

# NONPLAYER CHARACTERS

This section contains statistics for various humanoid nonplayer characters (NPCs) that adventurers might encounter during a D&D campaign. These stat blocks can be used to represent both human and nonhuman NPCs.

## CUSTOMIZING NPCs

There are many easy ways to customize the NPCs in this appendix for your home campaign.

**Racial Traits.** You can add racial traits to an NPC. For example, a halfling priest might have a speed of 25 feet and the Lucky trait. Adding racial traits to an NPC doesn't alter its challenge rating. For more on racial traits, see chapter 2 of this document.

**Spell Swaps.** One way to customize an NPC spellcaster is to replace one or more of its spells. You can substitute any spell on the NPC's spell list with a different spell of the same level from the same spell list. Swapping spells in this manner doesn't alter an NPC's challenge rating.

**Armor and Weapon Swaps.** You can upgrade or downgrade an NPC's armor, or add or switch weapons. Adjustments to Armor Class and damage can change an NPC's challenge rating.

**Magic Items.** The more powerful an NPC, the more likely it has one or more magic items in its possession. A mage, for example, might have a magic staff or wand, as well as one or more potions and scrolls. Giving an NPC a potent damage-dealing magic item could alter its challenge rating.

A few magic items are described in chapter 14 of this document.

## ACOLYTE

Medium humanoid (any race), any alignment

**Armor Class** 10  
**Hit Points** 9 (2d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

**Skills** Medicine +4, Religion +2  
**Senses** passive Perception 12  
**Languages** any one language (usually Common)  
**Challenge** 1/4 (50 XP)

**Spellcasting.** The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*  
1st level (3 slots): *bless*, *cure wounds*, *sanctuary*

## ACTIONS

**Club.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Acolytes are junior members of a clergy, usually answerable to a priest. They perform a variety of functions in a temple and are granted minor spellcasting power by their deities.

## BANDIT

Medium humanoid (any race), any non-lawful alignment

**Armor Class** 12 (leather armor)  
**Hit Points** 11 (2d8 + 2)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

**Senses** passive Perception 10  
**Languages** any one language (usually Common)  
**Challenge** 1/8 (25 XP)

## ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bandits rove in gangs and are sometimes led by more powerful NPCs, including spellcasters. Not all bandits are evil. Oppression, drought, disease, or famine can often drive otherwise honest folk to a life of banditry.

## BERSERKER

Medium humanoid (any race), any chaotic alignment

**Armor Class** 13 (hide armor)  
**Hit Points** 67 (9d8 + 27)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (–1)	11 (+0)	9 (–1)

**Senses** passive Perception 10  
**Languages** any one language (usually Common)  
**Challenge** 2 (450 XP)

**Reckless.** At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

## ACTIONS

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Hailing from uncivilized lands, unpredictable berserkers come together in war parties and seek conflict wherever they can find it.

## COMMONER

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 0 (10 XP)

### ACTIONS

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

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

Commoners include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.

## CULTIST

Medium humanoid (any race), any non-good alignment

**Armor Class** 12 (leather armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

**Skills** Deception +2, Religion +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

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

**Dark Devotion.** The cultist has advantage on saving throws against being charmed or frightened.

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

Cultists swear allegiance to dark powers, and often show signs of insanity in their beliefs and practices.

## GUARD

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain shirt, shield)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

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

### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Guards include members of a city watch, sentries in a citadel or fortified town, and the bodyguards of merchants and nobles.

## KNIGHT

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

**Saving Throws** Con +4, Wis +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Brave.** The knight has advantage on saving throws against being frightened.

### ACTIONS

**Multiattack.** The knight makes two melee attacks.

**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

### REACTIONS

**Parry.** The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Knights are warriors who pledge service to rulers, religious orders, and noble causes. A knight's alignment determines the extent to which a pledge is honored.

## MAGE

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 6 (2,300 XP)

**Spellcasting.** The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Mages spend their lives in the study and practice of magic.

