

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.

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. Also, being raised from the dead reduces a creature's exhaustion level by 1.

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. This appendix deals with one pantheon, that of the Forgotten Realms.

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.

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

APPENDIX C: THE FIVE FACTIONS

MANY CHARACTERS CREATED IN THE FORGOTTEN REALMS setting, especially those for organized D&D play, belong to one of five factions that have risen to prominence in the world of Faerûn. Each faction has its own motivations, goals, and philosophy. Some are more heroic than others, but all band together in times of trouble to address major threats.

HARPERS

The clandestine network of spellcasters and spies known as the Harpers seeks to tip the scales in favor of the innocent, the weak, and the poor. Harper agents pride themselves on being incorruptible defenders of good, and they never hesitate to aid the oppressed. Because they prefer to work behind the scenes, they are rarely noticed as they thwart tyrants, depose rulers, and head off any growing force that is thought to have evil intent. The faction has its finger on the pulse of power in the Realms, and its members work tirelessly to even the odds for the downtrodden.

Individual Harper agents operate alone, relying on their wits and the faction's extensive information network to gain an advantage over their enemies. They know that knowledge is power, so gathering intelligence beforehand is paramount to their success. They are well informed and always have access to aid, magical and otherwise. Veteran members have secret caches of information stashed all over Faerûn, along with trusted sources stationed in every major town and city.

The organization is always on the lookout for powerful items, expressly to keep them out of the hands of evildoers. To this end, its agents use various guises and identities to aid their search for carefully guarded secrets such as ancestral maps, buried cities, and mages' keeps.

The bond between Harpers is strong, and the friendships they form are nigh unbreakable. Rarely do they operate in the open, but on rare occasions they must, because there is no other choice. When that happens, you can be sure that a fellow Harper is watching closely, ready to dart out from the shadows and help a comrade at a moment's notice.

A Harper is first and foremost self-reliant, for once you are autonomous, no one can tempt you into using power as a crutch. You are sovereign unto yourself.

Therefore, a Harper's soul must be incorruptible. Many believe themselves to be so, but power comes in many guises, and it will surely find your weakness. Of this you may be certain. Only a true Harper can pass this test and transform weakness into strength. That is why we are the hand that



stops the tyrant, feeds the oppressed, and asks for nothing in return.

We are the song for those who have no voice.

—Remallia “Remi” Haventree

ORDER OF THE GAUNTLET

The Order of the Gauntlet is a relatively new organization dedicated to smiting evil wherever it lurks and without hesitation. Its members understand that evil wears many guises, playing games and tricking others in order to hasten its spread. That is why its members act on their own authority, identifying threats and removing them before they can reach their full potential.

Because the seeds of evil are nourished in the shadows, the Order of the Gauntlet rides out to the most dangerous dungeons, the darkest caverns, and the foulest pits to weed out wrongdoers. Even so, its members are keenly aware that the seed of evil lies within everyone, waiting for a moment when it can take root in their souls. The order's paladins, monks, and clerics spend long hours deep in prayer to keep their inner eye vigilant and focused on their own thoughts and emotions. In this way they purify themselves from within before taking up their swords to cleanse the world.

The Order of the Gauntlet believes that all sentient beings must come forth into the light of reason and goodness of their own volition. That is why the faction is not interested in controlling minds: it focuses only on deeds, setting an example for the world in the hope of inspiring and enlightening others. The order holds that faith in one's god, one's friends, and one's self are the best weapons for combating the hordes of malice.

Possessed of such devout conviction, the order's members can be relied on as a source of strength to themselves and others, a bright light against the darkness. They are not preemptive bullies, though. A strict code of honor allows them to strike only when evil deeds are being committed. Thus, the Order of the Gauntlet is constantly vigilant, using every resource at its disposal—both magical and mundane—to tell where and when dark deeds will occur.

That's the thing about evil: it is darkness, it is shadow, it hides in your blind spot. Then, when you are distracted, it sneaks in. Evil is a master of disguise—and what is the greatest disguise, you ask? Yourself. Evil will cloak itself in thoughts and emotions pretending to be your own, telling you to get angry, to be greedy and envious, to hold yourself above others.



People aren't born evil—it takes time for evil to fool you into thinking that its voice is yours. That is why to know who you truly are is what the order requires from each hopeful who wishes to join our ranks. Bravery isn't fighting the dragon out there—it is fighting the dragon within. That is what we do in our prayers. Once you have slain that dragon, you have overcome the darkness lurking within yourself. Only then do you have the capacity to know true goodness. Only then are you ready to take up the sword and wear the badge of our order.

