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Talons.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

*Hit:* 1 slashing damage.

## PANTHER

*Medium beast, unaligned*

**Armor Class** 12

**Hit Points** 13 (3d8)

**Speed** 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (–4)	14 (+2)	7 (–2)

**Skills** Perception +4, Stealth +6

**Senses** passive Perception 14

**Languages** —

**Challenge** 1/4 (50 XP)

**Keen Smell.** The panther has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the panther moves at least 20 feet straight toward a creature right before hitting it with a claw attack, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can take a bonus action to make one bite attack against it.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 5 (1d6 + 2) piercing damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 4 (1d4 + 2) slashing damage.

## POISONOUS SNAKE

*Tiny beast, unaligned*

**Armor Class** 13

**Hit Points** 2 (1d4)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	16 (+3)	11 (+0)	1 (–5)	10 (+0)	3 (–4)

**Senses** blindsight 10 ft., passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

## PSEUDODRAGON

*Tiny dragon, neutral good*

**Armor Class** 13 (natural armor)

**Hit Points** 7 (2d4 + 2)

**Speed** 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3, Stealth +4

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13

**Languages** understands Common and Draconic but doesn't speak

**Challenge** 1/4 (50 XP)

**Keen Senses.** The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

**Limited Telepathy.** The pseudodragon can communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 4 (1d4 + 2) piercing damage.

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If its saving throw result is 6 or lower, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to wake it.

## QUASIT

*Tiny fiend (demon, shapchanger), chaotic evil*

**Armor Class** 13

**Hit Points** 7 (3d4)

**Speed** 40 ft. (10 ft., fly 40 ft. in bat form; 40 ft., climb 40 ft. in centipede form; 40 ft., swim 40 ft. in toad form)

STR	DEX	CON	INT	WIS	CHA
5 (–3)	17 (+3)	10 (+0)	7 (–2)	10 (+0)	10 (+0)

**Skills** Stealth +5

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Abyssal, Common

**Challenge** 1 (200 XP)

**Shapechanger.** The quasit can use its action to polymorph into the beast form of a bat, centipede, or toad, or into its demon form. Its statistics are the same in each form, although its attack is different in some of them. Any equipment it carries is not transformed. If slain, the quasit reverts to its demon form.

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

### ACTIONS

**Claws (Bite in Beast Form).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

**Scare (1/Day).** One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect early on a success.

**Invisibility.** The quasit turns invisible until it attacks or uses Scare, or until its concentration ends. Anything the invisible quasit is carrying or wearing is invisible as long as it remains in contact with the quasit.

## RAT

*Tiny beast, unaligned*

**Armor Class** 10

**Hit Points** 1 (1d4 – 1)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	11 (+0)	9 (–1)	2 (–4)	10 (+0)	4 (–3)

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 0 (10 XP)

**Keen Smell.** The rat has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.

*Hit:* 1 piercing damage.

## RAVEN

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 1 (1d4 – 1)

**Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	8 (–1)	2 (–4)	12 (+1)	6 (–2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

**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 Wisdom (Insight) check.

### ACTIONS

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 1 piercing damage.

## REEF SHARK

*Medium beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (–5)	10 (+0)	4 (–3)

**Skills** Perception +2

**Senses** blindsight 30 ft., passive Perception 12

**Languages** —

**Challenge** 1/2 (100 XP)

**Pack Tactics.** The shark has advantage on attack rolls against a creature if at least one of the shark's allies is within 5 feet of the creature and isn't incapacitated.

**Water Breathing.** The shark can breathe only while underwater.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 6 (1d8 + 2) piercing damage.

## RIDING HORSE

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

### ACTIONS

**Hooves.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

## SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands languages it knew in life but can't speak

Challenge 1/4 (50 XP)

### 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 ft./320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## SPRITE

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

**Skills** Perception +3, Stealth +8 (the check is made with disadvantage if the sprite is flying)

**Senses** passive Perception 13

**Languages** Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



SKELETON

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 40 ft./160 ft., one target. *Hit:* 1 piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to wake it.