## PRIEST

Medium humanoid (any race), any alignment

**Armor Class** 13 (chain shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

**Skills** Medicine +7, Persuasion +3, Religion +4

**Senses** passive Perception 13

**Languages** any two languages

**Challenge** 2 (450 XP)

**Divine Eminence.** As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *lesser restoration*, *spiritual weapon*

3rd level (2 slots): *dispel magic*, *spirit guardians*

### ACTIONS

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

*Hit:* 3 (1d6) bludgeoning damage.

Priests are the spiritual leaders of temples and shrines.

## THUG

Medium humanoid (any race), any non-good alignment

**Armor Class** 11 (leather armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

**Skills** Intimidation +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

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

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

### ACTIONS

**Multiattack.** The thug makes two melee attacks.

**Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Thugs are ruthless enforcers skilled at intimidation and violence. They work for money and have few scruples.

# CHAPTER 13: BUILDING COMBAT ENCOUNTERS

WHEN CREATING A COMBAT ENCOUNTER, LET YOUR imagination run wild and build something your players will enjoy. Once you have the details figured out, use this section to adjust the difficulty of the encounter.

## COMBAT ENCOUNTER DIFFICULTY

There are four categories of encounter difficulty.

**Easy.** An easy encounter doesn't tax the characters' resources or put them in serious peril. They might lose a few hit points, but victory is pretty much guaranteed.

**Medium.** A medium encounter usually has one or two scary moments for the players, but the characters should emerge victorious with no casualties. One or more of them might need to use healing resources.

**Hard.** A hard encounter could go badly for the adventurers. Weaker characters might get taken out of the fight, and there's a slim chance that one or more characters might die.

**Deadly.** A deadly encounter could be lethal for one or more player characters. Survival often requires good tactics and quick thinking, and the party risks defeat.

### XP THRESHOLDS BY CHARACTER LEVEL

Character Level	Encounter Difficulty			
	Easy	Medium	Hard	Deadly
1st	25	50	75	100
2nd	50	100	150	200
3rd	75	150	225	400
4th	125	250	375	500
5th	250	500	750	1,100
6th	300	600	900	1,400
7th	350	750	1,100	1,700
8th	450	900	1,400	2,100
9th	550	1,100	1,600	2,400
10th	600	1,200	1,900	2,800
11th	800	1,600	2,400	3,600
12th	1,000	2,000	3,000	4,500
13th	1,100	2,200	3,400	5,100
14th	1,250	2,500	3,800	5,700
15th	1,400	2,800	4,300	6,400
16th	1,600	3,200	4,800	7,200
17th	2,000	3,900	5,900	8,800
18th	2,100	4,200	6,300	9,500
19th	2,400	4,900	7,300	10,900
20th	2,800	5,700	8,500	12,700

### EVALUATING ENCOUNTER DIFFICULTY

Use the following method to gauge the difficulty of any combat encounter.

**1. Determine XP Thresholds.** First, determine the experience point (XP) thresholds for each character in the party. The XP Thresholds by Character Level table has four XP thresholds for each character level, one for each category of encounter difficulty. Use a character's level to determine his or her XP thresholds. Repeat this process for every character in the party.

**2. Determine the Party's XP Threshold.** For each category of encounter difficulty, add up the characters' XP thresholds. This determines the party's XP threshold. You'll end up with four totals, one for each category of encounter difficulty.

For example, if your party includes three 3rd-level characters and one 2nd-level character, the party's totaled XP thresholds would be as follows:

**Easy:** 275 XP (75 + 75 + 75 + 50)

**Medium:** 550 XP (150 + 150 + 150 + 100)

**Hard:** 825 XP (225 + 225 + 225 + 150)

**Deadly:** 1,400 XP (400 + 400 + 400 + 200)

Record the totals, because you can use them for every encounter in your adventure.