—Kajiso Steelhand

EMERALD ENCLAVE

The Emerald Enclave is a far-ranging group that opposes threats to the natural world and helps others survive in the wilderness. Branches of the organization are scattered throughout Faerûn and often operate in isolation from the others. This existence instills in the enclave's members a fierce self-reliance and mastery of certain fighting and survival skills.

A ranger of the enclave might be hired to lead a caravan through a treacherous mountain pass or across the frozen tundra of Icewind Dale. A druid might volunteer to help a village prepare for a long, brutal winter. Barbarians and druids who live as hermits might appear from nowhere to help defend a town against marauding orcs.

Members of the Emerald Enclave know how to survive and, more important, how to help others do the same. They are not opposed to civilization or progress, but they strive to keep such “advances” in balance with the wild. They restore and preserve the natural order, even as they root out and destroy all that is unnatural. They keep the elemental forces of the world in check and prevent civilization and the wilderness from destroying one another.

We of the Emerald Enclave serve as gatekeepers to that vast space beyond the city walls. We are the defenders both of the wilderness and of the society that does not understand it. Most have forgotten that there is an ancient, natural order that held sway long before we formed our intellectual concepts of it. To come into contact with that primal order is to touch the power that guides all of life.

Those who walk the way of the Emerald Enclave are infused with this power; we embody it, and it moves us to do our work. That is why we are never alone. Even in the



midst of a noisy, crowded city, we can feel the presence of the natural world inside us, fresh, strong, and alive. The enclave seeks to make awareness of this power available to all.

Freedom. Is not this the highest of callings?

—Delaan Winterhound

LORDS' ALLIANCE

The Lords' Alliance is an association of rulers from cities and towns across Faerûn (primarily in the North), who believe that solidarity is needed to keep evil at bay. The rulers of Waterdeep, Silverymoon, Neverwinter, and other free cities dominate the coalition, and all lords in the alliance work primarily for the fate and fortune of their individual settlements.

Alliance agents include sophisticated bards, zealous paladins, talented mages, and grizzled warriors. They are chosen primarily for their loyalty and are experts in observation, stealth, innuendo, and combat. Backed by the wealthy and the privileged, they carry fine equipment (often disguised to appear common), including large numbers of scrolls scribed with spells of communication.

Agents of the Lords' Alliance ensure the safety and prosperity of civilized Faerûn by standing united against the forces that threaten civilization. They aggressively eliminate such threats by any means, fighting with pride for the glory and security of their people, and for the welfare of the lords who rule over those folk. Alliance operatives are often motivated by glory, looking to gain an advantage in status over their counterparts from other alliance cities. The leaders of the faction know that the group will survive only if its members support each other, requiring all to find a balance between pride and diplomacy. Rogue agents within the Lords' Alliance are rare, but defections have been known to occur.

Everyone wants to sleep at night and feel safe in their homes, but how many want to do what it takes to keep the tide of evil at bay? To stand in the cold and rain, waiting for battle while hunger gnaws at their bellies? Many wish to reap the rewards of a good harvest, but few care to remove the stones and till the fields for planting.

The Lords' Alliance fights the things that the shopkeeper in his bed has never even heard of. We remove threats before the town mayor even knows about them. We make bad things go away. That's what we're good at.

—Rameel Jos



ZHENTARIM

The Zhentarim, also called the Black Network, is an organization of well-trained mercenaries, savvy rogues, and crafty warlocks who seek to expand their influence and power throughout Faerûn. Agents of the Zhentarim believe that if they play by the rules, nothing gets done. Ultimately, they want to make the rules—and, in some cases, they already have. They walk a careful line when it comes to following the letter of the law and don't shy away from the occasional shady deal or illicit activity to get what they want.

To the Zhentarim, wealth is power. Its agents know that nothing else inspires such confidence and dispels doubt so well. Zhentarim agents routinely carry the finest weapons and armor, since the faction spares no expense in their outfitting. When a merchant needs an escort for a caravan, when a noble family requires bodyguards to protect its holdings, or when a city is desperate for trained soldiers to defend its walls, the Zhentarim provides the best warriors money can buy.



The organization encourages individual ambition and rewards innovators who take matters into their own hands. Results are all that matter. Those who come into the Black Network with nothing can become major players within the organization through their own ambition and perseverance.

Membership in the Zhentarim is like a key to a thousand doors, each one a gateway to fulfilling a personal desire. Most people shy away from this kind of freedom. They like their restraints, laws, and swaddling—it gives them the illusion of security.

The Black Network provides what I need to explore realms and dimensions that would tear apart minds accustomed to limits. Only in such places can I find magic powerful enough to defeat beings that know no such things as time, fear, or mercy. You might not like the Zhentarim's methods, but when a demon crawls out of the Abyss and comes for your family, you'll be glad that I have gone to the darkest of realms to find the answer to your problem.

—Ianna Asterion