**Heart Sight.** The sprite touches a creature and knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

**Invisibility.** The sprite turns invisible until it attacks or casts a spell, or until its concentration ends. Anything the invisible sprite is carrying or wearing is invisible as long as it remains in contact with the sprite.

### VARIANT: WARHORSE ARMOR

An armored warhorse has an Armor Class based on the type of barding worn (see chapter 5 for more information on barding). Its Armor Class includes the horse's Dexterity modifier, where applicable.

AC	Barding	AC	Barding
12	Leather	16	Chain mail
13	Studded leather	17	Splint
14	Ring mail	18	Plate
15	Scale mail		

## TIGER

Large beast, unaligned

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

**Keen Smell.** The tiger has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the tiger moves at least 20 feet straight toward a creature right before hitting it with a claw attack, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can take a bonus action to make one bite attack against it.

### ACTIONS

**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:* 7 (1d8 + 3) slashing damage.

## WARHORSE

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

**Trampling Charge.** If the horse moves at least 20 feet straight toward a creature right before hitting it with a hooves attack, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can take a bonus action to make another attack with its hooves against the target.

### ACTIONS

**Hooves.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 11 (2d6 + 4) bludgeoning damage.

## WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and 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 11 Strength saving throw or be knocked prone.

## ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

*Hit:* 4 (1d6 + 1) bludgeoning damage.

## APPENDIX E: INSPIRATIONAL READING

**I**NSPIRATION FOR ALL OF THE FANTASY WORK I HAVE done stems directly from the love my father showed when I was a lad, for he spent many hours telling me stories he made up as he went along, tales of cloaked old men who could grant wishes, of magic rings and enchanted swords, or wicked sorcerers and dauntless swordsmen. . . All of us tend to get ample helpings of fantasy when we are very young, from fairy tales such as those written by the Brothers Grimm and Andrew Lang. This often leads to reading books of mythology, paging through bestiaries, and consultation of compilations of the myths of various lands and peoples. Upon such a base I built my interest in fantasy, being an avid reader of all science fiction and fantasy literature since 1950. The following authors were of particular inspiration to me.

—E. Gary Gygax, *Dungeon Master's Guide* (1979)

A great deal of fantasy literature has been published since the co-creator of DUNGEONS & DRAGONS wrote those words, including breakthrough works set in the shared worlds of D&D. The following list includes Gary's original list and some additional works that have inspired the game's designers in the years since.

Ahmed, Saladin. *Throne of the Crescent Moon*.

Alexander, Lloyd. *The Book of Three* and the rest of the Chronicles of Prydain series.

Anderson, Poul. *The Broken Sword*, *The High Crusade*, and *Three Hearts and Three Lions*.

Anthony, Piers. *Split Infinity* and the rest of the Apprentice Adept series.

Augusta, Lady Gregory. *Gods and Fighting Men*.

Bear, Elizabeth. *Range of Ghosts* and the rest of the Eternal Sky trilogy.

Bellairs, John. *The Face in the Frost*.

Brackett, Leigh. *The Best of Leigh Brackett*, *The Long Tomorrow*, and *The Sword of Rhiannon*.

Brooks, Terry. *The Sword of Shannara* and the rest of the Shannara novels.

Brown, Fredric. *Hall of Mirrors* and *What Mad Universe*.

Bulfinch, Thomas. *Bulfinch's Mythology*.

Burroughs, Edgar Rice. *At the Earth's Core* and the rest of the Pellucidar series, *Pirates of Venus* and the rest of the Venus series, and *A Princess of Mars* and the rest of the Mars series.

Carter, Lin. *Warrior of World's End* and the rest of the World's End series.

Cook, Glen. *The Black Company* and the rest of the Black Company series.

de Camp, L. Sprague. *The Fallible Fiend* and *Lest Darkness Fall*.

de Camp, L. Sprague & Fletcher Pratt. *The Compleat Enchanter* and the rest of the Harold Shea series, and *Carnelian Cube*.