**3. Total the Monsters' XP.** Add up the XP for all of the monsters in the encounter. Every monster has an XP value in its stat block.

**4. Modify Total XP for Multiple Monsters.** If the encounter includes more than one monster, apply a multiplier to the monsters' total XP. The more monsters there are, the more attack rolls you're making against the characters in a given round, and the more dangerous the encounter becomes. To correctly gauge an encounter's difficulty, multiply the total XP of all the monsters in the encounter by the value given in the Encounter Multipliers table.

For example, if an encounter includes four monsters worth a total of 500 XP, you would multiply the total XP of the monsters by 2, for an adjusted value of 1,000 XP. This adjusted value is *not* what the monsters are worth in terms of XP; the adjusted value's only purpose is to help you accurately assess the encounter's difficulty.

When making this calculation, don't count any monsters whose challenge rating is significantly below the average challenge rating of the other monsters in the group unless you think the weak monsters significantly contribute to the difficulty of the encounter.

### ENCOUNTER MULTIPLIERS

Number of Monsters	Multiplier	Number of Monsters	Multiplier
1	× 1	7–10	× 2.5
2	× 1.5	11–14	× 3
3–6	× 2	15 or more	× 4

**5. Compare XP.** Compare the monsters' adjusted XP value to the party's XP thresholds. The threshold that equals the adjusted XP value determines the encounter's difficulty. If there's no match, use the closest threshold that is lower than the adjusted XP value.

For example, an encounter with one bugbear and three hobgoblins has an adjusted XP value of 1,000, making it a hard encounter for a party of three 3rd-level characters and one 2nd-level character (which has a hard encounter threshold of 825 XP and a deadly encounter threshold of 1,400 XP).

## PARTY SIZE

The preceding guidelines assume that you have a party consisting of three to five adventurers.

If the party contains fewer than three characters, apply the next highest multiplier on the Encounter Multipliers table. For example, apply a multiplier of 1.5 when the characters fight a single monster, and a multiplier of 5 for groups of fifteen or more monsters.

If the party contains six or more characters, use the next lowest multiplier on the table. Use a multiplier of 0.5 for a single monster.

## MULTIPART ENCOUNTERS

Sometimes an encounter features multiple enemies that the party doesn't face all at once. For example, monsters might come at the party in waves. For such encounters, treat each discrete part or wave as a separate encounter for the purpose of determining its difficulty.

A party can't benefit from a short rest between parts of a multipart encounter, so they won't be able to spend Hit Dice to regain hit points or recover any abilities that require a short rest to regain. As a rule, if the adjusted XP value for the monsters in a multipart encounter is higher than one-third of the party's expected XP total for the adventuring day (see "The Adventuring Day," below), the encounter is going to be tougher than the sum of its parts.

## BUILDING ENCOUNTERS ON A BUDGET

You can build an encounter if you know its desired difficulty. The party's XP thresholds give you an XP budget that you can spend on monsters to build easy, medium, hard, and deadly encounters. Just remember that groups of monsters eat up more of that budget than their base XP values would indicate (see step 4).

For example, using the party from step 2, you can build a medium encounter by making sure that the adjusted XP value of the monsters is at least 550 XP (the party's threshold for a medium encounter) and no more than 825 XP (the party's threshold for a hard encounter). A single monster of challenge rating 3 (such as a manticores or owlbear) is worth 700 XP, so that's one possibility. If you want a pair of monsters, each one will count for 1.5 times its base XP value. A pair of dire wolves (worth 200 XP each) have an adjusted XP value of 600, making them a medium encounter for the party as well.

To assist with this approach, appendix B in the *Dungeon Master's Guide* presents a list of all monsters in the *Monster Manual* organized by challenge rating. See "Monsters by Challenge Rating" later in this chapter for a list by CR of the monsters included in this document.

## THE ADVENTURING DAY

Assuming typical adventuring conditions and average luck, most adventuring parties can handle about six to eight medium or hard encounters in a day. If the adventure has more easy encounters, the adventurers can get through more. If it has more deadly encounters, they can handle fewer.

In the same way you figure out the difficulty of an encounter, you can use the XP values of monsters and other

opponents in an adventure as a guideline for how far the party is likely to progress.

For each character in the party, use the Adventuring Day XP table to estimate how much XP that character is expected to earn in a day. Add together the values of all party members to get a total for the party's adventuring day. This provides a rough estimate of the adjusted XP value for encounters the party can handle before the characters will need to take a long rest.

### ADVENTURING DAY XP

Level	Adjusted XP per Day per Character	Level	Adjusted XP per Day per Character
1st	300	11th	10,500
2nd	600	12th	11,500
3rd	1,200	13th	13,500
4th	1,700	14th	15,000
5th	3,500	15th	18,000
6th	4,000	16th	20,000
7th	5,000	17th	25,000
8th	6,000	18th	27,000
9th	7,500	19th	30,000
10th	9,000	20th	40,000

### SHORT RESTS

In general, over the course of a full adventuring day, the party will likely need to take two short rests, about one-third and two-thirds of the way through the day.

## MODIFYING ENCOUNTER DIFFICULTY

An encounter can be made easier or harder based on the choice of location and the situation.

Increase the difficulty of the encounter by one step (from easy to medium, for example) if the characters have a drawback that their enemies don't. Reduce the difficulty by one step if the characters have a benefit that their enemies don't. Any additional benefit or drawback pushes the encounter one step in the appropriate direction. If the characters have both a benefit and a drawback, the two cancel each other out.

Situational drawbacks include the following:

- The whole party is surprised, and the enemy isn't.
- The enemy has cover, and the party doesn't.
- The characters are unable to see the enemy.
- The characters are taking damage every round from some environmental effect or magical source.
- The characters are hanging from a rope, in the midst of scaling a sheer wall or cliff, stuck to the floor, or otherwise in a situation that hinders their mobility.

Situational benefits are similar to drawbacks except that they benefit the characters instead of the enemy.

## FUN COMBAT ENCOUNTERS

The following features can add more fun and suspense to a combat encounter:

- Terrain features that pose inherent risks to both the characters and their enemies, such as a frayed rope bridge and pools of green slime
- Terrain features that provide a change of elevation, such as pits, stacks of empty crates, and ledges



### CHALLENGE RATING

When putting together an encounter or adventure, especially at lower levels, exercise caution when using monsters whose challenge rating is higher than the party's average level. Such a creature might deal enough damage with a single action to take out adventurers of a lower level. For example, an ogre has a challenge rating of 2, but it can kill a 1st-level wizard with a single blow.

- Features that either inspire or force characters and their enemies to move around, such as chandeliers, kegs of gunpowder or oil, and whirling blade traps
- Enemies in hard-to-reach locations or defensive positions, so that characters who normally attack at range are forced to move around the battlefield

## MONSTERS BY CHALLENGE RATING

The following list organizes the monsters in this document by challenge rating.

### CHALLENGE 0 (0–10 XP)

Awakened shrub  
Baboon  
Badger  
Bat  
Cat  
Commoner  
Crab  
Deer  
Eagle  
Frog  
Giant fire beetle  
Goat  
Hawk  
Hyena  
Jackal  
Lizard  
Octopus  
Owl  
Quipper  
Rat  
Raven  
Scorpion  
Sea horse  
Spider  
Vulture  
Weasel

### CHALLENGE 1/8 (25 XP)

Bandit  
Blood hawk  
Camel  
Cultist  
Flying snake  
Giant crab  
Giant rat  
Giant weasel  
Guard  
Kobold  
Mastiff