Derleth, August and H.P. Lovecraft. *Watchers out of Time*.

Dunsany, Lord. *The Book of Wonder*, *The Essential Lord Dunsany Collection*, *The Gods of Pegana*, *The King of Elfland's Daughter*, *Lord Dunsany Compendium*, and *The Sword of Welleran and Other Tales*.

Farmer, Philip Jose. *Maker of Universes* and the rest of the World of Tiers series.

Fox, Gardner. *Kothar and the Conjurer's Curse* and the rest of the Kothar series, and *Kyrik and the Lost Queen* and the rest of the Kyrik series.

Froud, Brian & Alan Lee. *Faeries*.

Hickman, Tracy & Margaret Weis. *Dragons of Autumn Twilight* and the rest of the Chronicles Trilogy.

Hodgson, William Hope. *The Night Land*.

Howard, Robert E. *The Coming of Conan the Cimmerian* and the rest of the Conan series.

Jemisin, N.K. *The Hundred Thousand Kingdoms* and the rest of the Inheritance series, *The Killing Moon*, and *The Shadowed Sun*.

Jordan, Robert. *The Eye of the World* and the rest of the Wheel of Time series.

Kay, Guy Gavriel. *Tigana*.

King, Stephen. *The Eyes of the Dragon*.

Lanier, Sterling. *Hiero's Journey* and *The Unforsaken Hiero*.

LeGuin, Ursula. *A Wizard of Earthsea* and the rest of the Earthsea series.

Leiber, Fritz. *Swords and Deviltry* and the rest of the Fafhrd & Gray Mouser series.

Lovecraft, H.P. *The Complete Works*.

Lynch, Scott. *The Lies of Locke Lamora* and the rest of the Gentlemen Bastard series.

Martin, George R.R. *A Game of Thrones* and the rest of the Song of Ice and Fire series.

McKillip, Patricia. *The Forgotten Beasts of Eld*.

Merritt, A. *Creep*, *Shadow*, *Creep*; *Dwellers in the Mirage*; and *The Moon Pool*.

Miéville, China. *Perdido Street Station* and the other Bas-Lag novels.

Moorcock, Michael. *Elric of Melniboné* and the rest of the Elric series, and *The Jewel in the Skull* and the rest of the Hawkmoon series.

Norton, Andre. *Quag Keep* and *Witch World*.

Offutt, Andrew J., ed. *Swords against Darkness III*.

Peake, Mervyn. *Titus Groan* and the rest of the Gormenghast series.

Pratchett, Terry. *The Colour of Magic* and the rest of the Discworld series.

Pratt, Fletcher. *Blue Star*.

Rothfuss, Patrick. *The Name of the Wind* and the rest of the Kingkiller series.

Saberhagen, Fred. *The Broken Lands* and *Changeling Earth*.

Salvatore, R.A. *The Crystal Shard* and the rest of The Legend of Drizzt.

Sanderson, Brandon. *Mistborn* and the rest of the Mistborn trilogy.

Smith, Clark Ashton. *The Return of the Sorcerer*.

St. Clair, Margaret. *Change the Sky and Other Stories*, *The Shadow People*, and *Sign of the Labrys*.

Tolkien, J.R.R. *The Hobbit*, *The Lord of the Rings*, and *The Silmarillion*.

Tolstoy, Nikolai. *The Coming of the King*.

Vance, Jack. *The Dying Earth* and *The Eyes of the Overworld*.

Weinbaum, Stanley. *Valley of Dreams* and *The Worlds of If*.

Wellman, Manly Wade. *The Golgotha Dancers*.

Williamson, Jack. *The Cosmic Express* and *The Pygmy Planet*.

Wolfe, Gene. *The Shadow of the Torturer* and the rest of The Book of the New Sun.

Zelazny, Roger. *Jack of Shadows* and *Nine Princes in Amber* and the rest of the Amber series.



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