Merfolk

Mule

Poisonous snake

Pony

Stirge

Twig blight

### CHALLENGE 1/4 (50 XP)

Acolyte

Axe beak

Blink dog

Boar

Constrictor snake

Draft horse

Elk

Flying sword

Giant badger

Giant bat

Giant centipede

Giant frog

Giant lizard

Giant owl

Giant poisonous snake

Giant wolf spider

Goblin

Panther

Pteranodon

Riding horse

Skeleton

Swarm of bats

Swarm of rats

Swarm of ravens

Wolf

Zombie

### CHALLENGE 1/2 (100 XP)

Ape

Black bear

Cockatrice

Crocodile

Giant goat

Giant sea horse

Giant wasp

Gnoll

Hobgoblin

Lizardfolk

Orc

Reef shark

Satyr

Swarm of insects

Thug

Warhorse

Worg

### CHALLENGE 1 (200 XP)

Animated armor

Brown bear

Bugbear

Death dog

Dire wolf

Ghoul

Giant eagle

Giant hyena

Giant octopus

Giant spider

Giant toad

Giant vulture

Harpy

Hippogriff

Lion

Swarm of quippers

Tiger

### CHALLENGE 2 (450 XP)

Allosaurus

Awakened tree

Berserker

Centaur

Gargoyle

Giant boar

Giant constrictor snake

Giant elk

Grick

Griffon

Hunter shark

Nothic

Ochre jelly

Ogre

Pegasus

Plesiosaurus

Polar bear

Priest

Rhinoceros

Saber-toothed tiger

Swarm of poisonous snakes

### CHALLENGE 3 (700 XP)

Ankylosaurus

Basilisk

Doppelganger

Giant scorpion

Hell hound

Killer whale

Knight

Manticore

Minotaur

Mummy

Owlbear

Phase spider

Spectator

Werewolf

Wight

Winter wolf

Yeti

### CHALLENGE 4 (1,100 XP)

Banshee

Elephant

Flameskull

Ghost

### CHALLENGE 5 (1,800 XP)

Air elemental

Earth elemental

Fire elemental

Flesh golem

Giant crocodile

Giant shark

Hill giant

Triceratops

Troll

Water elemental

### CHALLENGE 6 (2,300 XP)

Chimera

Cyclops

Mage

Mammoth

Medusa

Wyvern

### CHALLENGE 7 (2,900 XP)

Giant ape

### CHALLENGE 8 (3,900 XP)

Frost giant

Hydra

Tyrannosaurus rex

Young green dragon

### CHALLENGE 9 (5,000 XP)

Fire giant

### CHALLENGE 10 (5,900 XP)

Stone golem

### CHALLENGE 17 (18,000 XP)

Adult red dragon

# CHAPTER 14: MAGIC ITEMS

EVERY ADVENTURE HOLDS THE PROMISE—BUT NOT A guarantee—of finding one or more magic items. This chapter presents an assortment of magic items that hints at the wider variety of magic items waiting to be found in the worlds of D&D. See the *Dungeon Master's Guide* for many more items.

## USING A MAGIC ITEM

A magic item's description explains how the item works. Handling a magic item is enough to give a character a sense that something is extraordinary about the item. The *identify* spell is the fastest way to reveal an item's properties. Alternatively, a character can focus on one magic item during a short rest, while being in physical contact with the item. At the end of the rest, the character learns the item's properties, as well as how to use them. Potions are an exception; a little taste is enough to tell the taster what the potion does.

Some magic items require a creature to form a bond with them before their magical properties can be used. This bond is called **attunement**, and certain items have a prerequisite for it. If the prerequisite is a class, a creature must be a member of that class to attune to the item. If the prerequisite is to be a spellcaster, a creature qualifies if it can cast at least one spell using its traits or features, not using a magic item or the like.

Attuning to an item requires a creature to spend a short rest focused on only that item while being in physical contact with it (this can't be the same short rest used to learn the item's properties). This focus can take the form of weapon practice, meditation, or some other appropriate activity. If the short rest is interrupted, the attunement attempt fails. Otherwise, at the end of the short rest, the creature gains an intuitive understanding of how to activate any magical properties of the item, including any necessary command words.

An item can be attuned to only one creature at a time, and a creature can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; the creature must end its attunement to an item first. Additionally, a creature can't attune to more than one copy of an item. For example, a creature can't attune to more than one *ring of protection* at a time.

A creature's attunement to an item ends if the creature no longer satisfies the prerequisites for attunement, if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily end attunement by spending another short rest focused on the item, unless the item is cursed.

## ITEM DESCRIPTIONS

### AMULET OF HEALTH

*Wondrous item, rare (requires attunement)*

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is 19 or higher without it.

### ARMOR, +1, +2, OR +3

*Armor (light, medium, or heavy), rare (+1), very rare (+2), or legendary (+3)*

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

### BAG OF HOLDING

*Wondrous item, uncommon*

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

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

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

### BOOTS OF STRIDING AND SPRINGING

*Wondrous item, uncommon (requires attunement)*

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

### CLOAK OF ELVENKIND

*Wondrous item, uncommon (requires attunement)*

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

### GAUNTLETS OF OGRE POWER

*Wondrous item, uncommon (requires attunement)*

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is 19 or higher without them.

### GLOVES OF SWIMMING AND CLIMBING

*Wondrous item, uncommon (requires attunement)*

While wearing these gloves, climbing and swimming don't cost you extra movement, and you gain a +5 bonus to Strength (Athletics) checks made to climb or swim.

### GOGGLES OF NIGHT

*Wondrous item, uncommon*

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

### HEADBAND OF INTELLECT

*Wondrous item, uncommon (requires attunement)*

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is 19 or higher without it.

### KEOGHTOM'S OINTMENT

*Wondrous item, uncommon*

This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound.

As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

### POTION OF FLYING

*Potion, very rare*

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

### POTION OF INVISIBILITY

*Potion, very rare*

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

### POTION OF VITALITY

*Potion, very rare*

When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend. The potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

### RING OF EVASION

*Ring, rare (requires attunement)*

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

### RING OF PROTECTION

*Ring, rare (requires attunement)*

You gain a +1 bonus to AC and saving throws while wearing this ring.

### RING OF RESISTANCE

*Ring, rare (requires attunement)*

You have resistance to one damage type while wearing this ring. The gem in the ring indicates the type, which the DM chooses or determines randomly.

d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

### SPELL SCROLL

*Scroll, varies*

A *spell scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

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

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity, as shown in the Spell Scroll table.



## SPELL SCROLL

Spell Level	Rarity	Save DC	Attack Bonus
Cantrip	Common	13	+5
1st	Common	13	+5
2nd	Uncommon	13	+5
3rd	Uncommon	15	+7
4th	Rare	15	+7
5th	Rare	17	+9
6th	Very rare	17	+9
7th	Very rare	18	+10
8th	Very rare	18	+10
9th	Legendary	19	+11

A wizard spell on a *spell scroll* can be copied just as spells in spellbooks can be copied. When a spell is copied from a *spell scroll*, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the *spell scroll* is destroyed.

### WAND OF MAGIC DETECTION

*Wand, uncommon*

This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the *detect magic* spell from it. The wand regains 1d3 expended charges daily at dawn.

### WAND OF MAGIC MISSILES

*Wand, uncommon*

While you hold this wand, you can use an action to expend 1 to 3 of its 7 charges to cast the *magic missile* spell without using any components. For 1 charge, you cast the spell as if you used a 1st-level spell slot, and you increase the spell slot level by one for each additional charge you spend.

The wand regains 1d6 + 1 expended charges each day at dawn. However, if you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

### WEAPON, +1, +2, OR +3

*Weapon (any), uncommon (+1), rare (+2), or very rare (+3)*

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

# APPENDIX A: CONDITIONS

CONDITIONS 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.

## 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.

## 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.